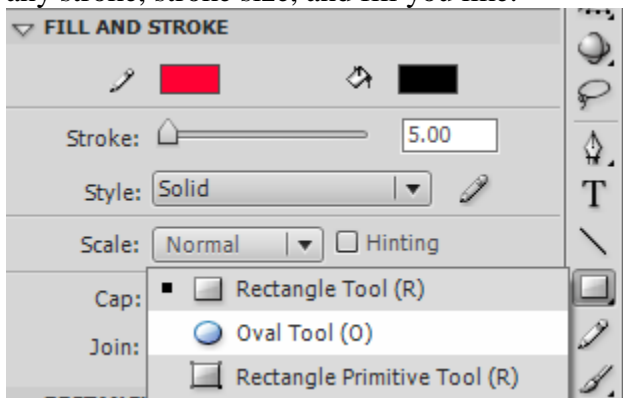


Adobe Flash CS4 Motion Guides

1. Open Adobe Flash CS4 and click on Create New Flash File (ActionScript 3.0).

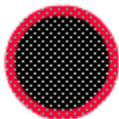


2. Select the Oval Tool and create a small circle in the upper left corner of the stage with any stroke, stroke size, and fill you like.

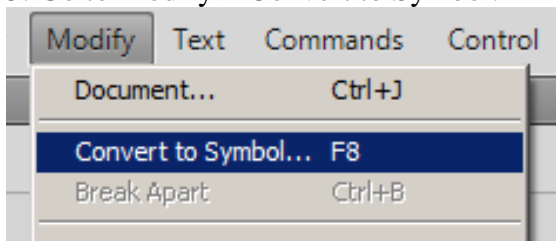


3. Click on the black arrow from the toolbar.

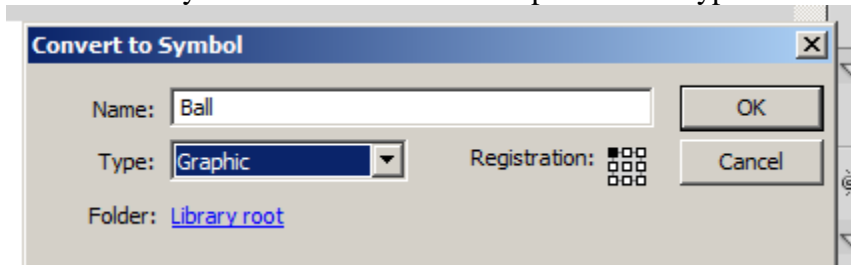
4. Double click on the oval. Make sure the fill and stroke are both selected. They will be filled with white dots.



5. Go to Modify > Convert to Symbol.



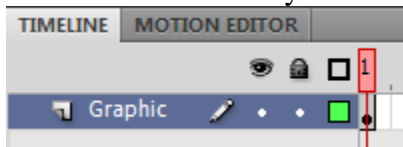
6. Name the symbol Ball and choose Graphic as the Type. Click OK.



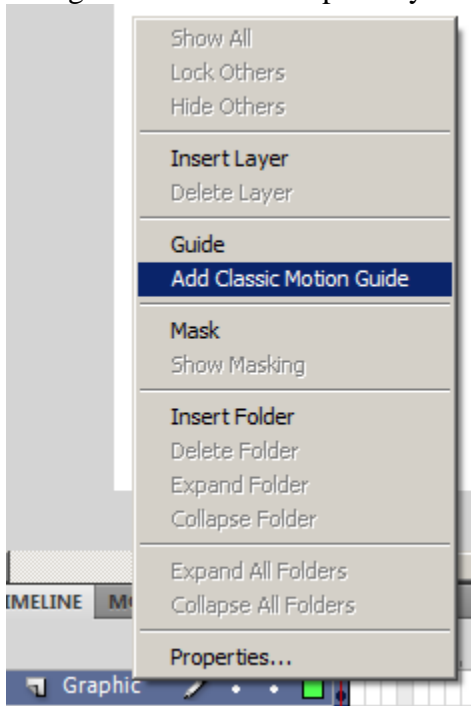
Your symbol should now look like this:



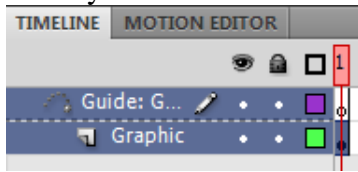
7. Double click on Layer 1 on the timeline and change the name of the layer to Graphic.



