Year 7 ICT Assessment point 3 – Flash animation

Timeline	Layers	Motion Tweens	Shape Tweening
A timeline refers to the breakdown of frames sequenced over time. The most common timeline is a linear timeline, **which follows a linear forward progression straight from beginning to end.** The linear timeline will mark out time in various increments, depending on the length of the animation and the user's preferences. Some timelines document increments in seconds, others in minutes. Typically the timelines will also display individual frames, segmented off by **the number of frames per second (fps).**	Layers make animation easier, they **allow you to keep the elements of your animation separate**, and they allow you to create scenes with the appearance of depth. Think of layers as sheets of transparent paper arranged in a stack. **Each layer is a separate thing**, but when you have a stack of layers, each with drawings on them, they can create an entire scene. **You can work on one layer without worrying about messing up the other layers.**	Motion tweens are a very **common way to create movement with Flash because Flash does most of the work, making things easy for you.** Motion tweens can also help minimize file size, particularly over frame-by-frame animation, since you have fewer assets in your documents. With motion tweening you create the motion tween and then define properties such as position, size, and rotation for an instance or text block at one point in time, and then you change those properties at another point in time. **When you do this, Flash automatically creates the gradual change between the first and second point in time**.	In shape tweening, you draw a shape at one point in time, and then you change that shape or draw another shape at another point in time. Flash interpolates the values or shapes for the frames in between, thus creating the animation. The shape morphs from the first shape into the second shape, or you can animate colour and gradients.