Example 1.1   Motion Tween

This example shows the basics of creating a motion tween in Flash 5. In the example a red ball moves down the stage for 10 frames and then moves up for 10 frames. An additional ball is added to show the effects of easing, in which the ball appears to reach to gravity (i.e. bounce).

Step 1:   Create new movie
- ***File > New or <CTRL><N>***

Step 2:   Add a red circle to the top left of the stage on Layer 1

Step 3:   Convert the circle to a graphic symbol called red_ball
- ***Insert > Covert to Symbol or <F8>***

Step 4:   Add key frames to frame 10 & 20 of Layer 1
- ***Select frame***
- ***Insert > Key Frame or <F6>***

Step 5:   Move red-ball to new position on the stage
- ***Select frame 10***
- ***Select the red_ball instance***
- ***Hold <SHIFT> and drag it downward to the bottom left of the stage***

Step 6:   Create a motion tween from frame 1 to 10
- ***Select frame 1, Insert > Create Motion Tween***

Step 7:   Create another motion tween from frame 10 to 20
- ***Select frame 10, Insert > Create Motion Tween***

Step 8:   Preview the Movie
           (the red ball should tween up and down)
- ***<ENTER> or <F12> or <CTRL><ENTER>***

Example 1.1   Motion Tween (cont.)

Adding Easing to a second ball

Step 9:   Add a new layer (Layer 2 by default) to the movie
- ***Insert > Layer or using ⊞ from the timeline***

Step 10:   Repeat step 2 through step 7 in Layer 2, but this time using a blue ball
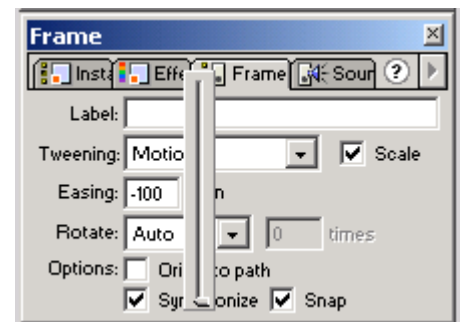(symbol name = blue_ball) to the right of the previously created red_ball.

Step 11:   Select frame 1 and set the easing to –100
from the Frame Panel
- ***Window > Panels > Frame***

Step 12:   Select frame 10 and set the easing to 100
from the Frame Panel
- ***Window > Panels > Frame***

Step 13:   Preview Movie
(blue ball should appear to bounce)
- ***<ENTER> or <F12> or <CTRL><ENTER>***