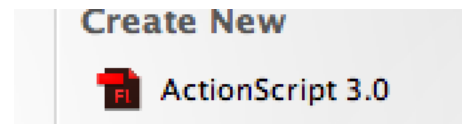
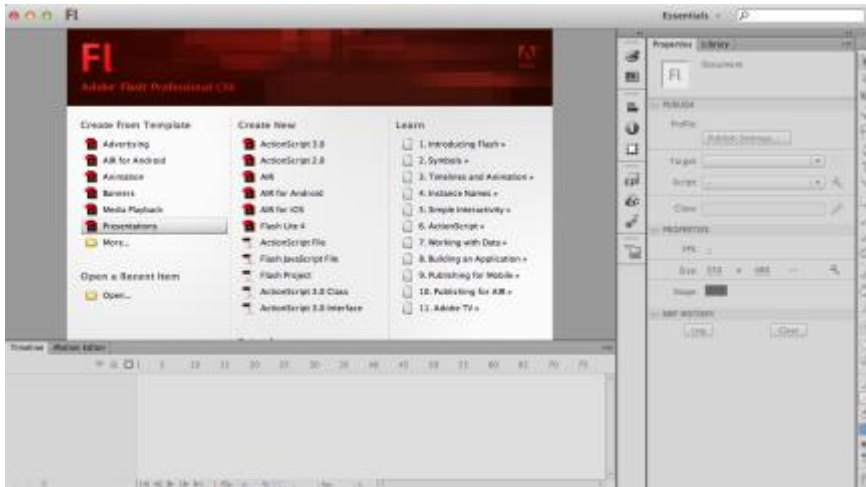
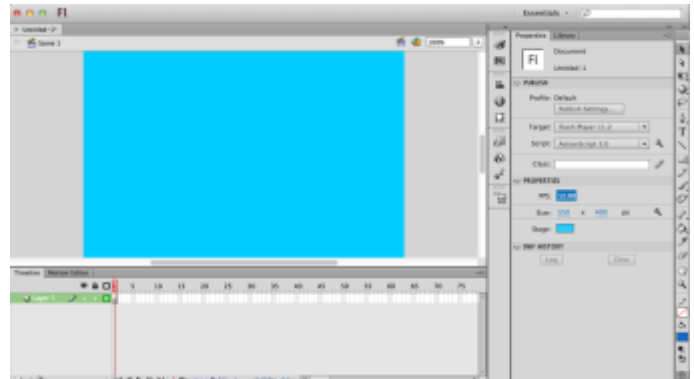
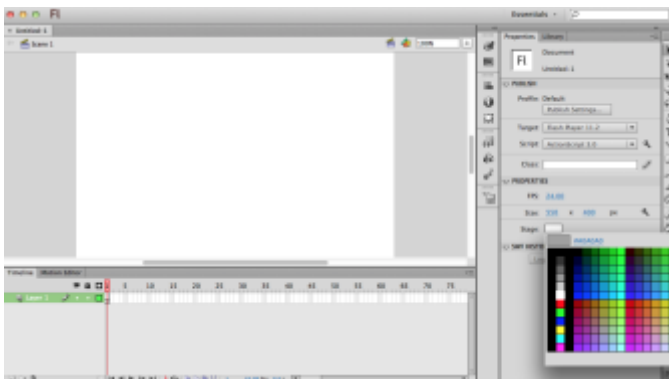


Snowboarder Tutorial

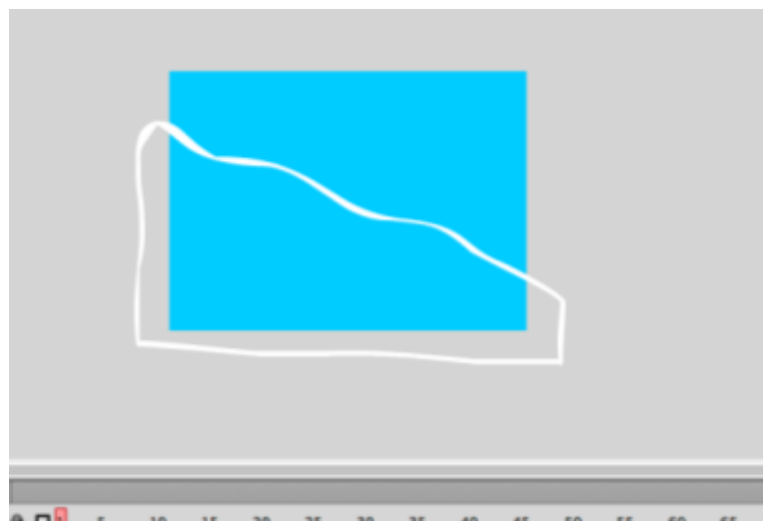
Step 1: Open Adobe Animate CC, then Click **Action Script 3.0** to start a new file.



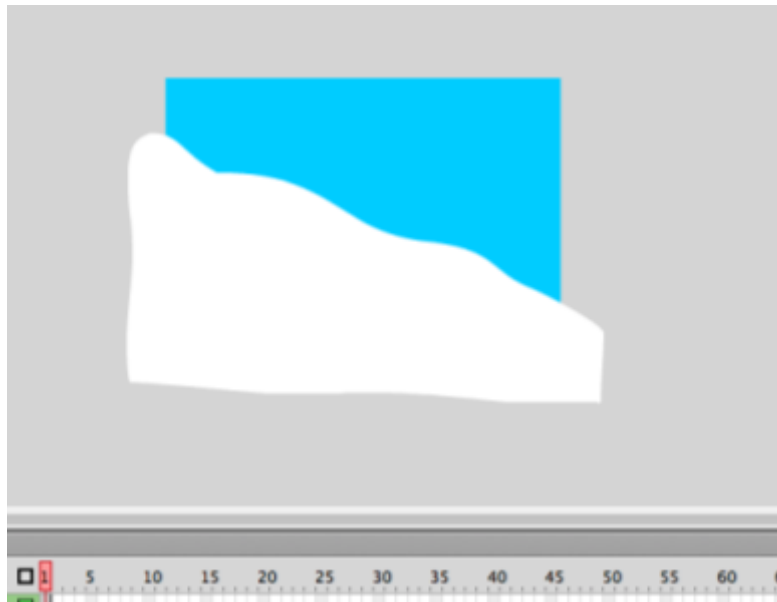
Step 2: Stage the color of the stage to **blue** to represent the sky and the **FPS to 12**.



