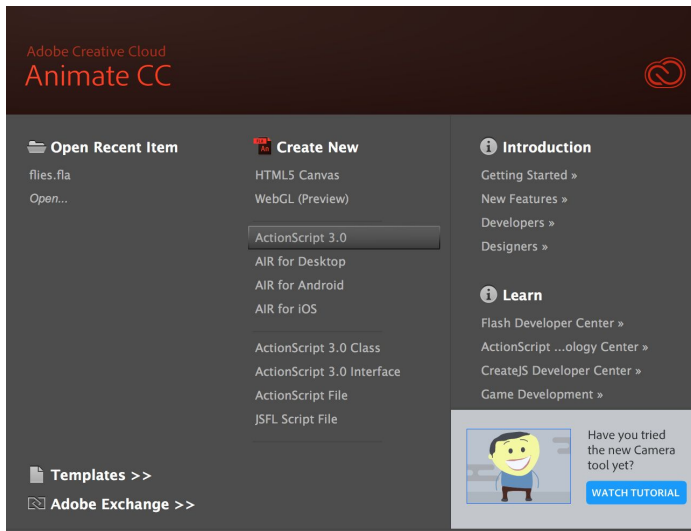
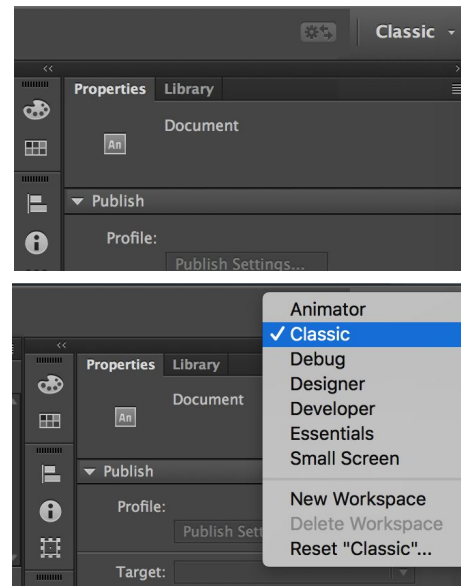


Animate - Fly Swatter Tutorial

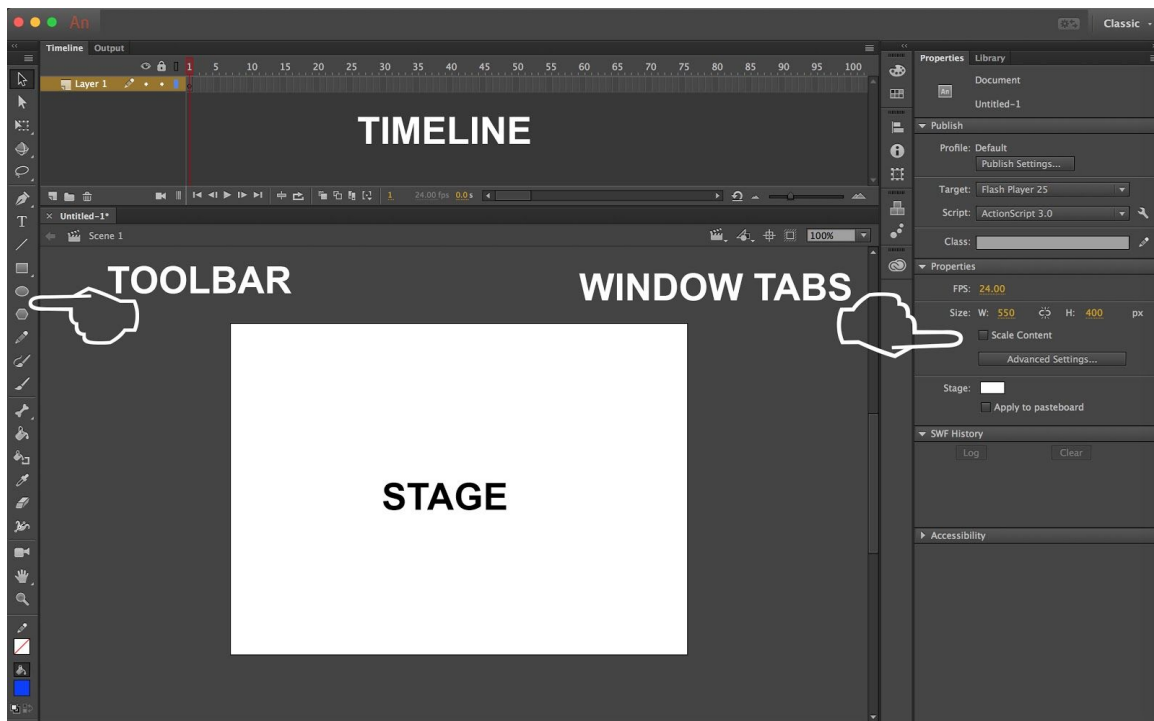
- Open Animate
- Under Create New - Select ActionScript 3.0



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



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



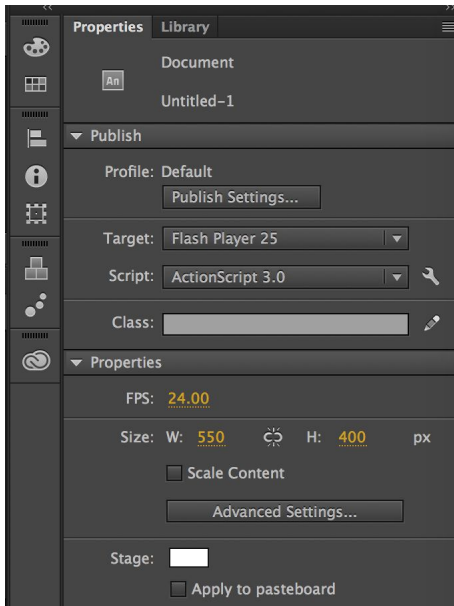
- From the top menus, choose File>Save As
- Save the file name as last name + first initial + flies.fla
- Save as a .fla file extension in your Animate folder, make sure file format at bottom of window shows as Animate Document (*.fla)

File Format:

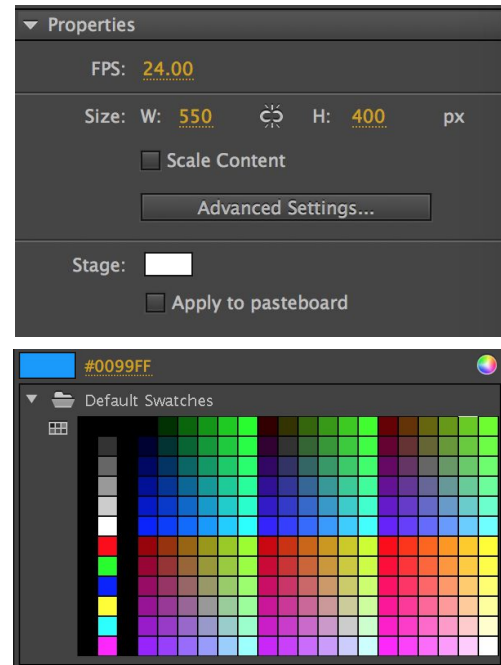
- Remember to always hit Command + S every time you make a change to your project going forward.

Animate - Fly Swatter Tutorial

- The Properties window is located on the right
- Leave the preset for the Stage at:
 - Size is 550W x 400H pixels
 - Frame Rate (FPS) = 24 FPS



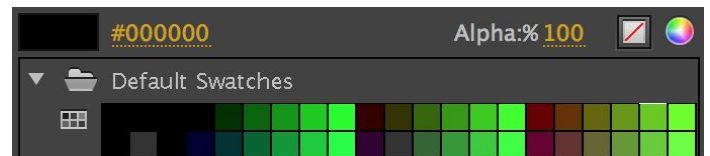
- In the Properties window, choose a Stage color for the sky color, by clicking on the white color box located to the right of the word Stage



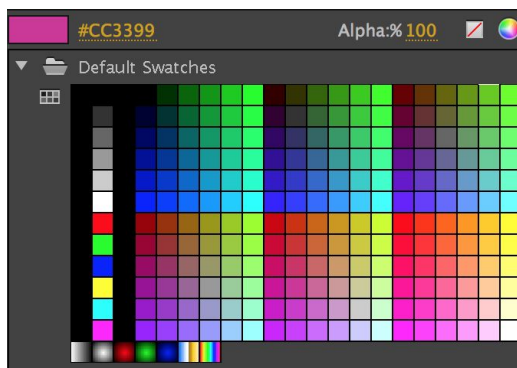
- At the bottom of the Toolbar, locate the two color squares. These are the Stroke (outline) and Fill (color inside a shape) color swatches.



- 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.



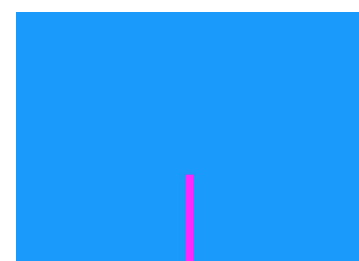
- Click the Fill color box (Fill has a tipped paint bucket pouring out a with color box below)
- Select a color for the fly swatter, any color other than the same color as your background.



