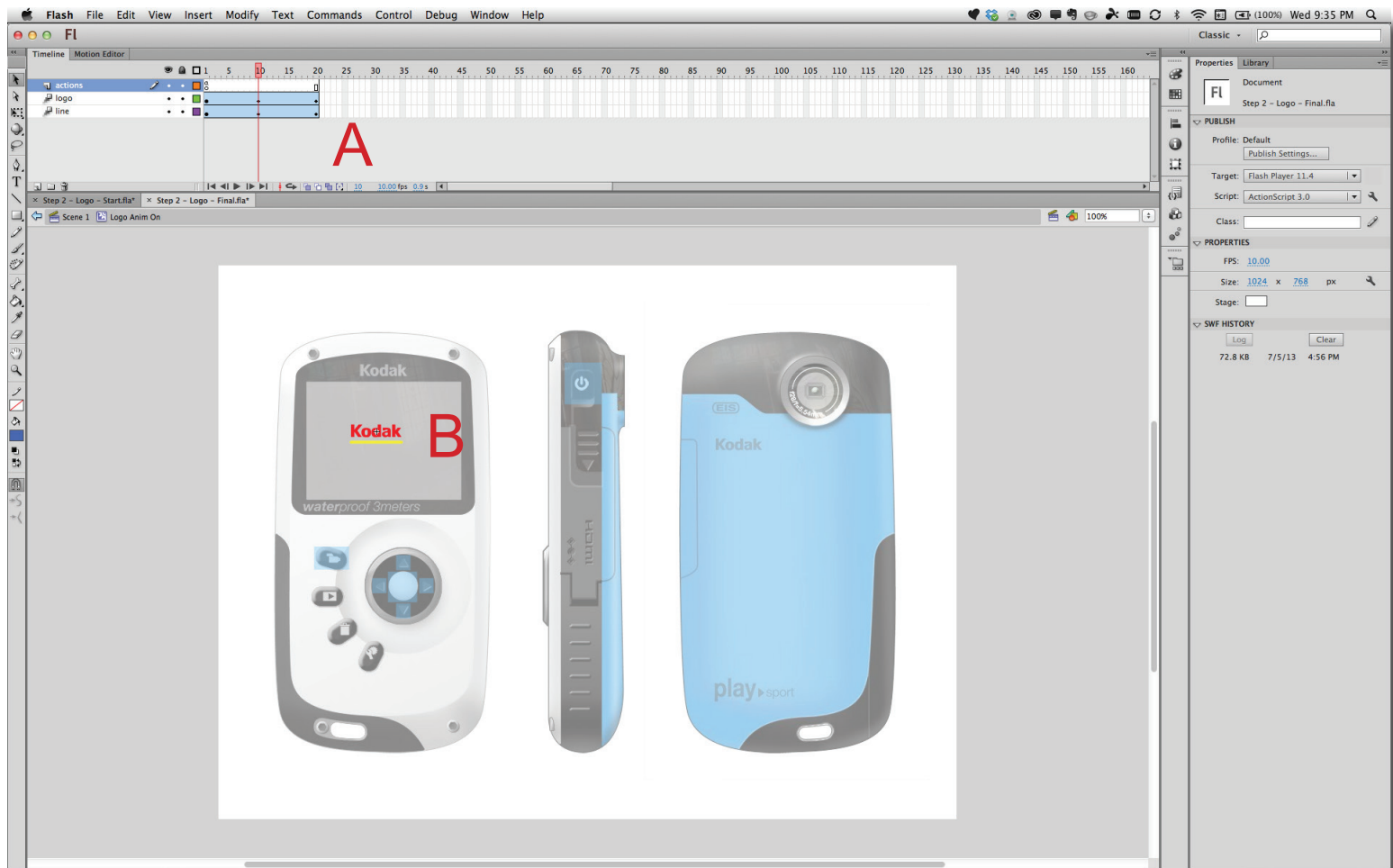


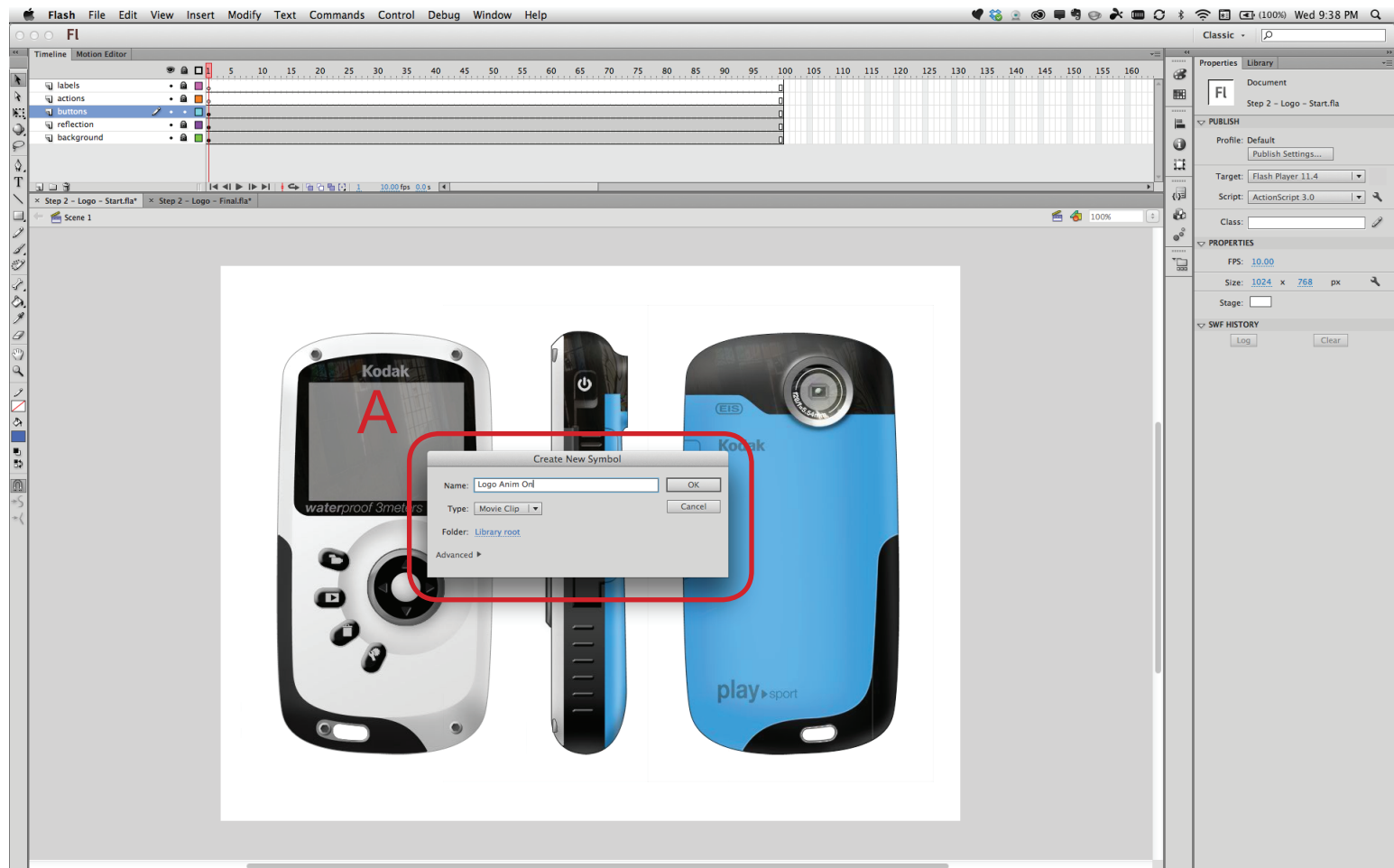
Flash - Timeline Animation

This tutorial will cover how to setup a timeline animation in a MovieClip (**A**) so it can be reused or easily repositioned on the stage (**B**).



