

Year 7 ICT Assessment point 3 – Flash animation

Motion Tweens

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.

Shape Tweening

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.

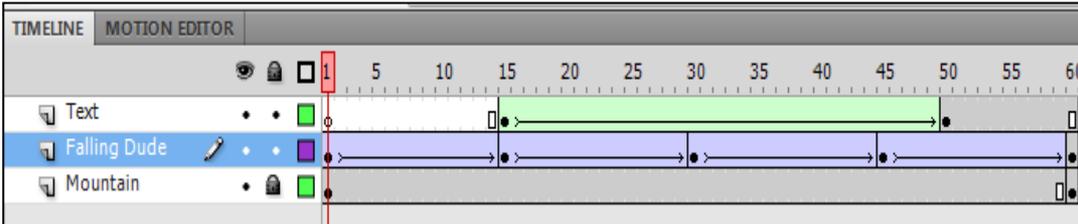
Importing to Library

In a new Flash document, choose **File→Import→Import to Stage.** The Import dialog box appears, asking you to find a file on your local computer.

To import an image (or images) to the library for later use, such as a series of photos that will be used in a photo gallery, **choose File→Import→Import to Library.** This command places the chosen images directly in the library so that you can use them when you're ready.

Locate on your hard drive a bitmap file such as JPEG or GIF, select it, and click Open.

The file is imported and placed on your stage on the active layer. **Locate and open the Library panel (choose Window→Library),** and you see that the bitmap has also been placed in your library



BITMAP Trace

You can use Flash's **Trace Bitmap** function to convert your artwork from raster/bitmap to vector format, which will save file size and allow for easy resizing.

Trace Bitmap can be found on the main (top) tool sets, under Modify->Trace Bitmap. After importing your bitmap/jpeg/gif artwork into Flash, you would drag it from your library onto your canvas, select it, and then choose this option.

The dialogue window that comes up lets you customize just how closely Flash tries to render the vector artwork based on the original, as the Trace Bitmap engine picks out solid color areas and converts them to vector fills (including your linework).