- On the Toolbar, select the Rectangle Tool (R)

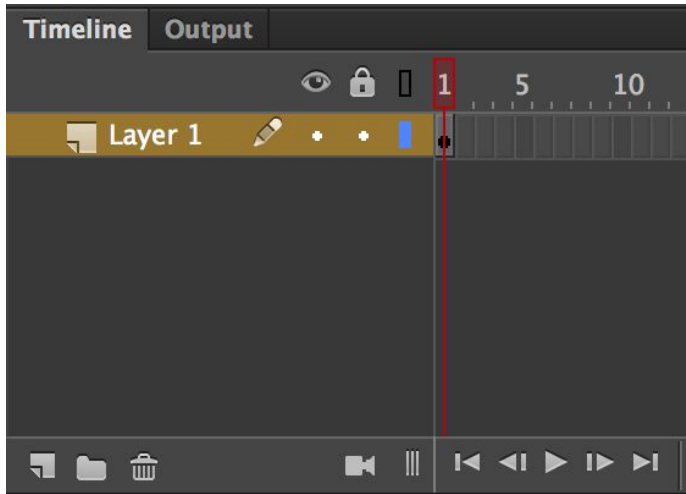


- Place the mouse on the Stage and left click and drag out a narrow rectangle shape, for the swatter handle, near the center of the bottom of the Stage



Animate - Fly Swatter Tutorial

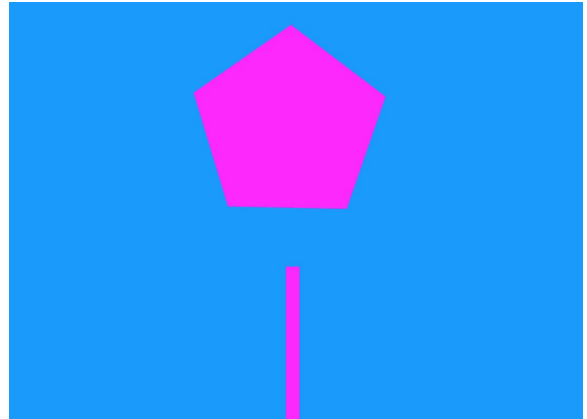
-The Timeline will now show a solid black dot on frame 1 of Layer 1. This solid black dot is called a **KEYFRAME**.



-On the Toolbar, select the PolyStar Tool



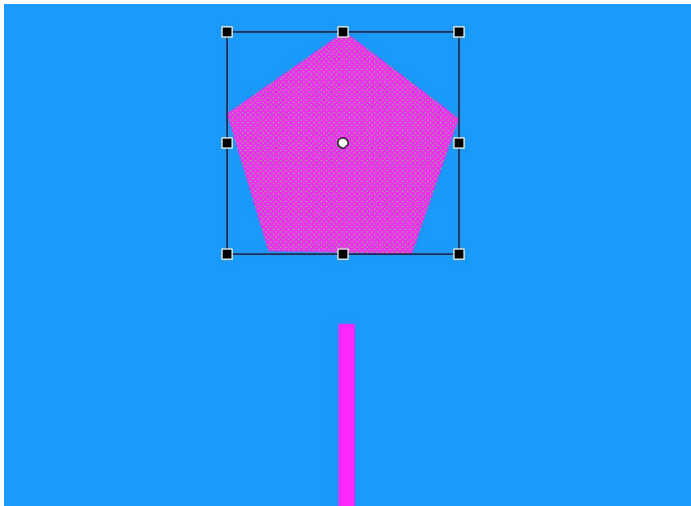
-Place the mouse on the upper Stage and left click and drag out a pentagon shape, for the swatter head, near the center of the top of the Stage, but not touching the handle



-On the Toolbar, select the Free Transform Tool (Q)

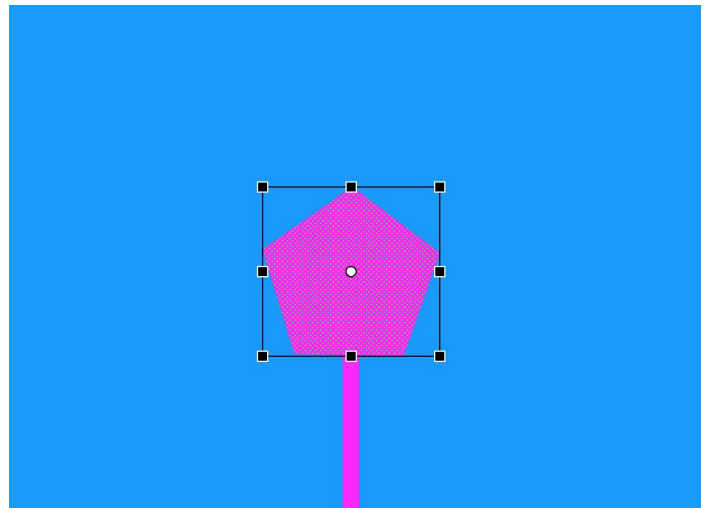


-Click on the swatter head on the stage. Will see a transform box around the shape.



-Hold shift and drag only from the corners to scale the swatter head down

-Use arrow keys to move the swatter head on top of the swatter handle

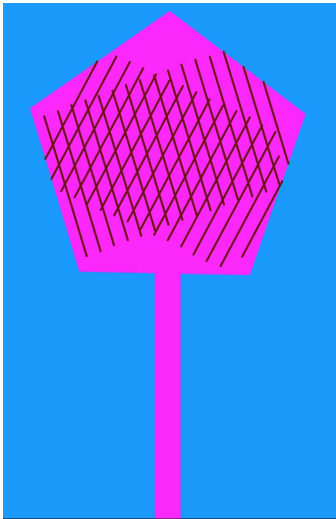


Animate - Fly Swatter Tutorial

-On the Toolbar, select the Line Tool (N)



-Choose black or white as the fill color
-Draw angled lines on the swatter, to form a pattern similar to what is found on the head of a fly swatter



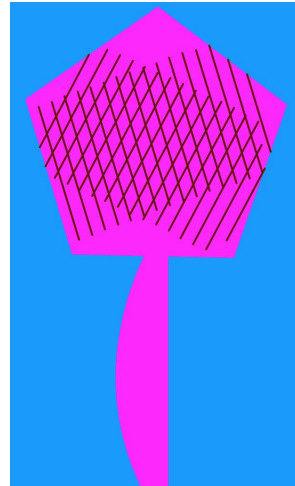
-Command (+) to zoom in on the Stage

-On the Toolbar, select the Selection Tool (V)



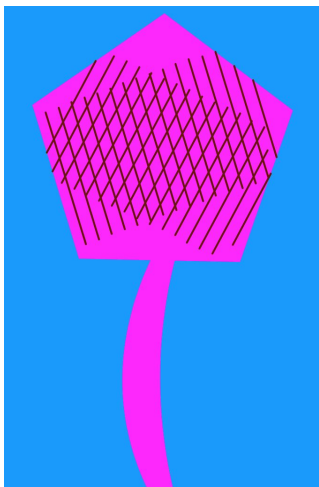
-Place the mouse on the Stage about midway down the swatter handle, against the left edge. An arrow with a curve below it will show.

-Click and drag the left side handle edge to the left, and it will curve out the left side edge.



-Place the mouse on the Stage about midway down the handle, against the right edge. An arrow with a curve below it will show.

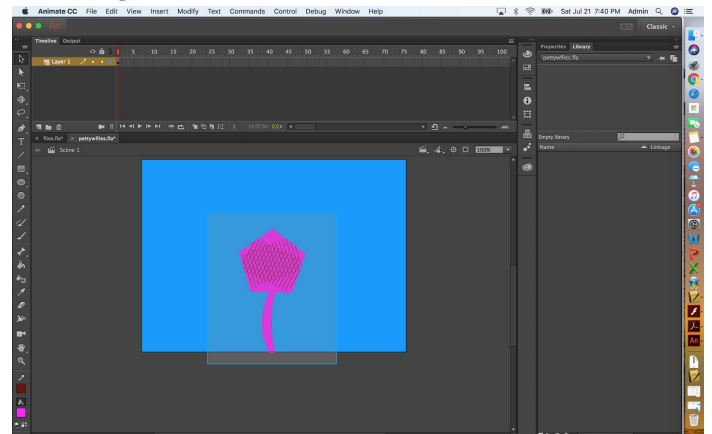
-Click and drag the right side handle edge to the left, and it will curve in the right side edge, giving the handle an overall curved appearance.



-On the Toolbar, make sure the Selection Tool (V) is still selected

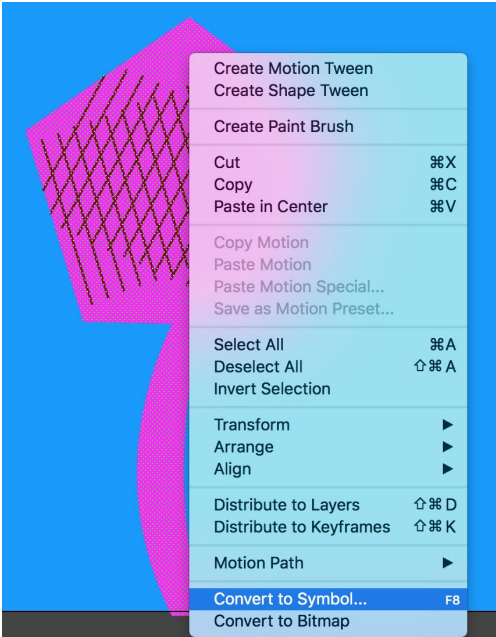
-Place the mouse on the Stage in the upper left and click, hold, drag a marquee box around the entire swatter. This will put a temporary highlight box around the swatter, that will disappear when you let go.