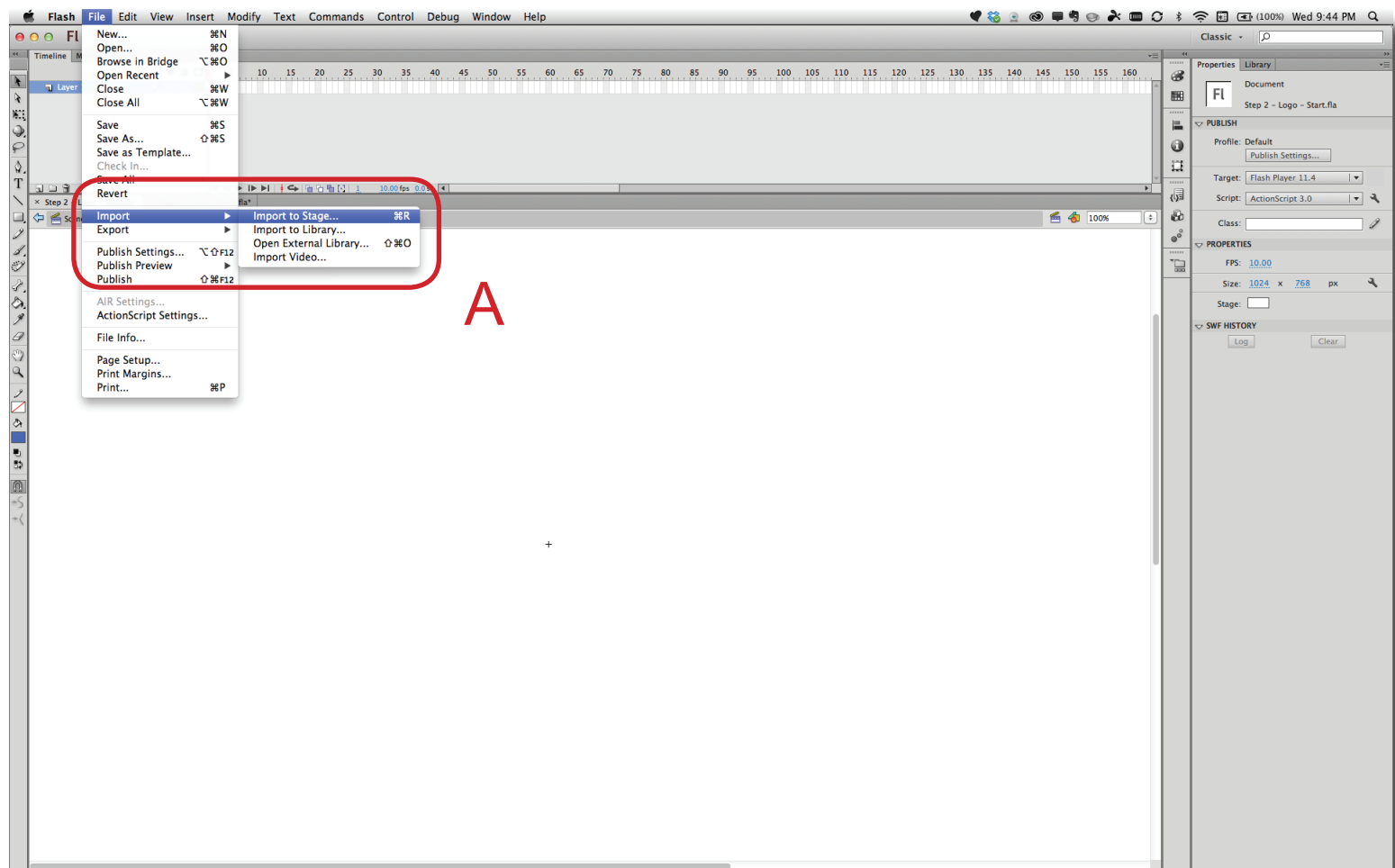
Flash - Timeline Animation

Step 1 Create a new MovieClip (Insert > New Symbol). In the dialogue box, Name the symbol, verify Type is MovieClip and set the Registration point to the center (A).



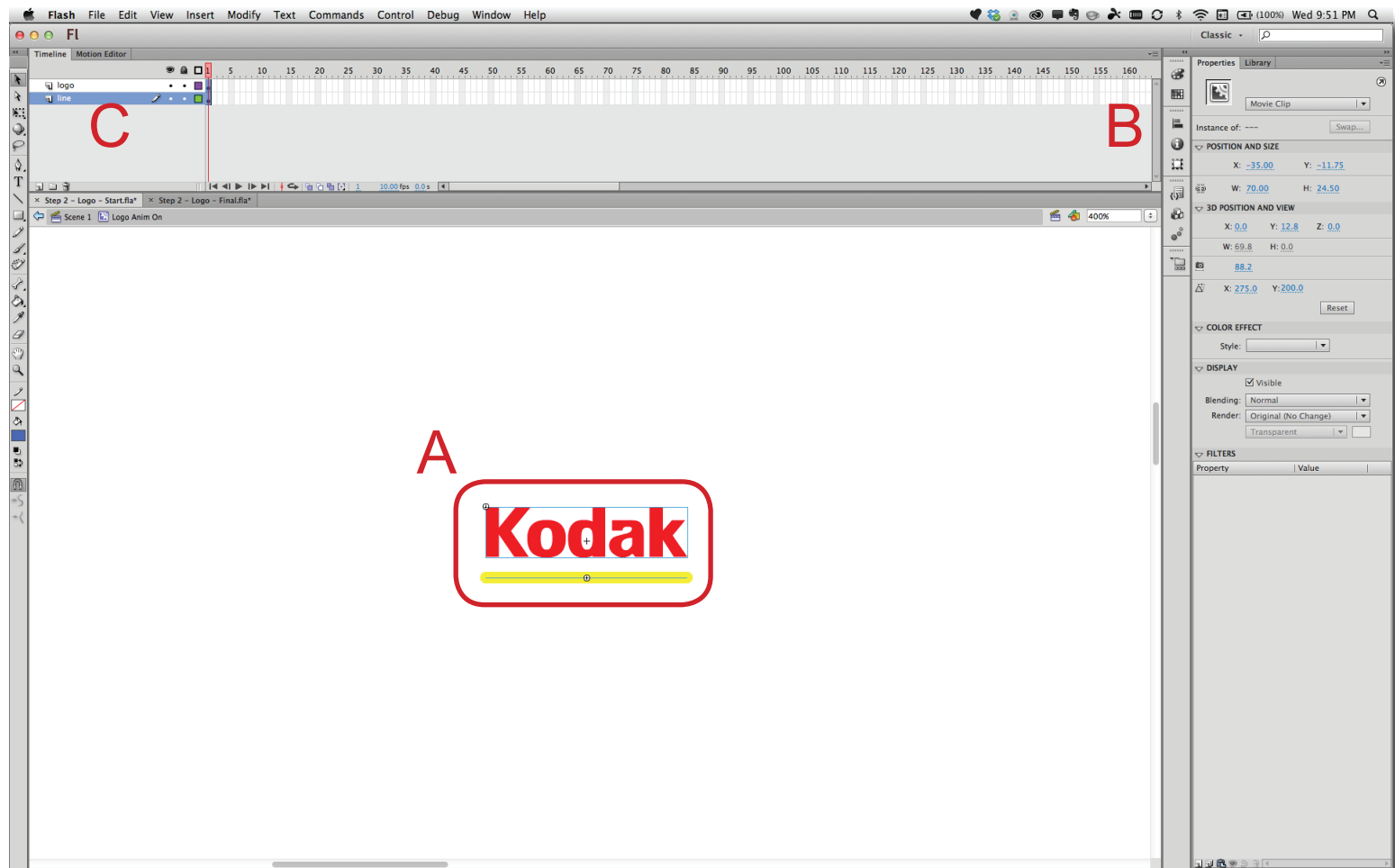
Flash - Timeline Animation

Step 2 Next, either create the content to animate from the tool bar (A) or import onto the stage (File > Import > Import to Stage (B)).



