

Creating Movie Clips

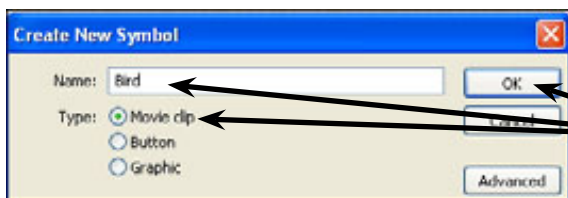
Movie clips are an important feature of Flash. You can create an animated movie clip and use it many times within other animations without affecting the size of the file. Movie clips are self-contained animations with their own independent timeline so they do not complicate the timeline of the main animation you are creating. Think of a movie clip as a completed animation that can be used as required.

Creating a Movie Clip

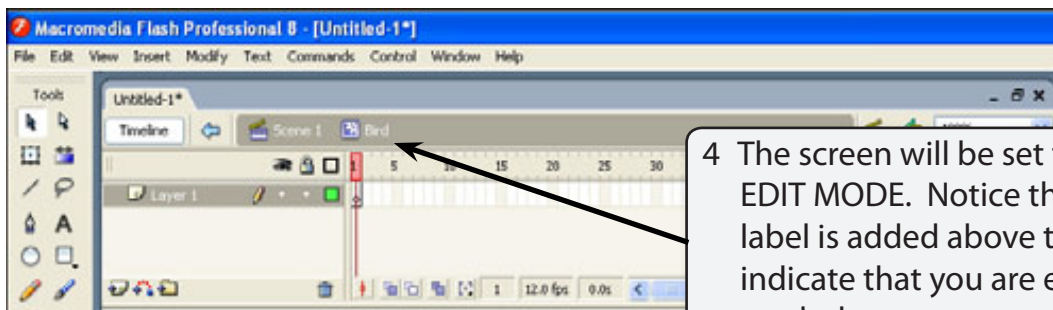
Movie clips are created as a symbol and then use as required. A simple movie clip of a bird flapping its wings will be created.

A Setting a Movie Clip Symbol

- 1 Load Flash and create a new Flash Document, or close the current file and start a new Flash Document.
- 2 Display the INSERT menu and select NEW SYMBOL.

