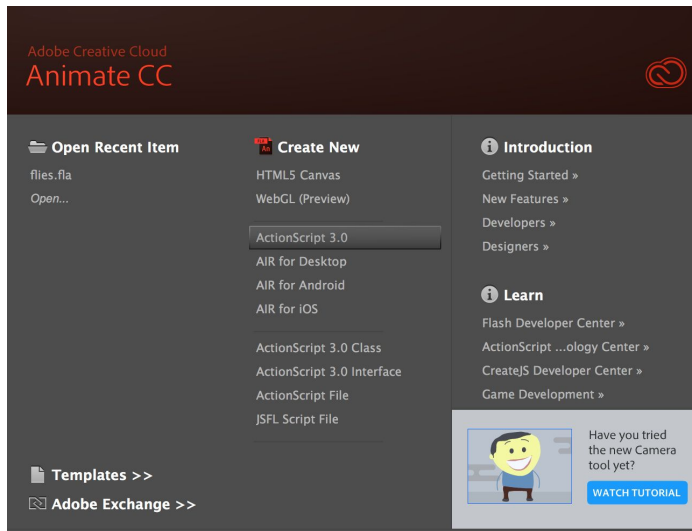
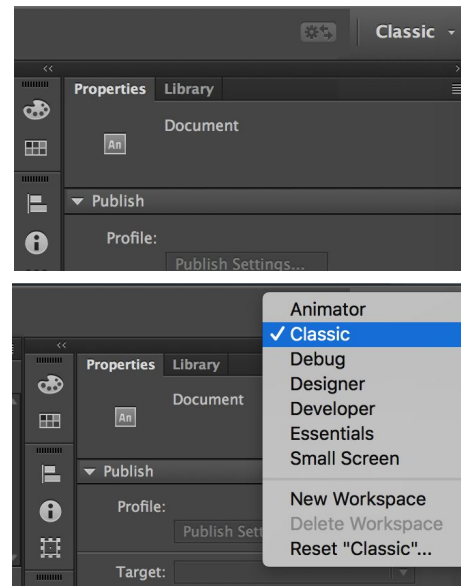


Animate - Bouncing Balls Tutorial

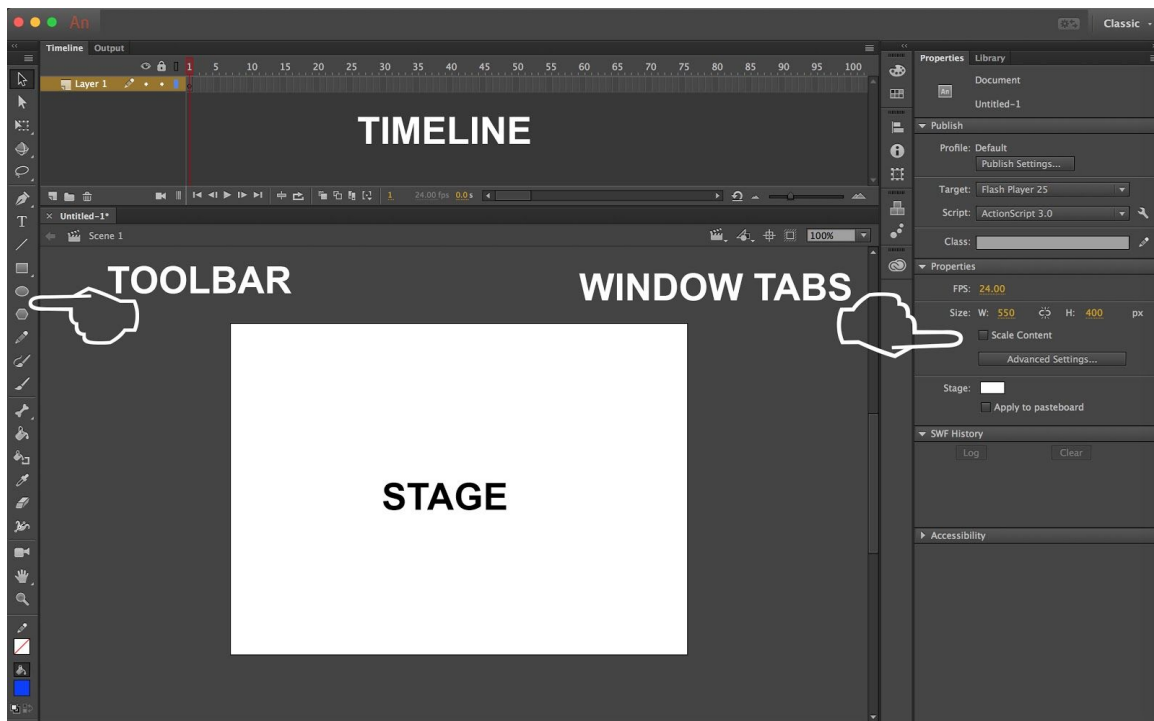
- Open Animate
- Under Create New - Select ActionScript 3.0