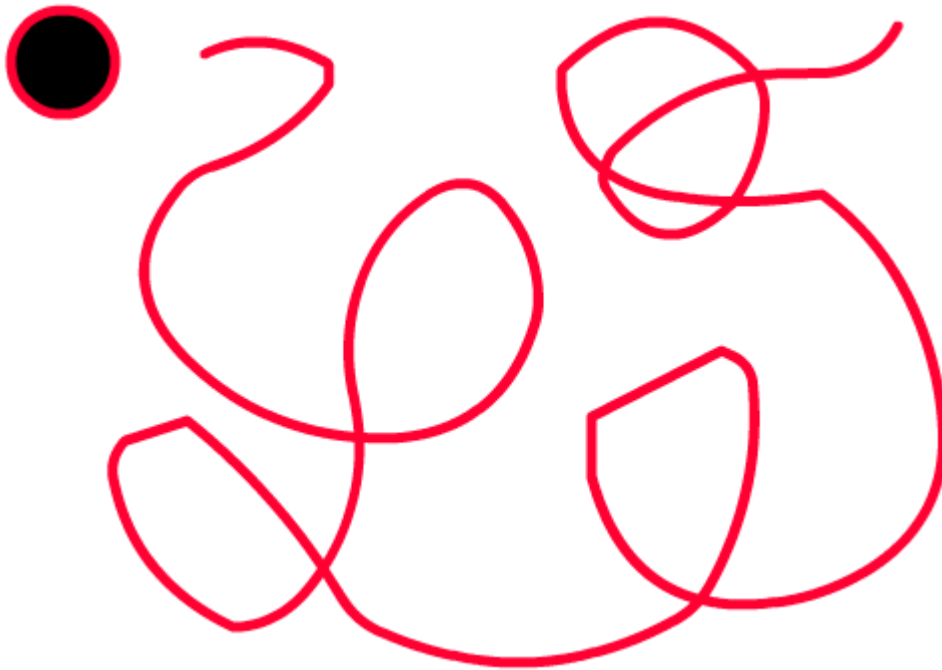
8. Right click on the Graphic layer and select Add Classic Motion Guide.



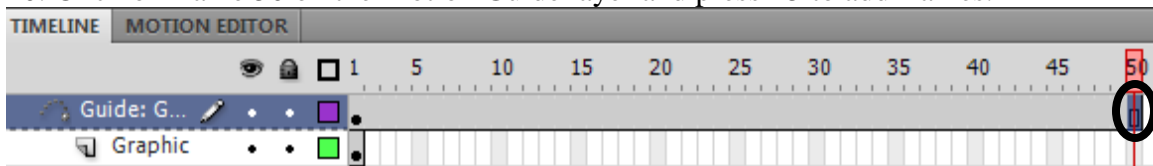
The layers should now look like this:



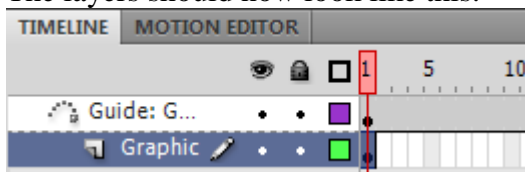
9. Click on the Motion Guide layer (the new top layer) to make it the active layer. Click on the Pencil tool on the toolbar and draw a path on the stage for the ball to follow.



10. Click on frame 50 on the Motion Guide layer and press F5 to add frames.



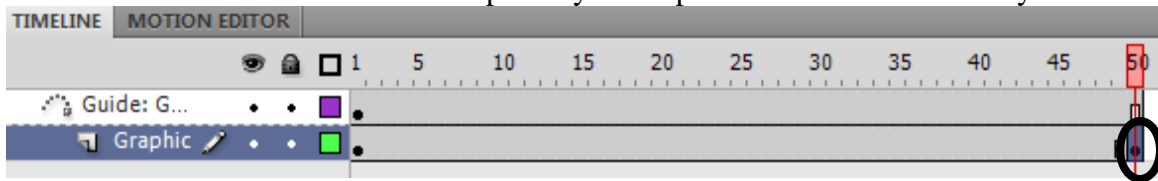
11. Click on frame 1 of the Graphic layer and select the black arrow from the toolbar. The layers should now look like this:



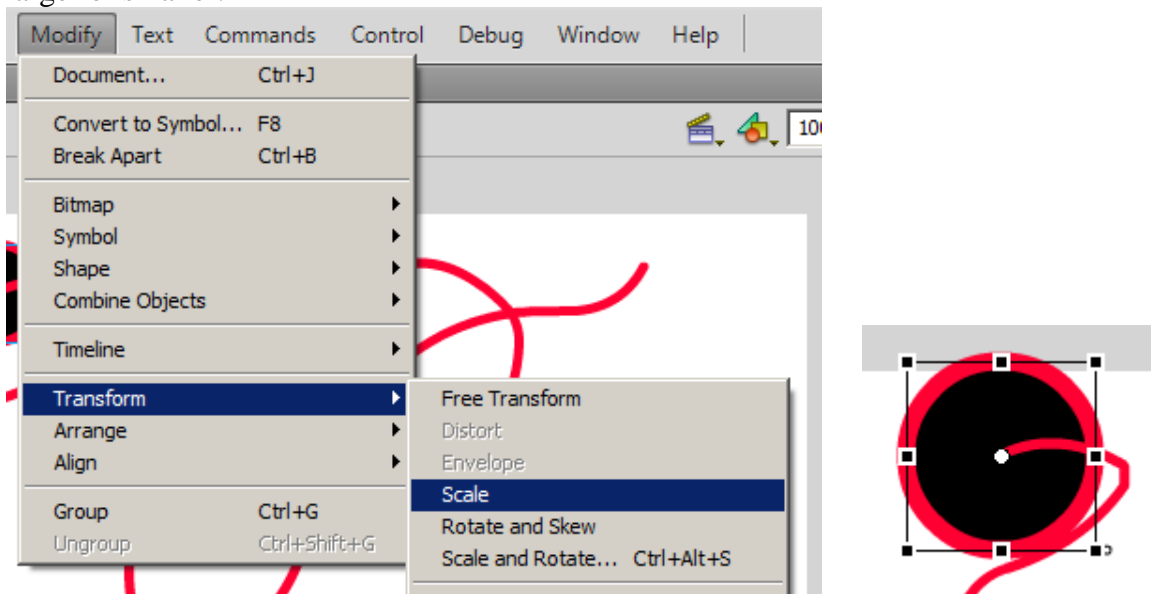
12. Drag the ball to the beginning of where you want the path to start. While dragging, you will notice a bubble on the symbol. That bubble should snap into place on top of the path.



