LAB NO: 02

# TITLE: ILLUSTRATE THE CAR ANIMATION USING MACROMEDIA FLASH

CONCEPT

In this car animation, we use car, wheel and a background image in different layer. We insert images in keyframe and create motion tween to make the effect of movement. We select motion in tween, CCW in rotate 2 times for wheel and car. We change the position of car and wheel in different keyframe. In this way we can animate the car in macromedia flash.
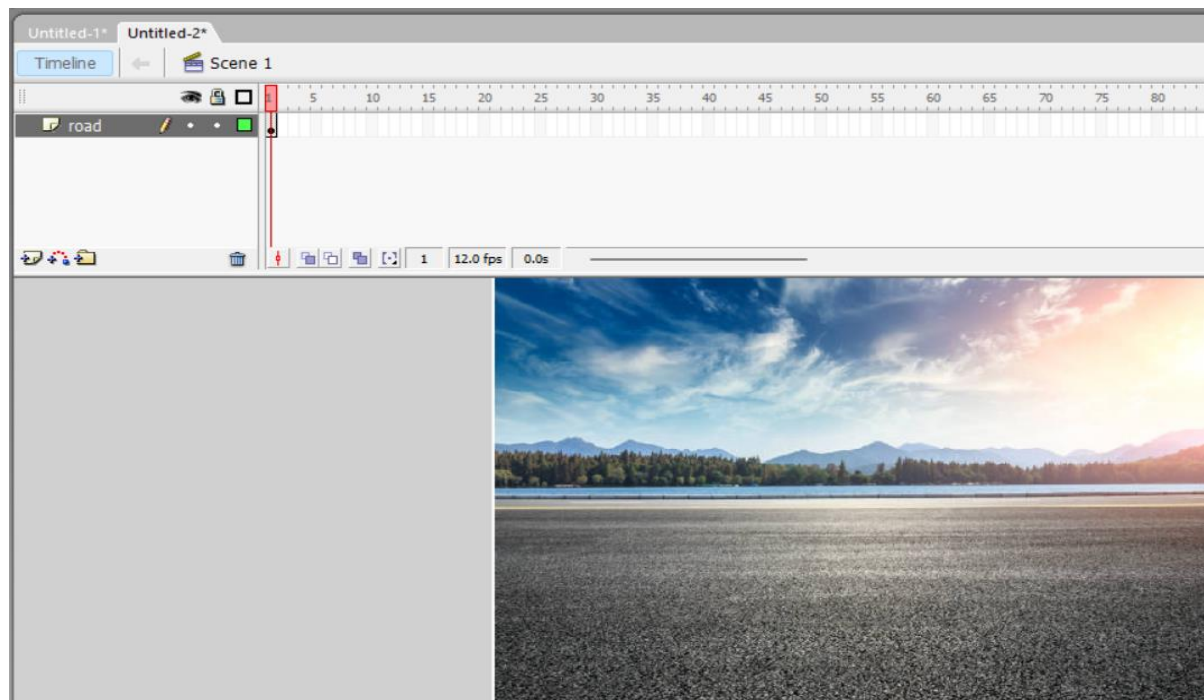
PROCEDURE

Step 1: Open a new document to work & adjust the stage size of document according to need.