- Choose Classic as the Design type located in the upper right corner



- Animate workspace shows a toolbar, timeline, stage, and window tabs



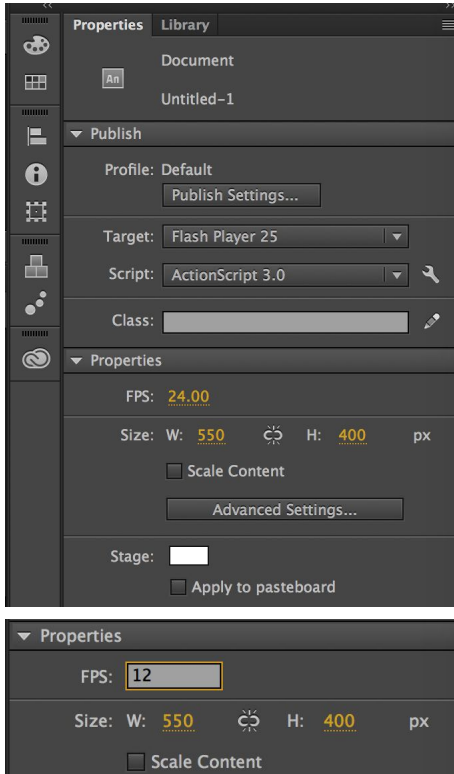
- From the top menus, choose File>Save As
- Save the file name as last name + first initial + balls.fla
- Save as a .fla file extension in your Animate folder, make sure file format at bottom of window shows as Animate Document (*.fla)

File Format:

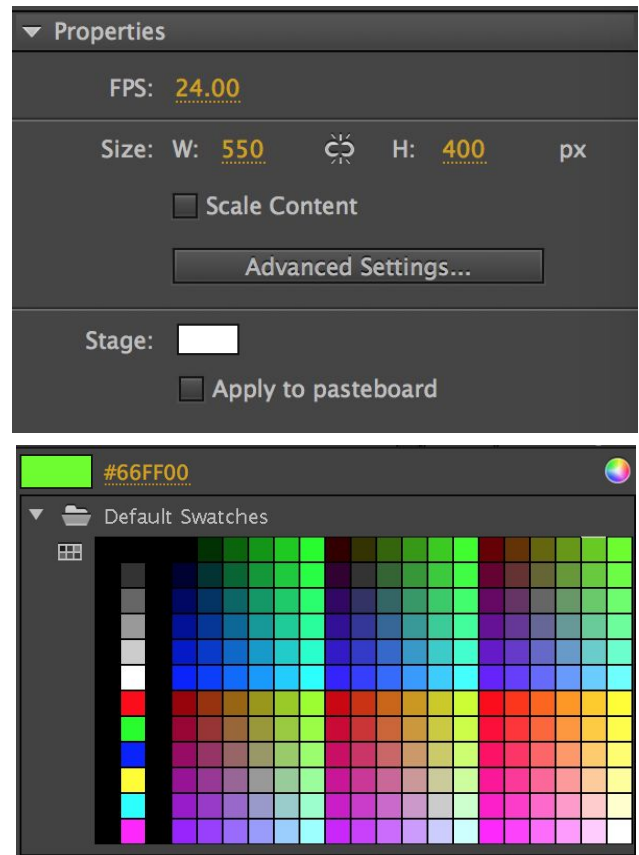
- Remember to always hit Command + S every time you make a change to your project going forward.

Animate - Bouncing Balls Tutorial

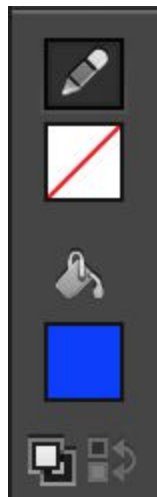
- The Properties window is located on the right
- The preset for the Stage is:
 - Size is 550W x 400H pixels
 - Frame Rate (FPS) = 24 FPS
- Change the frame rate (FPS) to 12 by clicking on the number 24, type in 12 and hit Return



- In the Properties window, choose a Stage color of your choice, other than white, by clicking on the white color box located to the right of the word Stage



- At the bottom of the Toolbar, locate the two color squares. These are the Stroke (outline) and Fill (color inside a shape) color swatches.

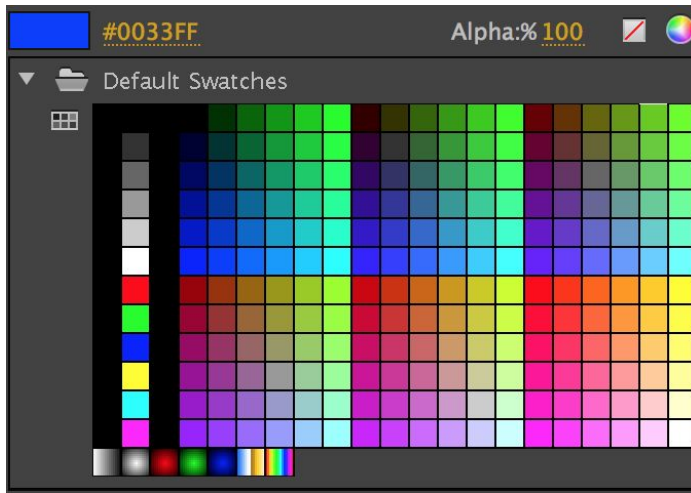


- Click the Stroke color box (Stroke has a pencil with a color box below), and the color swatches window appears.
- Select the white box with a red diagonal line in it, located in the top right of the color swatches window, next to the Alpha. This means NO STROKE.



