

Creating a Animated Game Character with a Nested MovieClip

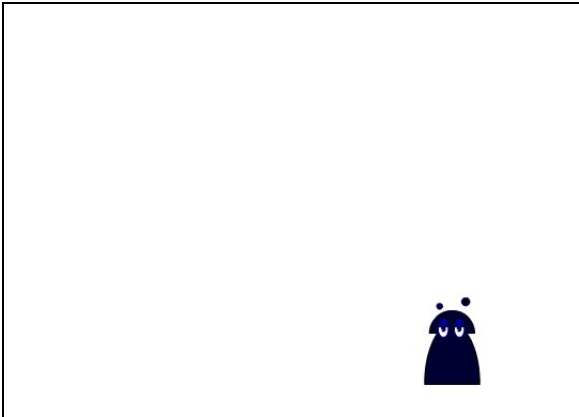
Create a character controlled by the keyboard. One Meta Movieclip houses an unlimited set of mini movieclip behaviors – each in a separate keyframe (in your meta movieclip). My character named MOLE has multiple behaviors embedded or nested inside its meta-movieclip.

The behaviors for my character are:

- BLINKING (default pose - no key is pressed),
- WALKING (left and right arrow keys),
- FLOATING (up arrow key), and
- HIDING (down arrow key) as well as
- 2-headed MONSTER (space bar).

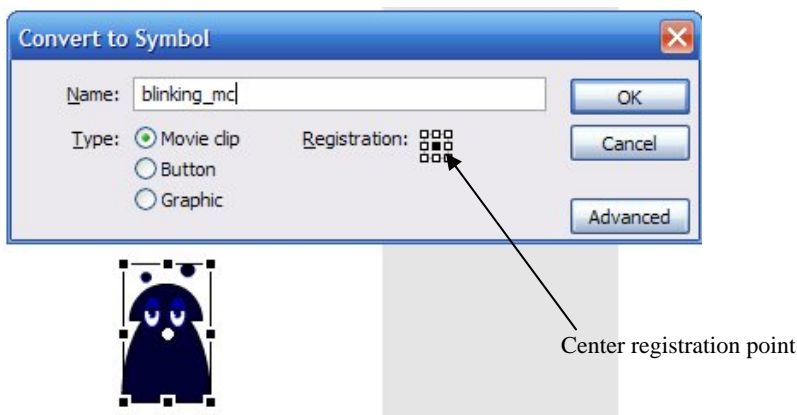
Draw Your Character on the Main Stage

Draw your character 'default' pose on the main stage – consider its final dimensions. My MOLE will be approximately 80 pixels high and will live on a screen that is 400 pixels high.



Select your Character and Convert to a MovieClip Symbol

This will be the 1st of 5 mini behaviors



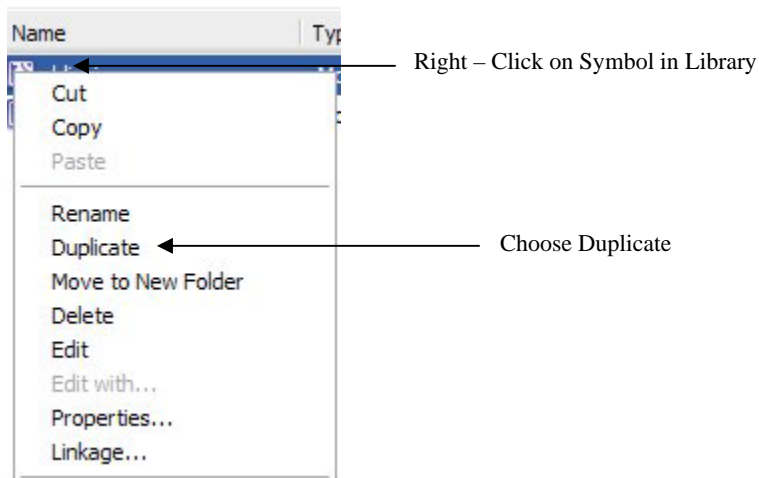
1. Select your character
2. Convert to Symbol - *Modify>Convert to Symbol – (F8)*
3. Name (*name it your default behavior – I called mine BLINKING*)
4. Make sure the Registration Point is in the center
5. OK

It will appear in your library

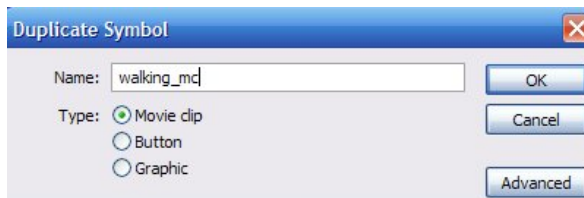
6. Delete the Instance off the stage (*stage will be empty!*)