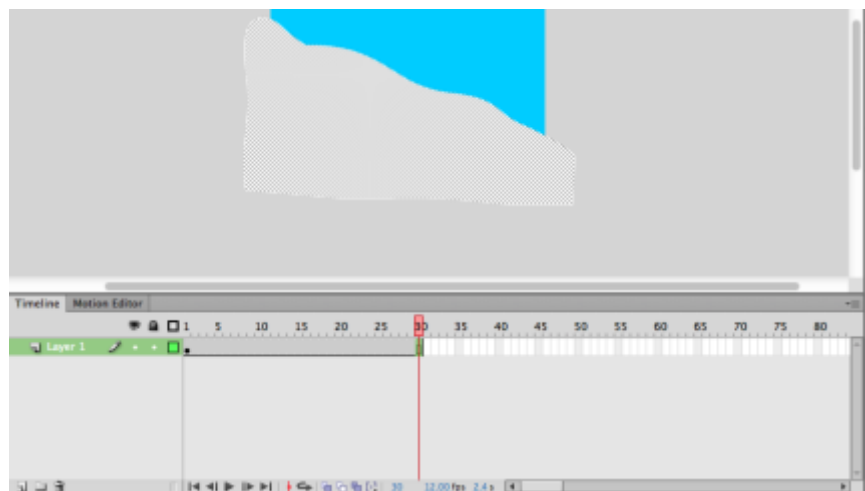
Step 3: Choose the brush tool, make your color **white** and on the current layer you are on, draw a slope on the stage like below. Make sure that you make one continuous line that starts and stops at the same place. Name this layer **snow**.



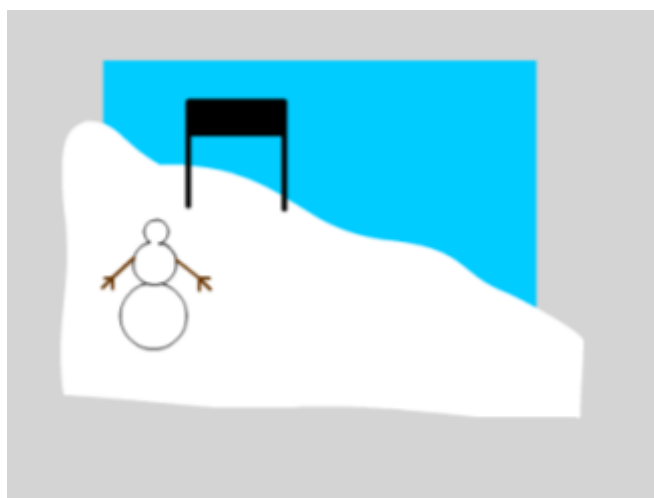
Step 4: Use the paint bucket to fill in the slope. Set your paint color to **white**. Be sure there are no gaps in the outline of the slope. If there are the paint bucket will not work.



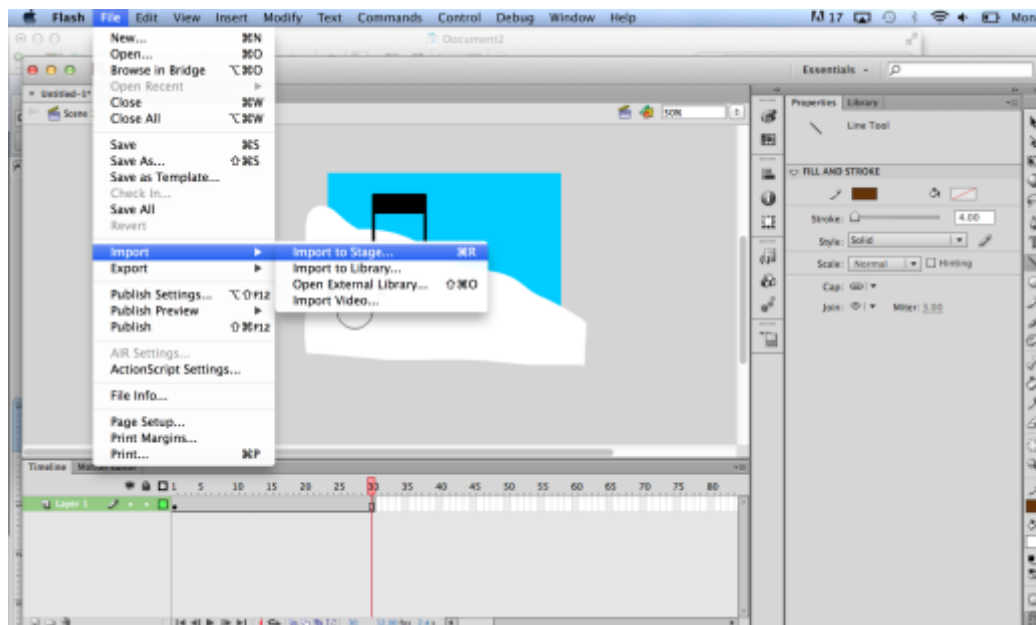
Step 5: Once you have drawn your slope, click on **Frame 30**, and then click **F5** to extend the amount of frames in the time line so the slope will appear throughout the scene.



