

Circular Animations

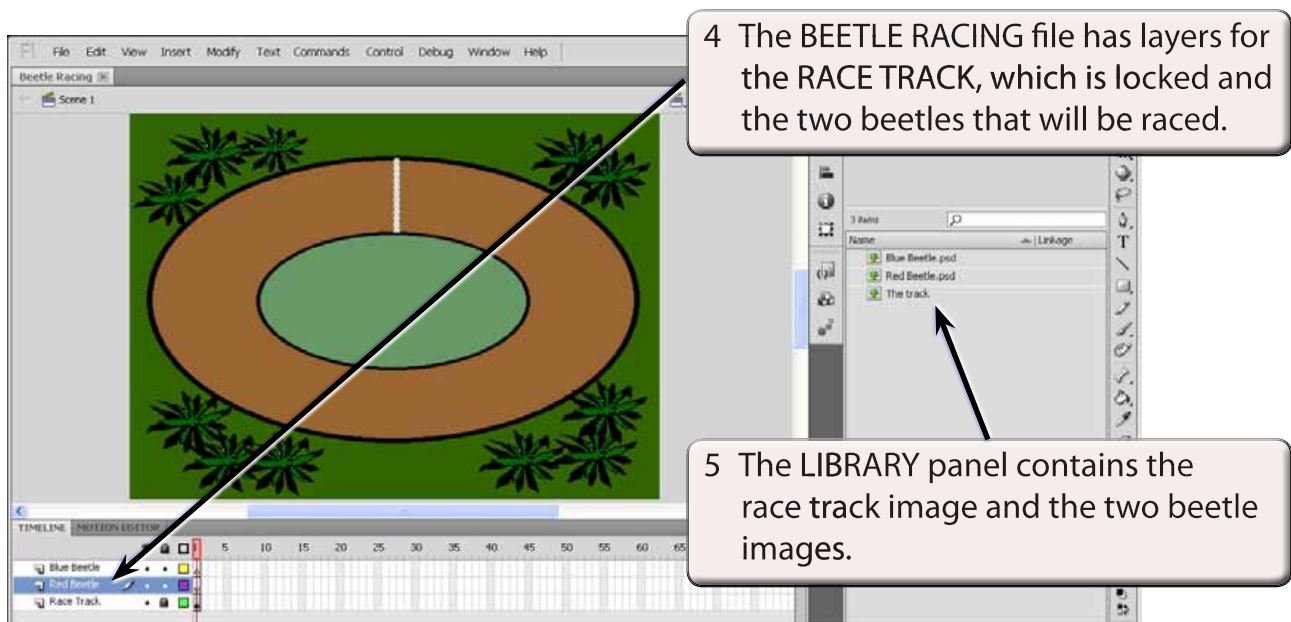
Animations that involve objects orbiting around a point can be done using fixed points, but when you want objects to orbit in a circular motion, their motion paths need to be adjusted. To illustrate this, a beetle race animation will be created. The race track and the beetles have been prepared for you.

Loading the Prepared File

- 1 Load Flash or close the current file and click on the OPEN button.
- 2 Access the FLASHcs5 SUPPORT FILES, open the CHAPTER 9 folder and load the file:

Beetle Racing

- 3 Open the LIBRARY panel.