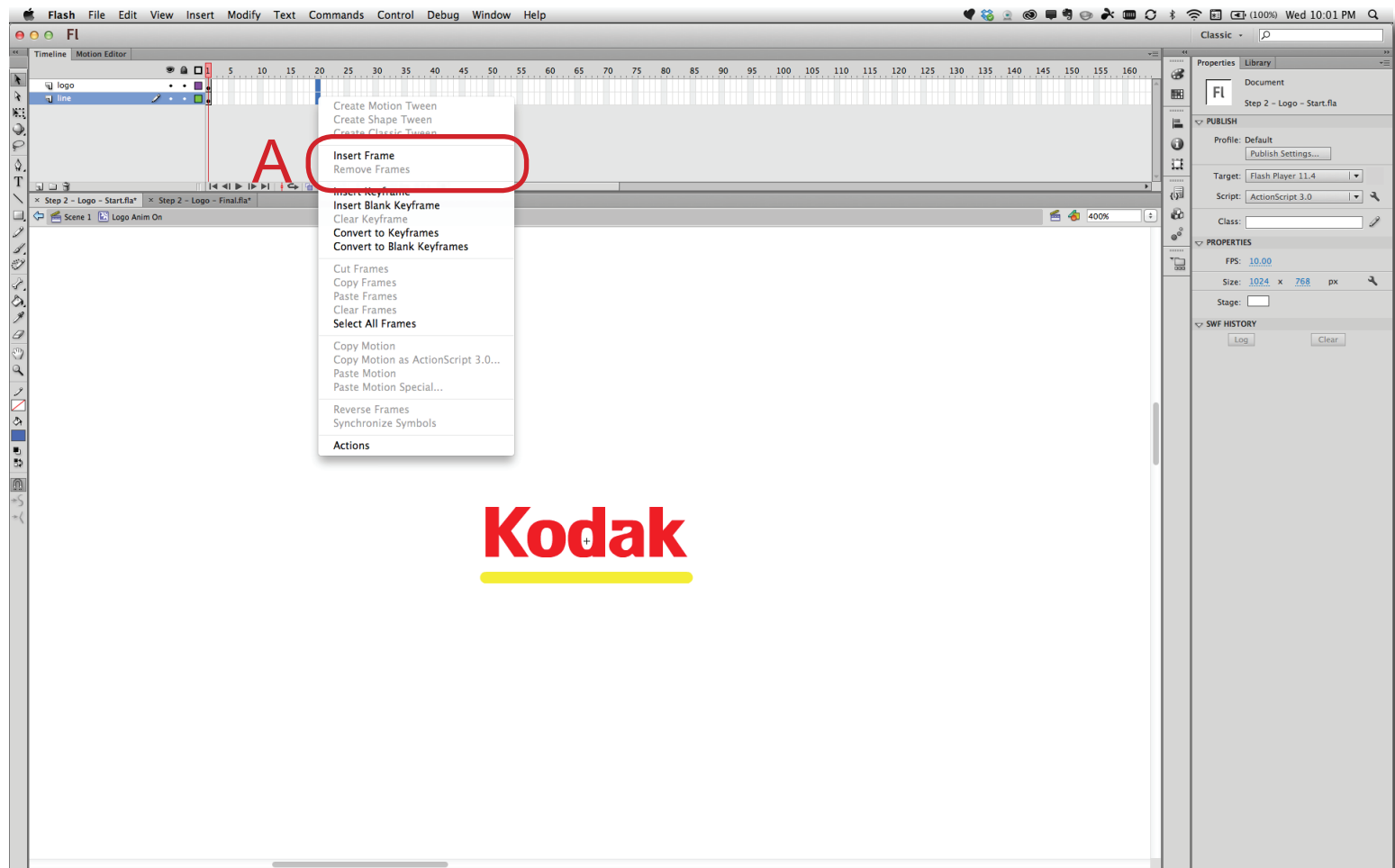
Flash - Timeline Animation

Step 3 This image shows the file after the logo has been imported and the line was created from the tool bar (A). Notice both of the elements have been converted to MovieClips (Modify > Convert to Symbol) (B) and each element placed on its own layer in the Timeline panel (C).



