

## Chapter 4

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# Tween Animations

Macromedia Flash provides two main ways of animating, Tweening and Keyframe Animation. The most common form is Tweening where you set a starting point and an end point and let the program animate the objects BETWEEN them. This is where the term TWEEN comes from.

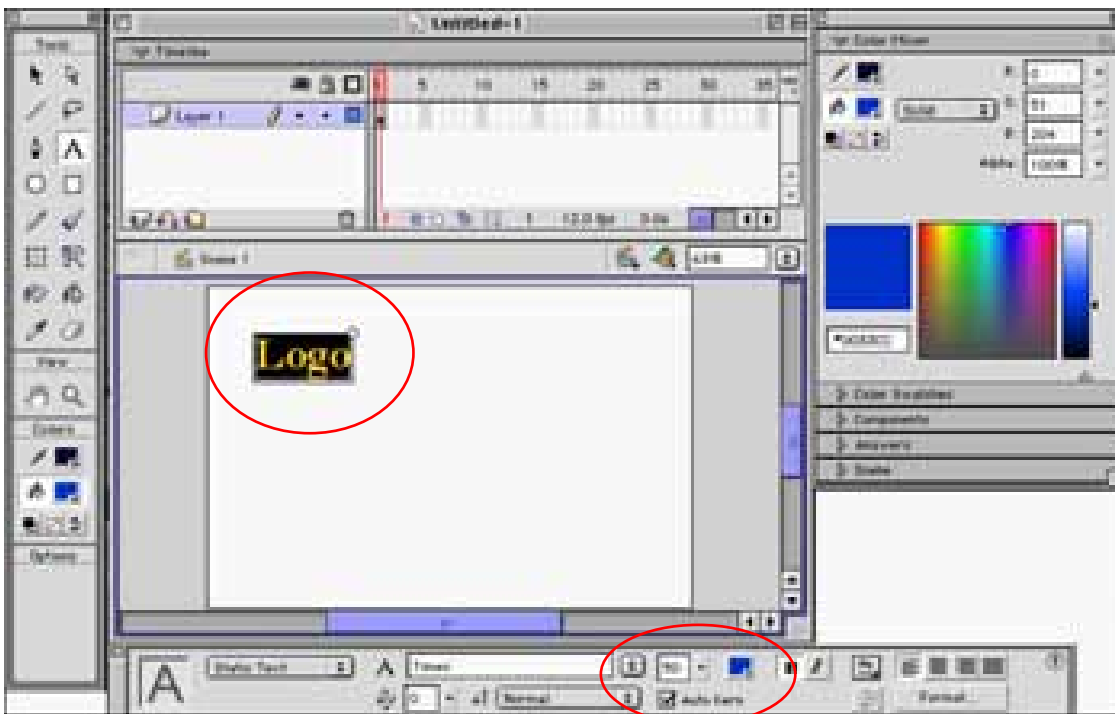
In this chapter you will be shown how to create Tween Animations. The next chapter will demonstrate Keyframe Animation. There are two types of Tween Animations, Motion Tweening and Shape Tweening.

## Creating a Motion Tween

Motion Tweening involves moving objects from a starting point to an end point. You can motion tween objects, text, drawings, etc. They must be grouped or converted to a symbol. To illustrate motion tweening a simple logo will be moved around the stage.

### A Setting the Symbol

- 1 Load Flash or close the current file and start a NEW document.
- 2 Select the TEXT tool and enter the word: Logo at the left of the stage.
- 3 Highlight the text and set the TEXT COLOUR to BLUE and the FONT SIZE to 50 pt.



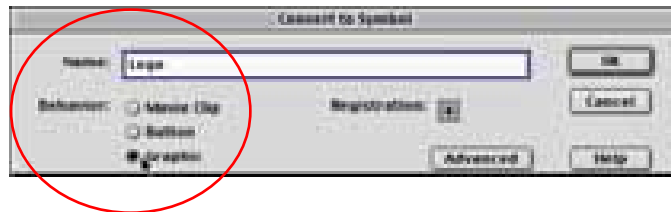
4 Select the ARROW tool, the text box should be selected and use the INSERT menu to select CONVERT TO SYMBOL.

