

Shape To Shape

*Following are the steps to perform shape to shape morphing i.e. transformation of one shape into another using **shape tween**.*

STEP 1:

First open a flash file (.fla)

File → New → Flash Document

STEP 2:

Goto to tool box and click on the **Oval Tool**. If tool box is not visible go to

Windows → Tools Or Press Ctrl + F2

and then select **Oval Tool**.

STEP 3:

Now draw a circle or a oval using the tool, on frame 1.

STEP 4:

Select **Frame 40** on same layer and add a blank keyframe by going to

Insert → Timeline → Keyframe, Or By Pressing F7

Or Select Frame Frame, And Right-Click And Choose Insert Blank Keyframe

STEP 5:

On the stage now draw a square or rectangle by using **Rectangle Tool** in frame 40.

You should now have a keyframe in frame 1 with a circle and a keyframe in frame 40 with a rectangle.

STEP 6:

Now select any frame between the two key frame and create shape tween by

Right Click The Frame → Create Shape Tween

STEP 7:

Goto frame 1 and click on the circle and hold **Ctrl** and hit letter **B** twice, this breaks apart your text. Now do the same for the square on frame 40.

To Break Apart Symbols → Select Symbol → Press Ctrl+B+B

Or Right-Click → Break Apart

STEP 8:

Now goto frame 1 again and select the circle and go down to properties tab, If it is not visible goto

Windows → Check Properties Or Press Ctrl+F3

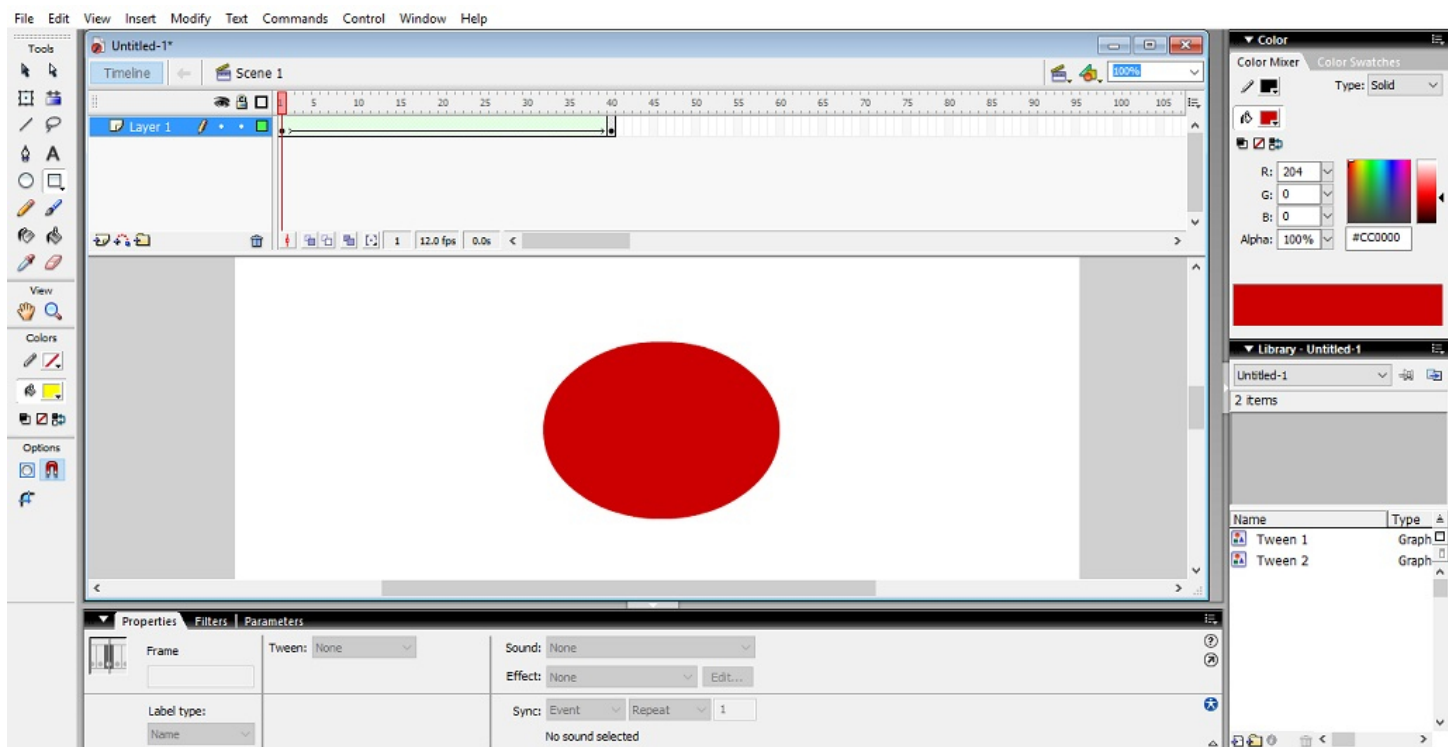
STEP 9:

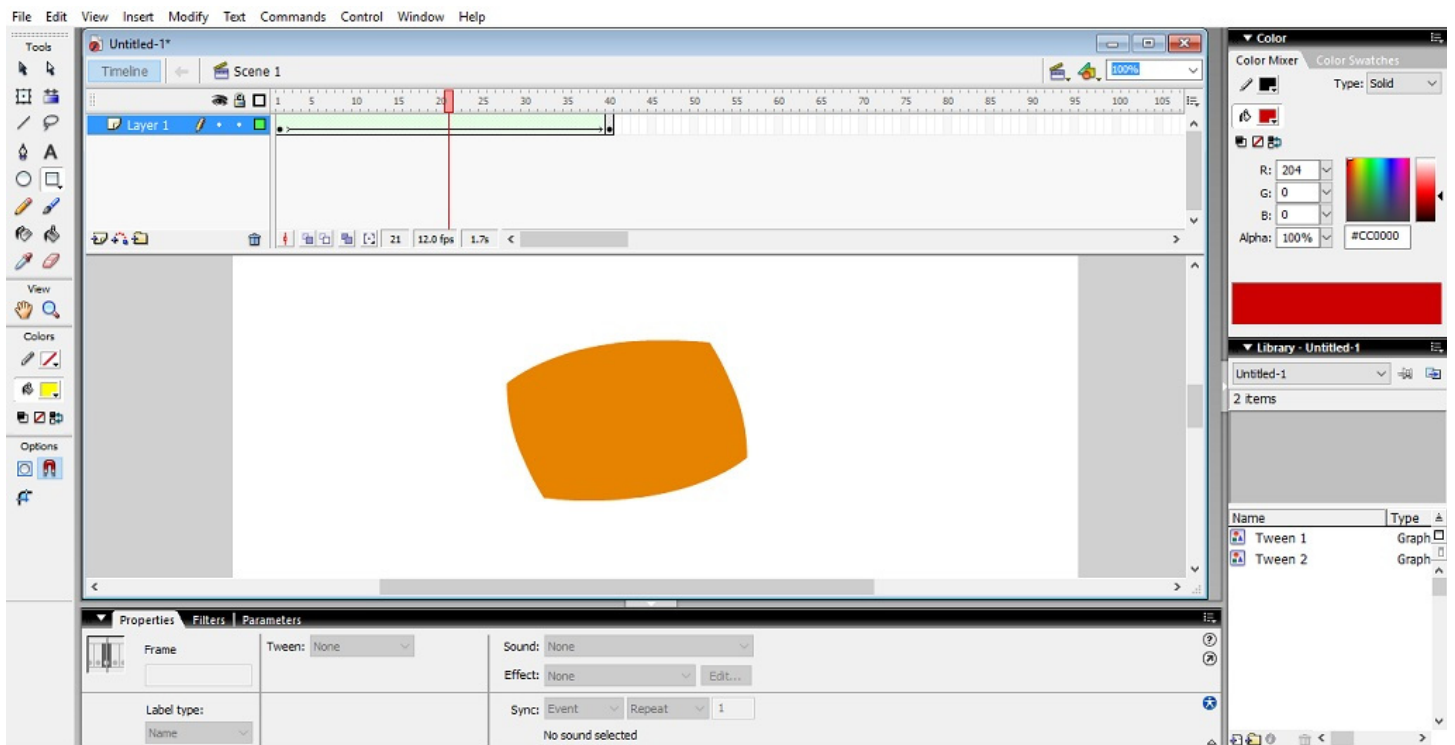
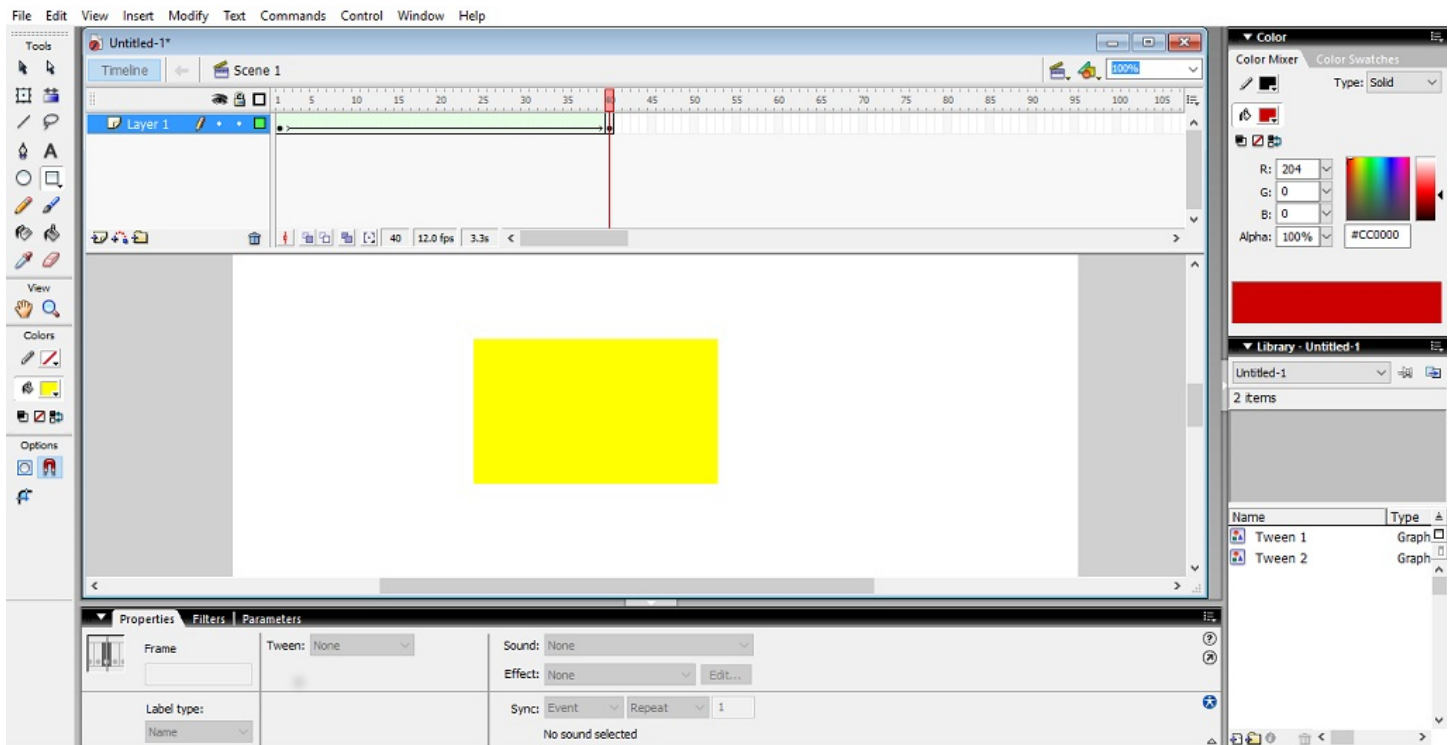
Open the dropdown menu next to **Tween** and click on **Shape**.

STEP 10:

Now play the movie by

Control → Play Or Press Ctrl+Enter





Blinking Eye

Following are the steps for creating a blinking eye.

STEP 1:

First open a flash file (.fla)

File → New → Flash Document

STEP 2:

In frame 1 , draw an eye using the **Brush Tool** and the **Oval Tool**.

STEP 3:

Copy it and flip the copy to make the other eye by selecting the eye and transforming it as follows.