Step 2: Import images from the computer

➤ Click on File then click on import to library and import any two images
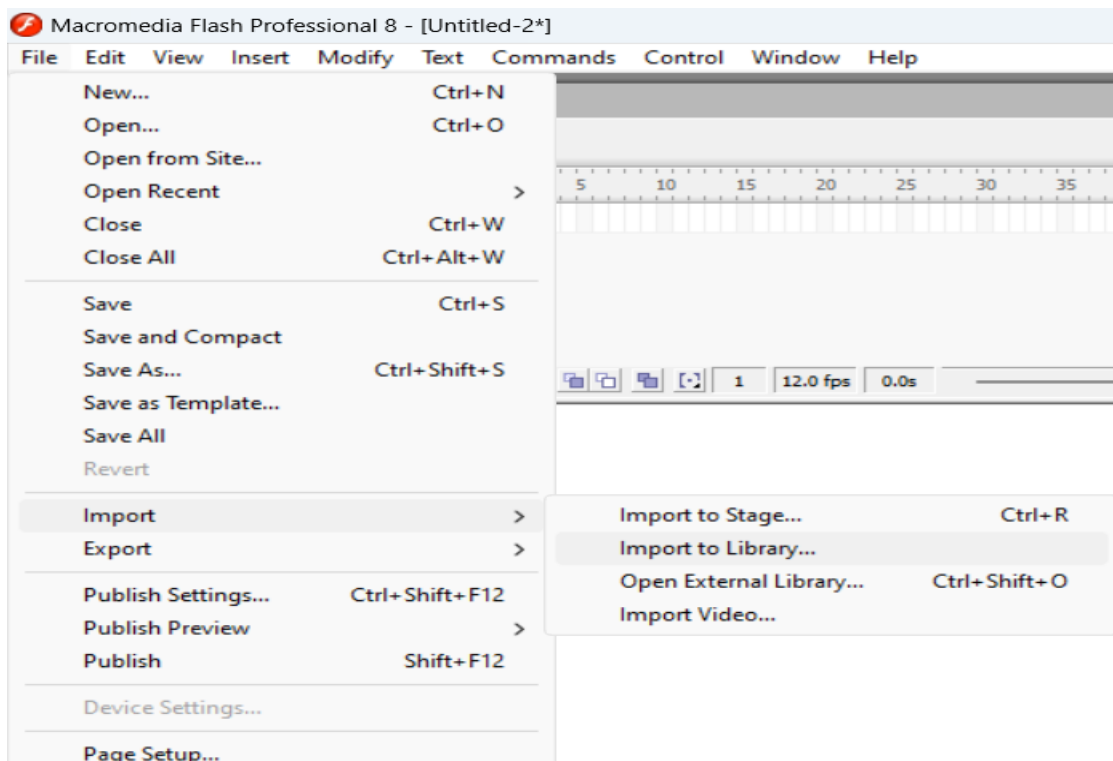
Step 3: On the first frame of layer 1 named as 'road', drag the background image from library to the stage. Adjust the size of image using free transform.