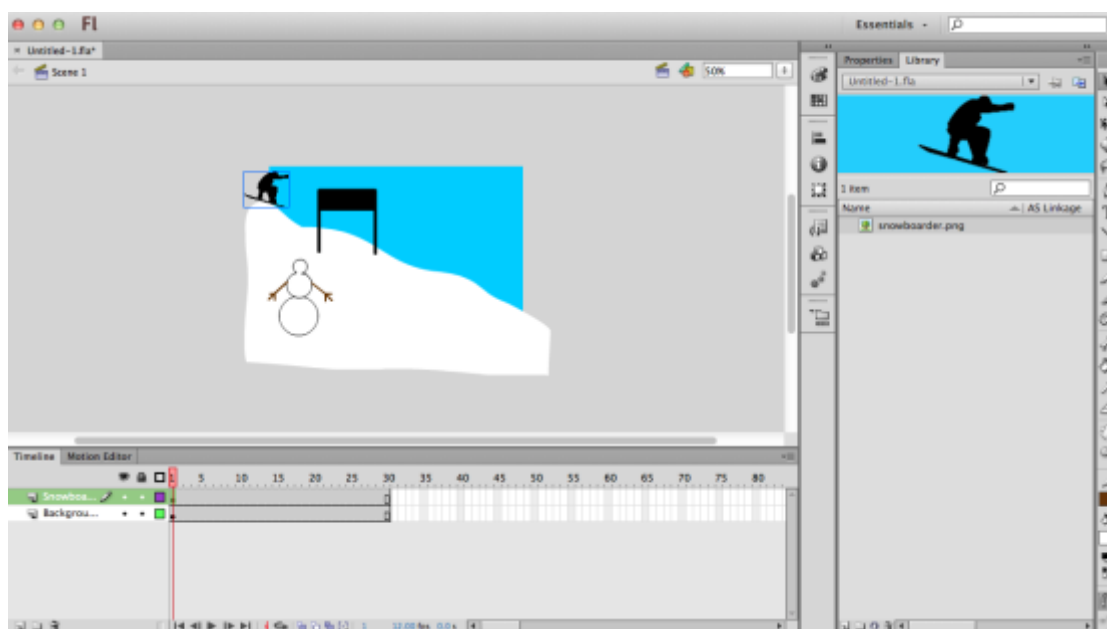
Step 6: Now you want to start personalizing your scene. Start by drawing a background items (trees start line, snowman, etc.), make sure that you make everything on it's own layer and name those layers correctly.



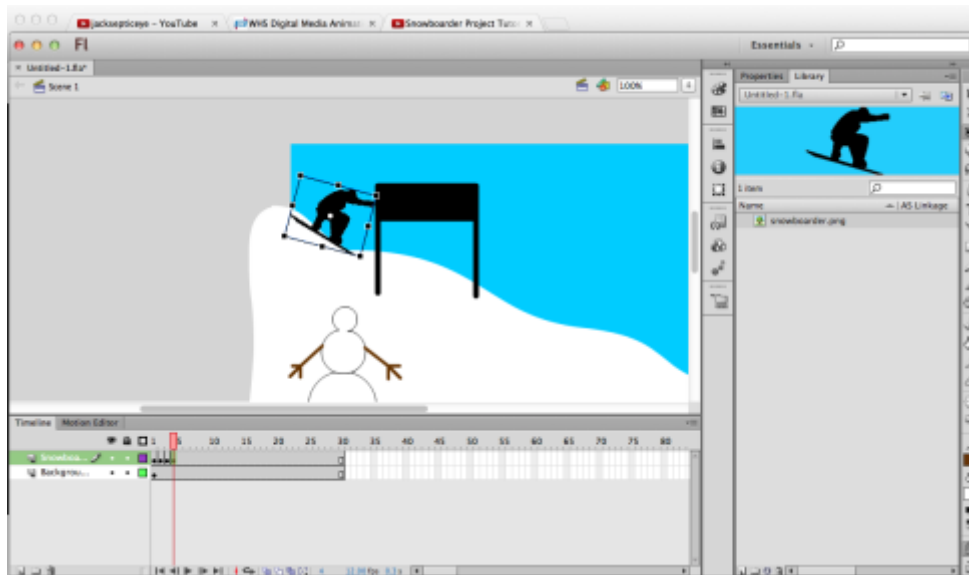
Step 7: Download the Snowboarder from the class website. Go to the **File** Menu, then to **Import**, and select **Import to Library**. Select the Snowboarder image you have saved to your computer. The snowboarder will then appear in the **Library**. The Library tab is next to the Properties on the left.



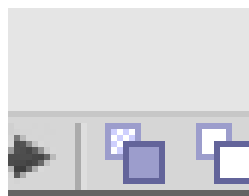
Step 8: Create a new layer (click the new layer button at the bottom of the layers on the timeline) and name it **snowboarder**. Also drag the snowboarder from your library onto the stage. Be sure you are on the snowboarder layer in flash when you put the snowboarder onto the stage.