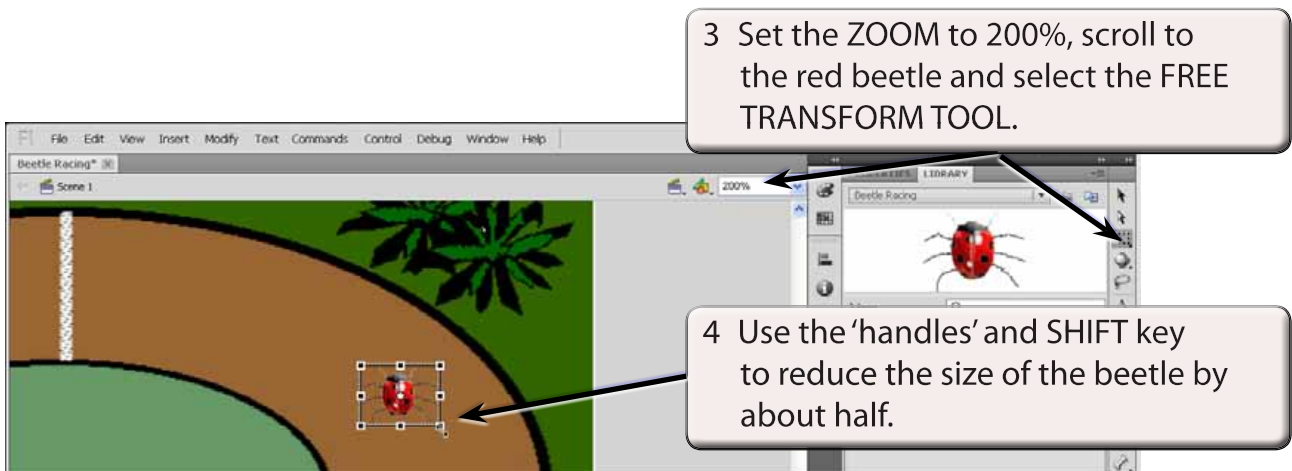
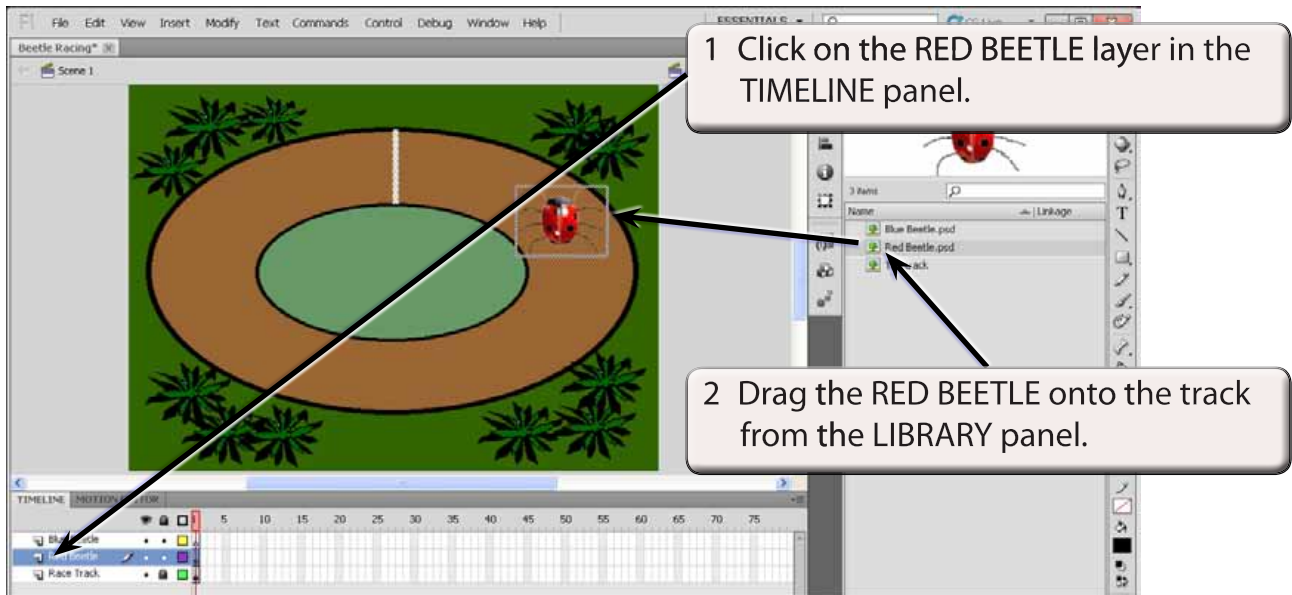
- 6 Use SAVE AS from the FILE menu to save the file in your STORAGE folder under the name:

Beetle Racing

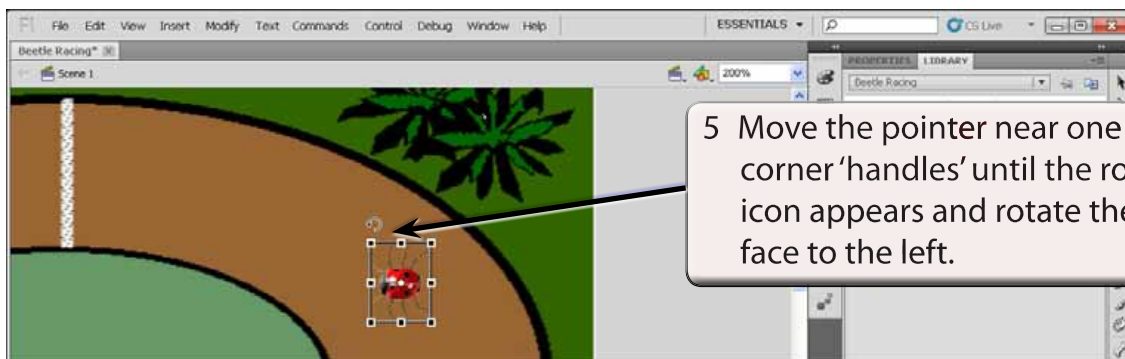
Converting the Beetles to Symbols

The two beetles in the LIBRARY panel are bitmap images. In order to animate them efficiently they need to be converted to symbols.

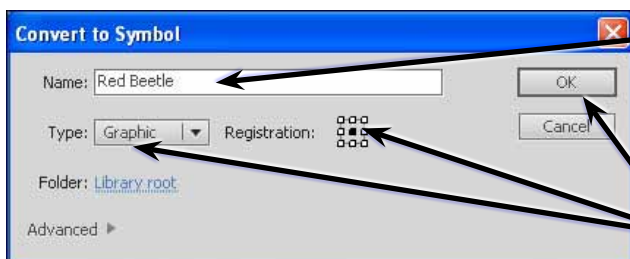
A The Red Beetle



NOTE: The SHIFT key keeps the proportions of the beetle in tact.



5 Move the pointer near one of the corner 'handles' until the rotation icon appears and rotate the beetle to face to the left.