Step 4: Similarly on the first frame of layer 2, layer 3 and layer 4 named as car, wheel_1and wheel_2, drag the image of car and wheel from the library to the stage in given position as shown in figure below. Adjust the size of images using free transform.
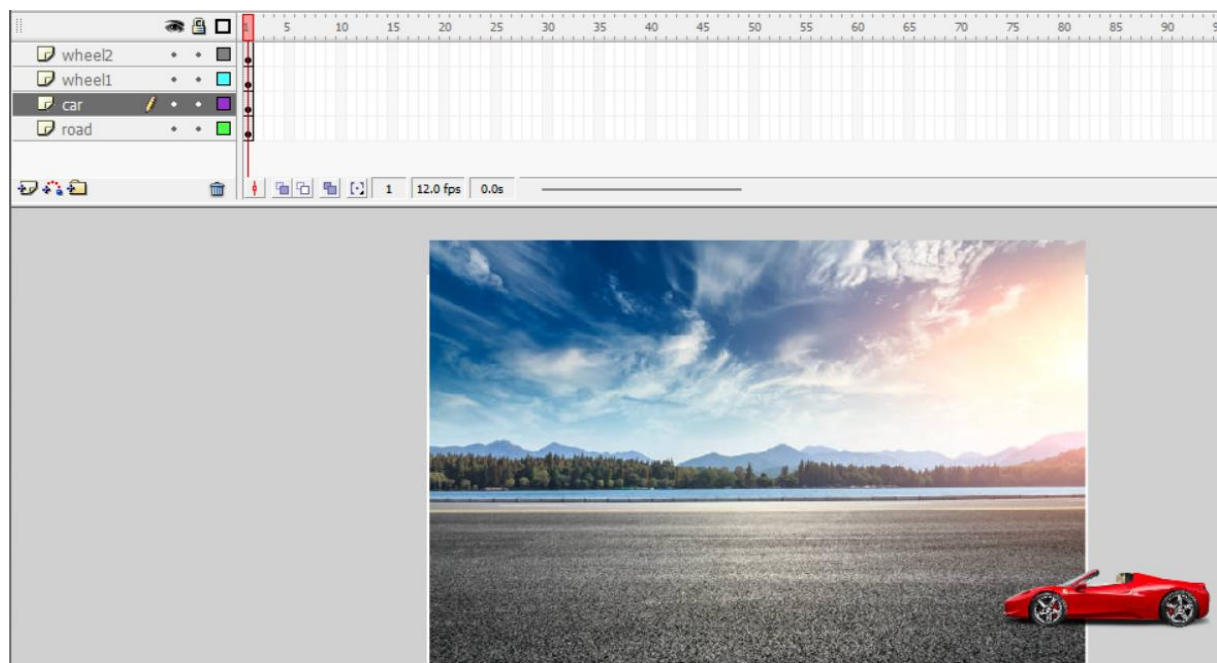
Step 5: Insert the keyframe on 80ᵗʰ frame of each layer. Click on car, wheel_1 and wheel_2 layer and change the position of car and wheel as shown in figure below.
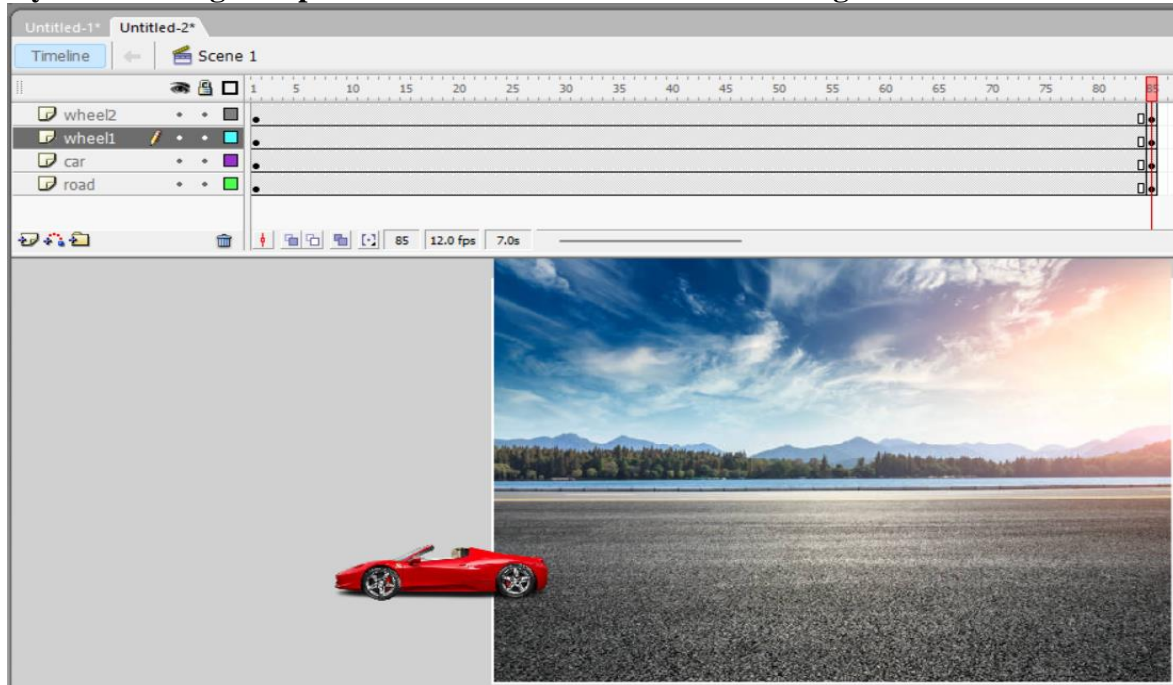
Step 6: Click on first frame of wheel11 and wheel2 layer, change the properties asshown in figure below i.e., select motion for Tween and select CCW for Rotate 2 times.
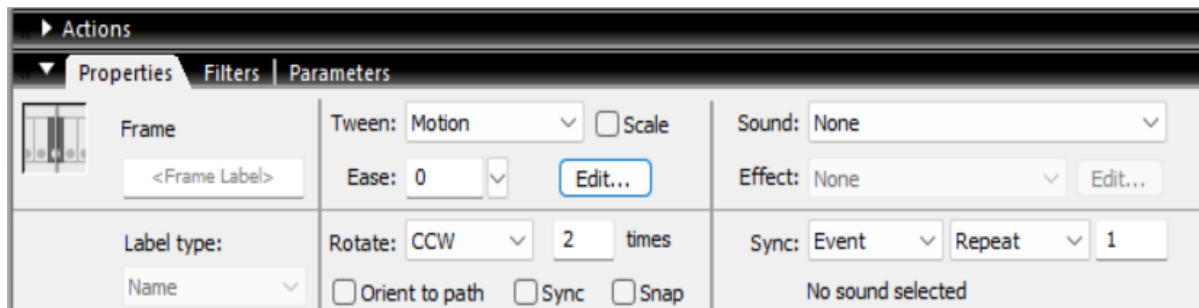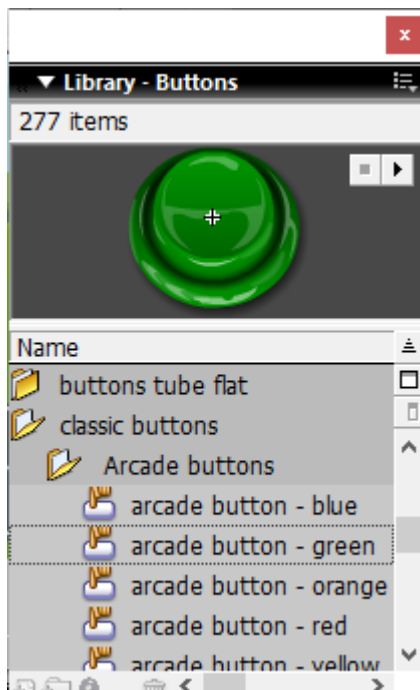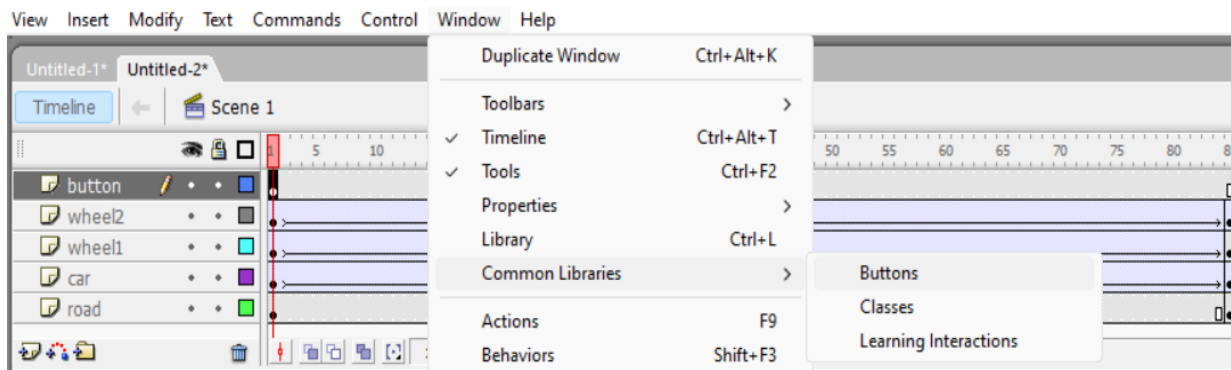