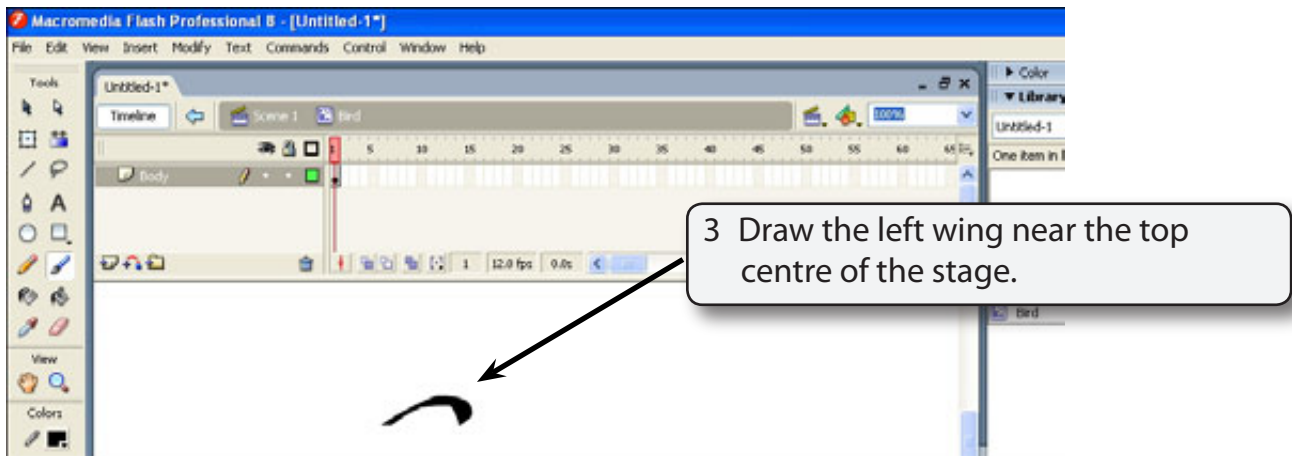
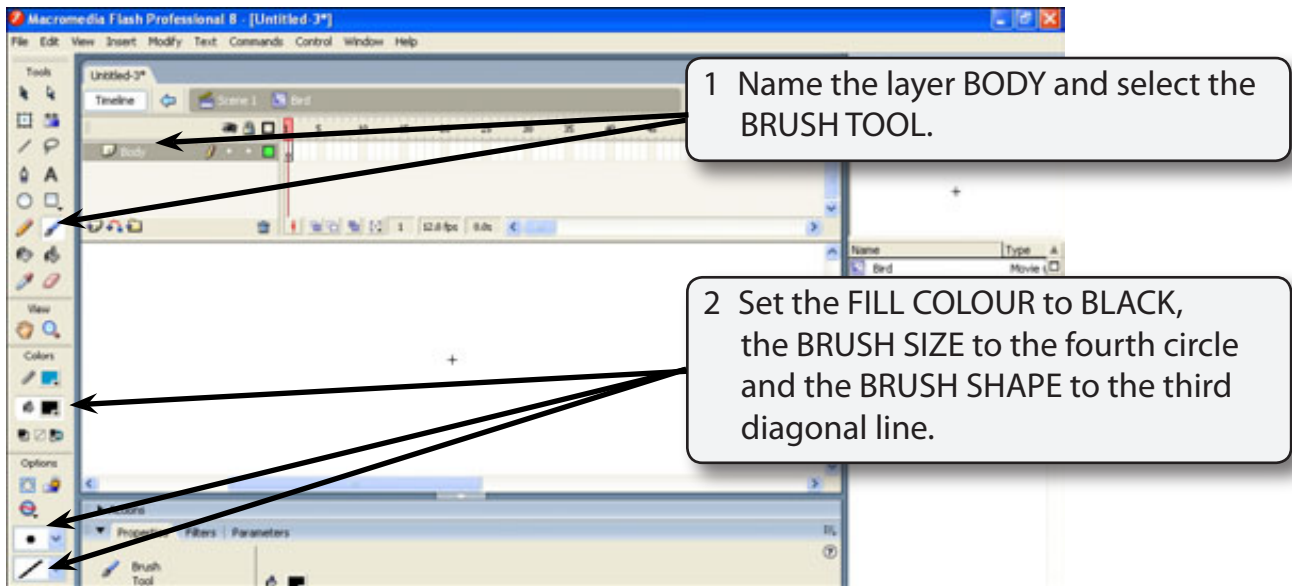


3 Name the symbol BIRD, set the BEHAVIOUR to MOVIE CLIP and click on OK.

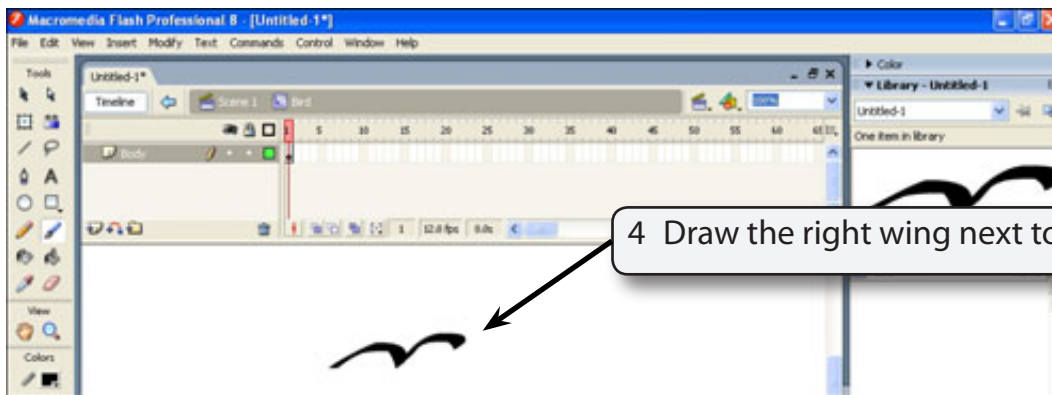


4 The screen will be set to MOVIE CLIP EDIT MODE. Notice that the BIRD label is added above the STAGE to indicate that you are editing the symbol.