***It is important to get the entire swatter, so drag the box off the stage when selecting to make sure to get entire handle.**

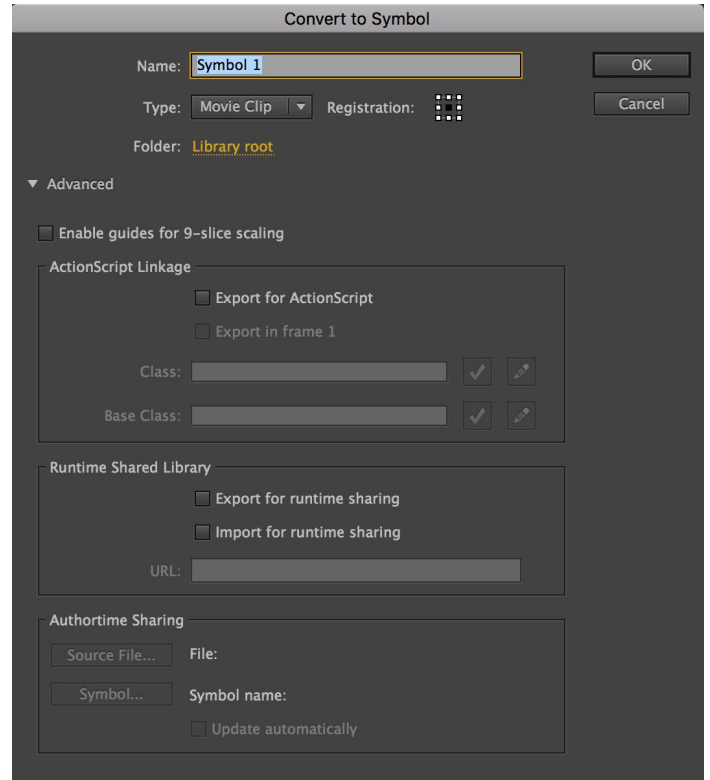


Animate - Fly Swatter Tutorial

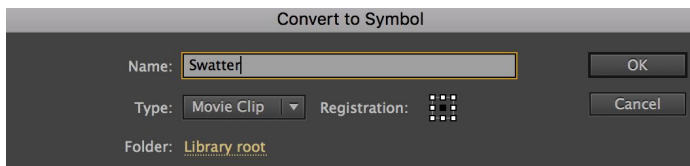
- The entire swatter is now covered in tiny dots which mean it is a selected shape.
- To animate, we need to convert it to a symbol
- Place the mouse on top of the swatter on the Stage
- Right Click > Convert to Symbol (F8)



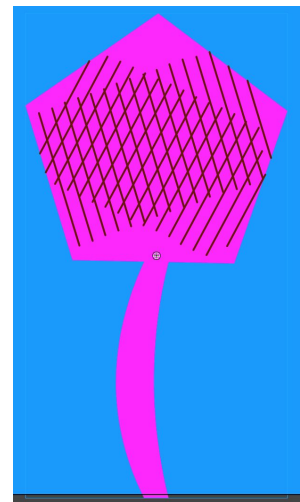
- Convert to Symbol window opens



- Name: Swatter
- Type: Movie Clip
- Registration: Black dot should be center square
- Click OK

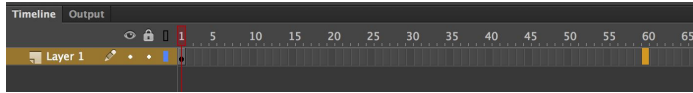


- The selection dots on the swatter disappear as the object is no longer a shape
- A thin blue outline box now appears around the entire swatter showing that it is now a symbol

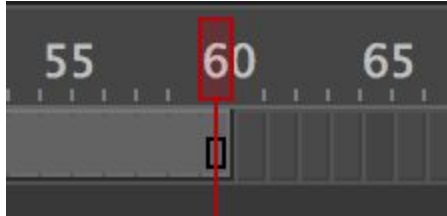


Animate - Fly Swatter Tutorial

-Click on frame 60 of Layer 1 in the Timeline to highlight the frame



-Right click > Insert Frame (F5)
-This places a small square on frame 60 in the Timeline and tells Animate to keep this object on the Stage for 60 frames.

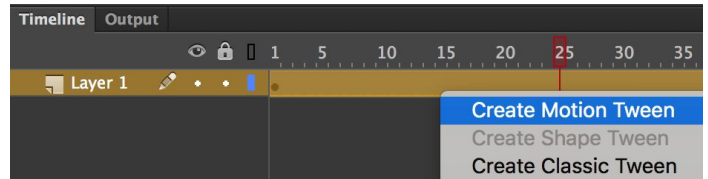


-Click on the square icon to left of the word Layer 1 in the Timeline

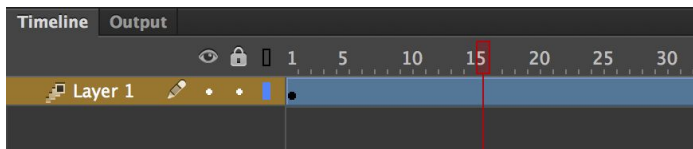


-All frames from 1 to 60 on Layer 1 will now highlight

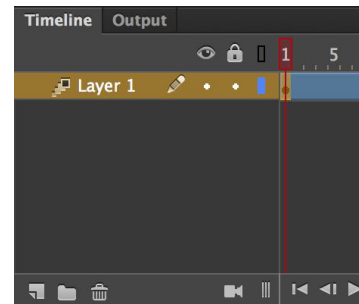
-Position the mouse anywhere in the highlighted frames below the numbers on Layer 1
-Right click > Create Motion Tween



-Click in the grey area below Layer 1 in the Timeline to deselect the layer
-Frames 1-60 on Layer 1 are now highlighted blue, indicating the motion tween area



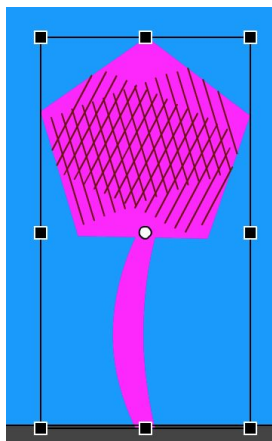
-Click on Keyframe 1 on Layer 1 to highlight and select it



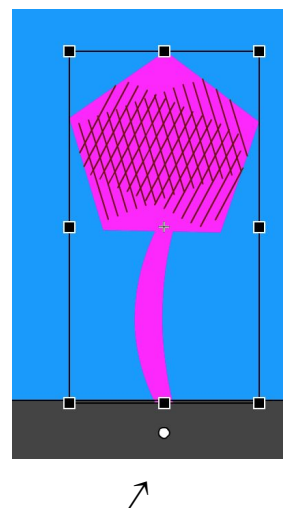
-On the Toolbar, select the Free Transform Tool (Q)



-A transform box will appear around the swatter on the Stage, and a white dot will be in the center of the transform box



-The white dot is the anchor point, the point from which the object rotates
-Click the white dot in the center of the transform box and drag it straight down, below the bottom of the swatter handle into the grey area just off the Stage

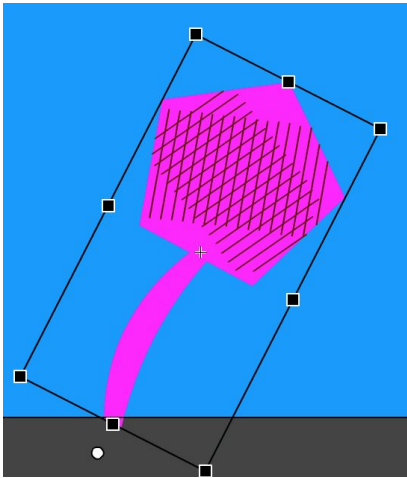


Animate - Fly Swatter Tutorial

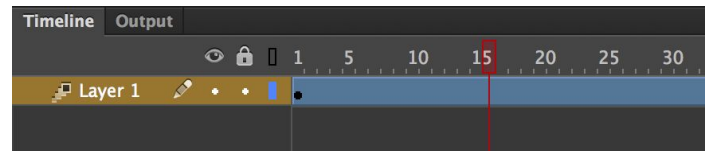
-Move the mouse to the outside of the transform box, just outside the upper right corner, and an arrow with a curved arrow below it will appear

-Make sure only keyframe 1 on Layer 1 is still selected

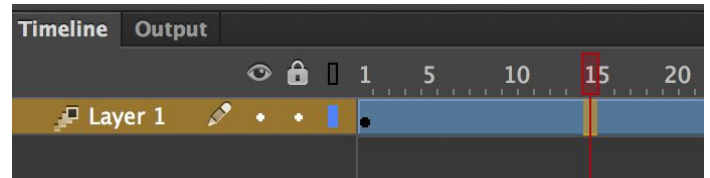
-Using the curved arrow that appears, tilt the swatter to the right by dragging the mouse to the right. The swatter will rotate by the anchor point (white dot) at the bottom of the Stage



-Click in the grey area below Layer 1 in the Timeline to deselect keyframe 1



-In the Timeline, click on frame 15 to highlight and select it

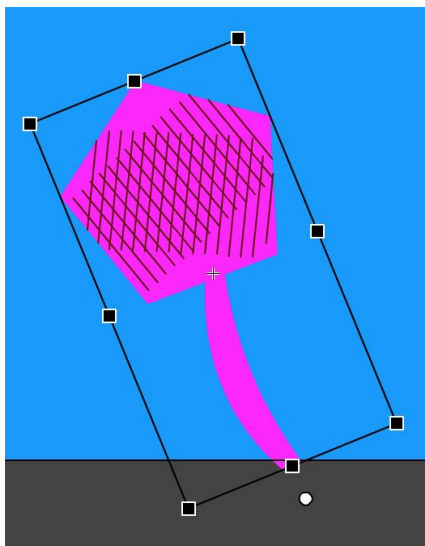


-DO NOT INSERT A KEYFRAME

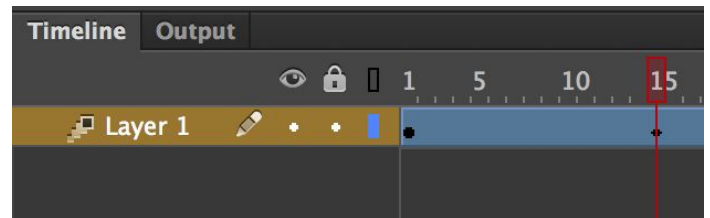
-Make sure only frame 15 is highlighted

-Make sure Free Transform tool still selected

-Move the mouse onto the Stage, place cursor just outside right edge, and rotate the swatter to the left



-The movement of the swatter on the stage will create a keyframe in the Timeline on frame 15 for the path of movement



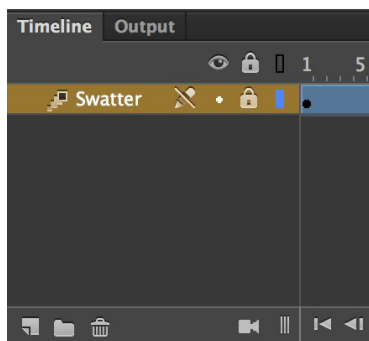
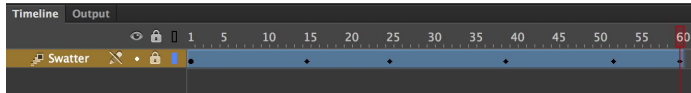
-Randomly select frames either 10 or 15 frames apart in the Timeline and rotate the swatter on the stage to the opposite side each time, all the way to the 60 frame point.