Modify → Transform → Flip Horizontal

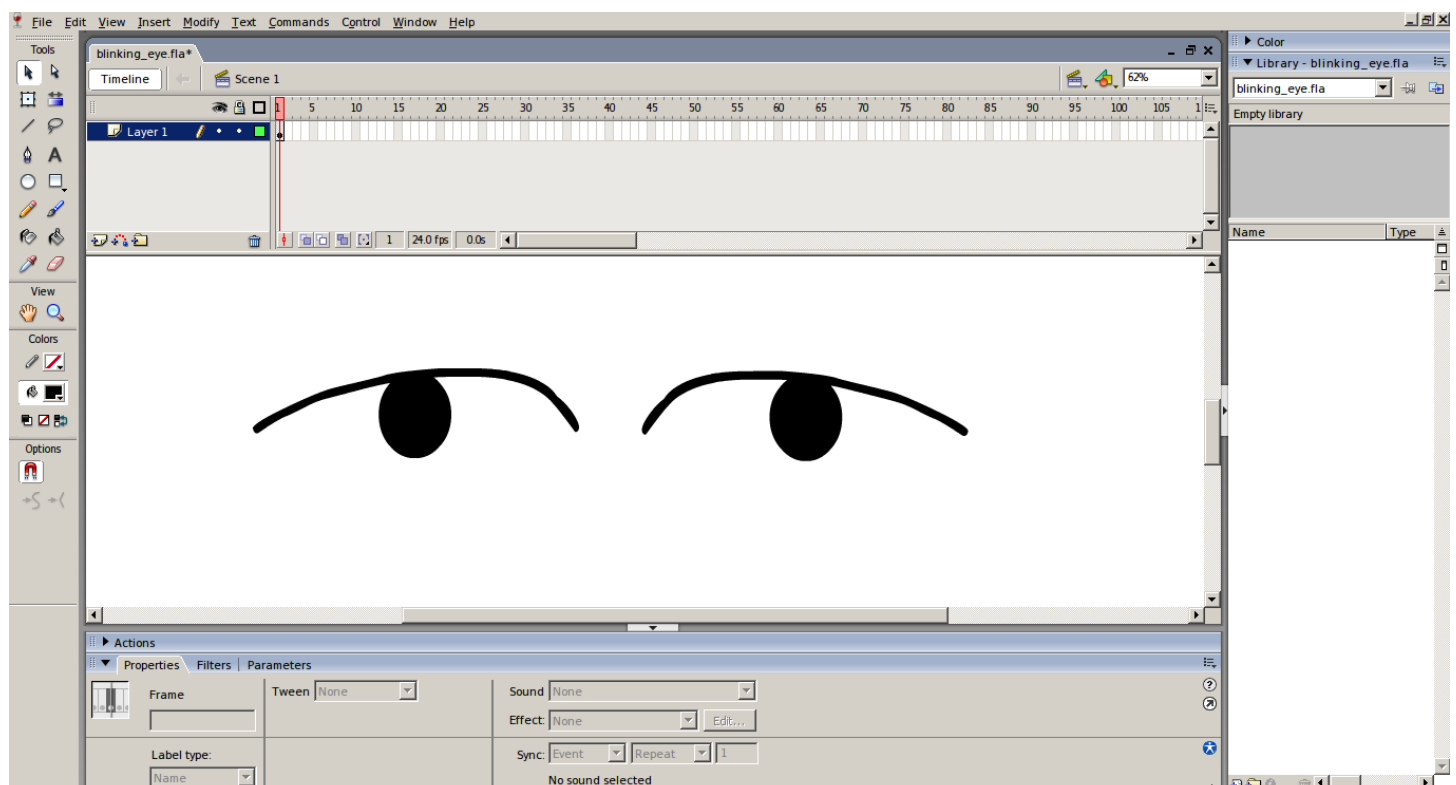
STEP 4:

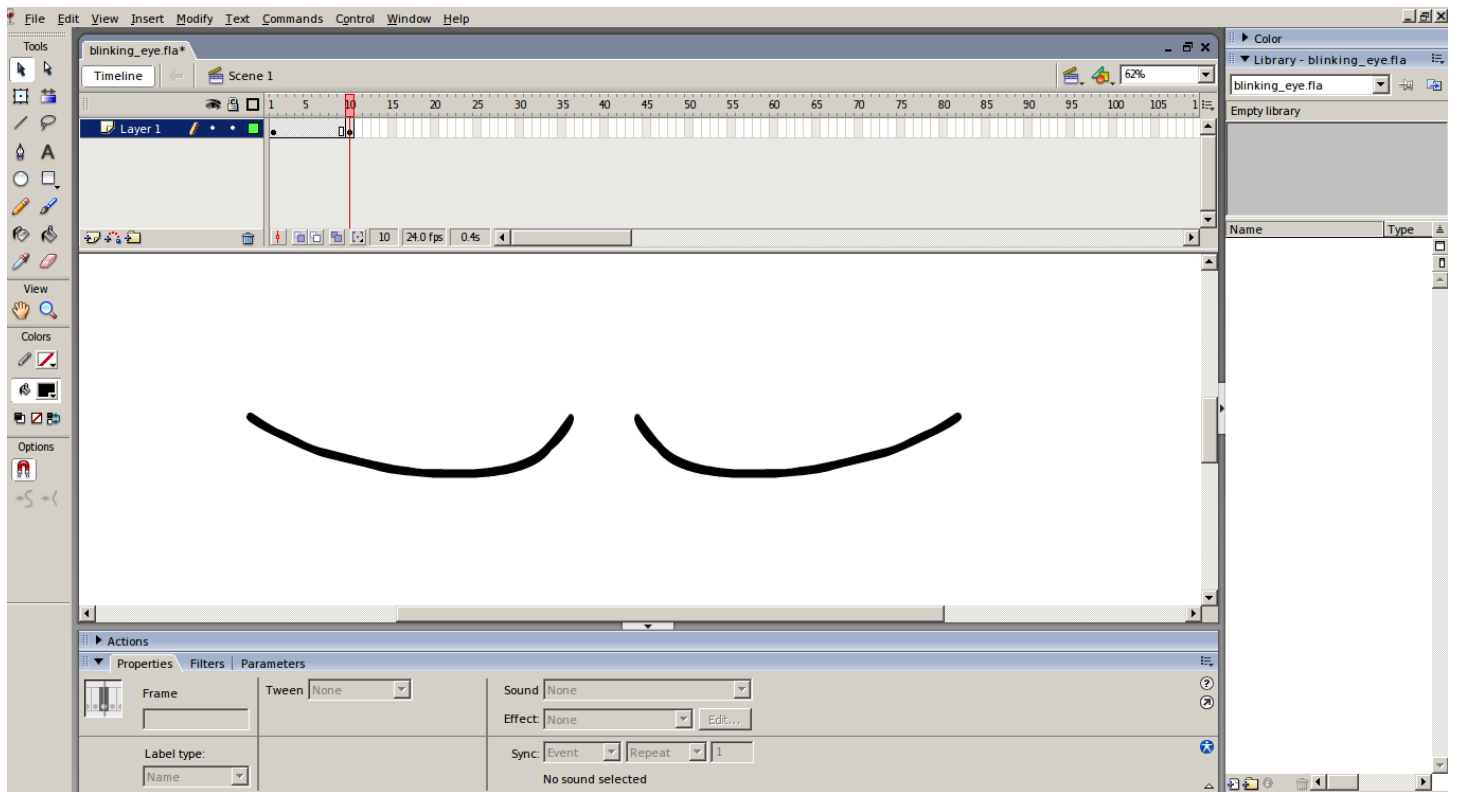
Now select frame 10 and make a closed eye through same method as step 2.