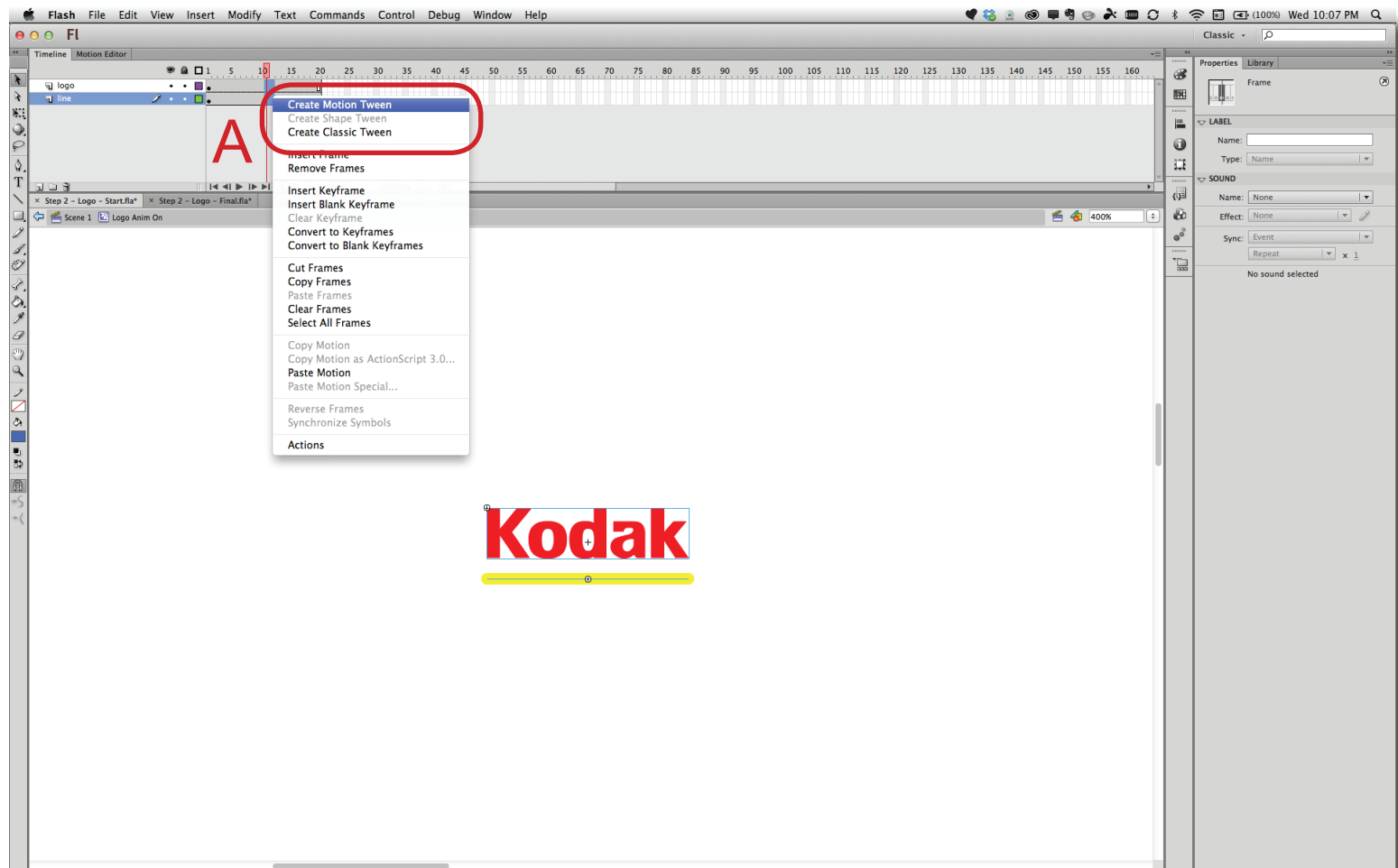
Flash - Timeline Animation

Step 4 The timeline for both layers need to be extended in the Timeline panel. Shift select each layer at frame 20. This will create a timeline 2 seconds long since the frame rate is 10 frames per second. Right mouse click on the frames and choose Insert Frame (A).