B Drawing the First Position of the Bird

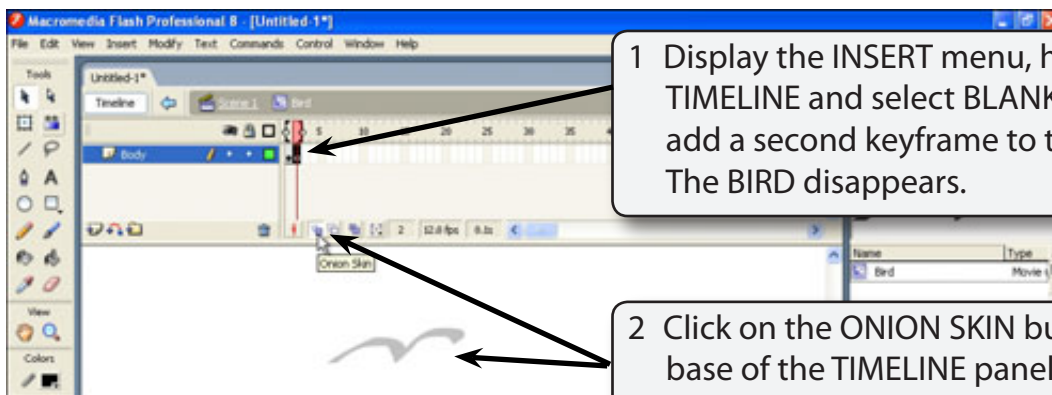


NOTE: It might take a few goes to get the wing looking right. Use CTRL+Z or ⌘+Z to undo the wing until you draw the shape you want.

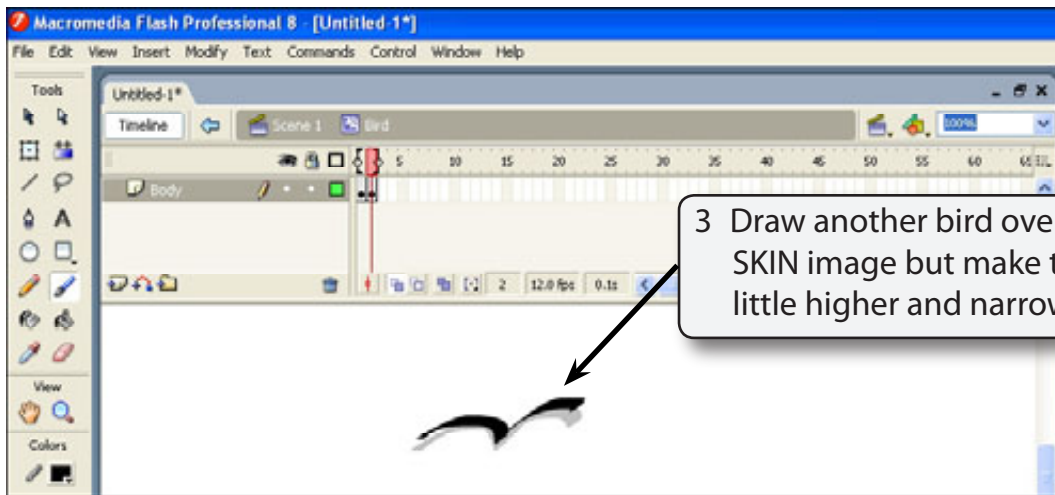


NOTE: The LIBRARY panel can be used as a zoom of the symbol as you are creating it. If the LIBRARY panel is not open press CTRL+L or ⌘+L to open it.

C Drawing the Second Position of the Bird



- NOTE:**
- i The BLANK KEYFRAME will allow you to alter the shape of the bird.
 - ii The ONION SKIN image is just a watermark on the screen. It cannot be altered.



D Setting the Third Position of the Bird

