Multiple Object Animations

When creating an animation you have some objects that move and others that are fixed. For that reason the use of LAYERS in animations becomes vital. To illustrate combining different objects into an animation a simple animation of a bouncing ball will be created.
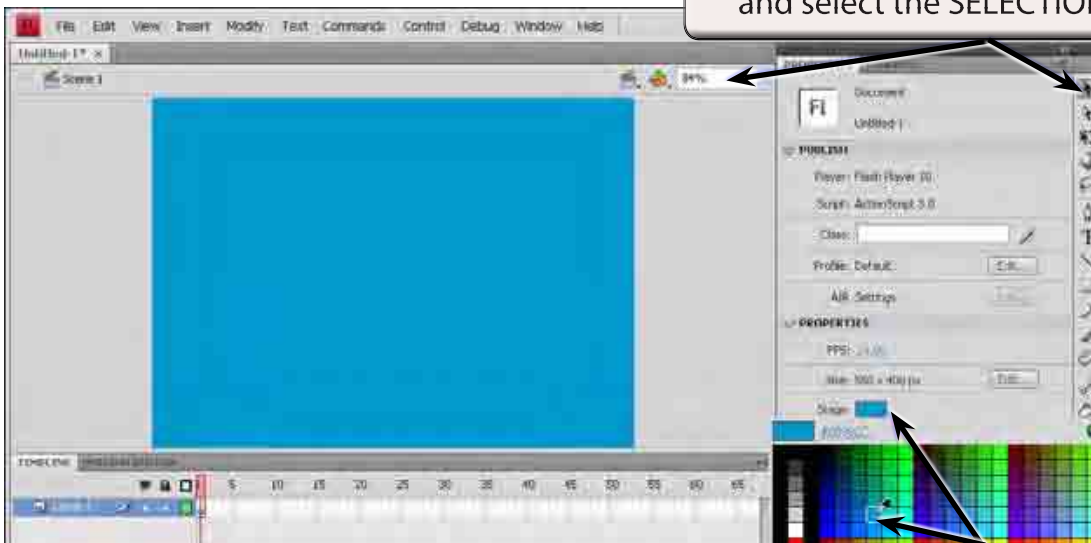
The Background Layer

The background will contain fixed objects so once they have been added to the screen their layer will be locked.
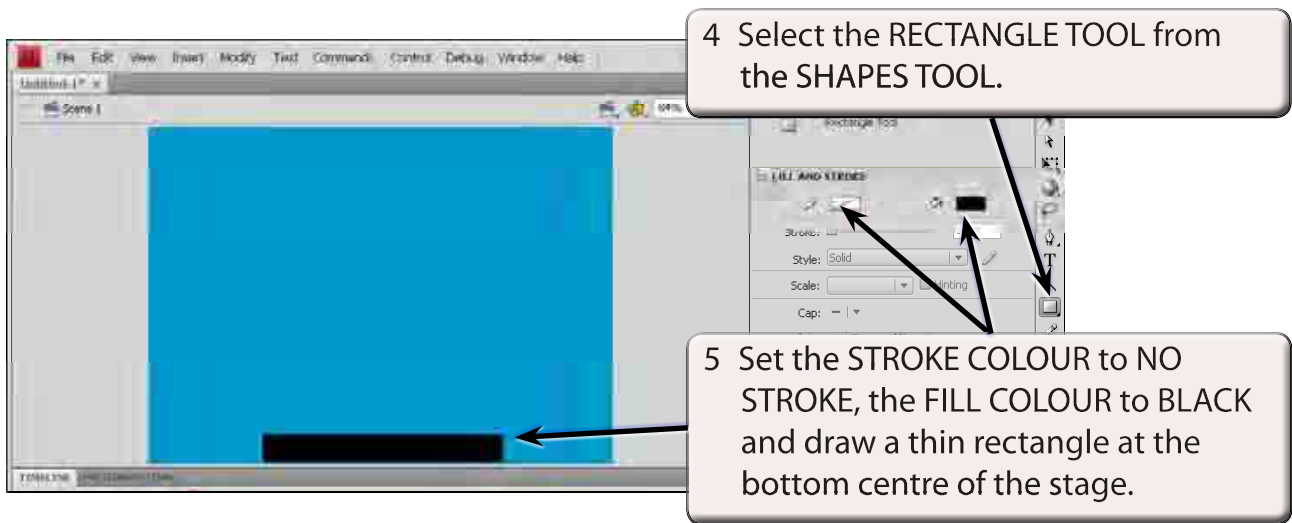
A   Setting the Background Layer