STEP 5:

Now play the movie by

Control → Play Or Press Ctrl+Enter





Solar System

Following are the steps for creating a Solar System.

STEP 1:

First open a flash file (.fla)

File → New → Flash Document

STEP 2:

Make background of stage black by going to properties and changing the background.

STEP 3:

Rename **Layer 1** to **Sun** as this layer will contain sun. Draw an Oval using the **Oval tool**

Set the **Stroke Color** to none and **Fill color** to any shade of yellow. And center it on the stage.

STEP 4:

Add 100 frames to the **Sun** layer.

STEP 5:

Create a new layer and name it **Orbits**.

STEP 6:

Create orbits for the planet using **Oval Tool** by setting **Fill Color** to none and **Stroke Color** to white. Insert a frame at Frame 100 on this layer too. Lock both **Orbits** and **Sun** layer to avoid modifying them.

STEP 7:

Create another layer named **Planet 1**. This layer is used to add a planet and animate it.

STEP 8:

Create a planet using **Oval Tool** with desired **Fill Color** and no **Stroke Color**.

STEP 9:

Make the planet a **Symbol** by selecting the planet and

Modify → Make Symbol Or Press F8

STEP 10:

Now **Motion Tween** the planet over the Orbit by inserting key frames at some interval and repositioning the planet accordingly for every key frame and adding Tween to the intermediate frames by

Right Click The Frame → Create Motion Tween

STEP 11:

Now repeat the **Step 7 to 10** with naming layers **Planet 2, Planet 3 and so on.**

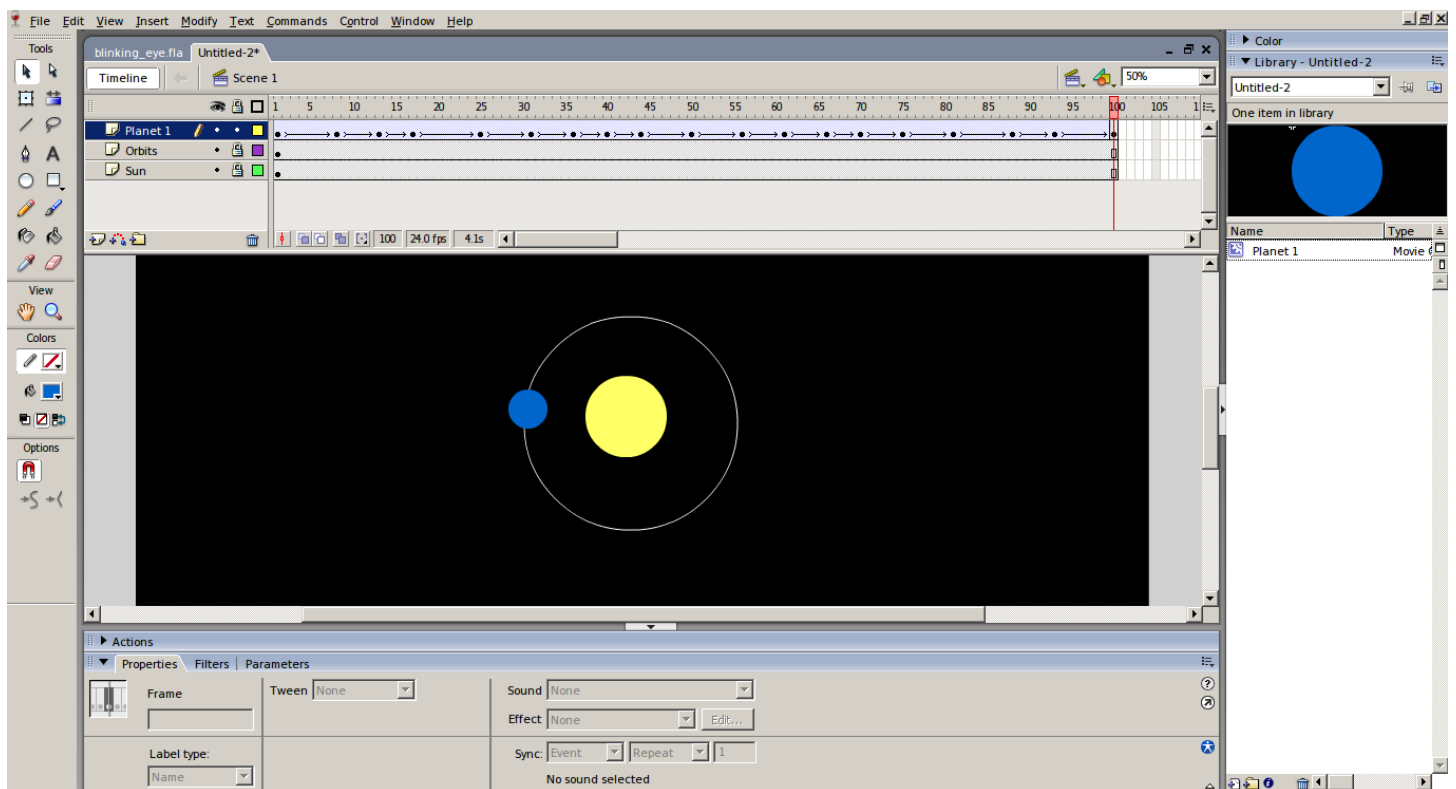
STEP 12:

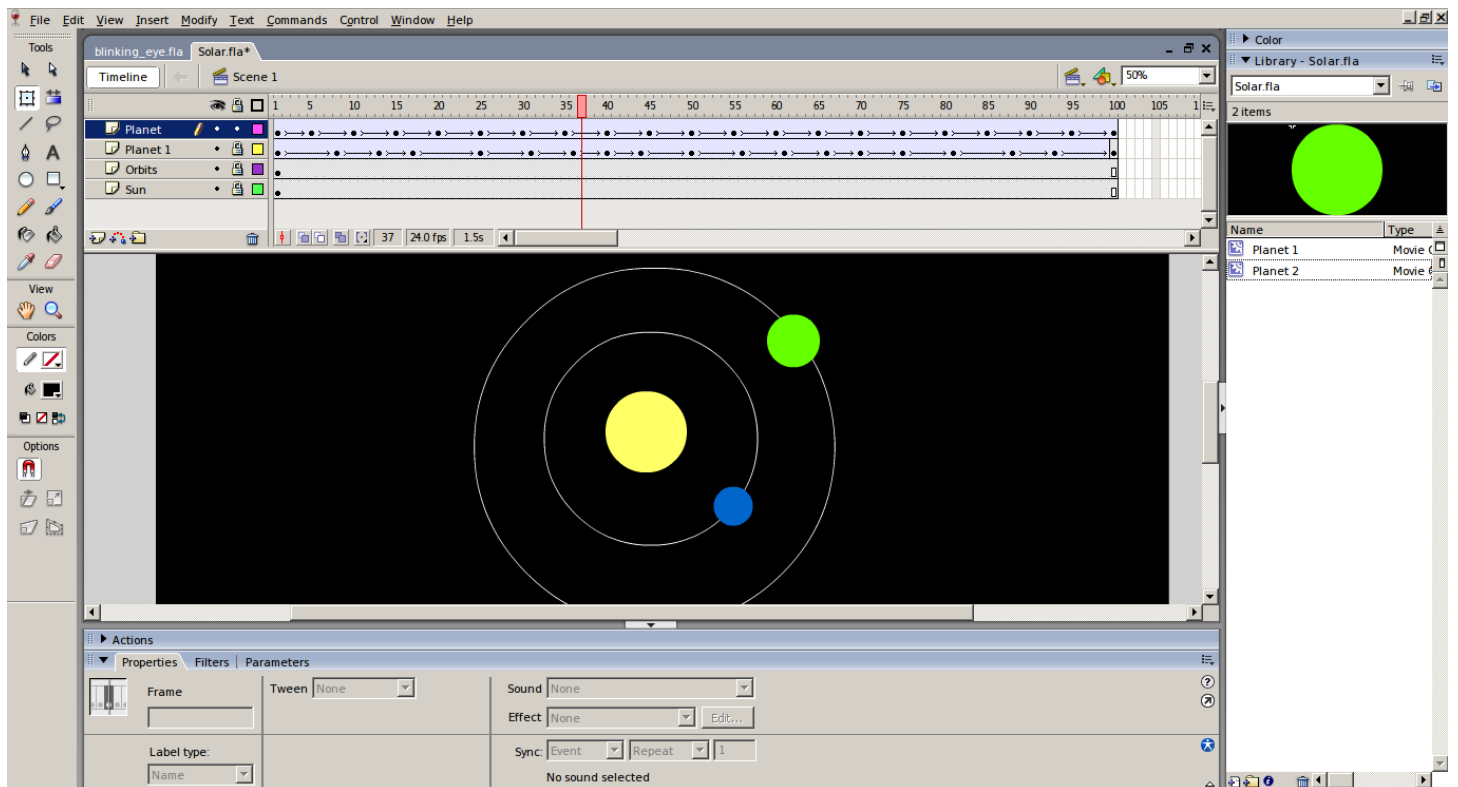
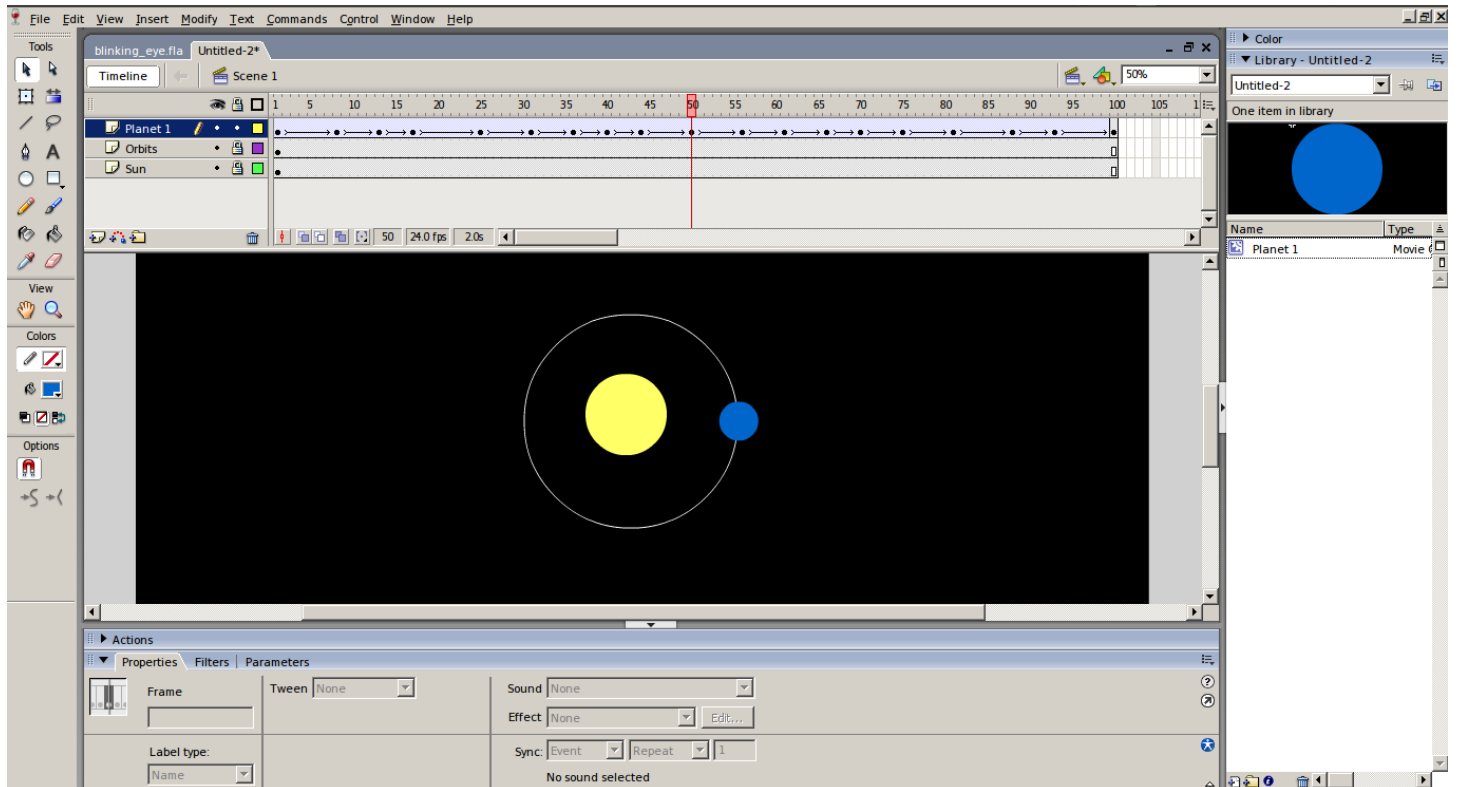
Now hide **Orbit Layer.**

