

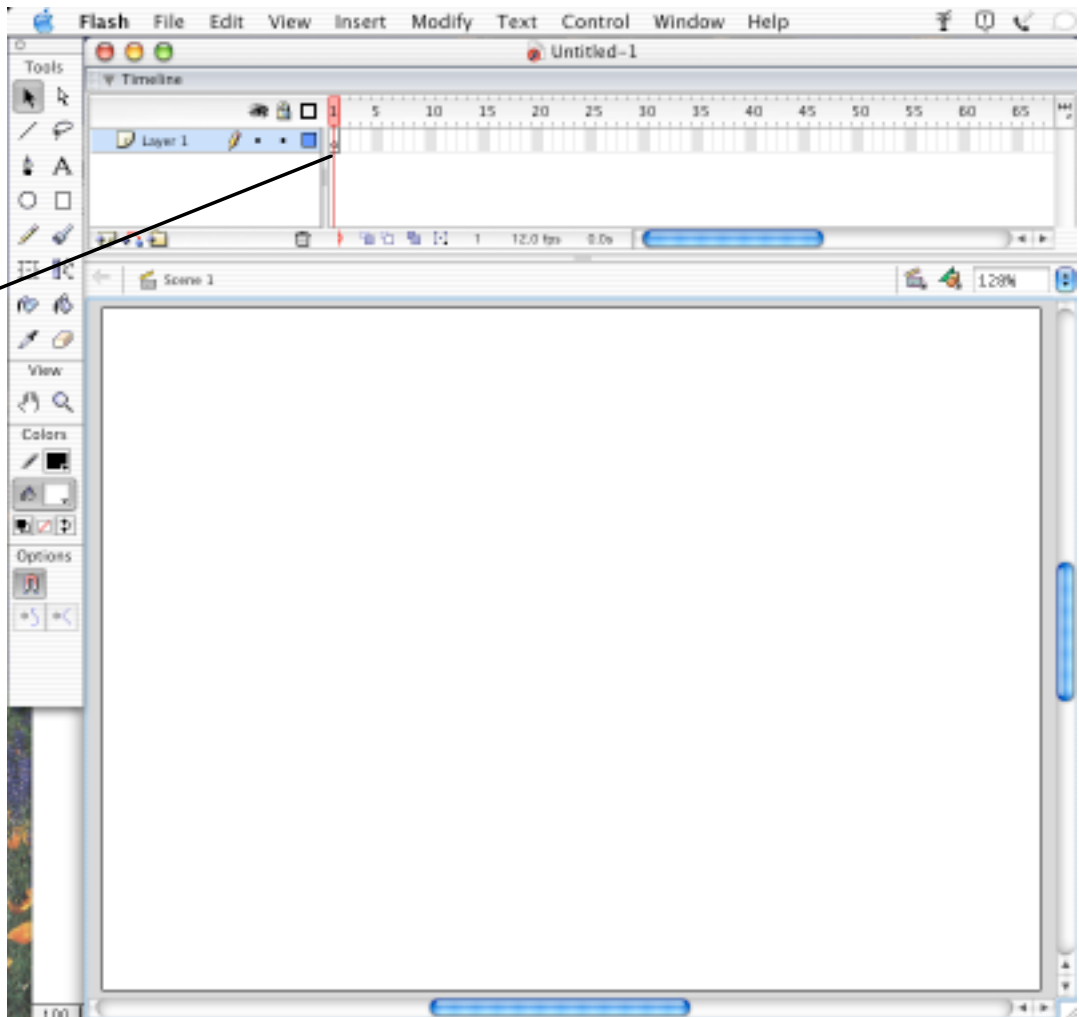
Mac ro media Flash Basics

1. Create a new document in Flash.

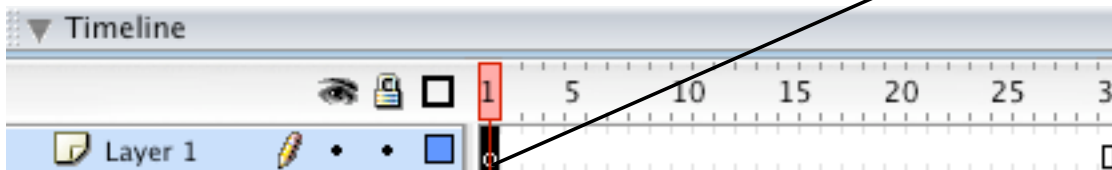
2. Press F5 several times and this will stretch the number of frames out to give you some room to animate an object.

Note-

Flash defaults to 12 frames per second.



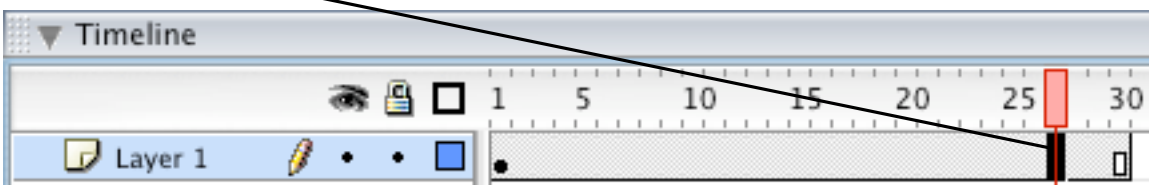
3. Now that you have some frames, highlight the first open keyframe in the timeline.



