Ballin-nemesis

Ireneo Mercado III

CS270 Project

## Motivation

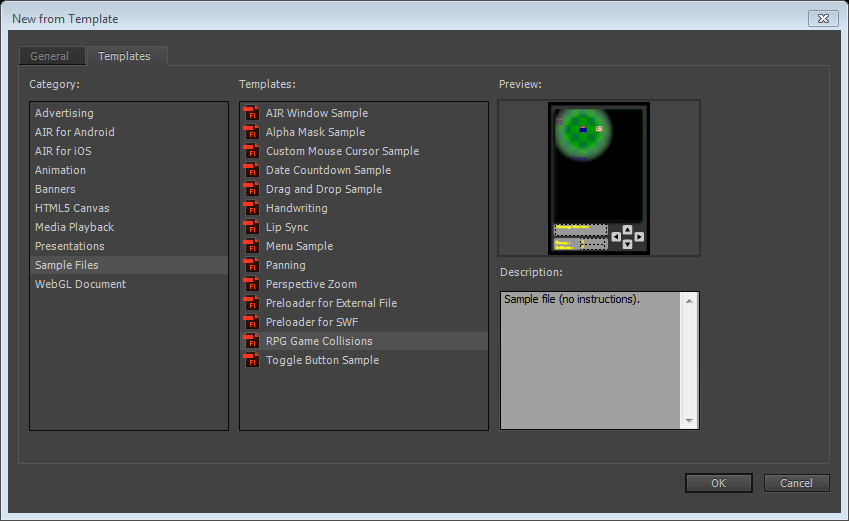


Figure Flash CC Professional sample files

## Animation

https://helpx.adobe.com/flash/how-to/create-character-animation.html

* It is recommended that any animated symbols should have its own layer.
* Two types of quick animations are ready in flash just by setting the starting and end frames:

1. Motion tween – automatic positioning in between key frames.
2. Shape tween – automatic shaping in between key frames. No symbol objects.