

Experiment Title 3.1

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Branch: CSE

Section/Group: 20BCS-MM_806B

Semester: 5th

Subject Name: MMT Lab

1. Aim/Overview of the practical:

Draw a walking track on one layer. On another layer draw a stickman, with animation show the man walking over the track from left to right using Macromedia flash.

2. Hardware Requirements:

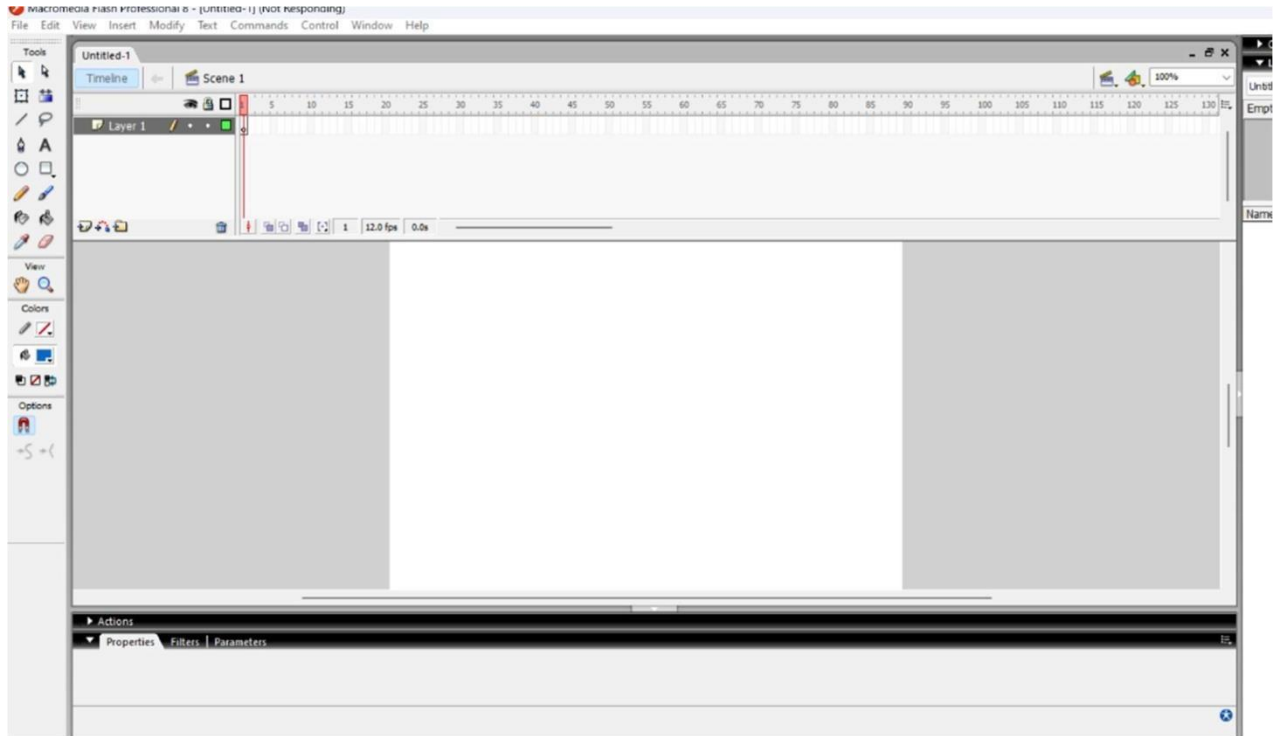
- Minimum 384MB RAM,
- 100 GB hard Disk, □ processor with 2.1 MHz

3. Software Used : Photopea

□ **Tools to be used:** Macromedia flash.

4. Procedure :

Step 1: Go to Macromedia Flash 8, click on the flash document→click ok.



Step 2: Rename layer 1 as track, draw the track and convert it into a symbol (F8).

Step 3: Insert another layer rename it as a stickman.

Step 4: Draw a stickman and convert it into a symbol and insert a keyframe on the stickman layer and insert a frame(F5) on the track layer.

Step 5: Delete the stickman and repeat step 4 by changing the position of a stickman and insert keyframe with the interval of 5.

Step 6: Repeat the same steps 5 to 6 times and press Ctrl + Enter to test the movie