Step 7: Click on first frame of car layer, change the properties as shown in figure belowi.e., select motion for Tween only.
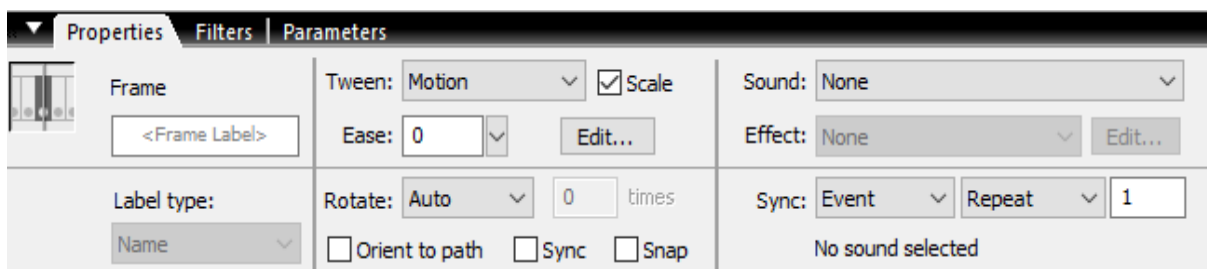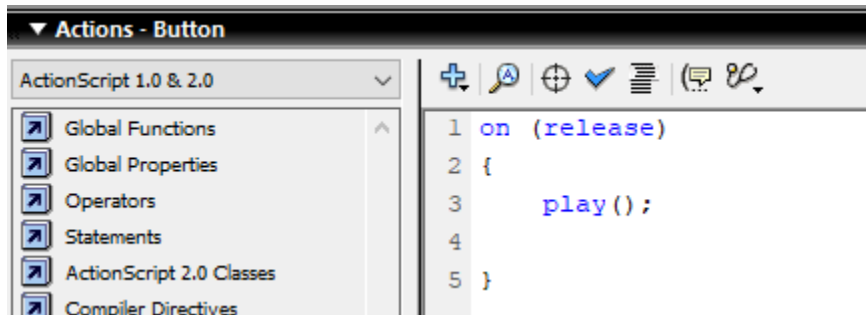
Step 8: Insert layer 5 named as 'buton'.