5 Name the symbol:

Logo

6 Set the BEHAVIOUR to:

GRAPHIC



7 Select OK to complete the symbol.

**NB: Motion Tweening only works on objects that are grouped or set to a symbol.**

## B Setting the Frames

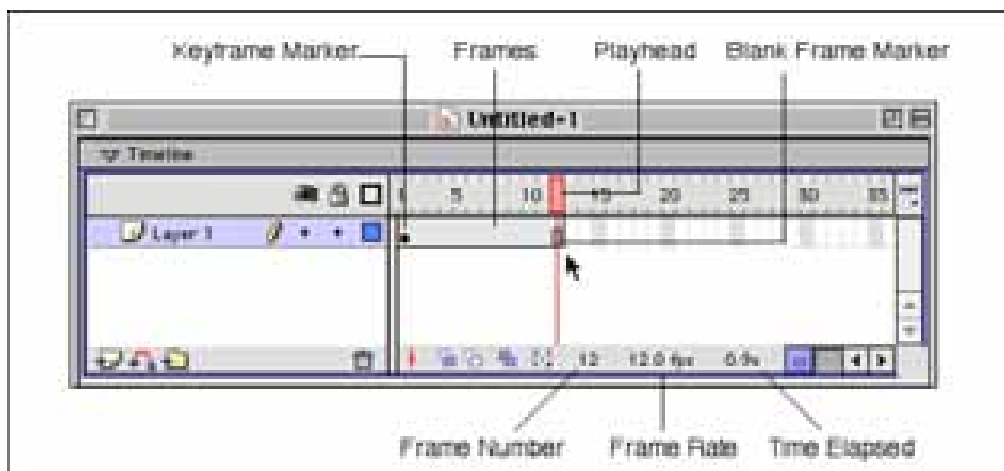
To animate an object frames need to be inserted in the TIMELINE panel. Web pages can usually run an animation smoothly if it is set to a speed of 12 frames per second which is the default speed for Flash animations. So if you set 12 frames in the TIMELINE panel the animation will run for about a second. The speed of an animation can be adjusted, but the animation may not run at that speed on the internet.

1 Display the INSERT menu, select FRAME and a frame should be added to the TIMELINE.

**NB: i You can press the F5 key as a shortcut to insert a frame.**

**ii You can also RIGHT+CLICK (Windows) or CONTROL+CLICK (Macintosh) on the last frame to display the SHORTCUTS panel and select INSERT FRAME. Frames will be inserted from the start frame to the frame you clicked on.**

2 Add another 10 frames using the INSERT menu, the SHORTCUTS menu or the F5 key. You should have 12 frames in the TIMELINE. The following diagram labels the sections of the TIMELINE panel that we will be working with.



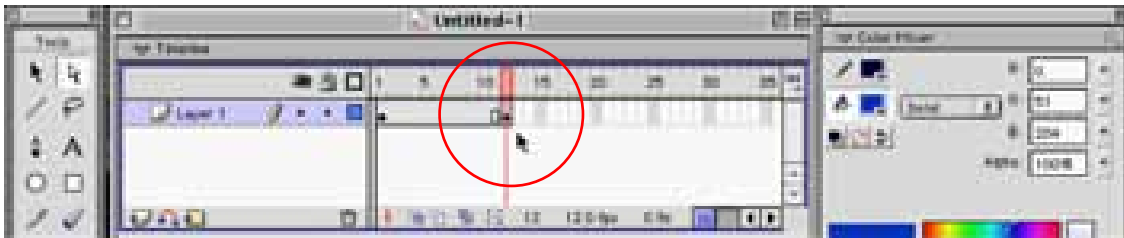
- 3 The important sections of the TIMELINE panel are:
  - The KEYFRAME MARKER which is a solid •. You need at least two KEYFRAMES to create an animation.
  - The PLAYHEAD which is the red rectangle and line. It allows you to move through the frames. The frame that the PLAYHEAD is over is the FRAME NUMBER at the base of the TIMELINE panel.
  - The FRAMES which are contained in a shaded bar in the TIMELINE. They control the duration of the animation.

## C Setting the End Keyframe

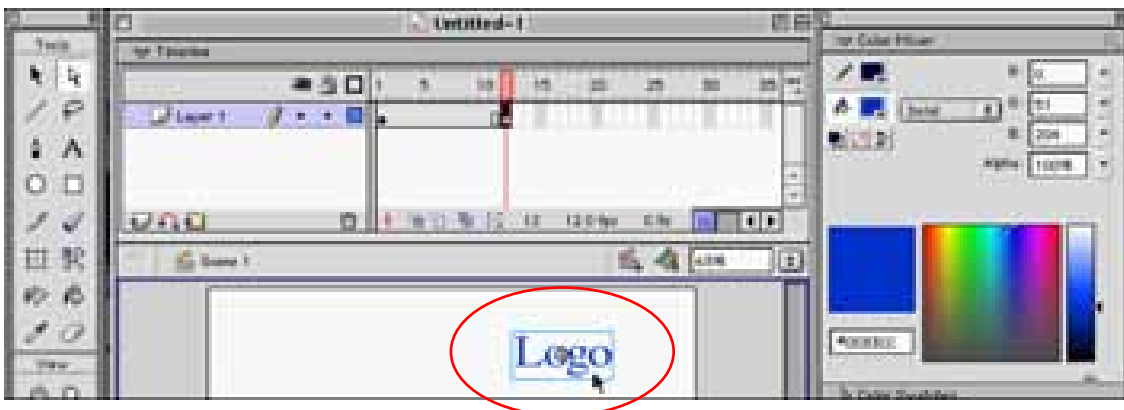
There are two types of frames in Flash, Frames and Keyframes. Frames are small segments of your animation. Keyframes are important frames when some change occurs.