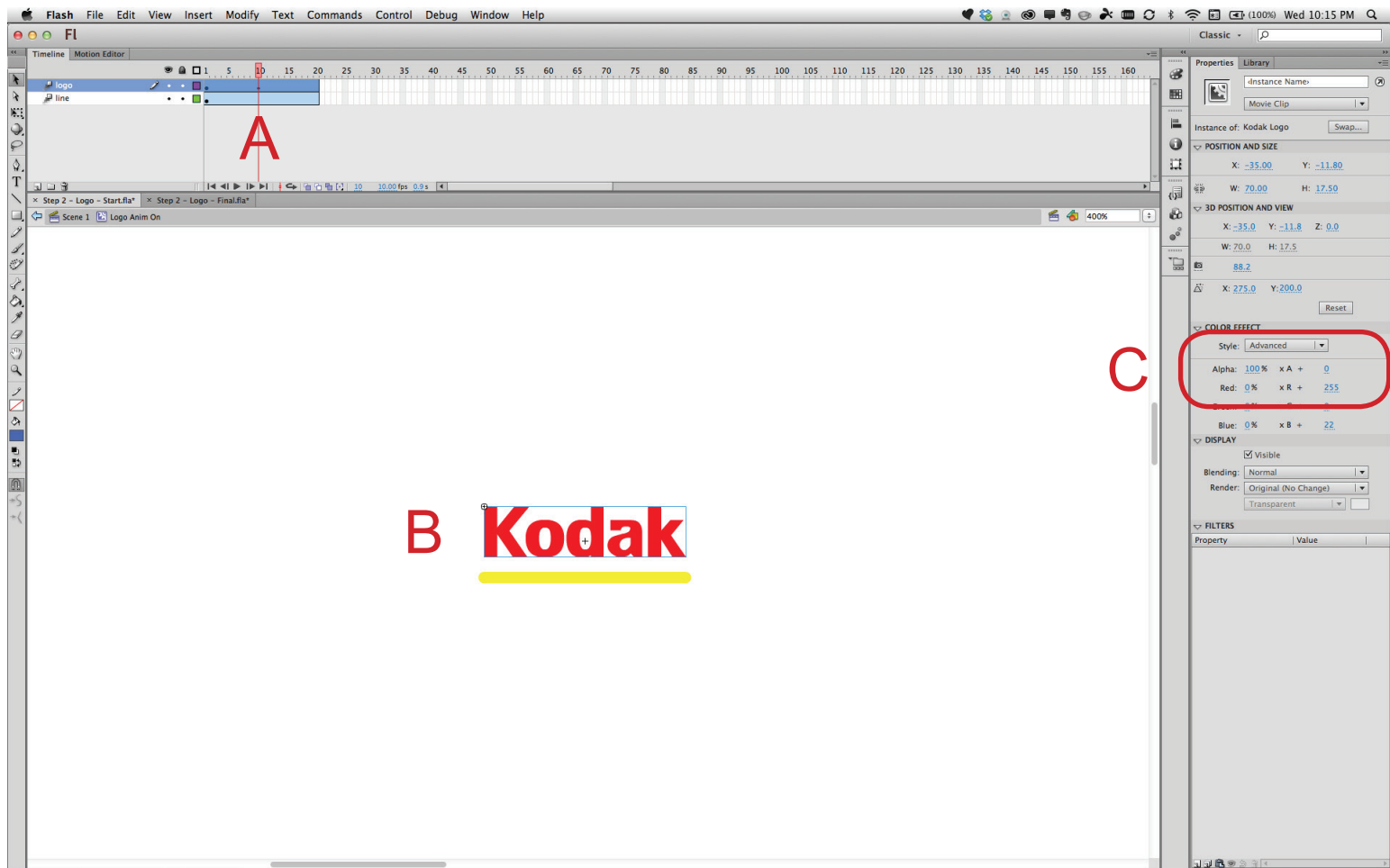
Flash - Timeline Animation

Step 5 The next step is to add a motion tween to both layers. Shift select in the middle of each timeline, right mouse click and select Create Motion Tween (A). The color of the each layer should change to a light blue.