> ➢ Click on window
> ➢ Click on command libraries
> ➢ Click on buttons
> ➢ Click on classic buttons
> ➢ Drag arcade button-green and arcade button-red on the stage & adjust the size andposition as shown below.

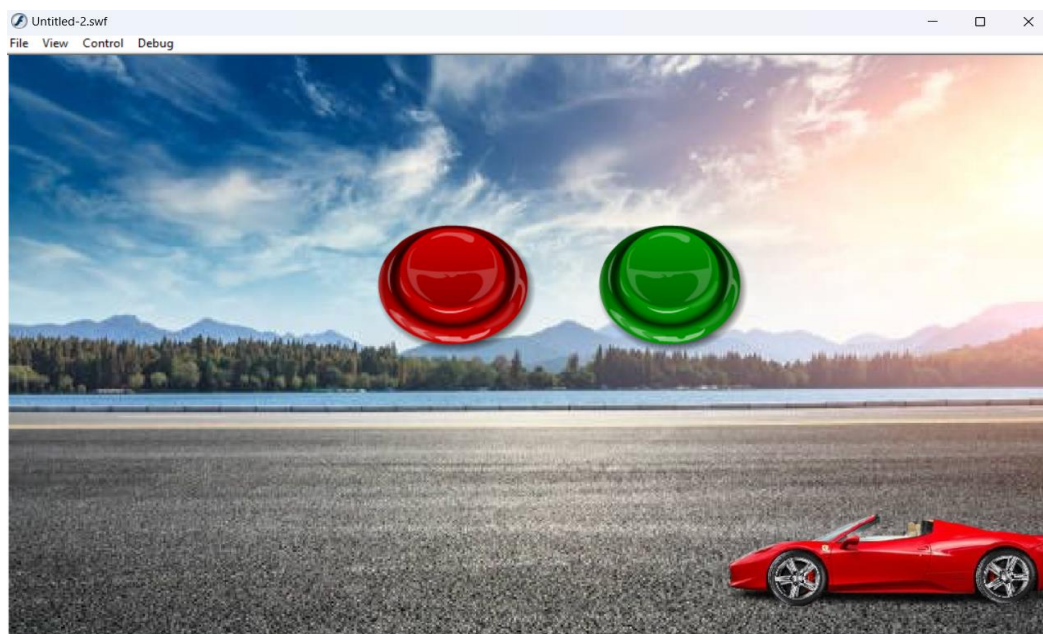**Step 9: Right click on green button, click on Action and write the function for play asshown below.**