6 Press the F8 key to convert the image to a symbol and set the NAME to RED BEETLE.

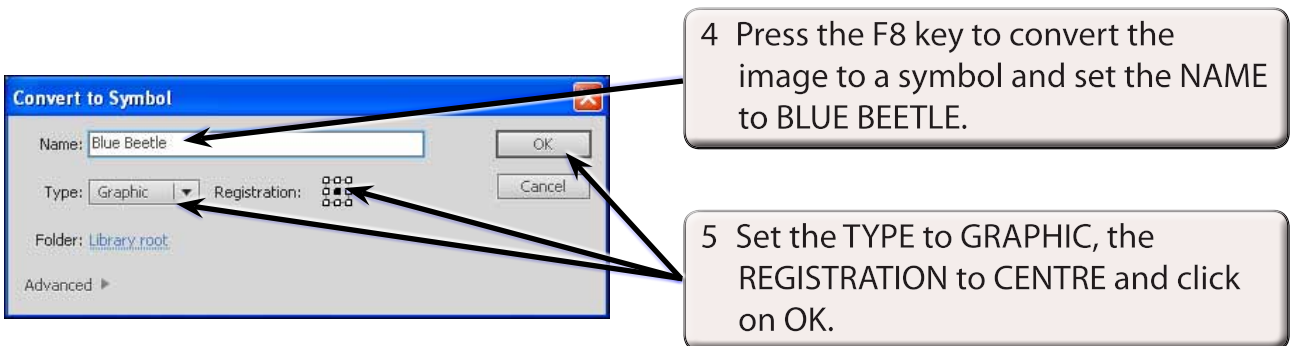
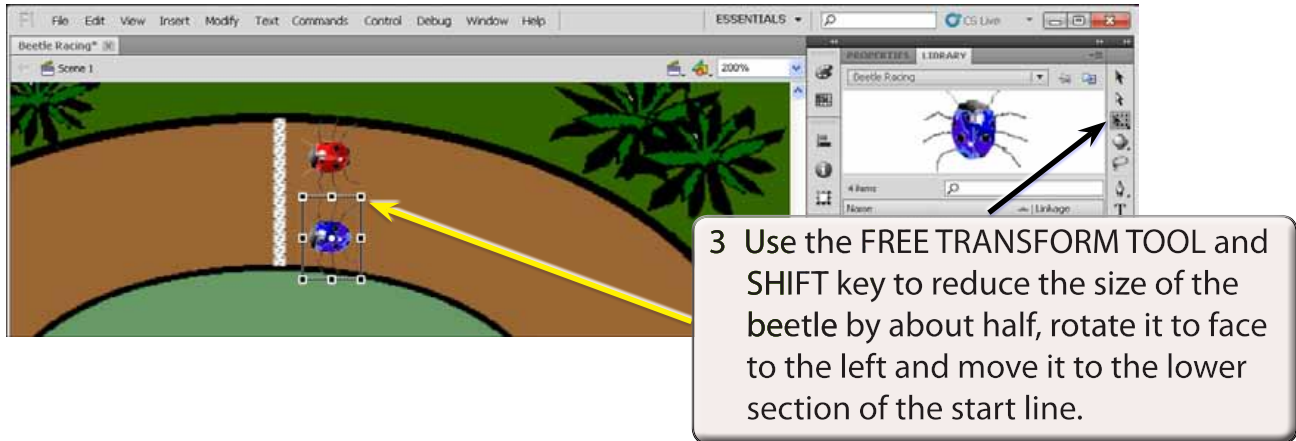
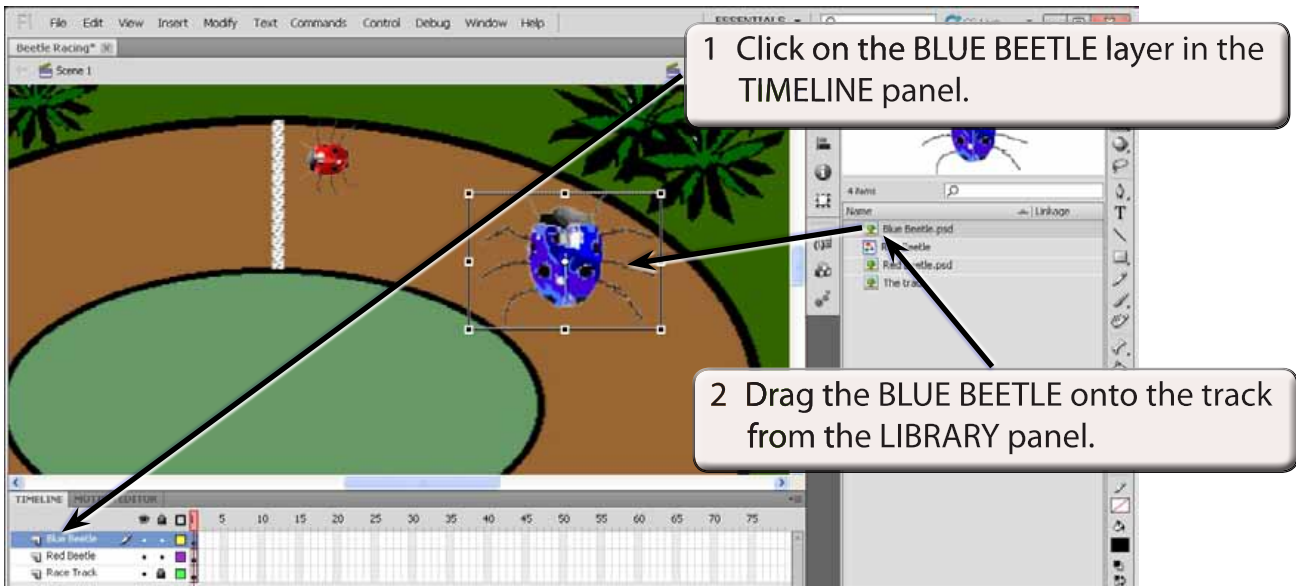
7 Set the TYPE to GRAPHIC, the REGISTRATION to CENTRE and click on OK.