-Remember to deselect the layer (by clicking below the Layer in the Timeline) each time before selecting the next frame in the Timeline for movement

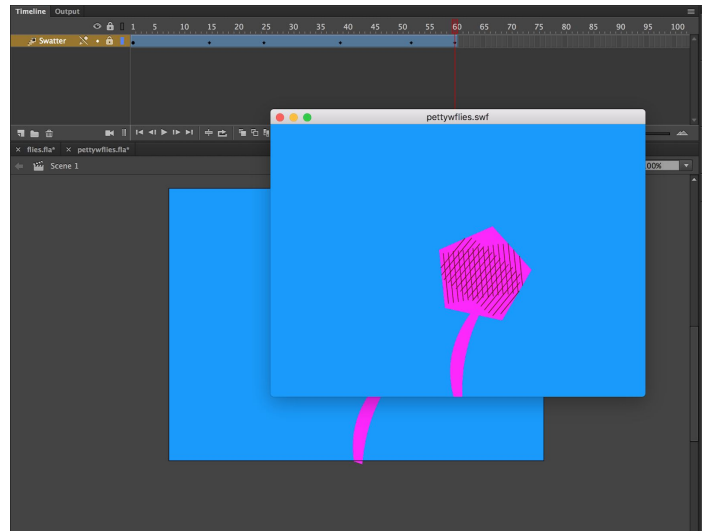
Animate - Fly Swatter Tutorial

- Have the swatter make a big swat at the end by the time it reaches frame 60
- Make sure the swatter ends up on the same side direction (right) as it started on frame 1 for frame 60
- Should have around 5-7 keyframes for the layer, but be creative and use more if necessary

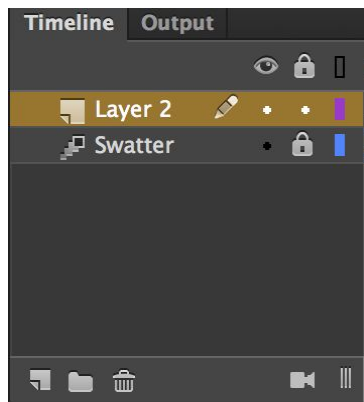
- Label the Layer Swatter, by double clicking on the word (Layer 1) in the timeline and typing in the name.
- Hit Return.
- Lock the Layer



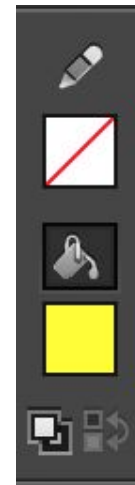
- Hit Command + Return to see a looping preview the animation as a SWF file
- Click red dot in upper left of the SWF preview window to close



- 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)



- Select a Fill color for the first bug, make sure still have NO Stroke

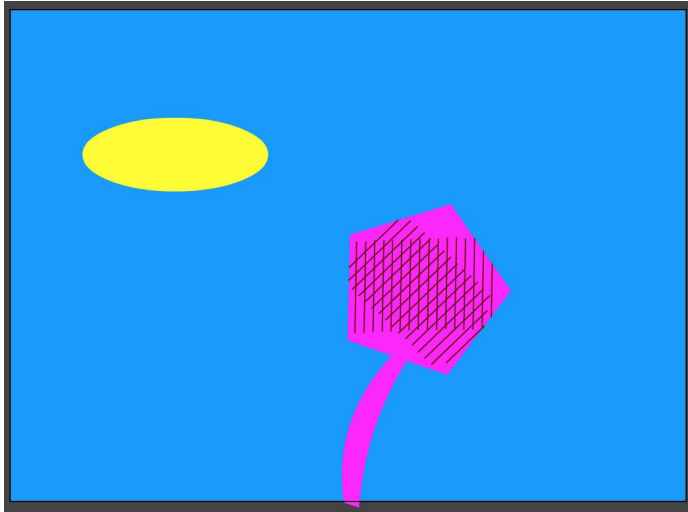


Animate - Fly Swatter Tutorial

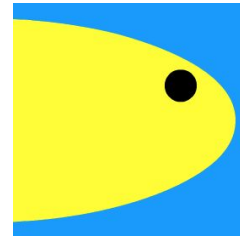
-On the Toolbar, select the Oval tool (O)



-Drag out a large oval for the body of the bug. Do not worry about size yet. **DO NOT Draw wings yet.**



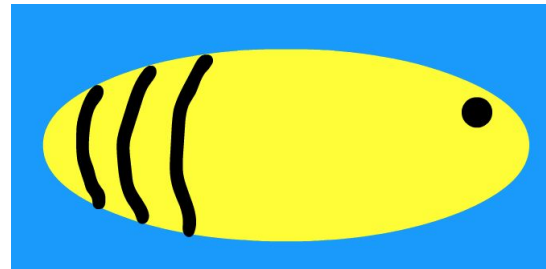
-Change the Fill color to black or white and add an eye (small oval) to the bug



-On the toolbar, select the Brush tool (B)

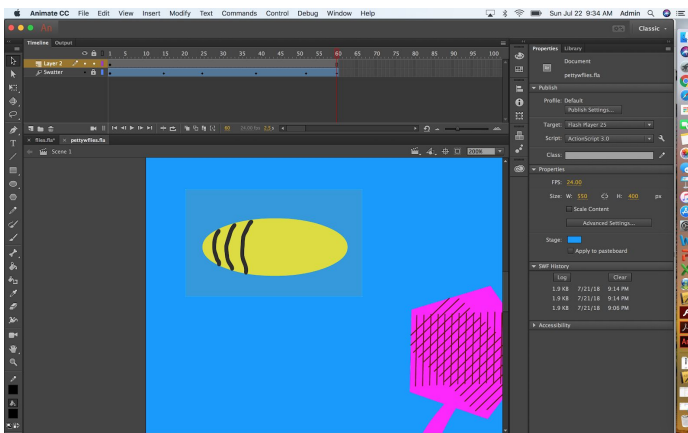


-Draw on any stripes or any markings of choice to the body of the bug

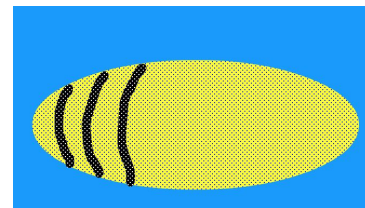


-On the Toolbar, select the Selection Tool (V)

-Place the mouse on the Stage in the upper left outside the bug, and click, hold, drag a marquee box around the entire bug. This will put a temporary highlight box around the bug, that will disappear when you let go.

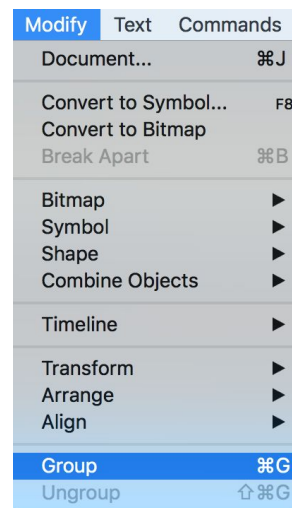


-The entire bug is now covered in tiny dots which means it is a selected shape.



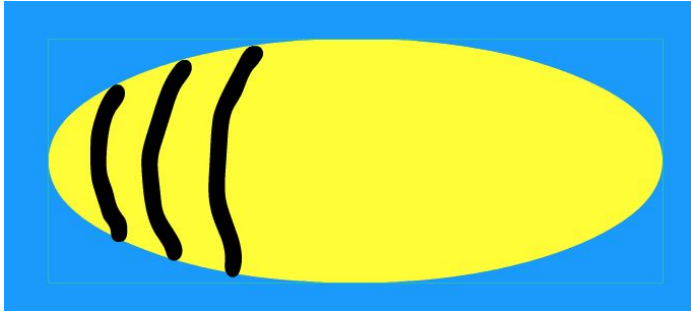
-We are going to group the bug to allow for further animation and editing abilities

-From top menus Modify > Group (Command + G)

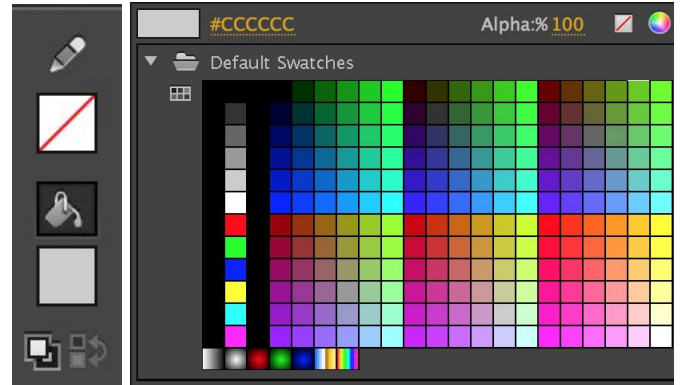


Animate - Fly Swatter Tutorial

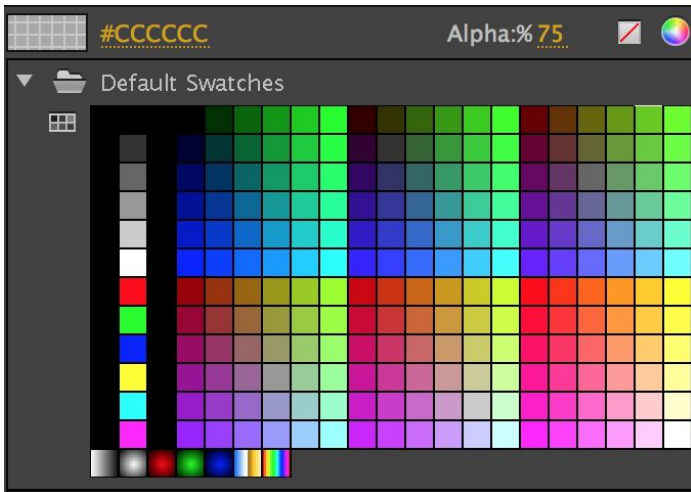
- The selection dots on the bug body disappear as the object is no longer a shape
- A thin blue/green outline box now appears around the entire bug's body showing that it is now a group