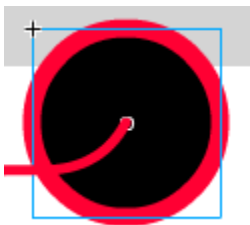
13. Now click on frame 50 of the Graphic layer and press F6 to insert a new keyframe.



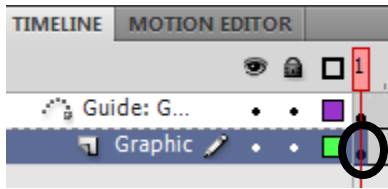
14. Click on Modify > Transform > Scale and change the size of the ball to something larger or smaller.



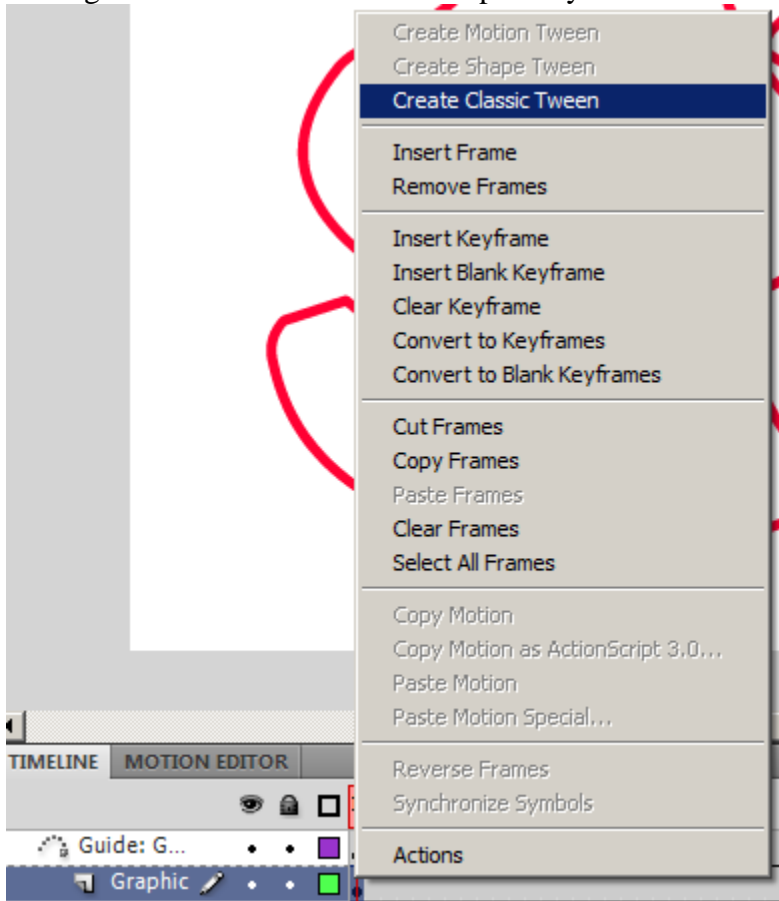
15. Click the black selection arrow again and drag the ball to the other end of the path. Again, the bubble should snap on top of the end of the path.



16. Click on frame 1 of the Graphic layer.

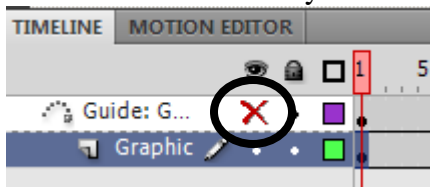


17. Right click on frame 1 of the Graphic layer and choose Create Classic Tween.



18. Press Enter to preview the motion tween.

19. If you want to view it without the motion guide showing, click the dot below the eye on the Motion Guide layer to turn off the visibility of that layer.



Save as: "yourname" Motion Guide.fla