

Flash Animation CHEAT SHEET! (CS4)

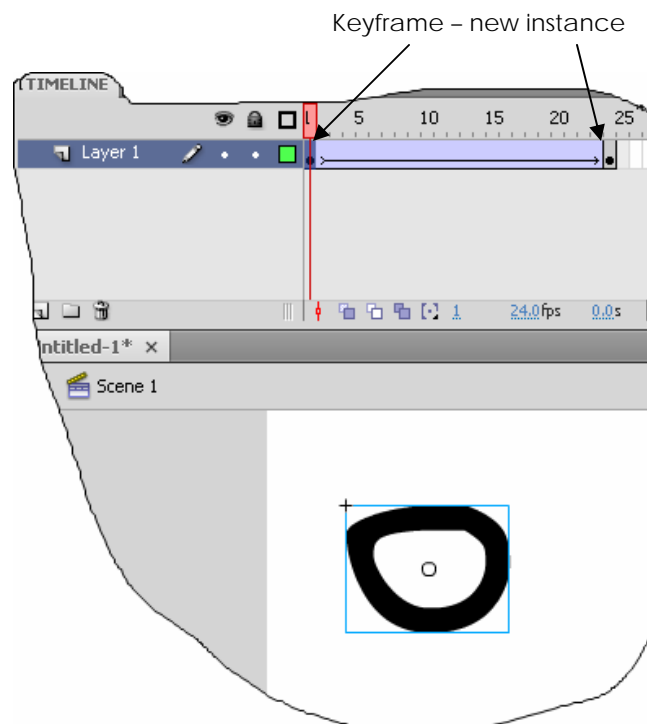
This is a quick and dirty step by step to create the three main types of animation. Refer to [Motion/Shape/Classic Tween Differences Sheet](#) to illustrate which tween to choose.

Classic Tween (all versions: previously referred to as MOTION TWEEN in earlier versions)

1. Start With a *see below* in 1st KEYFRAME:

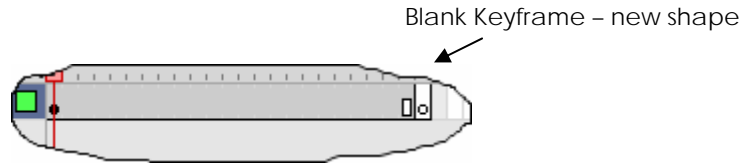
INSTANCE (*GRAPHIC / BUTTON / MOVIECLIP*)
TEXT
DRAWING OBJECT
GROUP
BITMAP
ANY OBJECT WITH BOUNDING BOX AROUND IT

2. Create 2nd KEYFRAME in another slot on timeline
3. Select any frame between 1st and 2nd KEYFRAME
4. RIGHT-CLICK (Control Click)
5. Menu Popup: Classic Tween
6. Move either object in 1st KEYFRAME or object in 2nd KEYFRAME to create animation