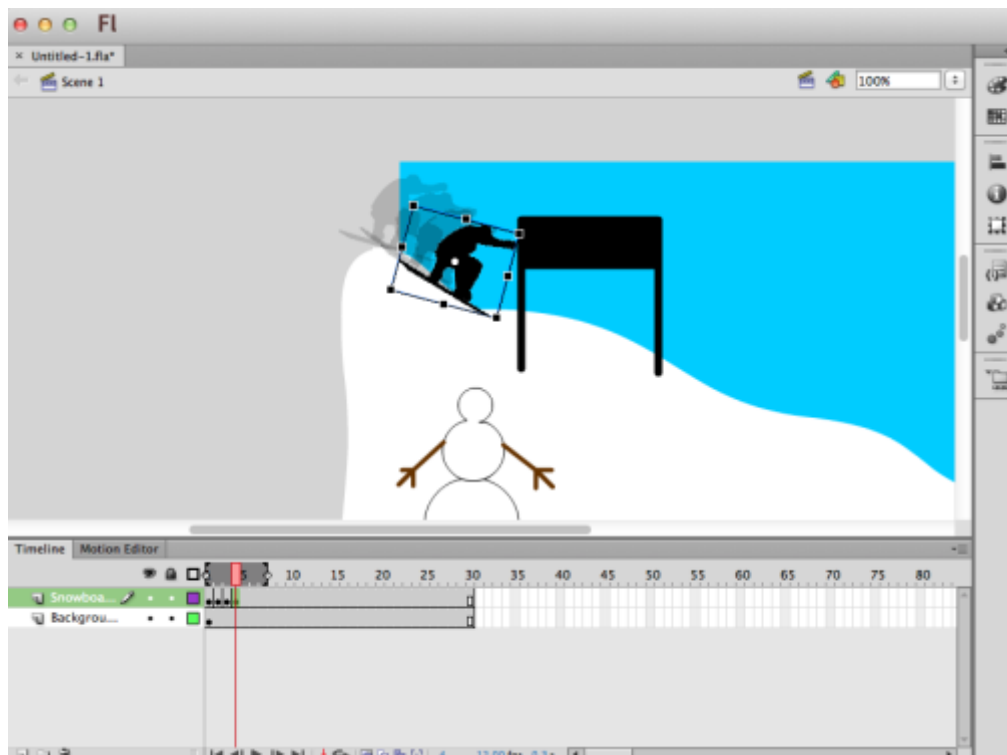
Step 9: Now we will begin moving the snowboarder down the mountain. We will create a new keyframe for each frame and move the snowboarder symbol slowly down the mountain. Hit **F6** on your keyboard to create a new keyframe (or right click on the frame), and then move your snowboarder. You can use the arrow keys or the mouse to move him (rotate him to match the angle of the mountain as well).



Step 10: Flash has a feature called the **onion skin** tool that allows you to see where objects were in previous frames. Turn this tool on to help make your animation appear more smoothly. It will show you the last few keyframes as a shadow to help guide you on moving your snowboarder on the frame you are currently on.

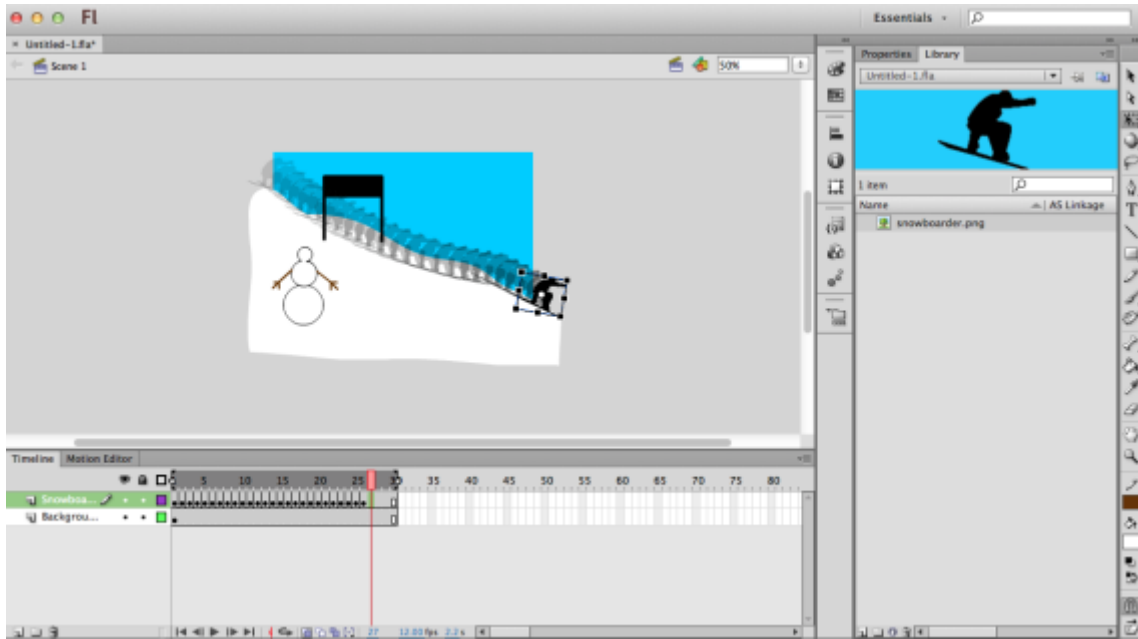


Step 11: A black bar will appear above your timeline. You can move this in or out to adjust how much of the onion skin is visible rather than just one previous frame.