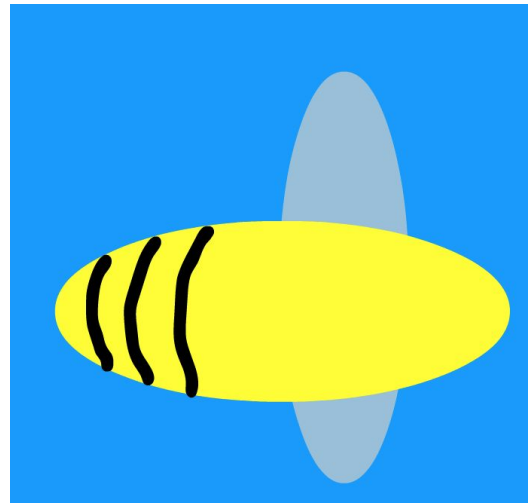
- Set Stroke to No Stroke
- Set Fill to a Grey color, but leave color picker open



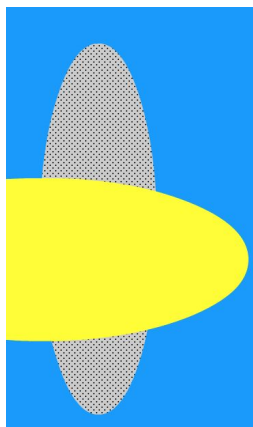
- Change the Alpha of the Fill color (located in the upper right corner of the color picker window) to 75%
- This will be used for the wings so to slightly see through them. (Alpha is similar to Opacity in Photoshop)



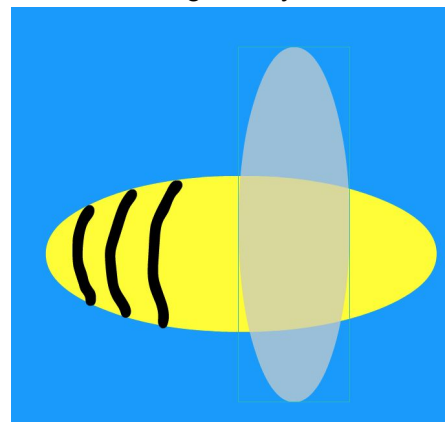
- On the Toolbar, select the Oval Tool (O)
- Drag out an elongated oval for the first wing
- It will appear behind the bug body when you draw the wing oval, but you will adjust position and size later



- On the Toolbar, click the Selection Tool (V)
- Click on the wing oval
- The wing oval shows dots as a selected shape

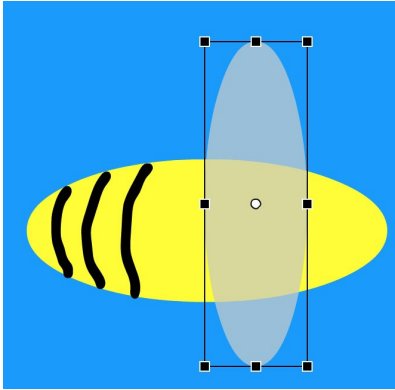


- Modify > Group (Command + G) to group the wing
- The wing now has blue outline box and it's position is now in front of the bug's body

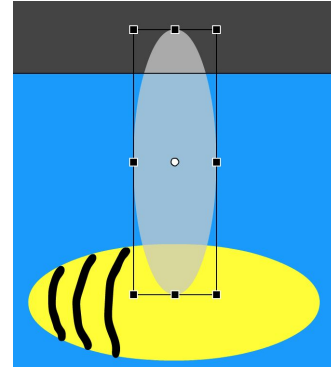


Animate - Fly Swatter Tutorial

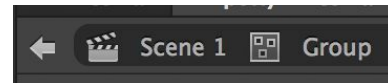
- On the Toolbar, select the Free Transform tool (Q)
- The wing will show the transform box with the anchor point in the center (white dot)



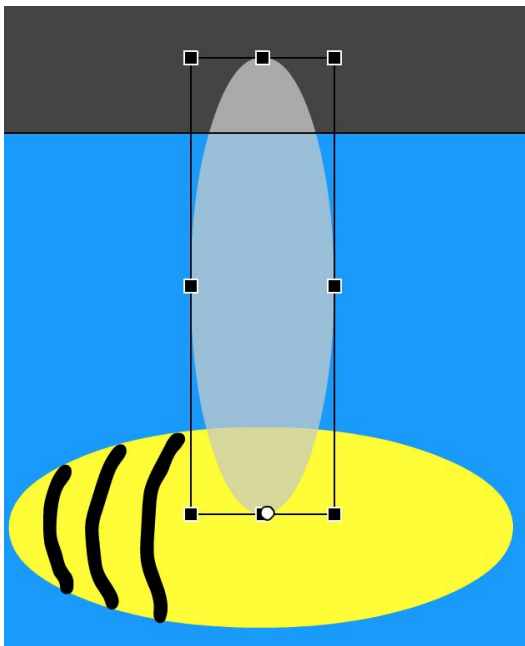
- Single click on the wing and move it into a wing position on the bug. It is ok if the wing is off the stage. That will be adjusted later



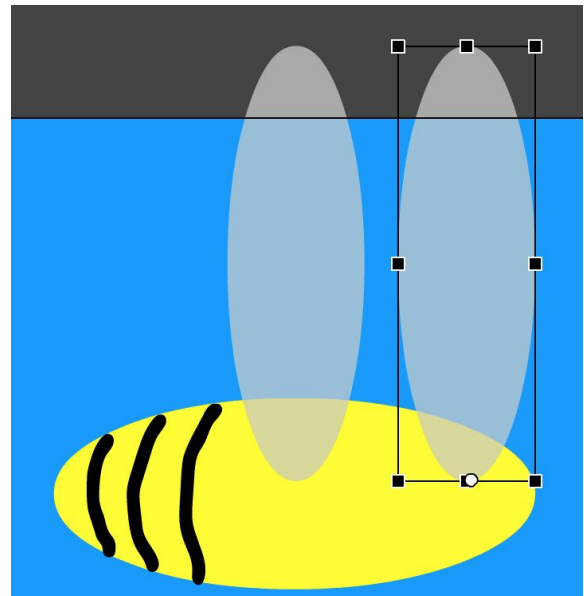
- *Do not double click the wing as it will take you into a separate timeline. If you do double click, the wing will show dots again like a shape. To get back, just click on Scene 1 (located below the timeline, near the toolbar) to return to the normal timeline scene.**



- Click on the anchor point and move it to bottom center of the wing, where it will rotate on the bug's body

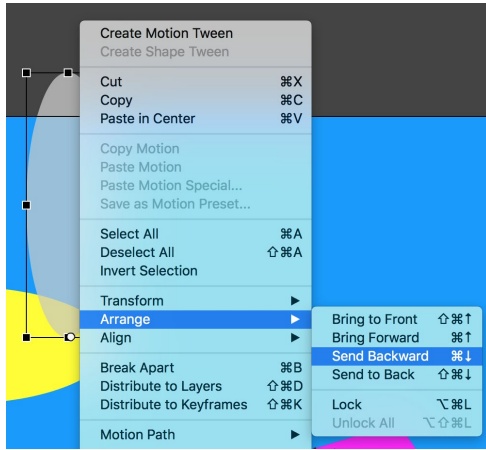


- On the Stage, place the mouse inside the wing
- Hold Alt and left click and drag to the right
- This will make a copy of the first wing, creating the second wing

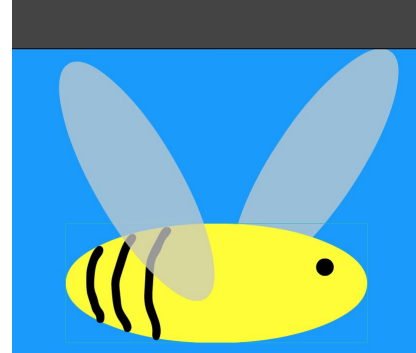


Animate - Fly Swatter Tutorial

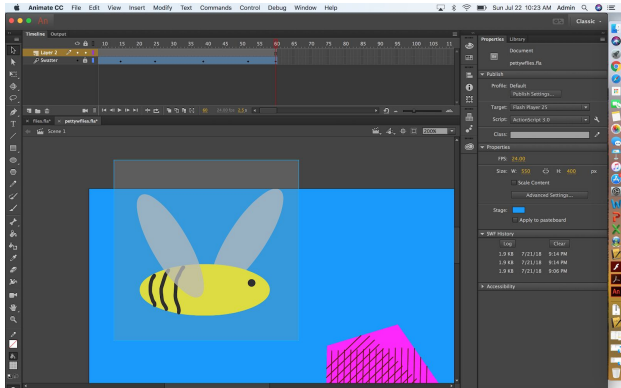
- On the Stage, place the mouse inside wing 2
- Right click > Arrange > Send Backward
- Now wing 1 in front of body and wing 2 behind



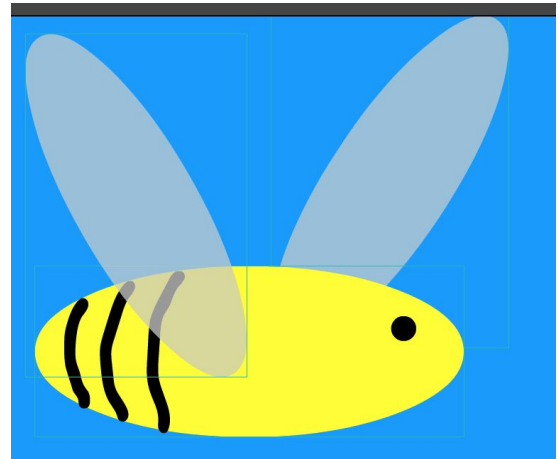
- On the Stage, move both wings on the bug body to a natural position and rotate each wing by putting mouse in upper right corner till see curved arrow (same way rotated the swatter earlier)
- Still do not worry if wings go off the stage or the size of the bug yet



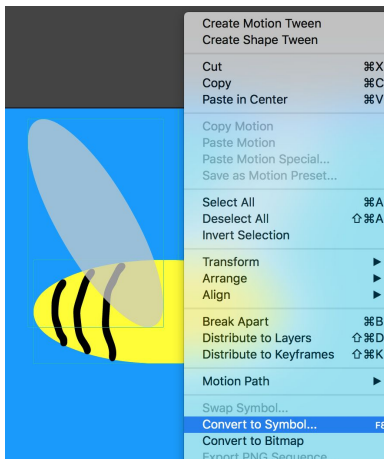
- On the Toolbar, choose the Selection Tool (V)
- Place the mouse on the Stage and click, hold, drag a marquee box around the entire bug and wings. This will put a temporary highlight box around the bug, that will disappear when you let go.