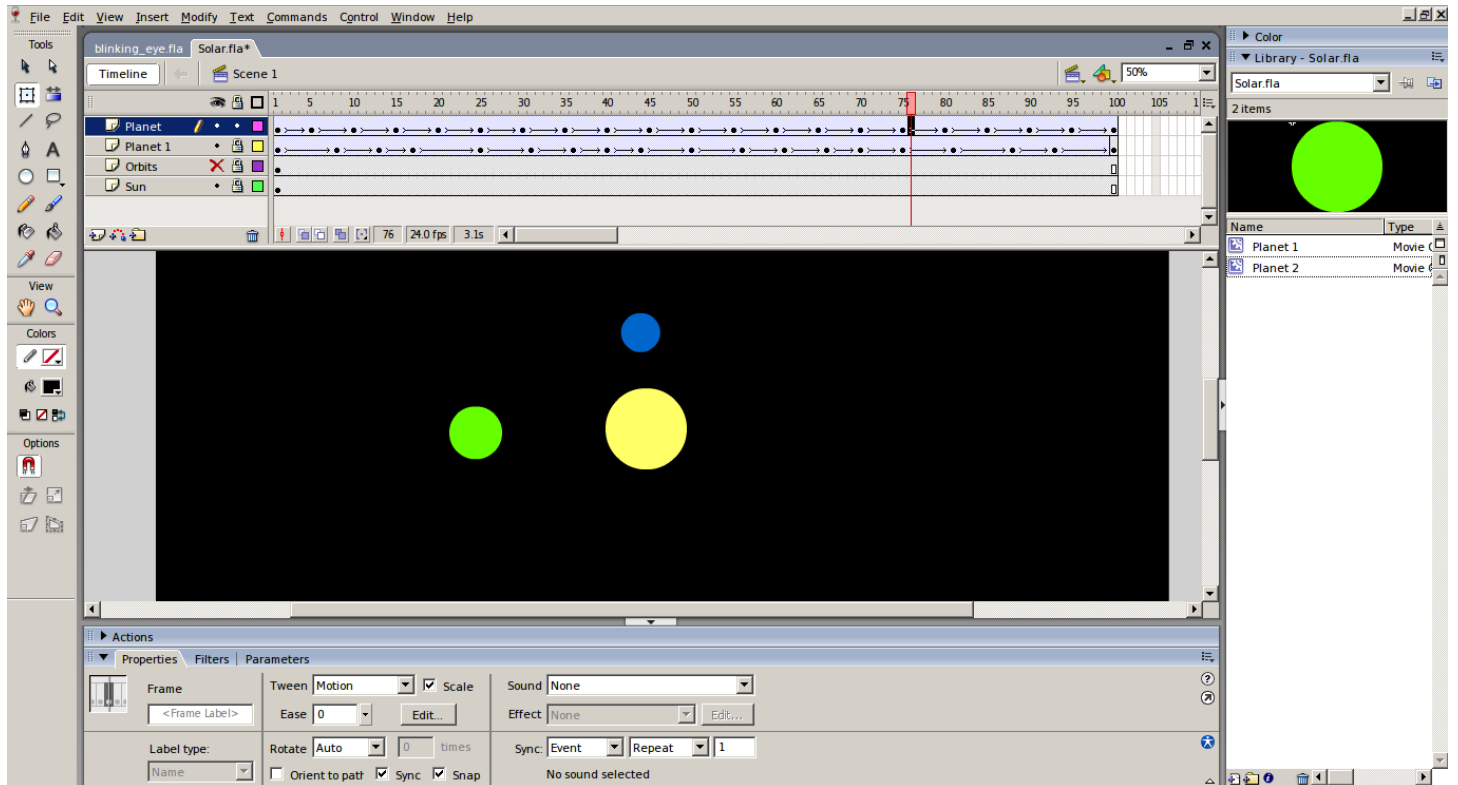
STEP 13:

Now play the movie by

Control → Play Or Press Ctrl+Enter







Fading Moon

Following are the steps for creating a moon fading and appearing using **Filters**.