Duplicate Symbol from library give it a new behavior name (ie. WALKING)

1. Right-Click the Mouse over the Symbol in the Library
2. Choose – DUPLICATE



3. Rename this copy WALKING_MC (*or your choice of behavior names*)

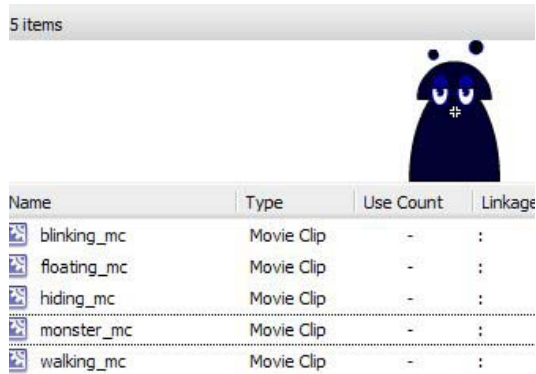


4. OK

The duplicate will appear in the library

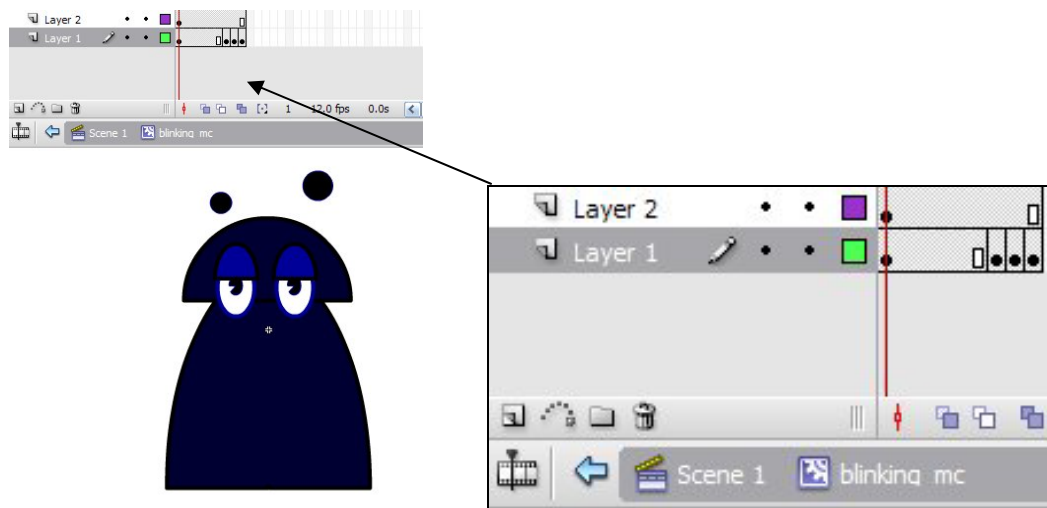
Duplicate your default character in library (steps 1-4 above) as many times as you need to create enough symbols o represent all your behaviors.

- They will all look the same (*at first until you edit them*)
- They will all have the same registration point in the symbol
- They will all be the same size



Edit / Animate objects in each symbol - make changes so that animation matches behaviors you want

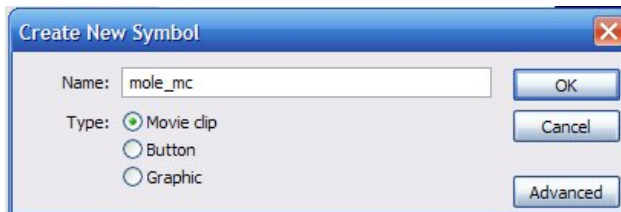
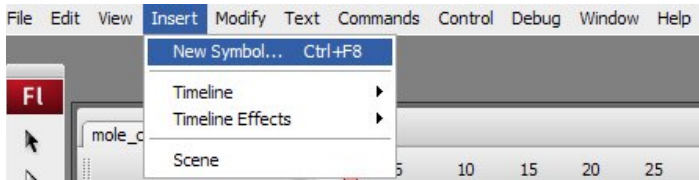
Edit each symbol and create animations by double-clicking on each symbol in library and creating animations inside movieclip's individual timeline



animation within my blinking mc

Create a Meta-movieclip and Add each 'behavior mini movieclip

1. Create New Symbol - *Insert>New Symbol* (This creates an empty movieclip)
2. Type in your character's name (not a behavior name)