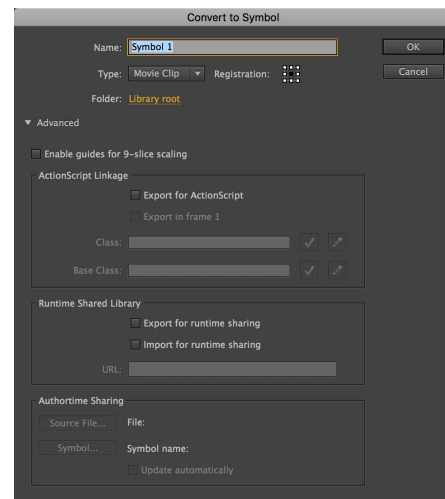
- On the Stage, the bug body and wings each have the blue/green grouped boxes around them



- On the Stage, place the mouse inside the bug body
- Right click > Convert to Symbol (F8)

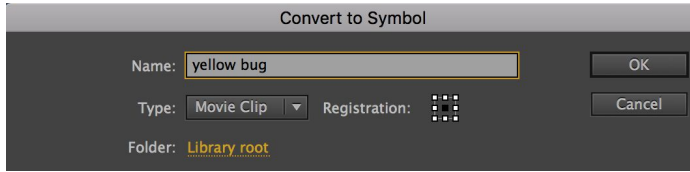


- Convert to Symbol window opens

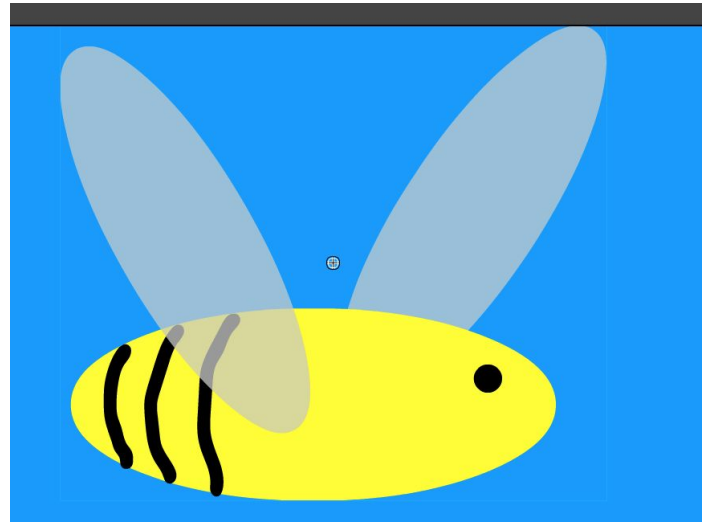


Animate - Fly Swatter Tutorial

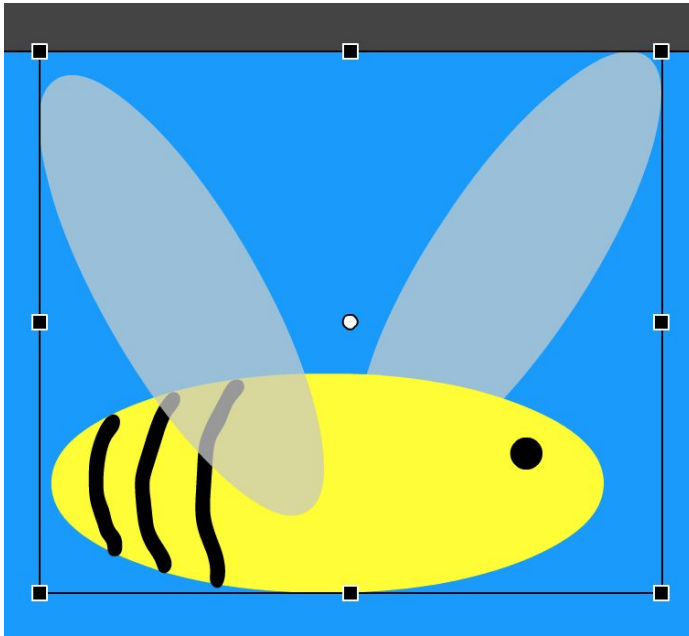
- Name: Color of Bug (mine would be yellow bug)
- Type: Movie Clip
- Registration: Black dot should be center square
- Click OK



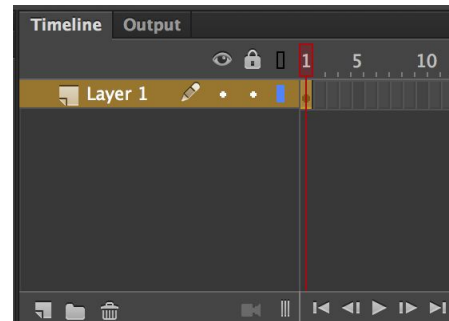
- On the Stage, now the entire bug and wings show one thin blue/green box around it



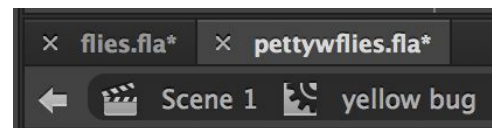
- On the Toolbar, select the Free Transform Tool (Q)
- A transform box will appear around entire bug



- On the Stage, double click on a wing
- This will step into the the object and will show a separate blank timeline

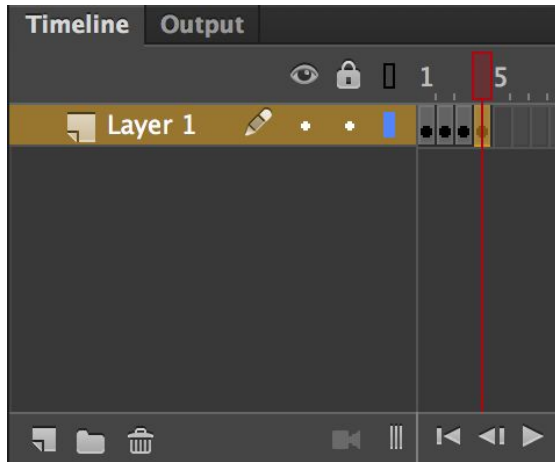


***Note the original Timeline is Scene 1 and the symbol is yellow bug (or your color named bug) indicated below the Timeline near the toolbar. The square with the gear indicates a symbol and the director's clapboard indicates a Scene**

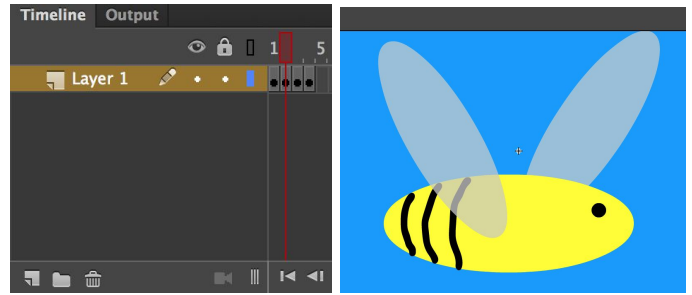


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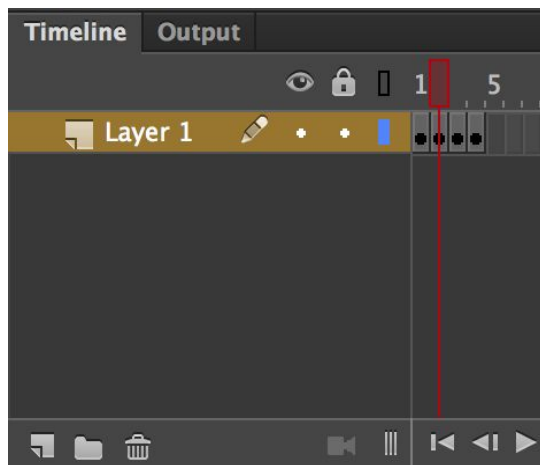
- Click F6 on the keyboard to add 3 new keyframes in the Timeline
- Will now have 4 total keyframe in this separate timeline



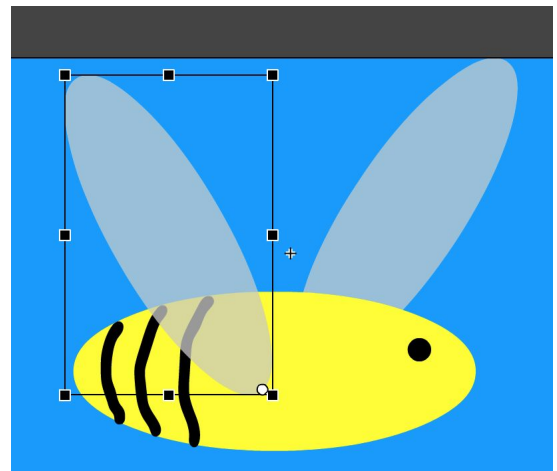
- Click below Layer 1 in the Timeline to deselect all keyframes and to deselect the transform box showing around the entire bug on the stage