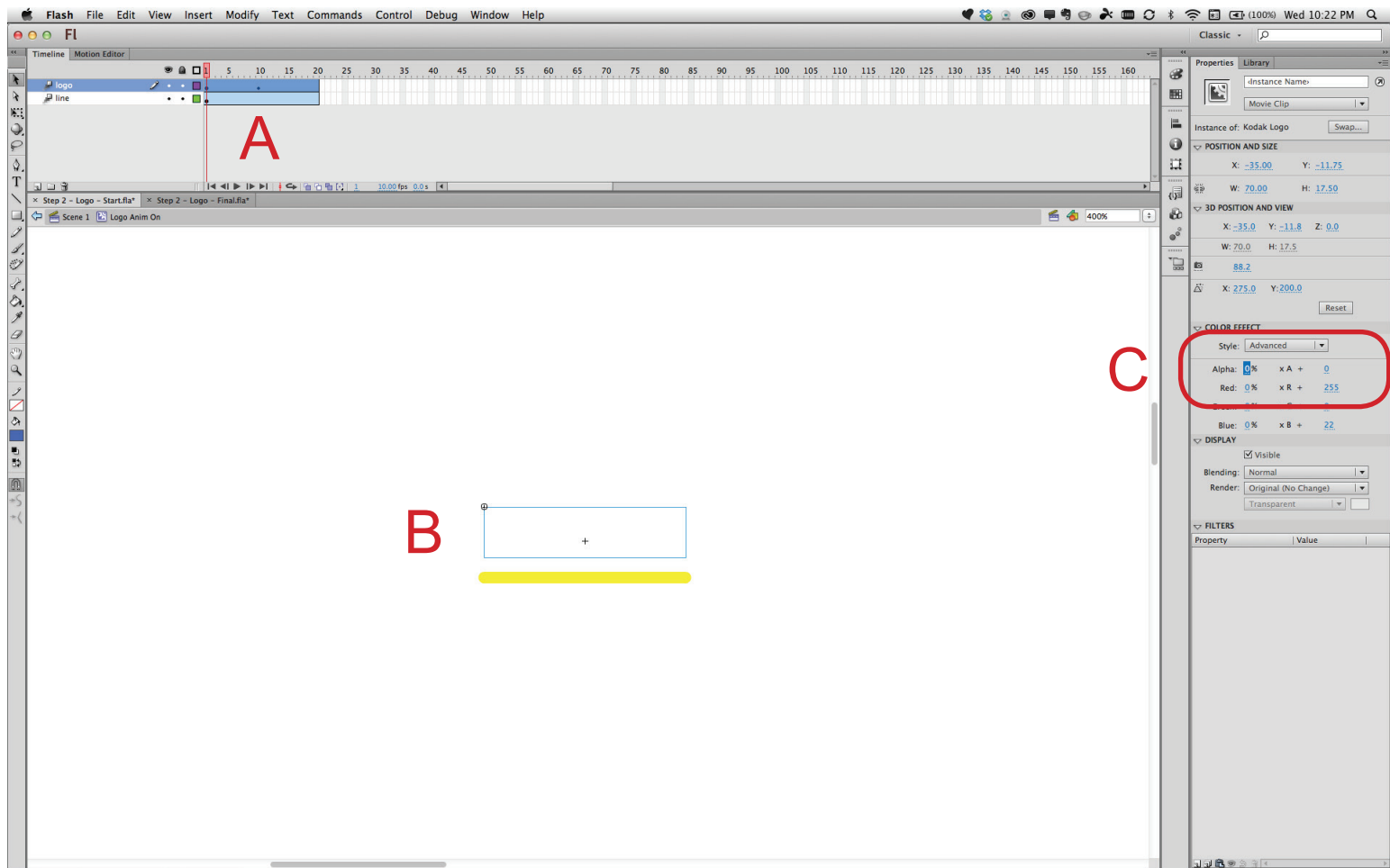
Flash - Timeline Animation

Step 6 Animations are always created by setting the frame first, and then changing the value on the MovieClip. In the Timeline panel, move to frame 10 (**A**). Select the Logo movieclip on the stage (**B**) and change the Alpha value in the Properties panel. To add a keyframe, simple highlight the alpha value (100%) and set it to 100% again (**C**). This will create a keyframe at frame 10.