At the moment there is a KEYFRAME at the first frame. This is automatically inserted as soon as you add content to the stage. To create a motion tween animation you must insert an end KEYFRAME so that the program has a start and finish point for the animation.

- 1 The red PLAYHEAD should be at frame 12. If it isn't, move it there.
- 2 Display the INSERT menu and select KEYFRAME and the KEYFRAME MARKER (•) should be inserted. The F6 key can be pressed as a shortcut.



- 3 Move the logo to the right of the stage. This will set its end position in the animation. It has not affected the position of the logo in frame 1.

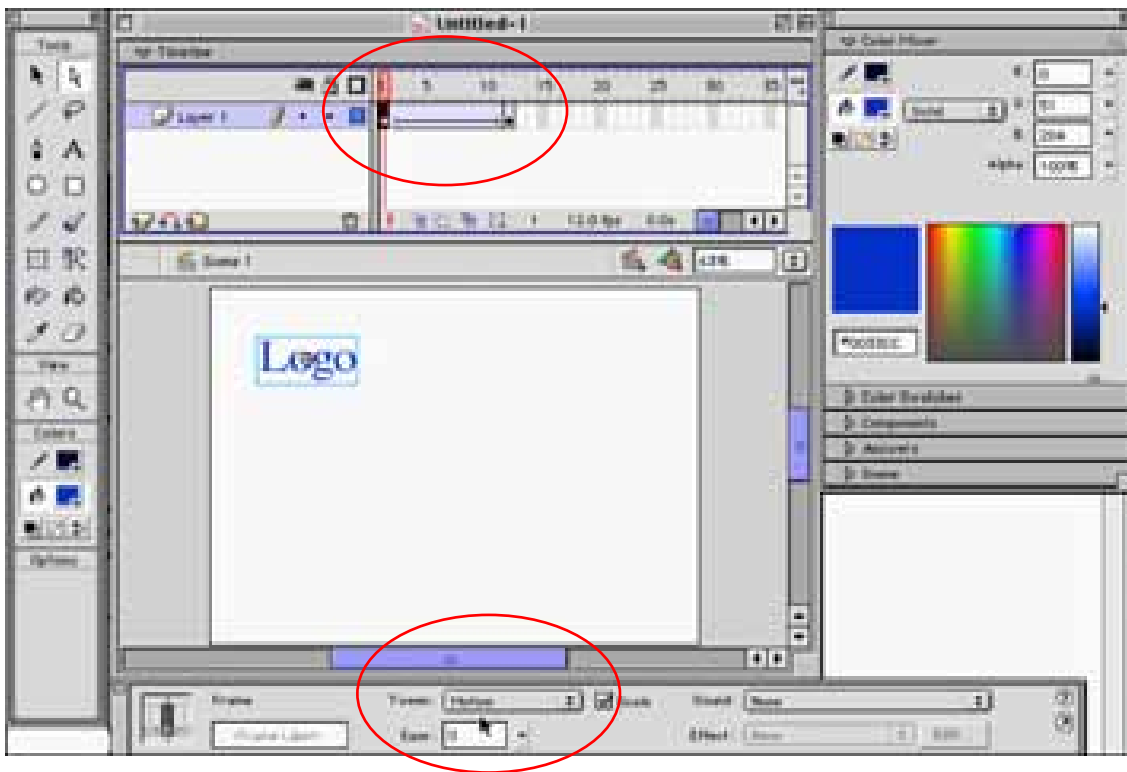


- 4 Move the PLAYHEAD back to frame 1. The logo jumps back to its first position but no animation is occurring as the program has not been told the type of animation required. We have simply set the start and end positions of the animation.

## D Setting the Motion Tween

To complete the animation the type of animation required has to be set.

- 1 Click on the KEYFRAME MARKER (●) at frame 1.
- 2 In the PROPERTIES INSPECTOR set the TWEEN box to MOTION. The shading in the TIMELINE panel should change to purple and an arrow across the shading inserted. This indicates that a MOTION TWEEN has been created.



- 3 Try moving the PLAYHEAD across the frames. The animation should be smooth.
- 4 Test the movie then close the TEST MOVIE screen.
- 5 You can do a live preview of the animation without opening the TEST MOVIE screen. Press the <enter> or <return> key and the animation should play once. It is a useful way of quickly testing that an animation is working correctly.

**NB: If nothing happens when you press the <enter> or <return> keys check that ENABLE LIVE PREVIEW is selected in the CONTROL menu.**