Step 10: Similarly, right click on red button, click on Action and write the function forstop as shown below.
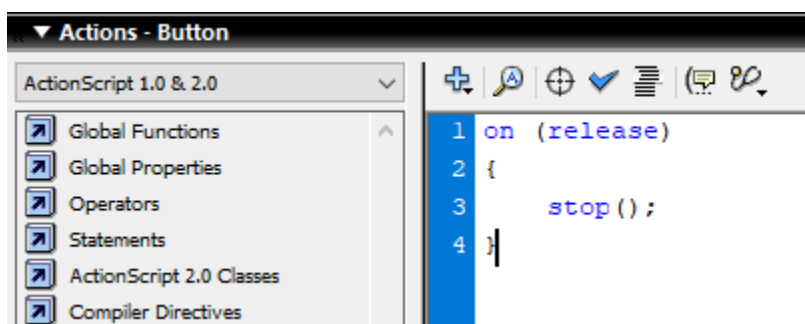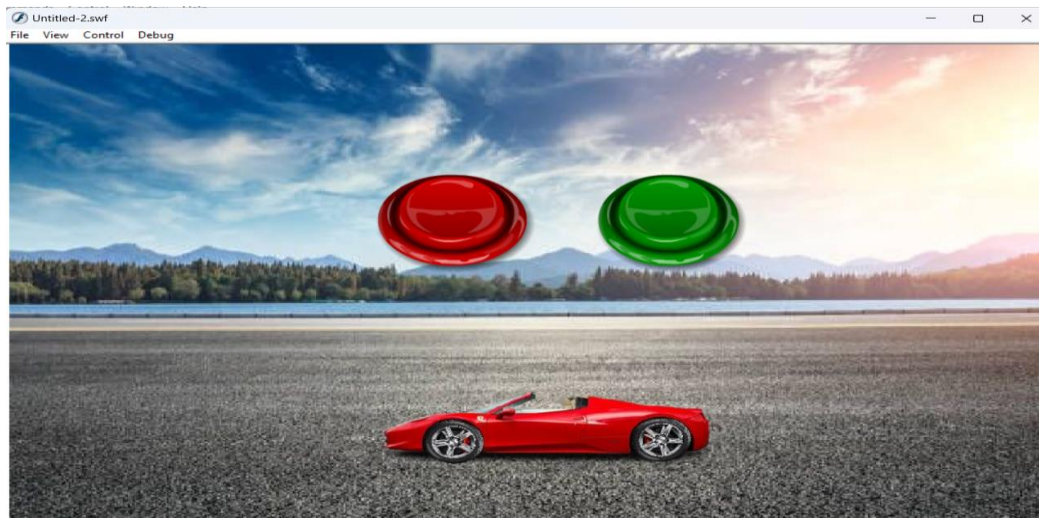

OUTPUT

The position of car changes and buttons are working properly as shown below.
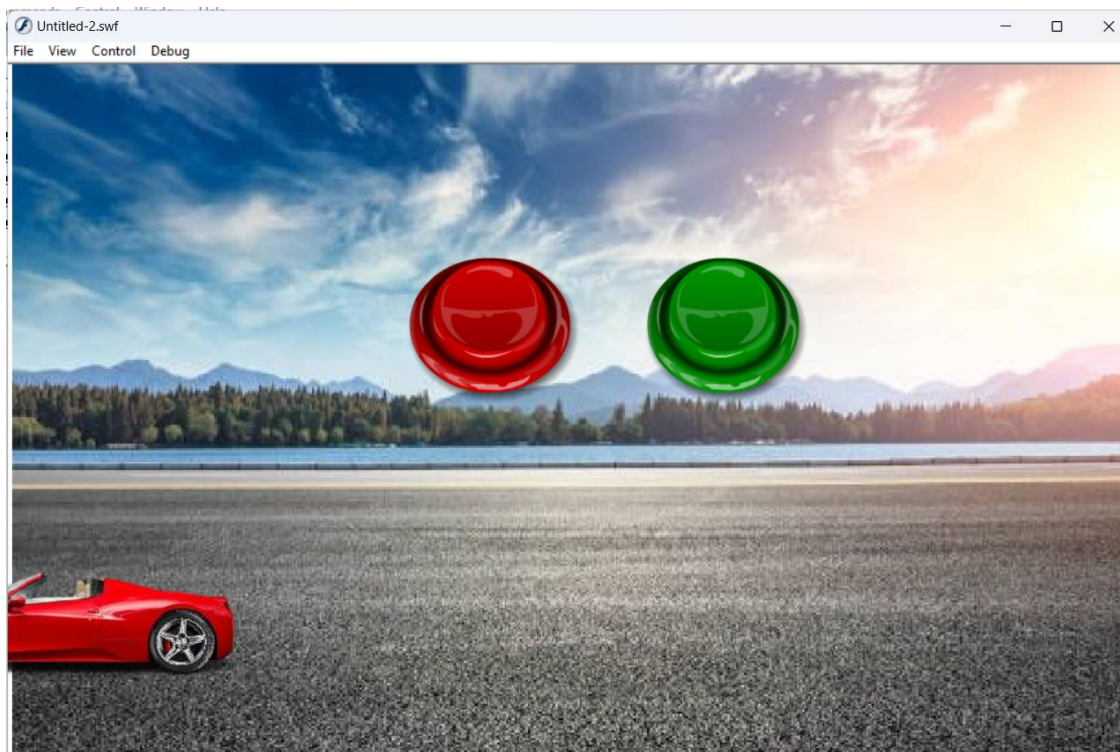
1) The position of car at first image

2) The position of car at second image

1) The position of car at third image

CONCLUSION

From the above experiment, we concluded that we can animate the car using play button andstop the car using stop button.