1   Load Flash and create a new FLASH FILE or close the current file and start a new FLASH FILE.

2 Set the ZOOM to FIT IN WINDOW and select the SELECTION TOOL.

3 Click on the stage and, in the PROPERTIES panel, set the STAGE box to a mild blue.

> **NOTE:**   Setting the ZOOM to FIT IN WINDOW ensures that you can see the whole stage area as you build the animation.
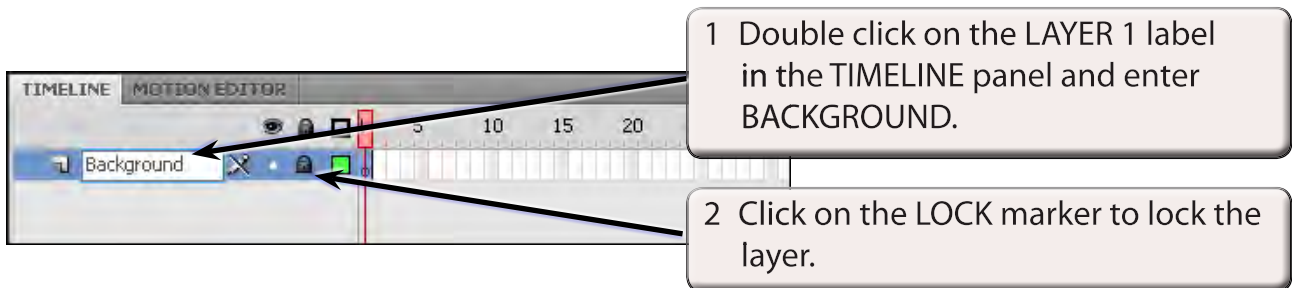
4 Select the RECTANGLE TOOL from the SHAPES TOOL.

5 Set the STROKE COLOUR to NO STROKE, the FILL COLOUR to BLACK and draw a thin rectangle at the bottom centre of the stage.
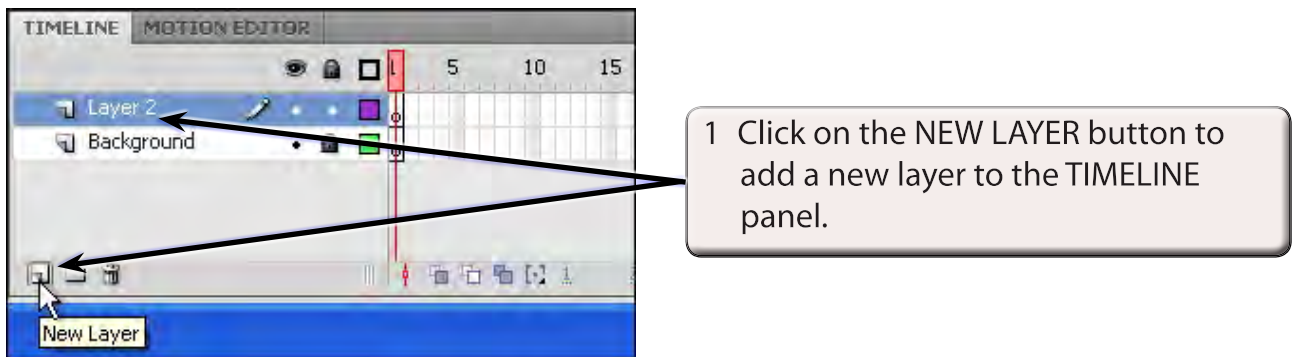
B   Locking the Layer

To avoid making any changes to the background its layer will be named and locked.

1 Double click on the LAYER 1 label in the TIMELINE panel and enter BACKGROUND.

2 Click on the LOCK marker to lock the layer.

The Ball Layer

1 Click on the NEW LAYER button to add a new layer to the TIMELINE panel.

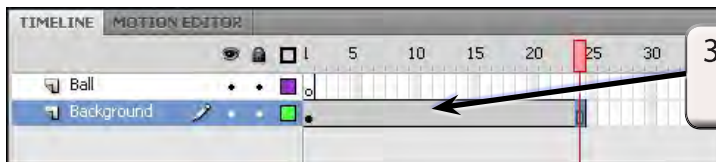2 Double click on the LAYER 2 label and call the layer BALL.

Adding the Background Frames

Frames need to be added to the background layer so that it stays on the screen as the ball is animated.