Animate - Bouncing Balls Tutorial

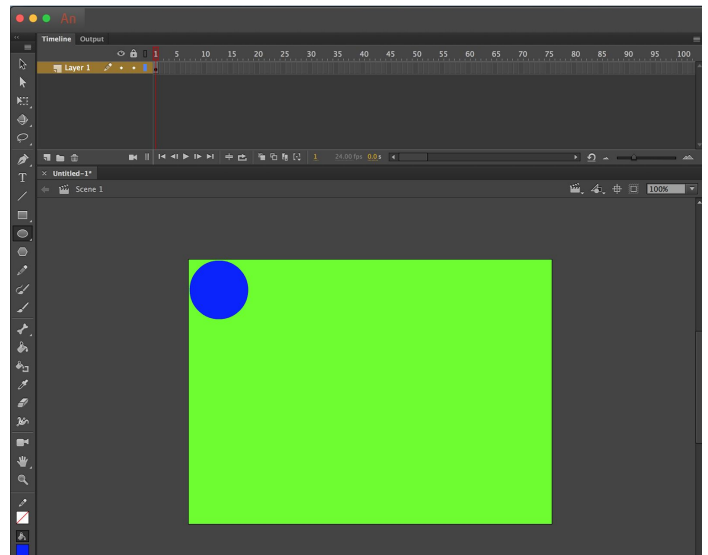
- Click the Fill color box (Fill has a tipped paint bucket pouring out a with color box below)
- Select a color from the color swatches menu, any color other than the same color as your background.



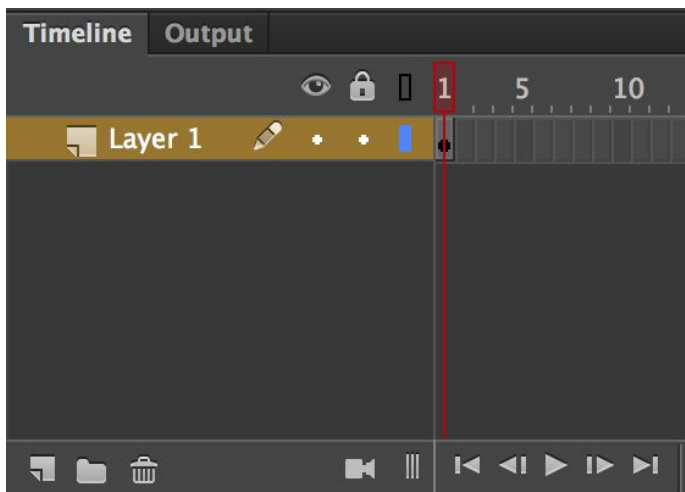
- Select the Oval tool on the tool bar (O)



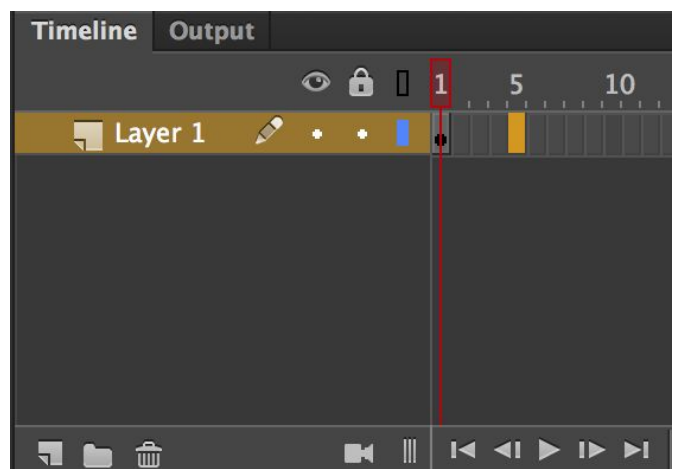
- Place the mouse in the upper left corner on the Stage
- Hold Shift and left click and drag out a small circular ball shape



- The Timeline will now show a solid black dot on frame 1 of Layer 1. This solid black dot is called a **KEYFRAME**.

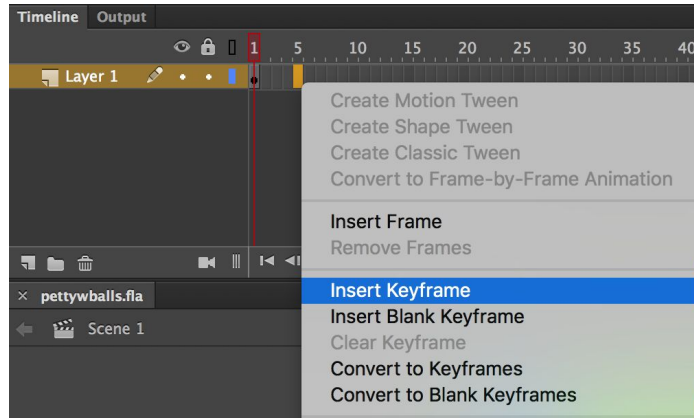


- In the Timeline, click on frame 5 of Layer 1 to select it (frames are the vertical boxes below the numbers in the Timeline). The individual frame will show a highlight color below the number once selected.



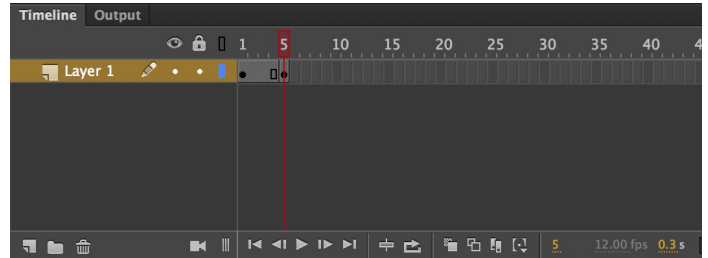
Animate - Bouncing Balls Tutorial

-Right click > Insert Keyframe (F6), on the highlighted frame 5 box in the Timeline