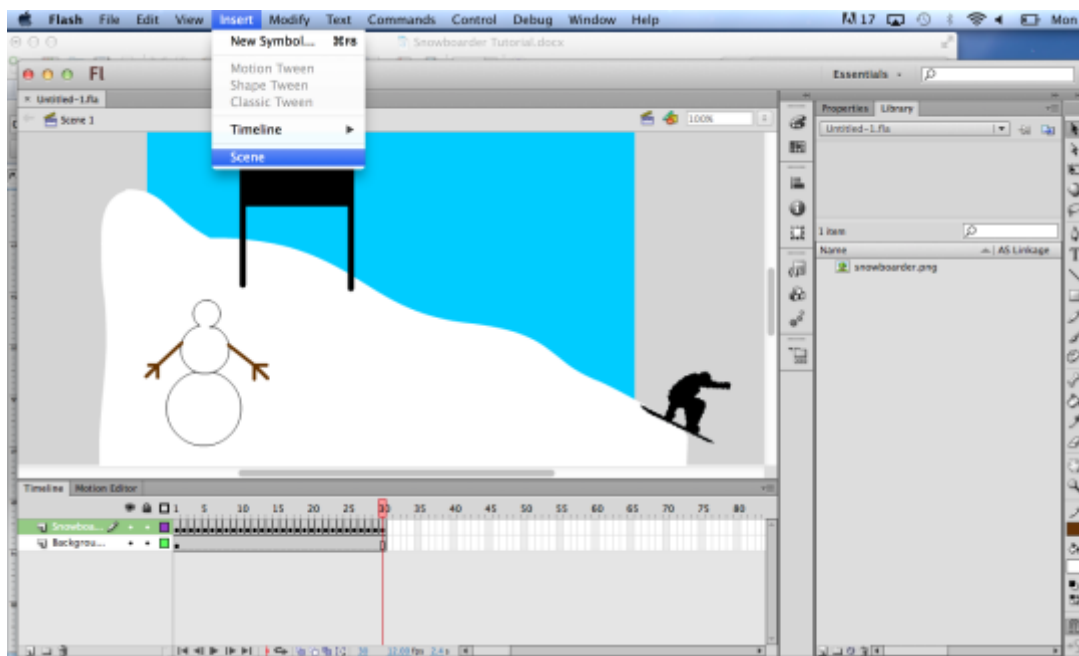


Step 12: You will continue to add keyframes and move your snowboarder until your snowboarder reaches the end of your slope.

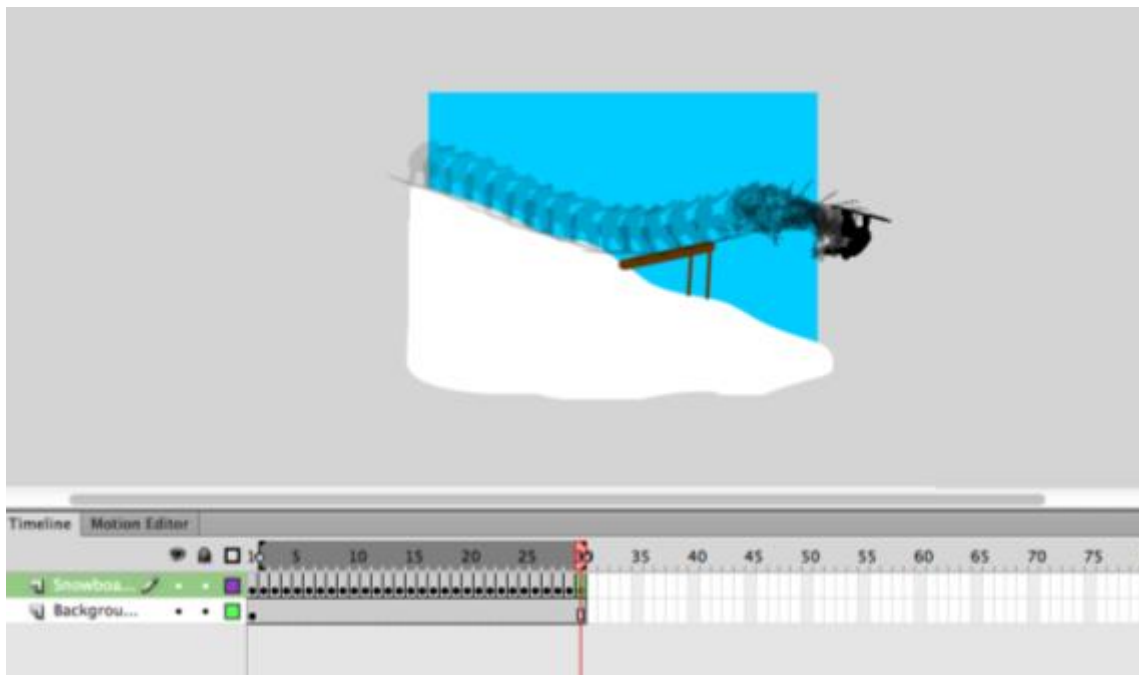
***If you need more than 30 frames, simply extend your Snow Slope and decorations layers by hitting F5 on the Frame you want to continue to.*



