

## Adobe Flash

# Motion Tweening

Motion Tweening animates objects in Flash by moving them from one point to another. Several motion tweens can be moving at a time, but each must be on a different layer in the Flash timeline.

It is important to convert all images to symbols before motion tweening is applied. Drag the image to the stage. Click on it with the Selection tool, **Modify > Convert to Symbol >** enter a name > normally select **Graphic >** and click **OK**.

### Resize Vector Images

1. Select the graphic with the **Selection Tool**.
2. **Window > Transform**
3. Check **Constrain**
4. Change percent

### Straight Motion

1. Insert a new keyframe at the desired location in the timeline. Do not add a new keyframe to frame 1, it already has a blank keyframe which changes to a keyframe when content is added.
2. Drag the symbol from the library onto the stage. Convert to a symbol. Place the image where the motion is to begin. It can be placed in the work area, or it can be off stage when the motion starts.
3. Insert another keyframe the desired number of frames from the first. Now move the graphic symbol to where it is to be when the motion stops.
4. Click in a frame between the two keyframes, in the Properties panel select Tweening: **Motion**.

### Rotate

There are two difference ways to rotate a symbol. One is rotate the image between 0 and 180 degrees; the other is to completely rotate the symbol a set number of times.

#### Partial Rotation

1. Click on the second keyframe of a motion tween, select the object.
2. In the Transform panel select Rotate and enter, in degrees, the desired amount of rotation.
3. Click in the middle of the tween layer and in the Properties panel set Rotate to **Auto**.

#### Complete Rotation

1. Click in a frame between the first and second keyframes. In the Properties panel:
2. Select Tweening: **Motion**
3. Select Rotate: **CW or CWW** and enter the number of times for rotation.

### Scale

A symbol can be enlarged or reduced during motion tweening. The amount of scaling can be proportional by entering the same percent of scaling for both width and height, or different percentages for each can be entered.

1. Click on the second keyframe of a motion tween and select the image.
2. In the Transform panel enter a percent for both width and height

### Skew

In the Transform panel Rotate or Skew can be selected, but not both. Skewing can be done either horizontally, or vertically.

1. Click on the second keyframe of a motion tween and select the image.
2. In the Transform panel select **Skew** and enter, in degrees, the desired amount of skewing for either horizontal or vertical skewing. The left box is horizontal, the right vertical.

### Tint

The Color of a motion tweened symbol can be changed.

1. Click on the second keyframe of a motion tween and select the object.
2. Select Color: Tint in the Properties panel.
3. Select a new color for the symbol. This can be done by either; clicking on the Tint Color Box and selecting a color, or entering the amount of RGB.

### Alpha

Alpha is Flash's word for transparency. Alpha can be set at any percent, 100 being opaque and 0 being totally transparent.

1. Click on the second keyframe of a motion tween and select the object.
2. Select Color: **Alpha** in the Properties panel.
3. Enter a percent of transparency.

### Brightness

Brightness will lighten a symbol the same as Alpha, but it is always opaque. Even at 0%, where the symbol is no longer visible, it will hide the images in layers below it. Entering a negative number, as in -50%, will make the symbol darker.

1. Click on the second keyframe of a motion tween and select the object.
2. Select Color: **Brightness** in the Properties panel.
3. Enter a percent of Brightness.

### Moving Graphics Along a Path

A motion tweened symbol can be attached to a path to guide it around the stage.

1. Create a motion tween with start and end points
2. In the layer of the motion tween, select the frame where the path is to start.
3. Click on the **Add Motion Guide** button, below the layers, and in the Frame Properties pallet check both **Orient to path** and **Snap**.
4. Use the pen, pencil or brush tool to draw a path from the start to the end point with any directional changes you desire. The path will be invisible when the movie is published.
5. It may be necessary to click and drag the symbol to the beginning and end of the path in the first and second keyframes of the layer of the motion tween.