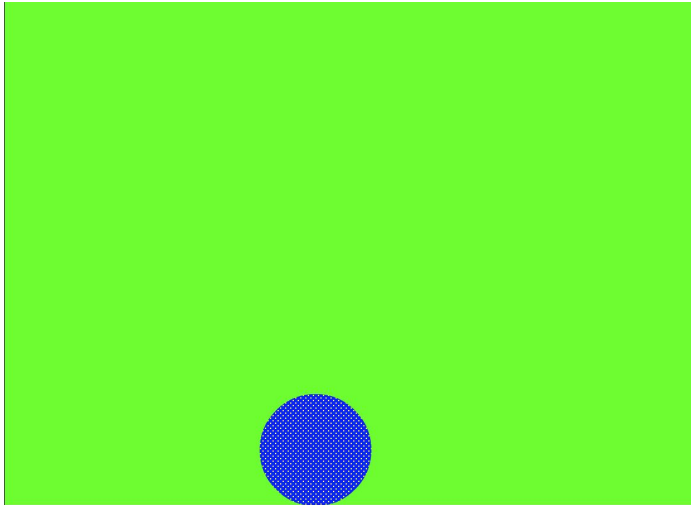


-This will add a new keyframe (solid black dot) to the timeline at frame 5.

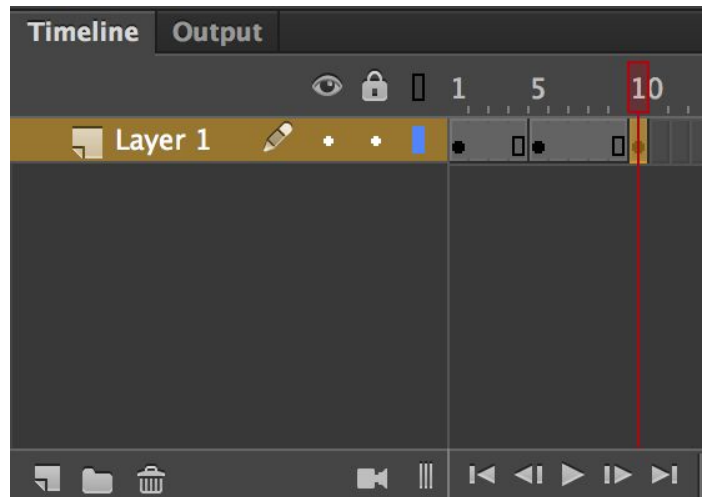
***Notice the area at the bottom of the timeline shows the frame location of the red playhead, as well as the frame rate (fps) and length of time in seconds (s)**



-With frame 5 keyframe still selected, click on the Selection Tool (V) [black arrow move tool] on the toolbar
-Place the mouse on the ball on the stage and move it to a different edge location
-The dots on the ball mean the selected object is a shape

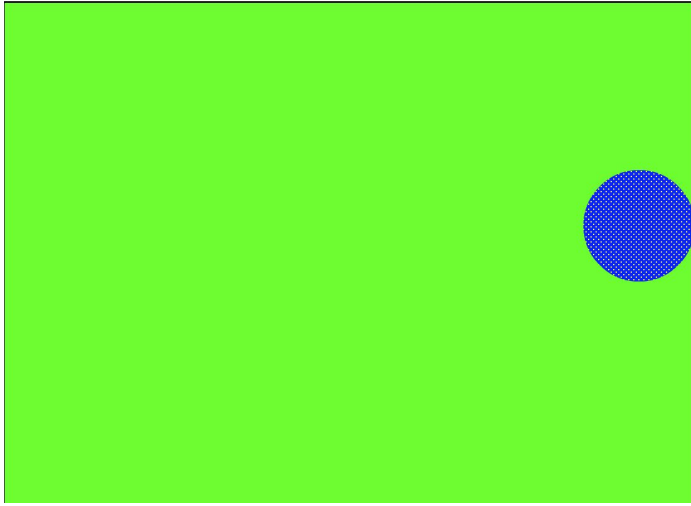


-Click on frame 10 on Layer 1 in the timeline
-Insert a keyframe (F6)

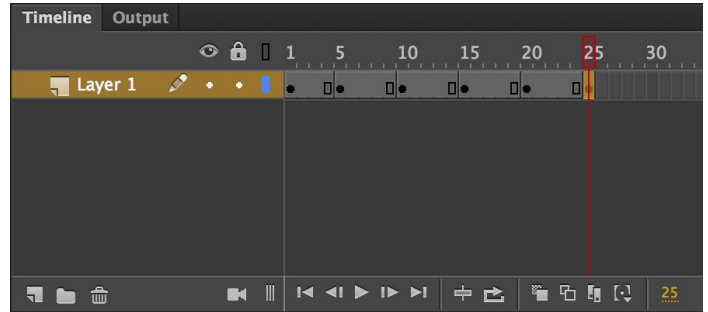


Animate - Bouncing Balls Tutorial

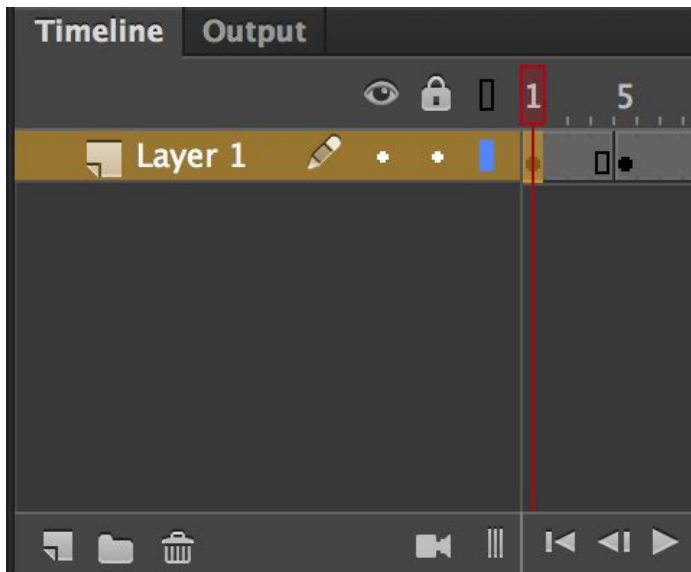
- With frame 10 keyframe selected, click on the Selection Tool (V)
- Place the mouse on the ball on the stage and move it to a different edge location