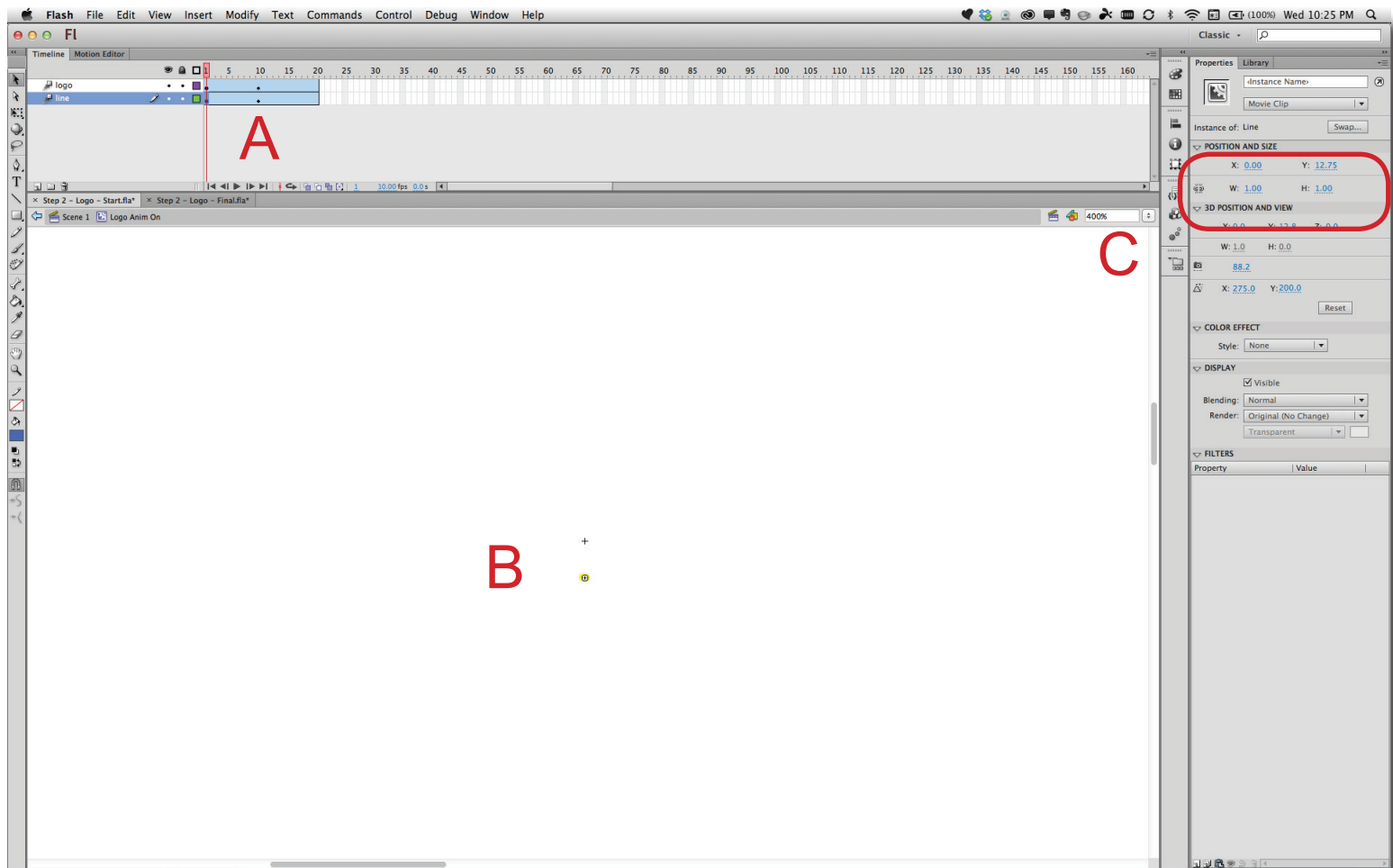
Flash - Timeline Animation

Step 7 In the Timeline panel, move to frame 0 (**A**). Select the Logo movieclip on the stage (**B**) and change the Alpha value in the Properties panel (**C**). In this case, set the value to 0%. This will create a keyframe at frame 0. Scrub through the timeline to make sure the animation is correct.