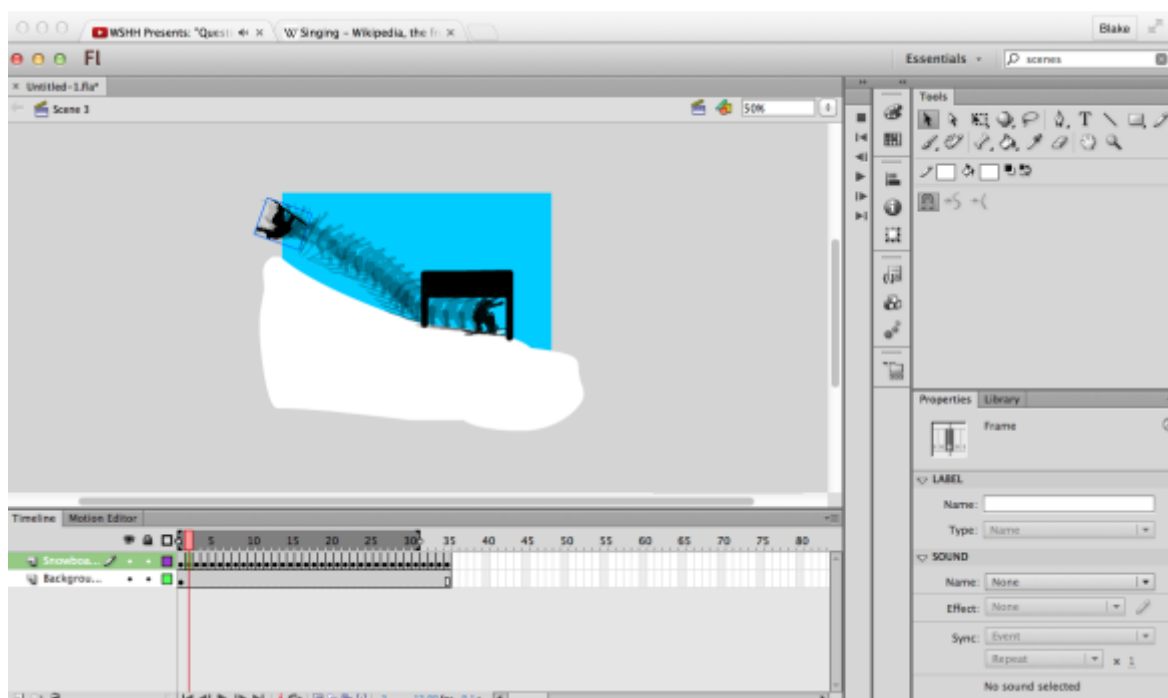
Step 13: Once the snowboarder has made it across the stage to the bottom of the sloop, we want it to seem that he is on a new part of the mountain, so next we will create a new **scene**. GO to the **Insert** Menu and select **Scene** to create a new scene in your animation. This will open a new stage that is blank. Your first scene is still available. STOP AND SAVE NOW!



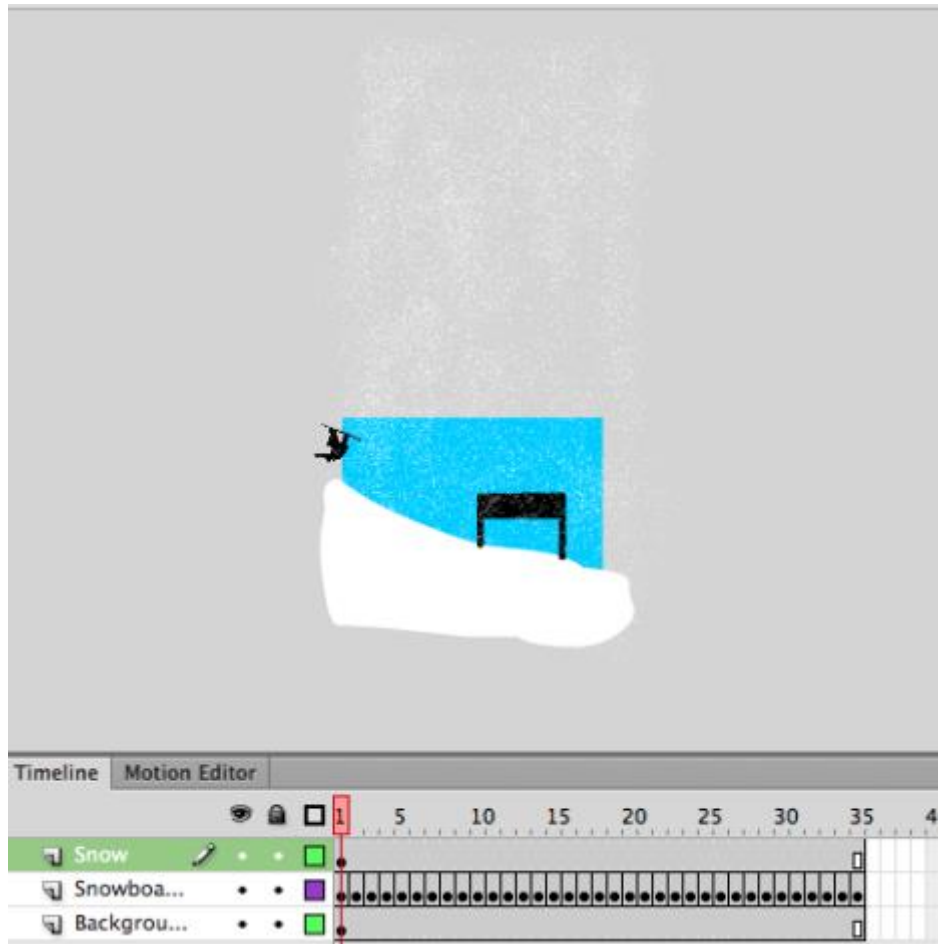
Step 14: Repeat all the steps above and create a new section of the snowboarder going down the mountain, but make this new scene look different than the first scene. Add a flip or a ramp for the snowboarder to ski on.