4. With the open key frame highlighted, bring in a graphic or draw some text

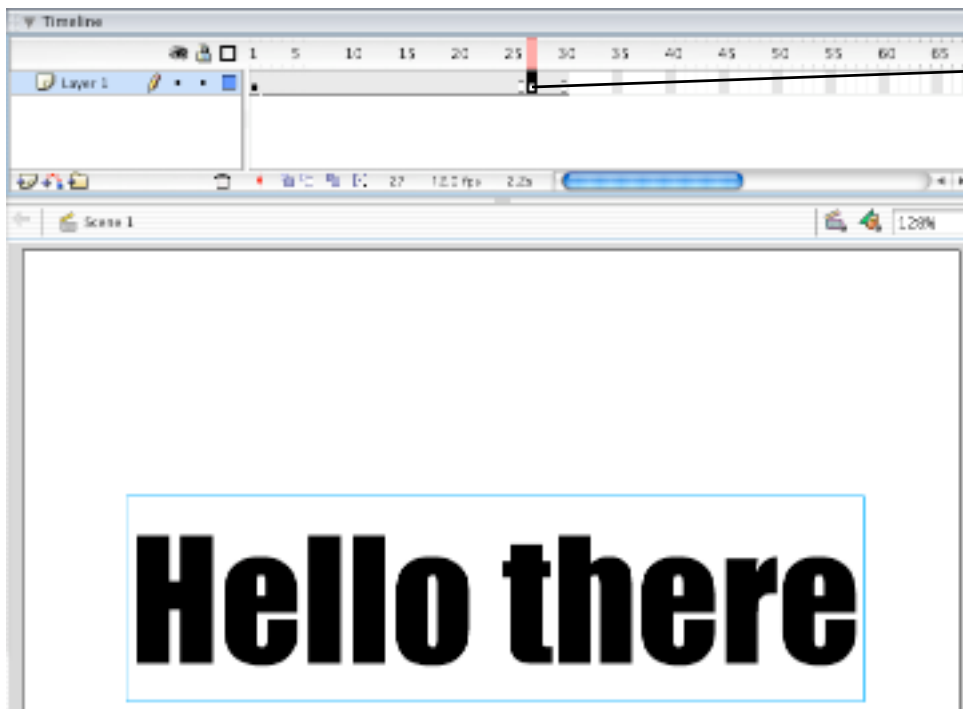
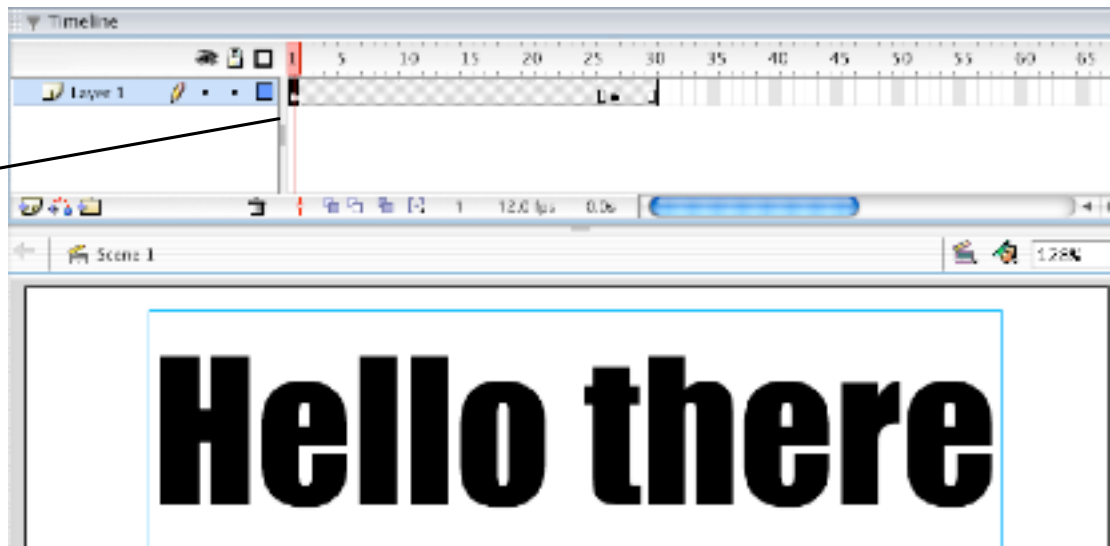
5. This will turn the open circle into a shaded black dot.

6. Highlight a frame somewhere near the end of the timeline, but not all the way.



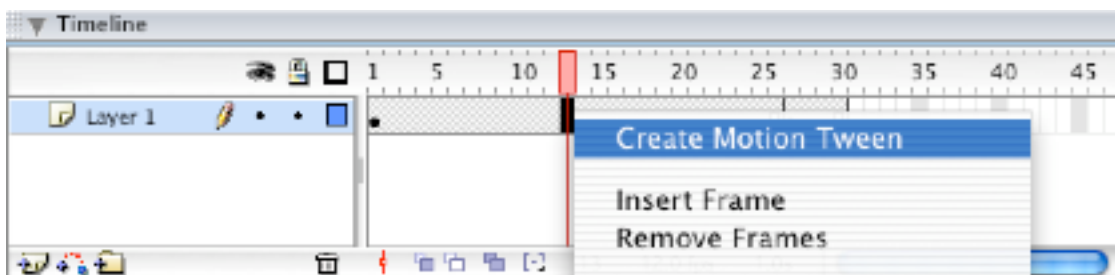
7. With the frame highlighted, press F6 and this will create a new key frame which represents another position on the screen. It will default to the last position.
8. Move the object (with the new keyframe highlighted) to another point on screen.

Note : While the first key frame is selected the position is where it started from the first time you created it.



Note : When the new key frame is selected, the object is in a new position on the screen. Every time the computer sees a new key frame, it is looking for a new position to place objects or for brand new objects at a certain position.

9. Right click in between the two key frames and select "Create Motion Tween"



10. Hit Enter to view your work.