1 Click on FRAME 24 of the BACKGROUND layer.

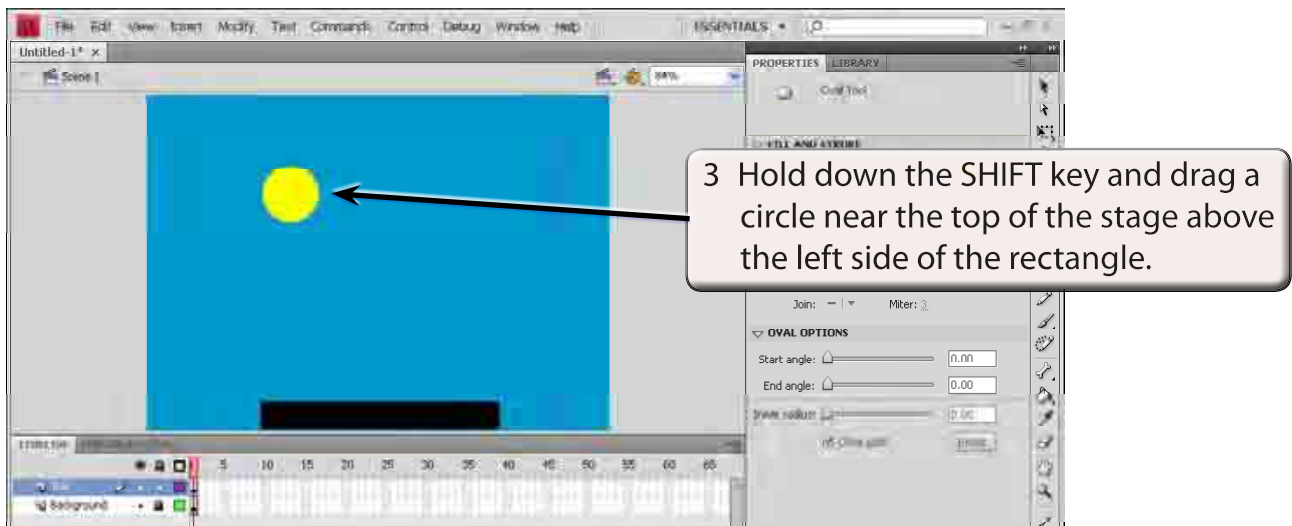2   Display the INSERT menu, highlight TIMELINE and select FRAME.
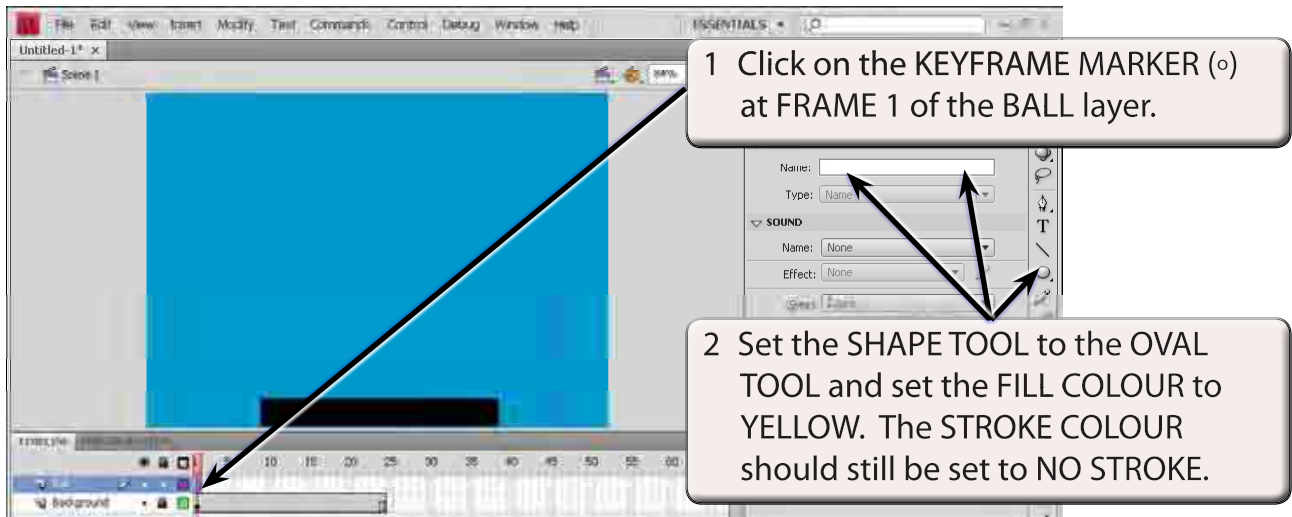

3 Frames are inserted in the BACKGROUND layer up to FRAME 24.

NOTE: **i**   **Pressing the F5 key is the shortcut for inserting frames into the TIMELINE panel.**

ii   **You can also drag the KEYFRAME MARKER at FRAME 1 to FRAME 24 to insert the required frames.**

Animating the Ball

A Drawing the Ball

1 Click on the KEYFRAME MARKER (○) at FRAME 1 of the BALL layer.

2 Set the SHAPE TOOL to the OVAL TOOL and set the FILL COLOUR to YELLOW. The STROKE COLOUR should still be set to NO STROKE.

3 Hold down the SHIFT key and drag a circle near the top of the stage above the left side of the rectangle.

NOTE: The KEYFRAME MARKER at FRAME 1 of the BALL layer should have changed to a solid dot as there is now content at that frame.