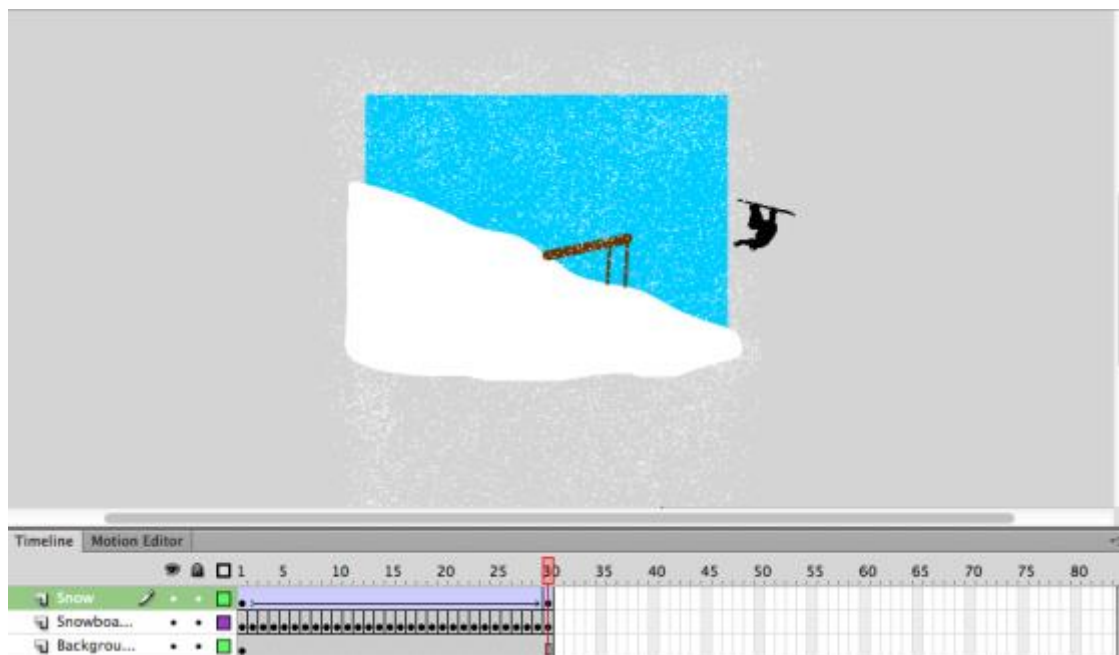
Step 15: Then create a third scene for your snowboarder to finish their run.



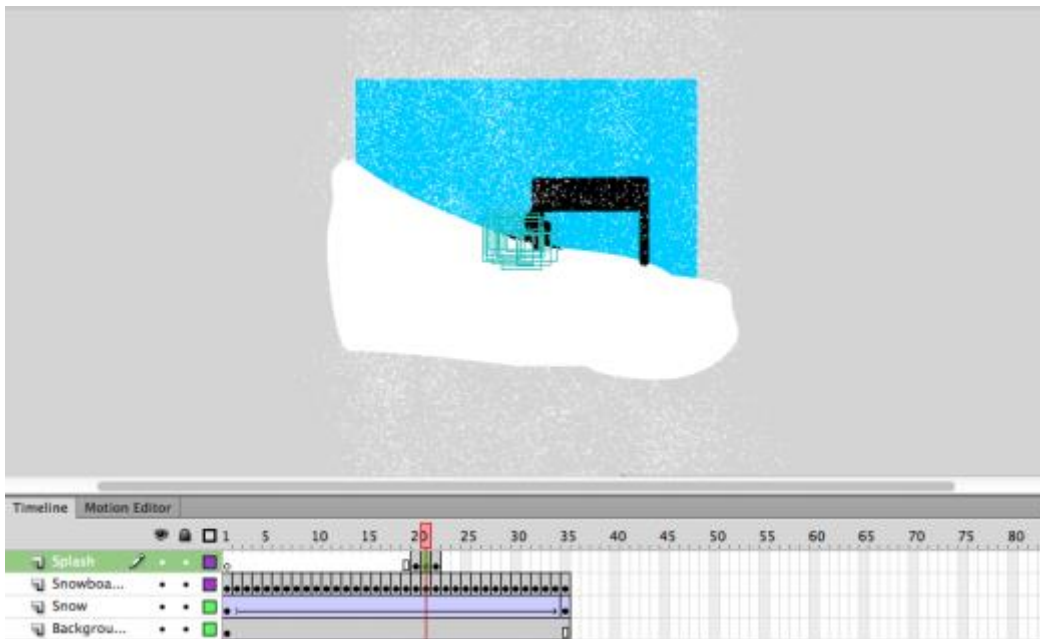
Step 16: Next we will create snow in all of your scenes by creating a new layer. Name the layer **falling snow**. Drag the **falling snow.png** file into your **Library**. Then drag this image to your stage while on the falling snow layer. On frame 1, the bottom falling snow image needs to be lined up with the bottom of your stage.