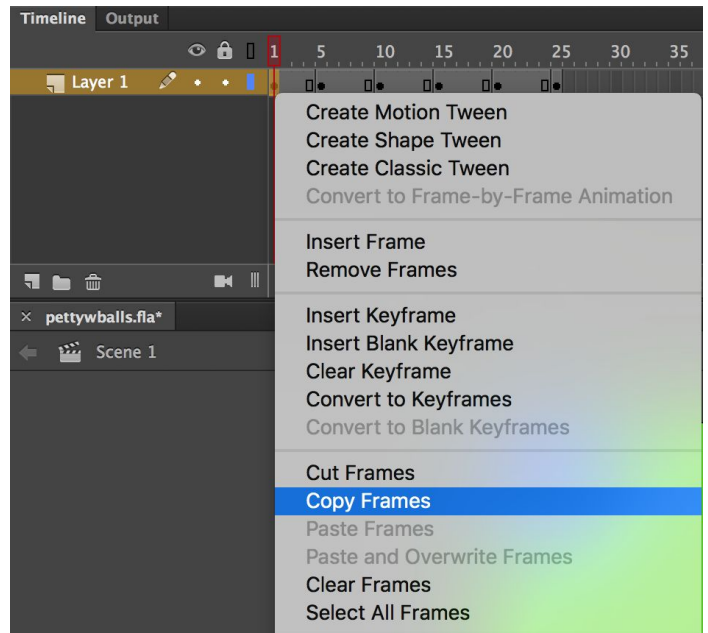
- Continue to repeat this process every 5 frames up to frame 25 of inserting a keyframe and then moving the ball on the stage. Should have 6 keyframes, from frame 1 to frame 25 when complete.



- The position of the ball needs to be the same at the beginning and end of the animation so it will loop properly
- Click on frame 1 in the timeline to highlight it

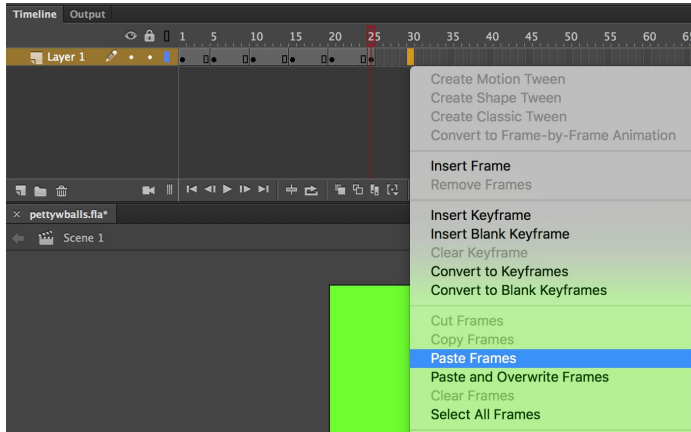


- Right click > Copy frames on the frame 1 keyframe in the Timeline

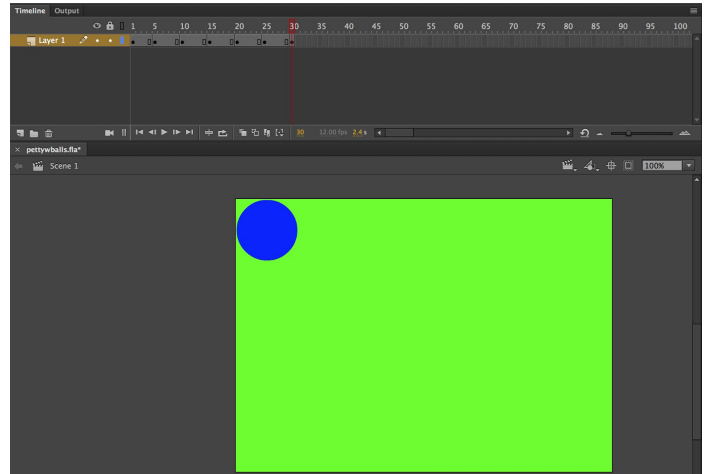


Animate - Bouncing Balls Tutorial

- Click on frame 30 on Layer 1 in the Timeline
 - Right click > Paste Frames
 - This will make a keyframe on frame 30, and now frame 1 and frame 30 will have the identical position for the ball
- Will have 7 total keyframes now



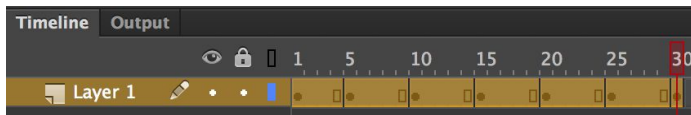
- Click on every keyframe (black dot) individually (1, 5, 10, 15, 20, 25, 30) in the timeline and watch the ball on the stage to make sure it appears in a different location at every different keyframe. The only time the ball should be the same are at keyframes 1 and 30.