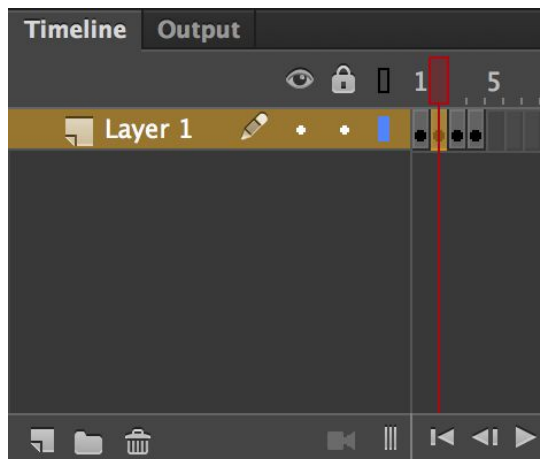
- Leave frame 1 and 3 as they are in the Timeline
- Drag the red rectangle attached to the playhead in the Timeline to frame 2 of Layer 1



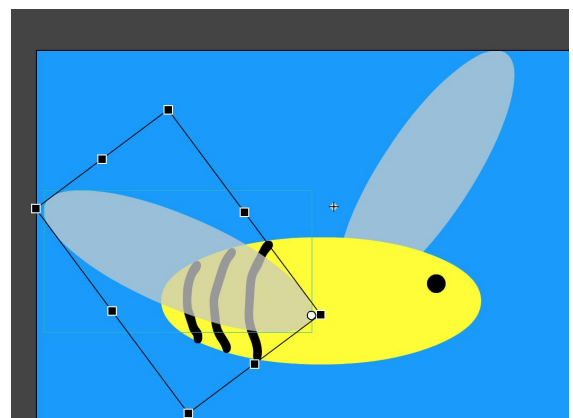
- Make sure Free Transform Tool (Q) still selected
- On the Stage, click on the left wing
- Only that wing shows a transform box on Stage



- Only frame 2 of Layer 1 is now highlighted in the Timeline

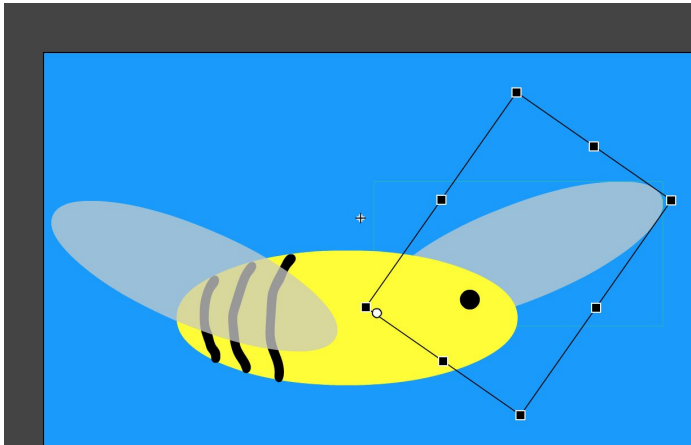


- Rotate the wing backward (to left) to a downward position

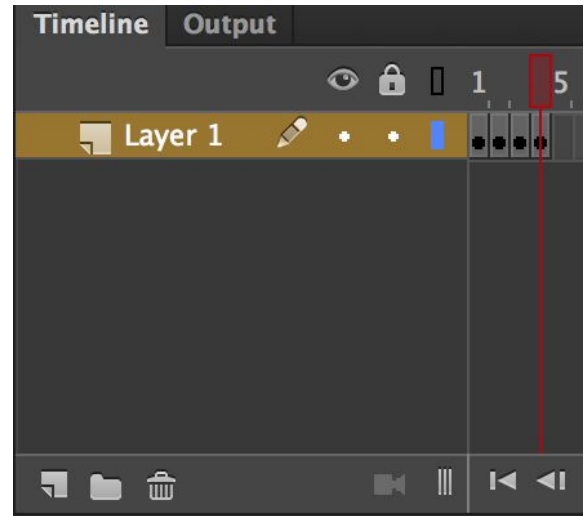


Animate - Fly Swatter Tutorial

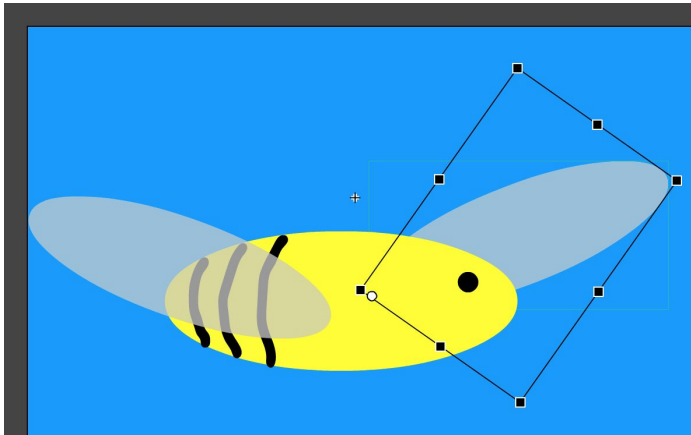
- On the Stage, still with frame 2 of Layer 1 selected in the Timeline, click on the right wing
- Rotate it forward (to right) to a down position



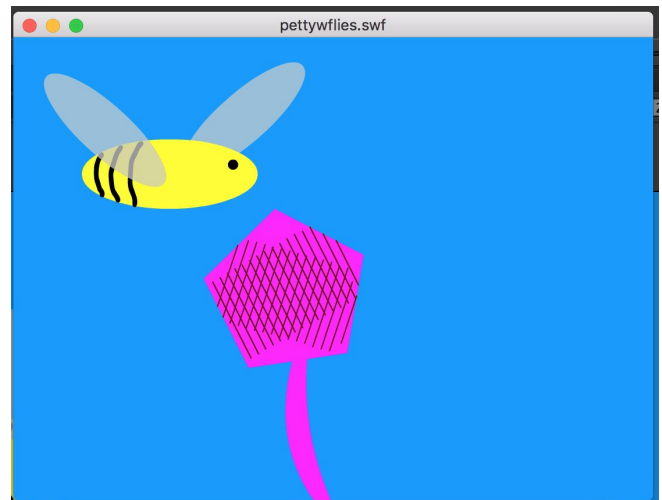
- In the Timeline move the red playhead to frame 4



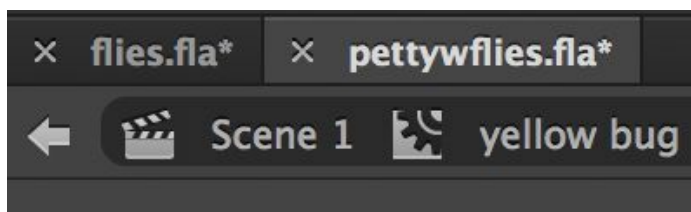
- On the Stage, click on the left wing
- Rotate the left wing backward again (to left) to a downward position
- On the Stage, click on the right wing
- Rotate the front wing forward (to right) to a down position
- They do not have to match frame 2 positions as a bug's wings flutter a different positions



- In the Timeline, frame 1 and 3 should have wings in an upward position and frames 2 and 4 in downward position. Adjust wing positions on frames as needed if wings flap too far apart.
- Command + Return to preview the bug with fluttering wings



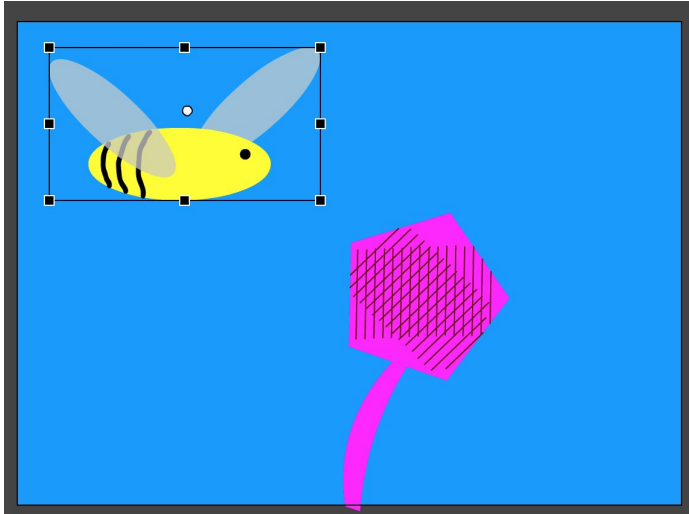
- Click on Scene 1 to return to the original Timeline



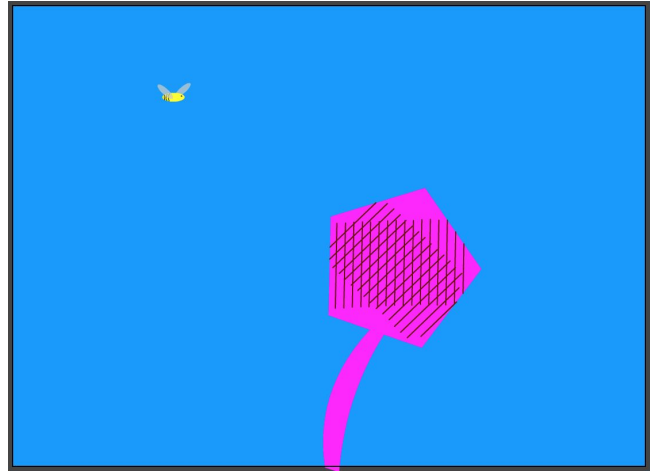
- Command (-) to zoom out to see the full Stage
- Now can see how big the bug is compared to the swatter, so now is when to scale the bug down to proper size.