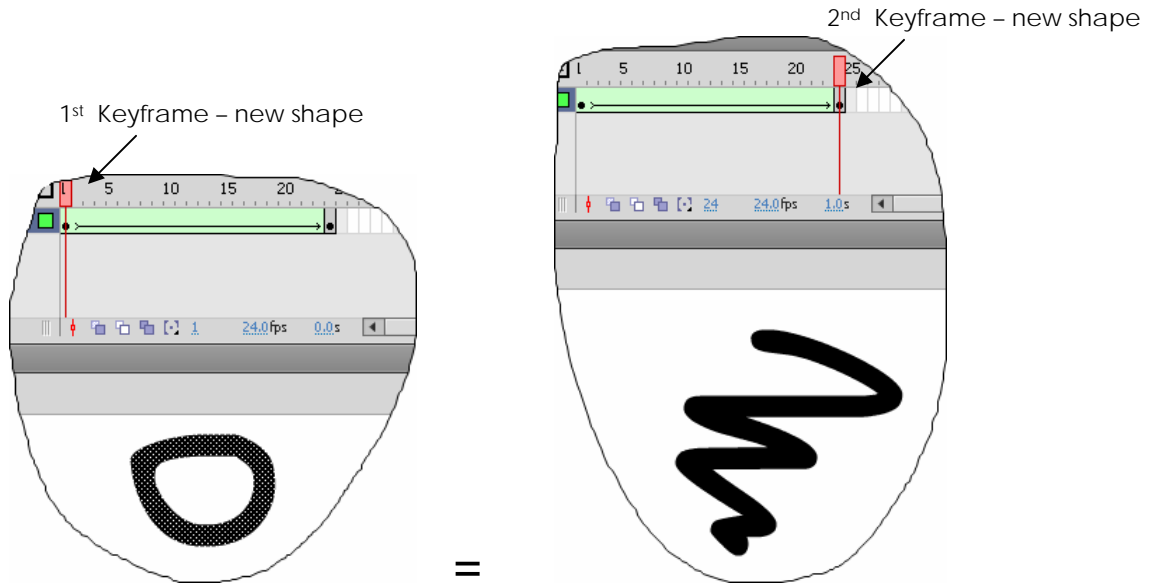


Shape Tween (all versions - no changes)

1. Start With a SHAPE in 1st KEYFRAME.
2. Create 2nd KEYFRAME: can be BLANK or duplicate of previous KEYFRAME



3. Select any frame between 1st and 2nd KEYFRAME
4. RIGHT-CLICK (Control Click)
5. Menu Popup: Shape Tween
6. If you created a BLANK KEYFRAME: draw shape in the 2nd KEYFRAME for morph; if you created a KEYFRAME: make change to 2nd SHAPE (*color, stroke, etc*) for morph to appear

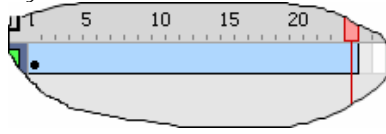


Motion Tween (CS4 only)

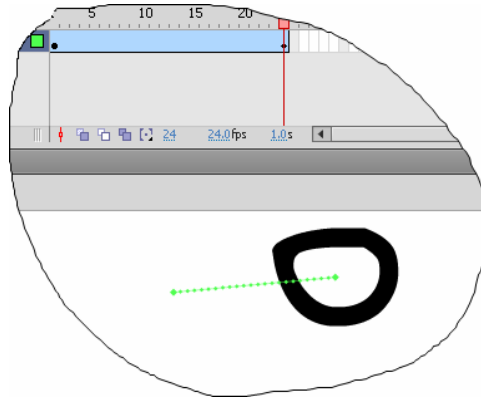
1. Start With a MOVIE CLIP INSTANCE in 1st KEYFRAME
2. Select 1st KEYFRAME

3. RIGHT-CLICK (Control Click)
4. Menu Popup: Motion Tween

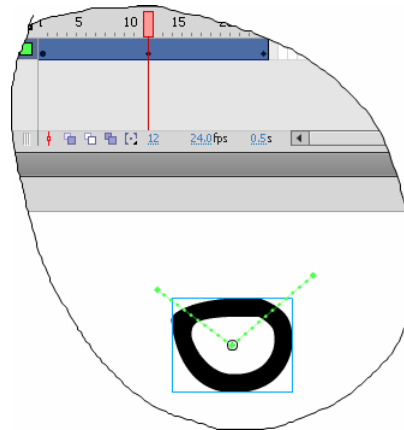
Flash automatically creates a second of frames for your tween



5. Move playback head to new location on timeline



6. Move MOVIE CLIP INSTANCE on STAGE to auto key PROPERTIES in that frame



7. Edit properties either directly by using MOVE TOOL on path or by opening MOTION EDITOR or PROPERTY INSPECTOR to edit / create

Screen Capture created with SNIPPY!