STEP 1:

First open a flash file (.fla)

File → New → Flash Document

STEP 2:

Change the background of the stage to Black using the **Background** option in properties tab.

STEP 3:

Make a white circle using **Oval Tool** with no stroke ,this is the moon ,convert this circle into a **Symbol**.

Select The Shape → Press F8

STEP 4:

Select the symbol then navigate to **Filter Tab** and add **Glow** property to the moon by pressing the **+** icon on filters and selecting **Glow** from drop down menu.

STEP 5:

Adjust the properties of **Glow** such as strength ,quality ,reach etc. To reach desirable results.

STEP 6:

Add another layer and lock the layer Moon was drawn on.

STEP 7:

Draw an black circle over the moon on the second layer and mate it a symbol.

STEP 8:

Give same filters that are given to moon just change the **Glow Color** to black.

STEP 9:

Add 50 frames to both layers.

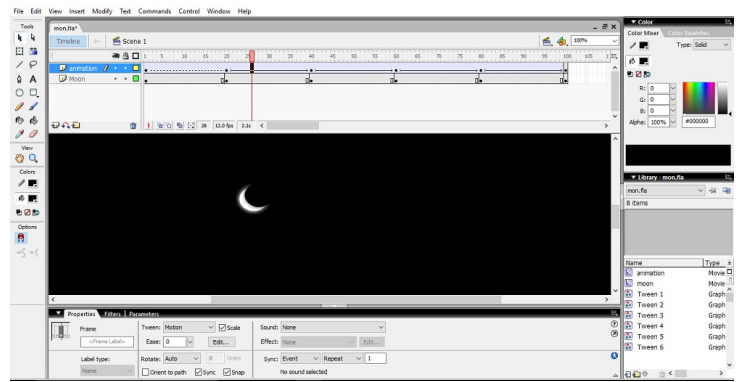
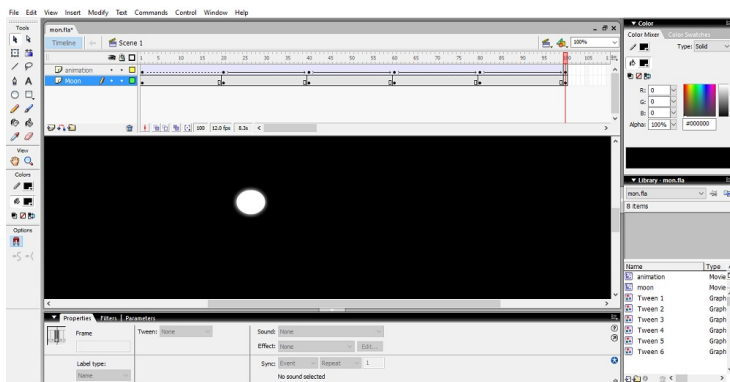
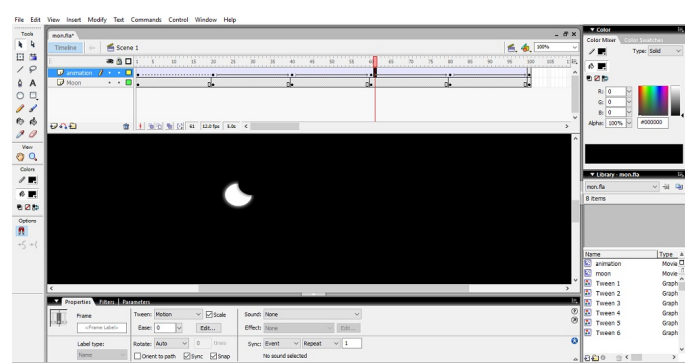
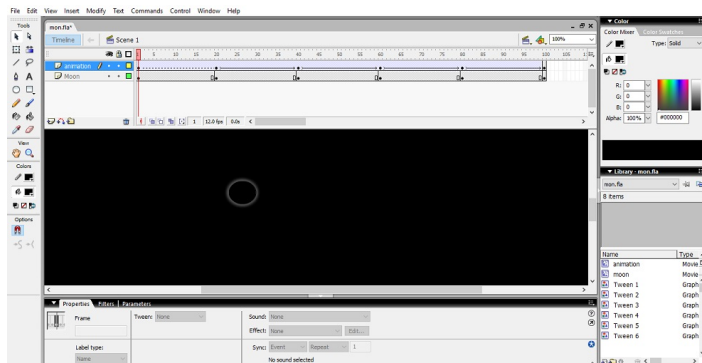
STEP 10:

Now add key frames at regular interval on layer 2 and **Motion Tween** the black circle so that after every key frame some part of the moon is revealed.

STEP 11:

Now play the movie by

Control → Play Or Press Ctrl+Enter



Ball On Steps

Following are the steps for creating animation of a Ball falling on stairs.

STEP 1:

First open a flash file (.fla)

File → New → Flash Document

STEP 2:

Create steps using **Line Tool**.

STEP 3:

Create a new layer for the ball.

STEP 4:

On second layer create a ball using **Oval Tool** and place the ball at top of the stairs.

STEP 5:

Add 100 frames to both layers then add key frames at regular intervals.