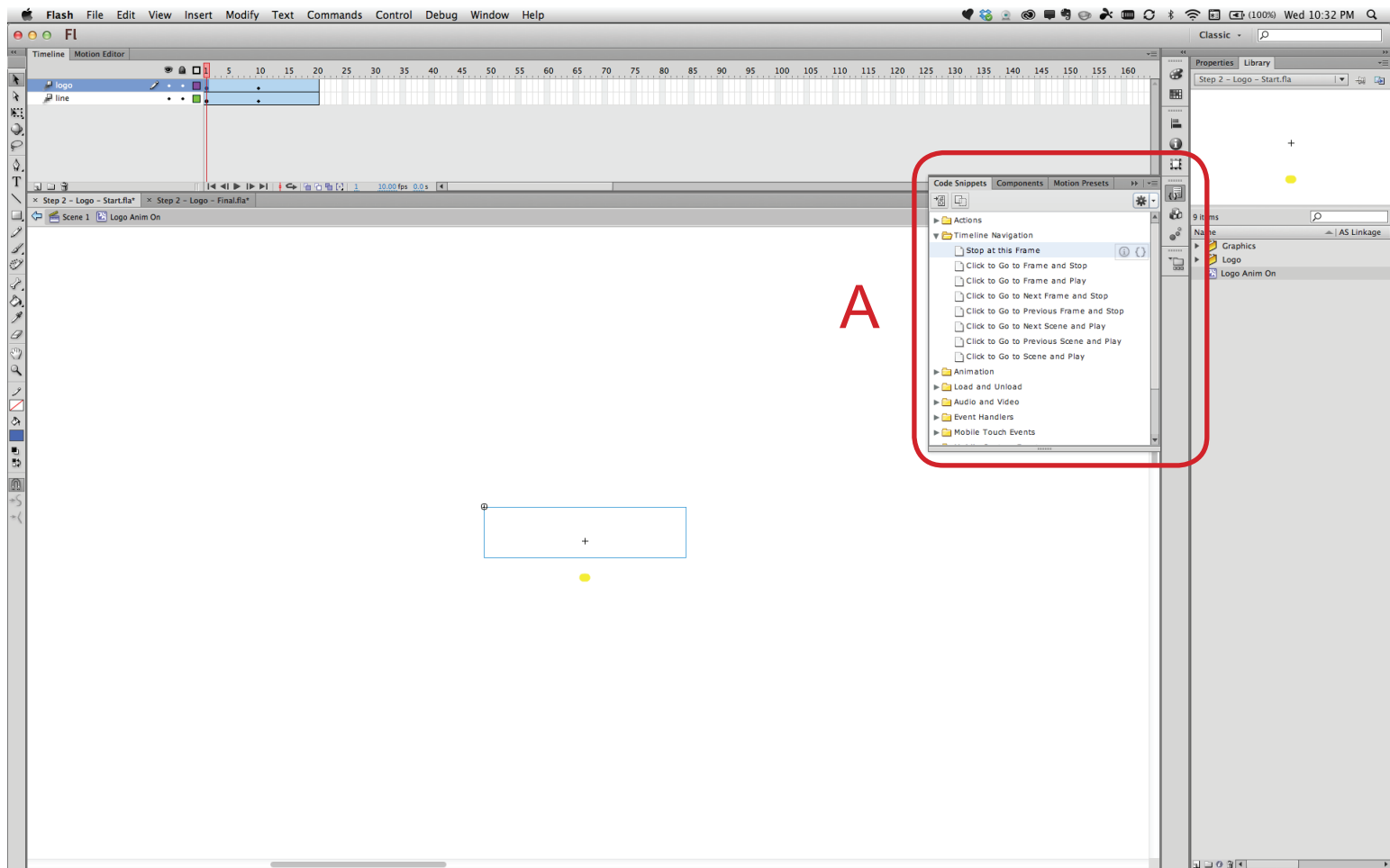
Flash - Timeline Animation

Step 8 The animation on the Line movieclip is set in a very similar way except the value to change is the width. In the Timeline panel, move to frame 10 (**A**). Select the Line movieclip on the stage (**B**) and change the W value in the Properties panel. To add a keyframe (**C**), simply type in the same width value. This will create a keyframe at frame 10. Repeat this process to add a keyframe at frame 0.



Flash - Timeline Animation

Step 9 For this animation, the timeline needs to be stop at the beginning. To do this, a code snippet will be added. Go to Window > Code Snippets and open the Timeline Navigation folder (A). To add the code to the Timeline, double click on the “Click to Go to Frame and Play”. If an “Actions” layer is not already in the Timeline, then this layer is added and the code is placed in the first frame. (A).



Flash - Timeline Animation

Step 10 The code that is added is shown in the Actions panel which is open automatically (A).