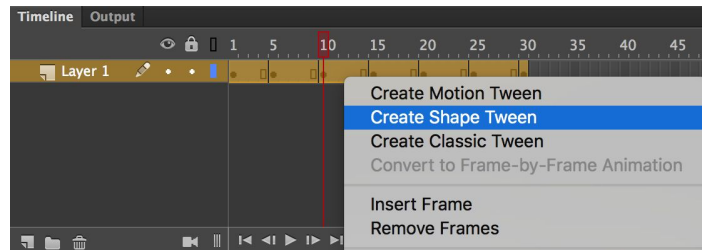
- Click on the square icon to left of the word Layer 1 in the Timeline



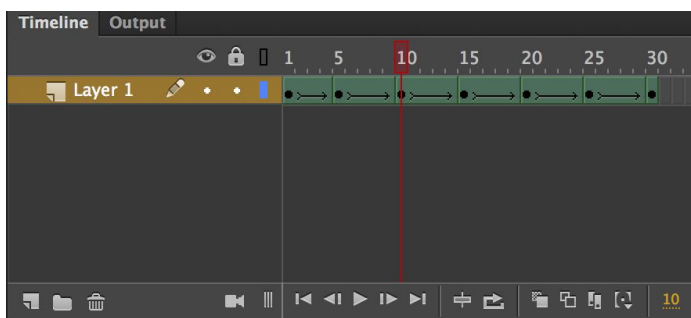
- All frames from 1 to 30 on Layer 1 will now highlight



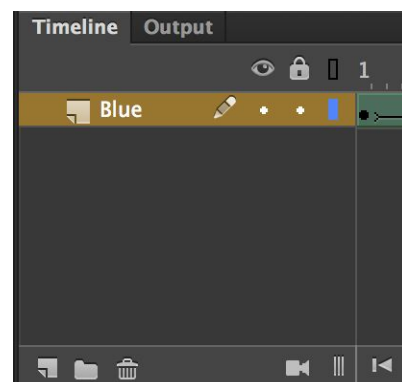
- Position the mouse anywhere in the highlighted frames below the numbers on Layer 1
- Right click > Create Shape Tween



- A solid black arrow will appear between each keyframe in the timeline
- Click Command + Enter to view your animation



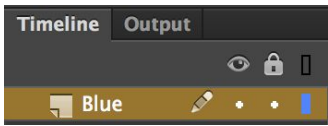
- Label the Layer the color of the ball by double clicking on the word (Layer 1) in the timeline and typing in the name. Hit Return.



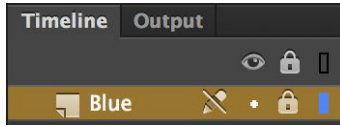
Animate - Bouncing Balls Tutorial

-Lock the layer by clicking on the dot below the lock symbol for that layer in the timeline

Unlocked

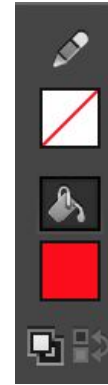


Locked

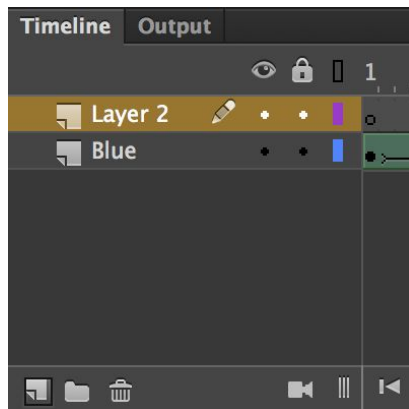


***It is very important to lock layers when you are done with a layer. It is very easy to make objects on the same keyframes on the same layer that should be on different layers. Please learn to lock each layer when you are done working with that layer.**

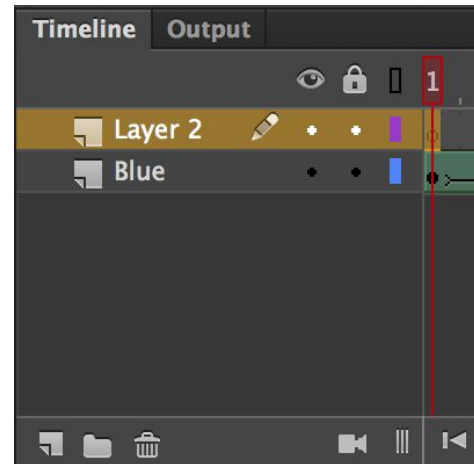
-Choose a new color for the Fill color at the bottom of the tool bar, and leave Stroke at No Stroke



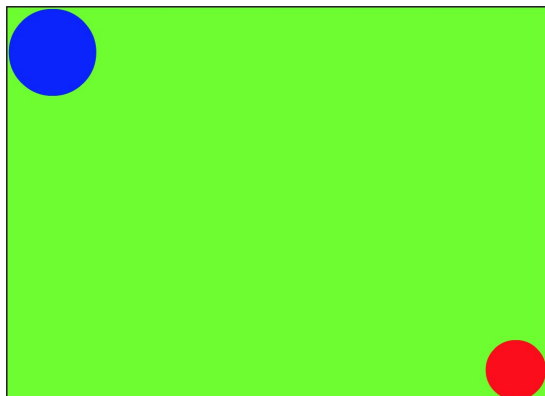
-Create a new layer by clicking on the New Layer button located in the bottom left corner of the timeline. (Similar to new layer button in Photoshop)



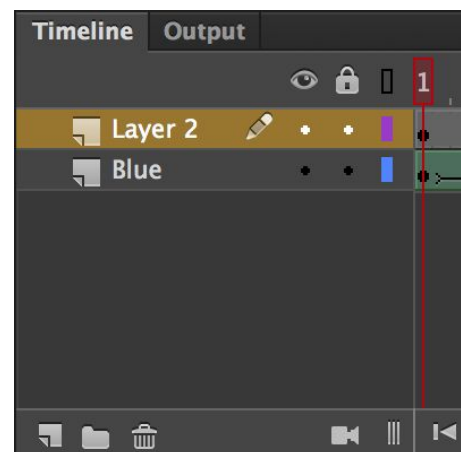
-Click on frame 1 on Layer 2, the frame box will highlight



-Select the Oval Tool (O)
-Shift and drag out a new ball on the Stage in a different location from the first ball.

