

Motion Tweens

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There are two types of animation offered with Flash MX, frame by frame and tweened.

In frame by frame animation, as you have already learned, you edit the object in each individual frame.

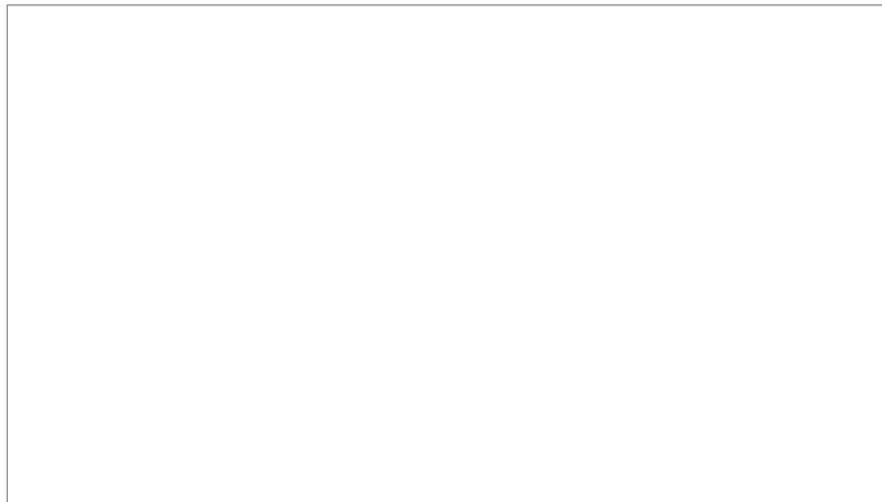
Tweened animation is designed to make your life easier. All you do is specify an objects appearance at the start and end of a sequence and Flash MX creates the content for the frames in between (tween is short for between).

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Exercise 1

In this exercise we will create an animation of a ball whose size, location, rotation and transparency all change.

1. Create a new Flash document by clicking **File / New**
2. Click the Oval on the drawing toolbar
3. Draw a medium size red circle with no outline in the lower left corner of the stage
4. Click the Rectangle on the drawing toolbar.
5. Draw a white rectangle with no outline inside the ball (this will allow you to see the ball rotate)
6. Use the Arrow tool to select the ball and press F8 to save the object as a graphic symbol, name it Ball1.



7. Select frame 25 and click **Insert / Frame** (you'll notice that frames 1-25 now all have the same content)
8. Right-click on frame 1 to bring up the timeline menu.
9. From that menu select **Create Motion Tween**
10. Move the playhead to frame 25 which is where we want the tween to end
11. Click the Arrow tool, select the red circle, and drag it to the middle right of the stage
12. Move the playhead back and forth to view the animation

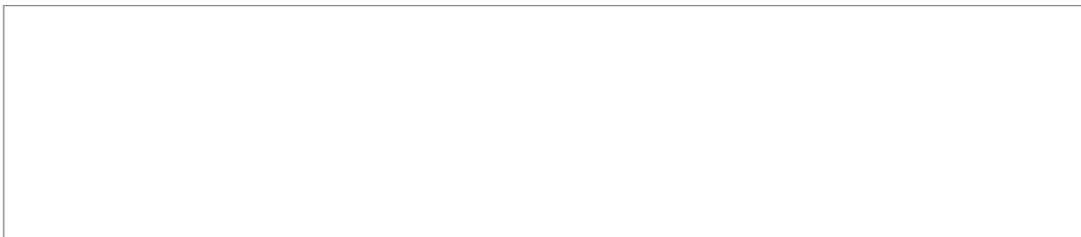
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Rotation, Growth & Transparency

1. Place the playhead at frame 25
2. Click the Arrow tool and select the ball
3. Click **Modify / Transform / Scale and Rotate**
4. In the scale box type 150 - this will make the ball grow



5. Close the dialog box and move the playhead to watch the ball grow
6. Place the playhead at frame 25
7. Click the Arrow tool and select the ball
8. In the Property inspector select **Alpha** from the Colour drop down menu
9. Set the Alpha level to 30%



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10. Now when you move the playhead, the ball will grow and fade out
11. Select frame 1
12. Enter the following settings in the Property Inspector to make the ball rotate:
 - Scale - checked
 - Ease - push the slider all the way to the bottom
 - Rotate - CW (clockwise)
 - Times - 10
 - Orient to path - unchecked
 - Sync - unchecked
 - Snap - checked

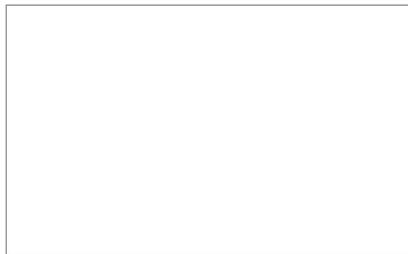


13. Move the playhead to view the completed animation.
14. Save this animation as ball.fla in your Flash folder

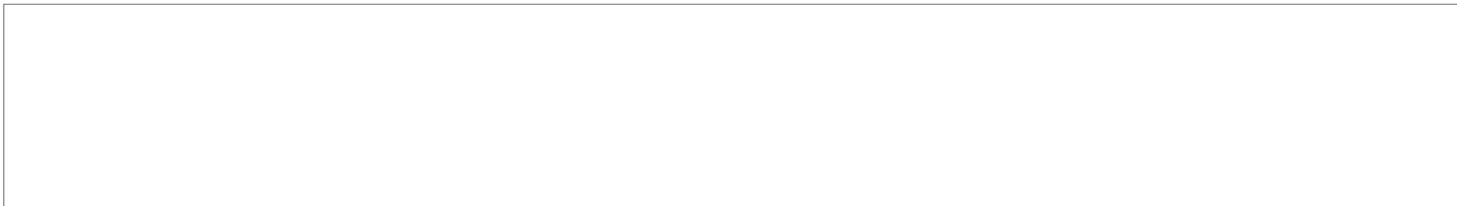
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Exercise 2

1. Create a new Flash project, save it as **sliders.fla** in your **Flash** folder
2. Create three new graphic symbols as follows:
 - Symbol 1 - A green square with no outline
 - Symbol 2 - An orange oval with no outline
 - Symbol 3 - A pink rectangle with no outline
3. Create a layer for each symbol to work on



4. On the square's layer, create a motion tween from frames 1-25 so that the square moves from left to right across the stage.
5. On the oval's layer, create a motion tween from frames 20-44 so that the oval moves from the top of the stage to the bottom. (create a blank keyframe in frame 20 to start)
6. On the rectangle's layer, create a motion tween from frames 40-64 so that the rectangle moves from the top right of the stage to the bottom left (create a blank keyframe in frame 40 to start)



7. Move the playhead to view the results - view a demo [here](#)
8. Alter each object so that it rotates and its level of transparency alters.

Exercise 3 - Motion tween and text

Text, as well as graphic symbols can be tweened.

1. Create a new Flash project and save it as **text_tween** in your **Flash** folder

2. On the stage use the Text tool to type the word **Tween** in size 60, font Tahoma



1. Select the text with the arrow tool and click **Modify | Break Apart** (the text will be split into individual letters)
2. Click **Modify | Distribute to layers** and each letter will be placed in its own layer
3. Create a motion tween for each letter so that they appear to slide onto the screen individually

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