8 Move the pointer into the symbol frame, but not over the centre marker and drag the beetle to the top of the starting line.

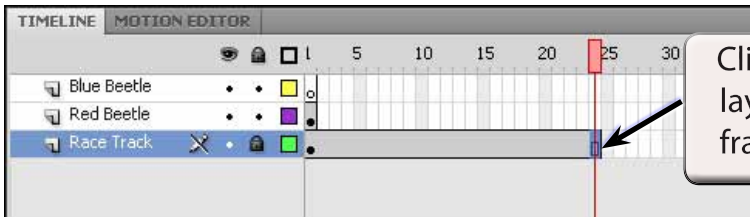
- NOTE:**
- i Be careful not to drag the centre registration marker of the symbol. If you do, press **CTRL+Z** or **COMMAND+Z** to undo the move.
 - ii There are now two red beetle items in the **LIBRARY** panel. The symbol is a copy of the bitmap image. If you delete the bitmap image the symbol will be an empty frame.

B The Blue Beetle



Setting the Background Layer Frames

We will set 24 frames in the RACE TRACK layer so that the race track stays on the screen when the beetles are animated.

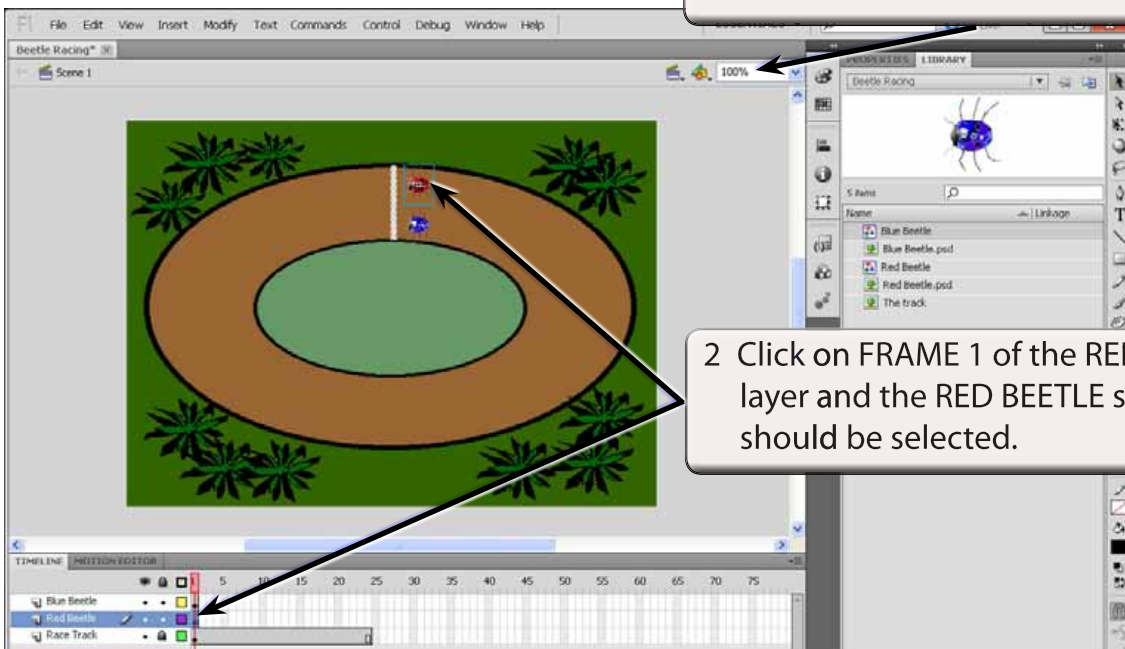


Click on FRAME 24 of the RACE TRACK layer and press the F5 key to insert 23 frames.

Animating the Red Beetle

A Setting the Motion Tween

A motion tween for the red beetle will be created then its motion path adjusted to create a path around the race track.



1 Set the ZOOM to 100% so that the whole race track is visible.

2 Click on FRAME 1 of the RED BEETLE layer and the RED BEETLE symbol should be selected.

3 Display the INSERT menu and select MOTION TWEEN to create the animation.