CIRCLE TO SQUARE

1. Open flash and create a new flash document.
2. In layer1, draw a circle using oval tool from tool bar with the color you want.
3. After that, in the timeline, select a length and right click and create a key frame.
4. Now at this keyframe, draw a square adjacent to the circle with the color you like.
5. Now select between the frames, now in bottom click on properties and in that you can see Tween options
6. Select shape in menu.
7. Now press CCtr+ENter to view the animation

PLAYING WITH FOOTBALL

1. Open flash and create a new flash document.
2. Now we can see layer 1, double click on it to change its name. Change its name to goalpost.
3. Now import a photo of football goalpost into the worspace.
4. Create another layer and name it as goal keeper. Now insert an image of goal keeper and keep him the appropriate
place.
5. Create another player and name it as player and insert an image of an footabll player you like.
6. Create another layer and name it as ball, and insert an image of an football and adjust the ball such that the ball is
near the player's leg.
7. Now insert an keyframe in the timeline, and at that keyframe place the players leg such that he is hitting the ball
towards the goalpost.
8. Now insert another keyframe and move that ball into the goalpost.
9 .If you want to, you can also give the movement ot to the goalkeeper in left or right direction.
10. Select the frames and add the tween property as "Motion" in the property menu.
11. Press Ctrl+Enter to view the animation.

SUNRISE AND SUNSET

1. Open flash and create a new flash document.
2. Double click on layer 1 and rename it as background. Now insert a rectangular box of orange color using the
rectangular tool from tools bar.
3. Right click on the shape and click on convert it to symbol and write the name you want and select "Graphic' as option
in the dropbox and click 'OK'.
4. Next create another layer, and name it as building. Now insert an image of building blocks or anything you want into
the workspace.
5. Create another layer and name it as sun. and insert an circle shape of yellow color on top left which represents as
circle.
6. Now in layer 3 insert a key frame, and move the position of the sun from top to bottom. and in the color settings,
there will be option called "alpha", after placing the sun below now decrease the value of the alpha to 0%.
7. For this particular frames, apply the tween property as 'Shape' in the properties menu.
8. Now insert the keyframes, for both background and buildings layers. Now for the rectangular we need to change it to

dark color to represent sunset. Click on the box and in the properties section, you will be a option called 'Color', in that
select Brightness and set its value such that the backgrpund color becomes dark.
9. for this frames, apply tween property as 'Motion' in the properties menu.
10. Press Ctrl+Enter to view the animation.

CAR AND BUS RACING

1. Open flash and create a new flash document.
2. In layer 1, insert an image of racing track with two lanes.
3. Now create another layer and insert an image of car and keep it on one lane and create another layer and insert an
image of bus and place it on another lane.
4. Now select length of animation and insert an keyframe.
5. At in that keyframe, move the postion of the car from start position and keep it on finish line. and for bus move the
position from start to few inches before the finish line.(as the car should win the race).
6. Now for both the layers, set the tween property as 'Motion' in the properties menu.
7. Press Ctrl+Enter to view the animation.

RIPPLE EFFECT

1. We use Macromedia Flash 8 App for creating animations.
2.As soon as we open the app, we see a default layer named "Layer 1"
3. We can rename it by clicking it double times
4. In the given layer draw a rectangular river to some height in the screen and shade it with any color.
5. Select a length to view the animation to some extend
6. Take another layer and draw a drop and select a length to same as the previous one.
7. Insert number of key frames by right clicking the space where you want and give a movement to the drop that it is going to clash to the sea or river.
8. Create another layer and select an key frame and draw a small oval shape using oval tool from the tools bar.
9. Select a length in the same layer and draw a oval with even more big size when compare
with the first.
10. Create another layer and repeat the steps 8 and 9 for three to four times in different time slots to view the motion of ripples in the sea
11. Now select in between the key frames and select "Shape" option in tween at the properties section seen at the bottom of the screen to every layer
12. Select "Motion" as tween to the drop layer.
13. After all these manipulations test your animation by clicking Control' option from the menu bar and select either Play or Test Movie to view the animation done or use the shortcut keys 'Enter' or 'Ctrl+ Enter' to view the animation.