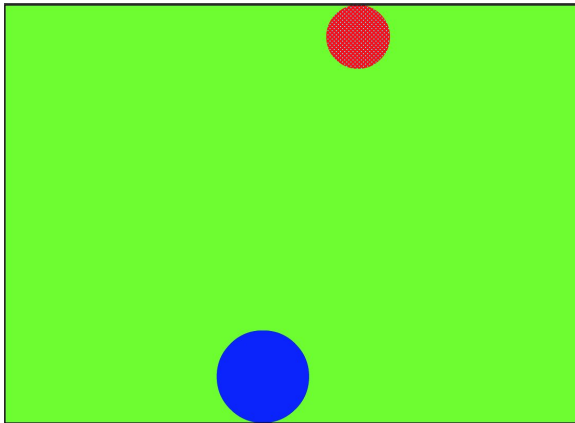
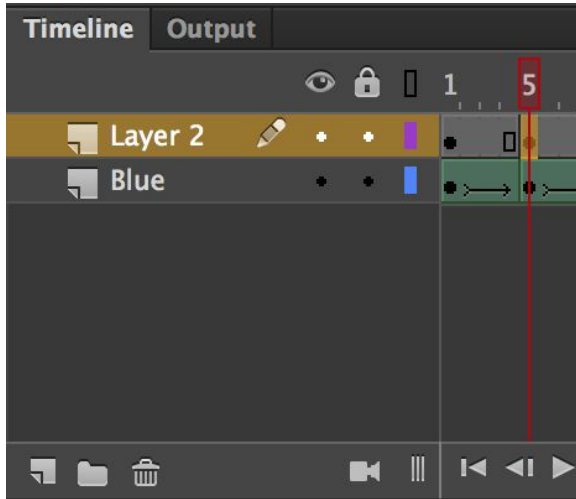


-Drawing the new object ball makes a new keyframe (solid black dot) on frame 1 of Layer 2

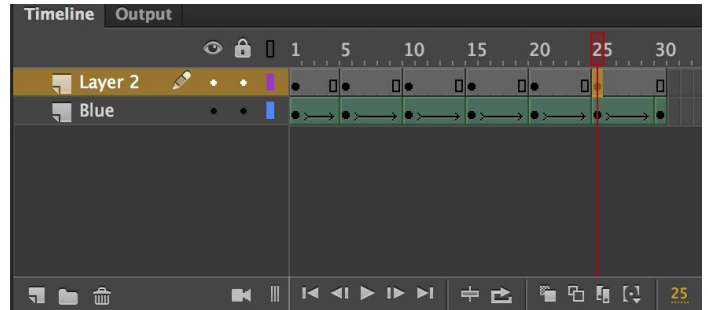


Animate - Bouncing Balls Tutorial

- Click on frame 5 on Layer 2 in the timeline
- Insert a keyframe (F6)
- With frame 5 keyframe selected, click on the Selection Tool (V)
- Place the mouse on the ball on the stage and move it to a different edge location



- Repeat the same process as before. Insert a keyframe every 5 frames, then move the ball to a new location. Again you should have 6 keyframes from 1 to 25.



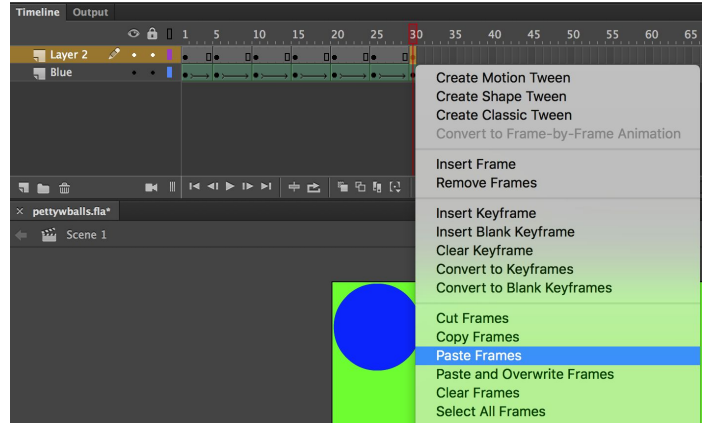
- For frame 30, repeat the same copy and paste steps that did for Layer 1 on frames 1 and 30 for Layer 2, so the ball starts and ends in the same place

- Click on frame 1 of Layer 2 in the timeline to highlight it

- Right click > Copy frames on the frame 1 keyframe in the Timeline

- Click on frame 30 of Layer 2 in the Timeline

- Right click > Paste Frames

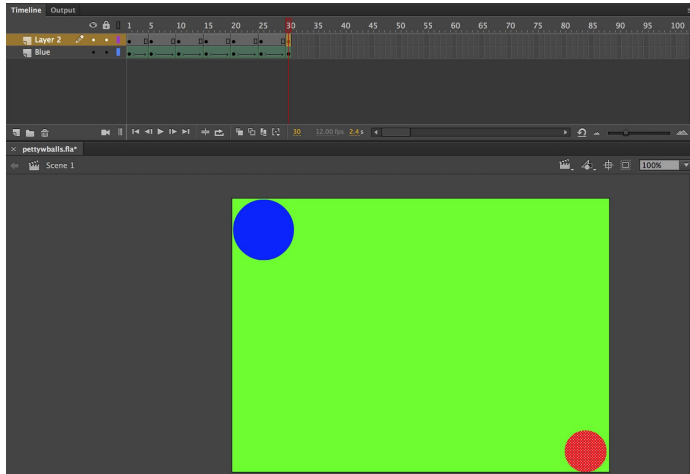


- This will make a keyframe on frame 30, and now frame 1 and frame 30 will have the identical position for the ball