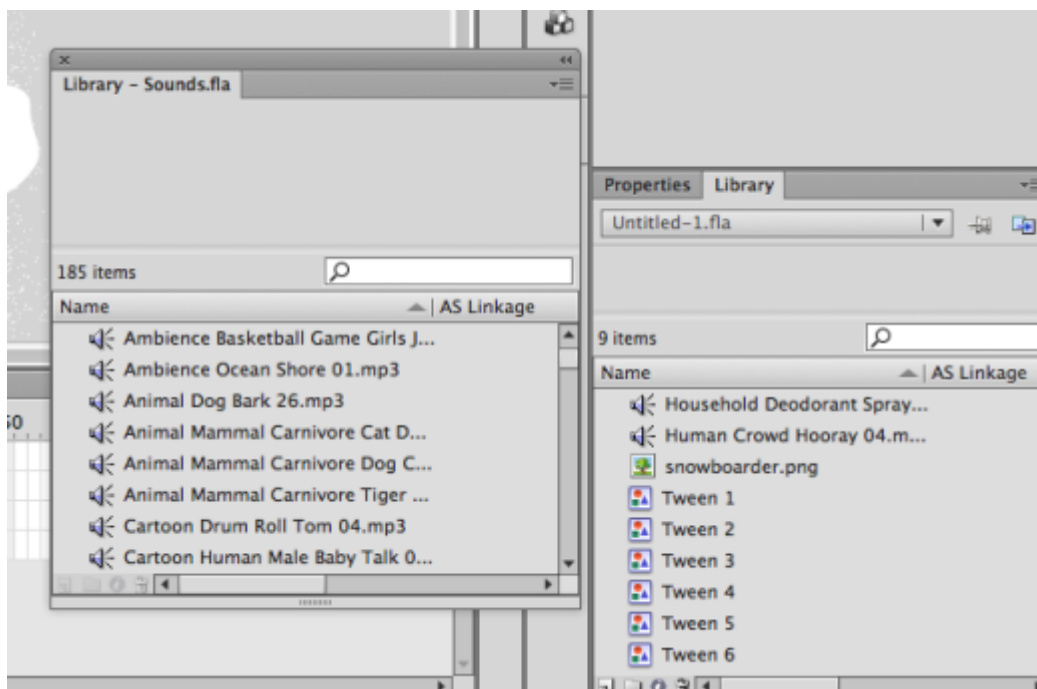
Step 17: Create a new keyframe by click F6 on the last frame the animation in the scene. Click and drag to move your falling snow image so the top of the image now lines up with the top of your stage. Then Now select all the frames on this layer and right click and **Create a Classic Tween**. This will make the snow move down to look as if the snow is falling. Do this in each scene in your project.



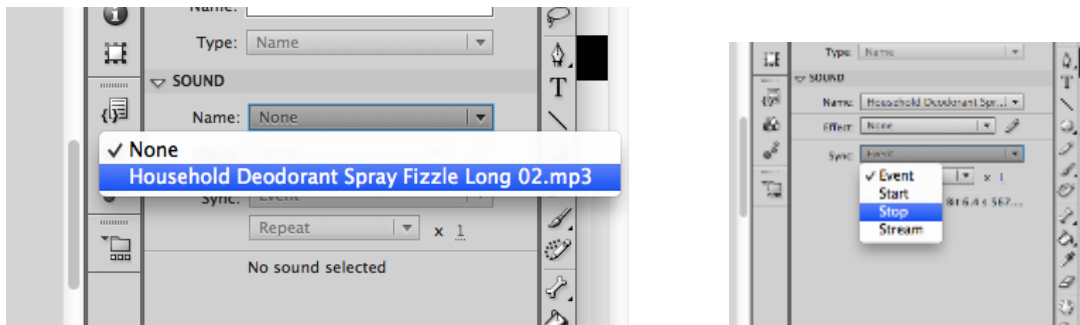
Step 18: You can use the paint can tool to create a splash effect of snow when the snow boarder lands if you make yours jump. Add keyframes and add more snow on each frame you want a splash on.



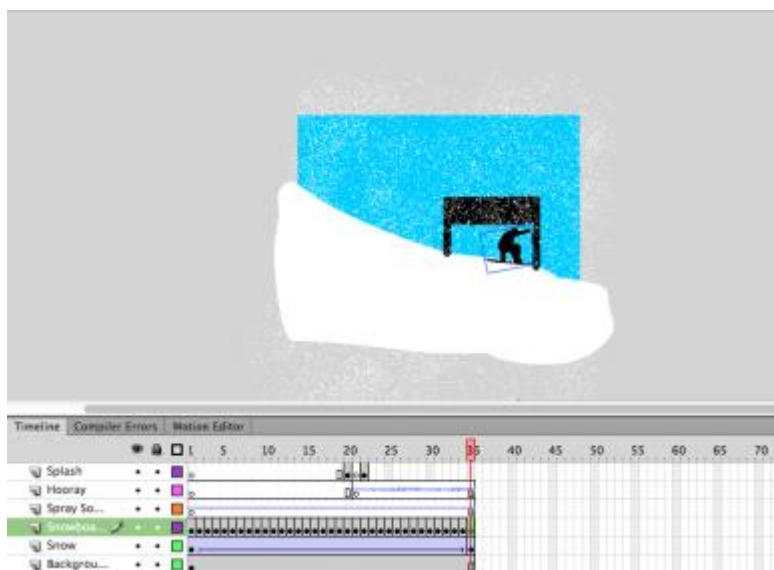
Step 19: Lastly we will add **audio** to the animation. Start by downloading the **Sounds.fla** file from the class website. Next to **File > Import > Open External Library** and select the **Sounds.fla** file you just downloaded. This will open the Sound Library shown below. Find **Household deodorant spray fizz** in the sound panel. Drag the sound file into your library. Also find a sound of a **human crowd** to cheer when your snowboarder crosses the finish line.



Step 20: Create a new layer, name it after the sound you are using, and drag your spray sound onto the stage itself. The sound will now display on the layer as a purple sound wave. Add a keyframe on the last frame of your scene. Under the properties panel, find the Sound section. On the **Name** section, select the sound you are currently working with. Then on the **Sync** menu, change this to **STOP**. You will repeat this step on each scene to ensure the snow sound continues throughout your animation.



Step 21: Lastly place your hooray sound in the timeline when the snowboarder crosses the finish line. Add a keyframe where you want the sound to start and a keyframe where you want it to finish, again on the **Sound** properties, on the name section, select the sound you are currently working with. Then on the **Sync** menu, change this to **STOP**.



Step 22: You are almost done! Go to the Control Menu and Select Test Movie to see your animation all together. Once you are happy with it. Go to the **File** Menu, save it, then go to **File > Export > Export Movie**. Change the Format to **SWF Movie (*.swf)**. Save your file Last Name + First Name + Period + Snowboarder. You will turn in both files (.fla and .swf).