Animate - Fly Swatter Tutorial

- Select Free Transform tool (Q)
- Transform box shows around entire bug



- Hold Shift and only drag from the corners to scale the bug proportionately, without stretching or squeezing the object's size

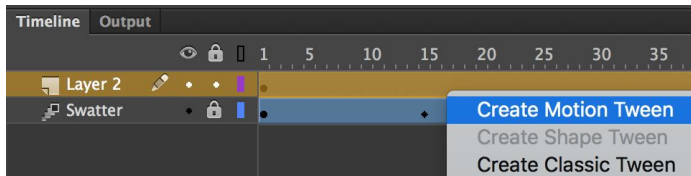


- Click on the square icon to left of the word Layer 2 in the Timeline

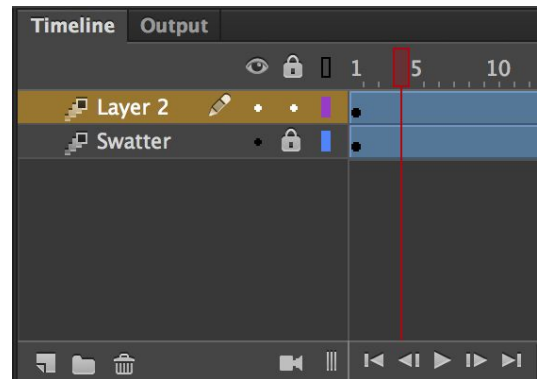


- All frames from 1 to 60 on Layer 2 will now highlight

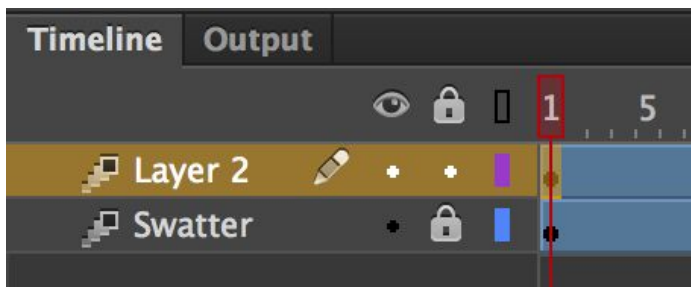
- Position the mouse anywhere in the highlighted frames below the numbers on Layer 2
- Right click > Create Motion Tween



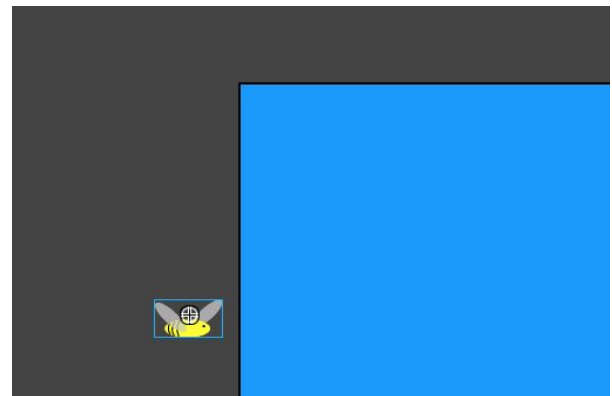
- Click in the grey area below the layers in the Timeline to deselect the layer
- Frames 1-60 on Layer 2 are now highlighted blue, indicating the motion tween area



- Click on Keyframe 1 on Layer 2 to highlight and select it

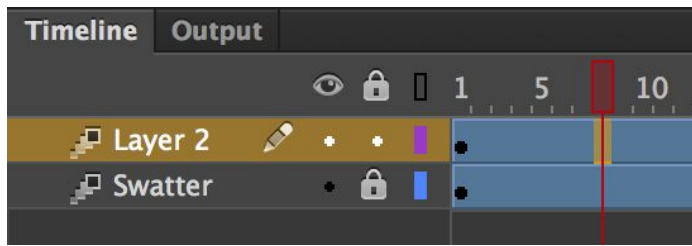


- On the Toolbar, choose the Section Tool (V)
- Move the bug off to the left of the Stage

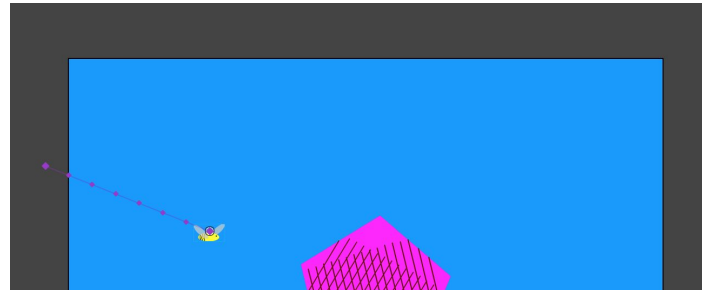


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-In the Timeline, click on frame a frame between 5 and 10 to highlight and select it



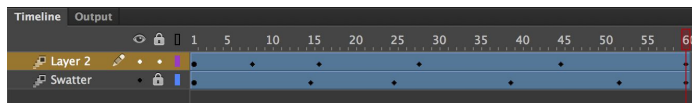
-On the Stage, move the bug somewhere down and towards the swatter



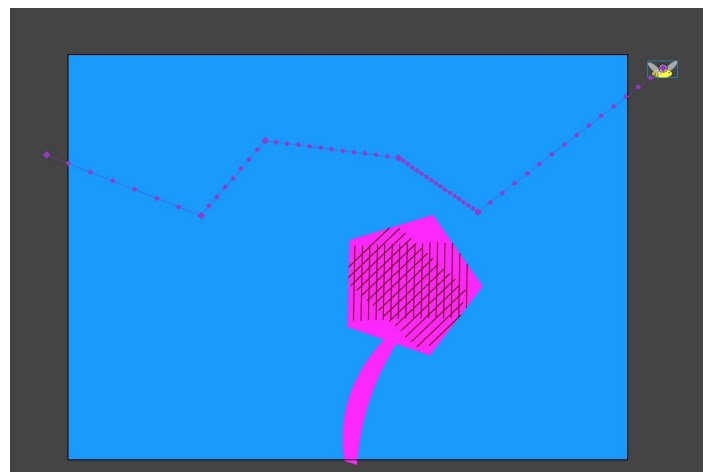
-Randomly select frames 5, 10 or 15 frames apart in the Timeline and create an up and down path on the stage for the bug to fly, all the way to the 60 frame point.

-Remember to deselect the layer (by clicking below the Layer in the Timeline) each time before selecting the next frame in the Timeline for movement

-The total number of keyframes for the bug layer will vary depending on your path movement



-Make sure the bug misses the swatter at each movement and flies off stage at frame 60



-To make the path more natural, create curves in the path

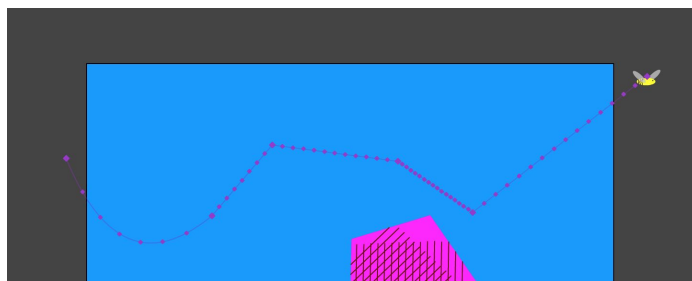
-Deselect all keyframes in the Timeline

-Make sure Selection Tool (V) on Toolbar

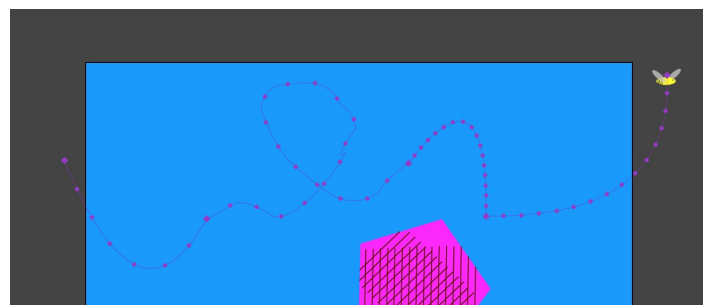
-Place cursor on one of dots of the path on the Stage

-Cursor will change to arrow with curved line under

-Now pull up or down to curve the path, similar to when curved the swatter handle previously

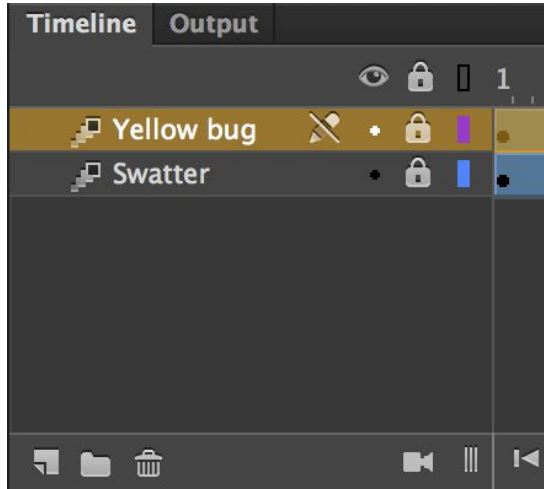


-Create some overlapping loops to simulate the bug flying back and forth to avoid the swatter

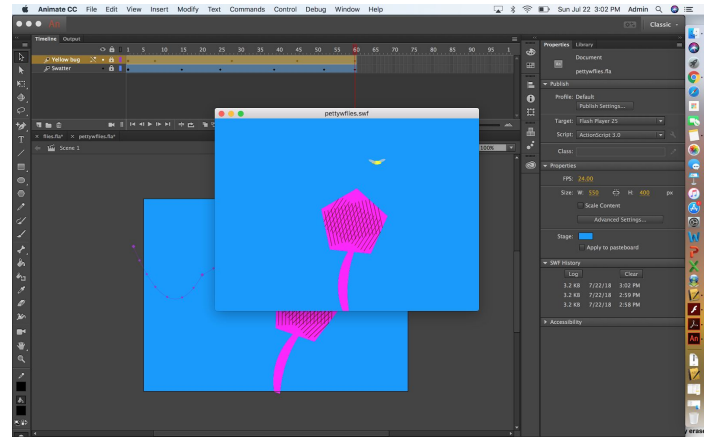


Animate - Fly Swatter Tutorial

- Label the Layer, Yellow bug (or the color of your bug), 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 the SWF preview window to close



- Repeat the process to make 2 more bugs/flies, but you may add as many as you like (minimum of 3)
 - Make each bug a different color and size
 - Make some bugs come from the opposite side of the Stage
- Save the project as a FLA file
- Export the final project as an SWF file
 - From top menus choose File > Export Movie

- Make sure titled last name + first initial + flies.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