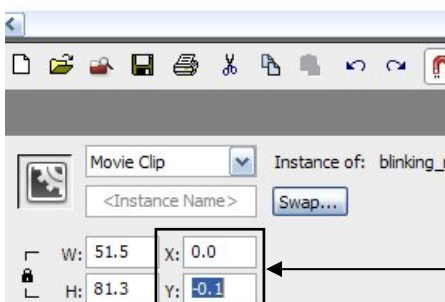


3. Keep this movieclip symbol open
4. Add from your library your 'default' behavior pose
5. Place in frame one
6. Make sure to place the default movieclip in the center of the registration point of the symbol
7. Select movieclip instance and enter in property field for x and y 0 (zero)

This will center the mini clip in the symbol center

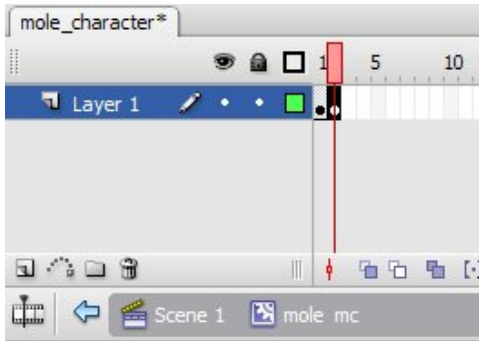


← Select movieclip instance on stage



← Type 0 (zero) in both x and y fields to register instance to symbol center

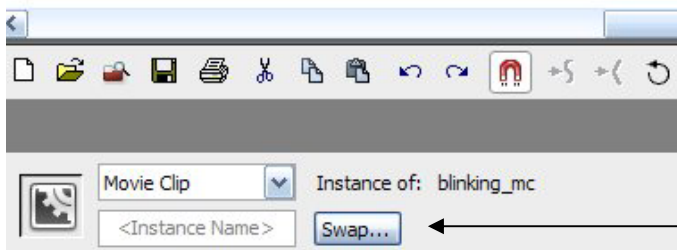
8. Create a new keyframe – F6 (it will be a duplicate of the first keyframe)



9. Select keyFrame 2
10. Select your character on the stage and in properties inspector press the SWAP button
11. Choose another behavior from your library

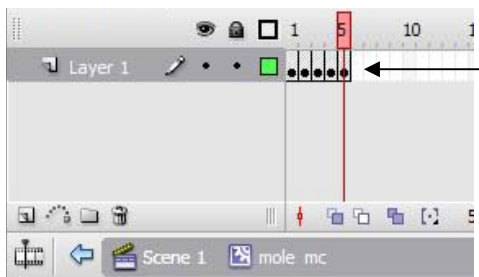


← Select movieclip instance on stage



← press swap (in properties panel)

12. Repeat...
13. create a new keyframe (F6)
14. Select the character on the stage
15. Swap for a new library symbol until you have a new instanced behavior for your character in each new keyframe

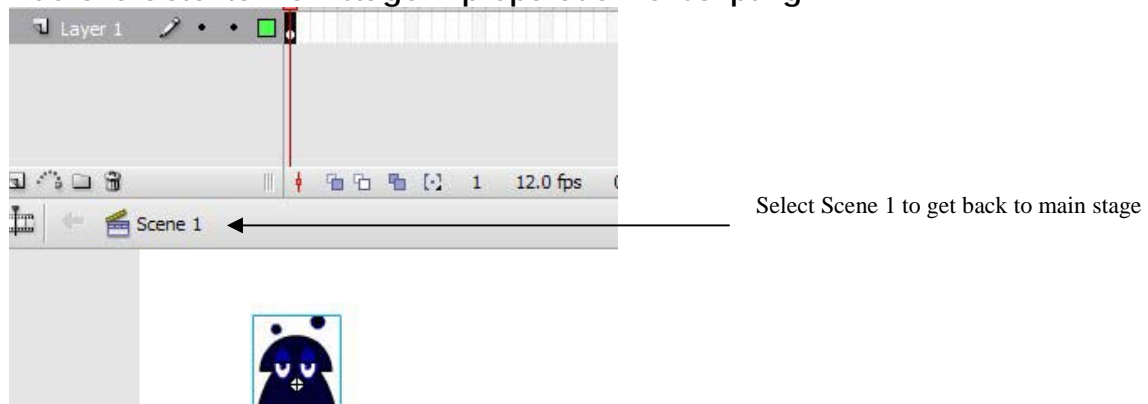


← 5 frames / 5 behaviors

instances of mini behavior symbols:
blinking, walking, floating, hiding, monster)



Add character to main stage in preparation for scripting



1. Go back to main timeline by clicking on SCENE 1 tab
2. Open library and then drag character onto stage (not a character behavior but the main character)

Organize library

1. Create a folder
2. Name it after your character
3. Add all the behaviors to this folder
4. Leave your main character movieclip outside the structure