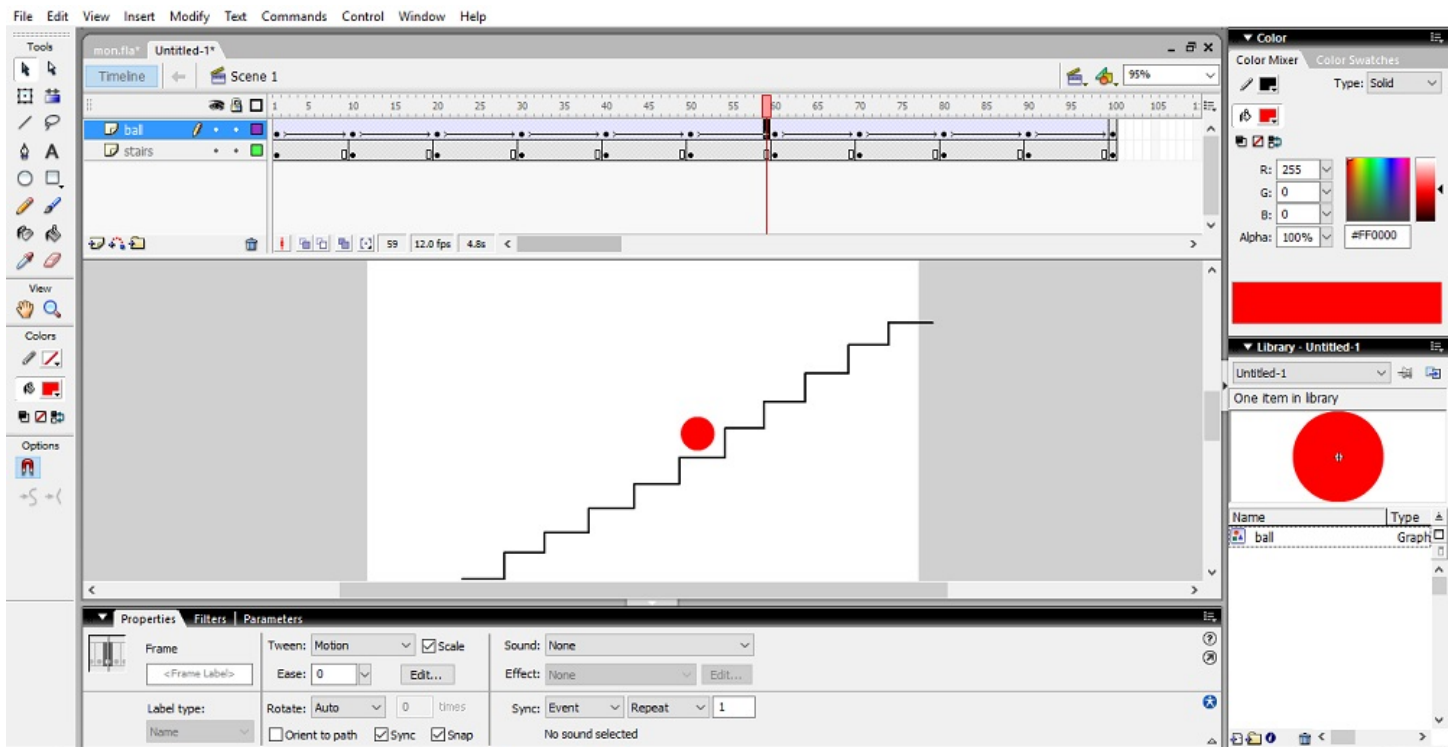
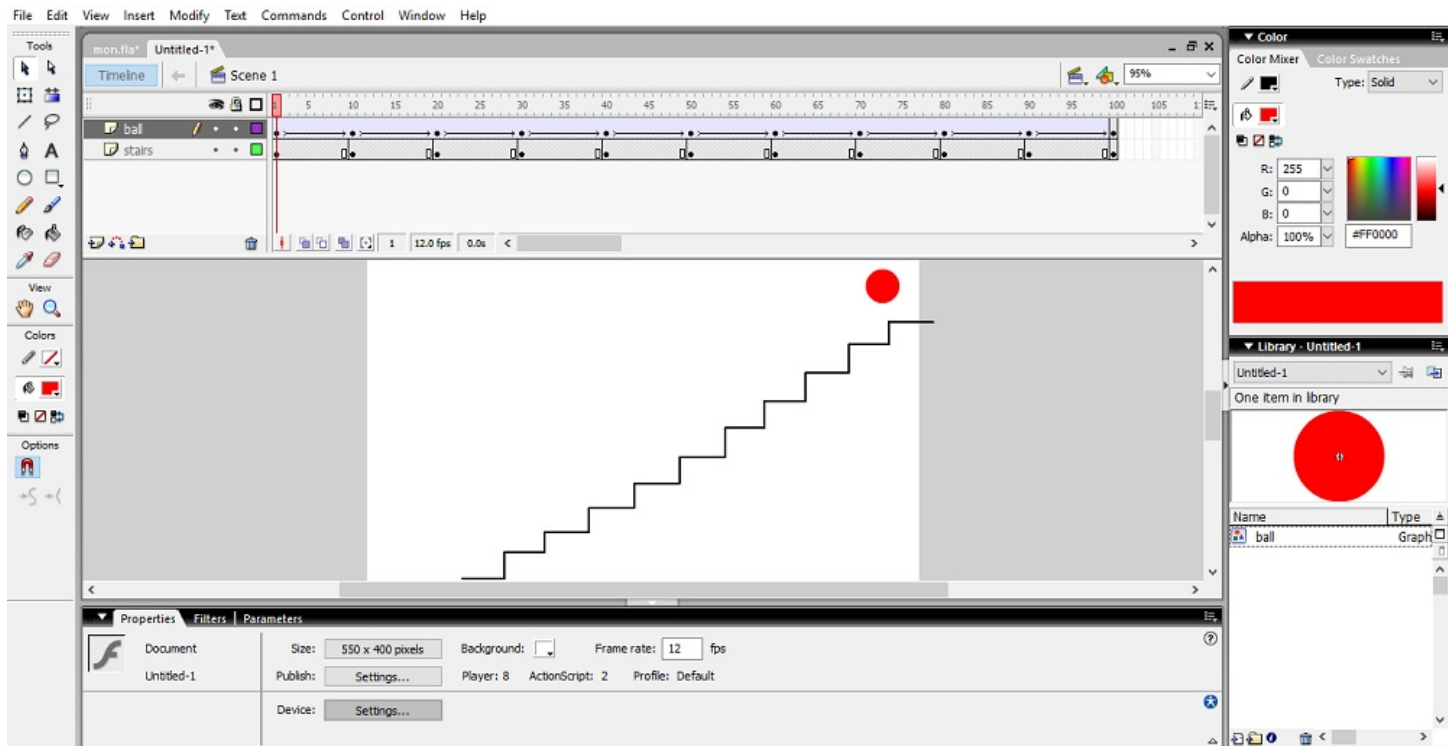
STEP 6:

Then **Motion Tween** the ball's movement down the stairs.

STEP 7:

Now play the movie by

Control → Play Or Press Ctrl+Enter



Ball On Steps

Following are the steps for creating animation of a Ball falling on stairs.

STEP 1:

First open a flash file (.fla)

File → New → Flash Document