- Will have 7 total keyframes now on this Layer

Animate - Bouncing Balls Tutorial

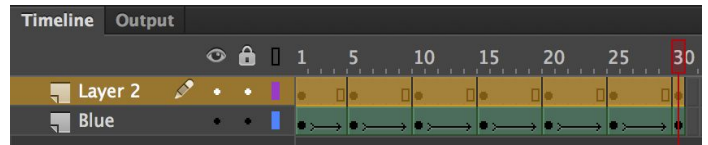
-Click on every keyframe (black dot) individually (1, 5, 10, 15, 20, 25, 30) in the timeline and watch the ball on the stage to make sure it appears in a different location at every different keyframe. The only time the ball should be the same are at keyframes 1 and 30.



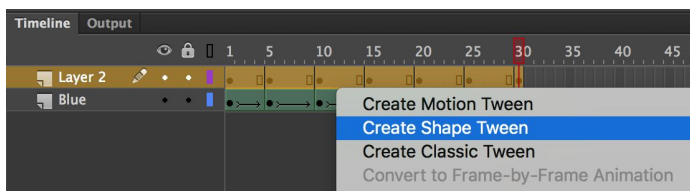
-Click on the square icon to left of the word Layer 2 in the Timeline



-All frames from 1 to 30 on Layer 2 will now highlight

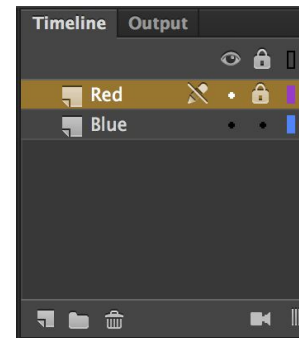


-Position the mouse anywhere in the highlighted frames below the numbers on Layer 2
-Right click > Create Shape Tween

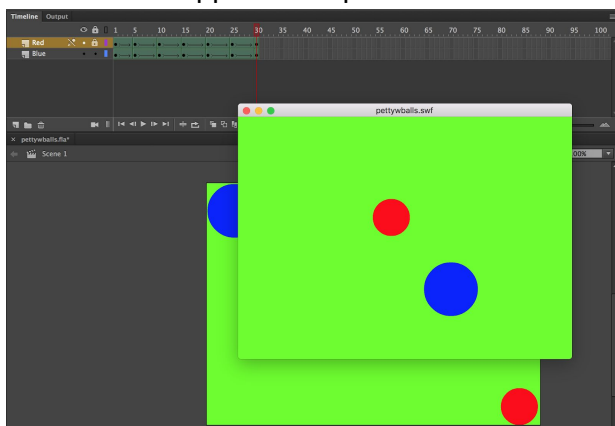


-Label the Layer the color of the ball by double clicking on the word (Layer 2) in the timeline and typing in the name. Hit Return.

-Lock the Layer



-Hit Command + Return to see a looping preview the animation as a SWF file
-Click red dot in upper left of preview window to close



-Repeat the process to create 10 total balls.

-Each ball must be on a different layer.

-Make each ball a different color.

-Make the balls different sizes

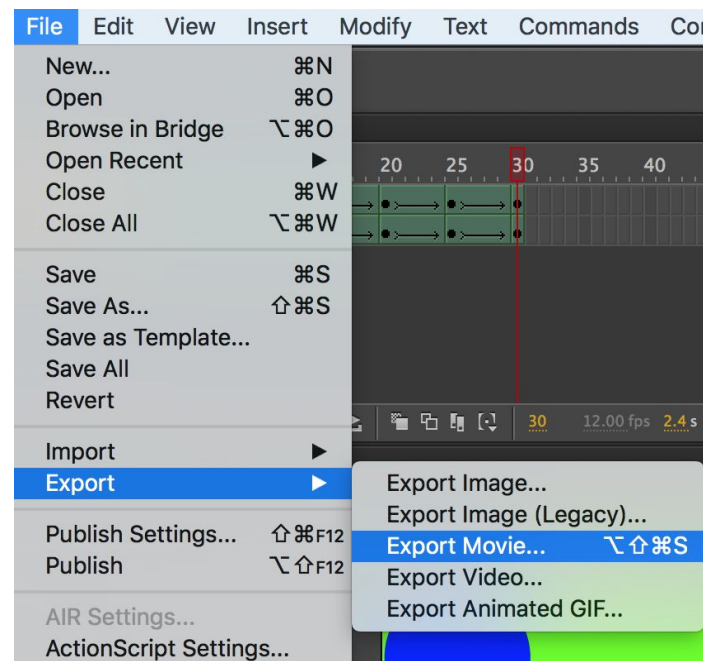
-Animate each ball for 30 frames

-Make the ball appear in same place on frame 1 and frame 30 of each layer

-Save as an FLA and Export as a SWF

Animate - Bouncing Balls Tutorial

- Export the final project as an SWF file
- From top menus choose File > Export Movie



- Make sure titled last name + first initial + balls.swf
- Save as a .swf file extension in your Animate folder
- Make sure file format at bottom of save window shows as SWF Movie (*.swf)

File Format: SWF Movie(*.swf)

- Submit the appropriate file type instructed