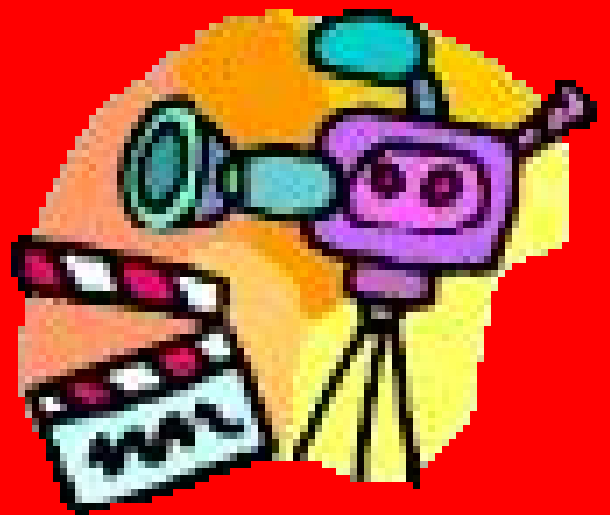


Software
Videos

Learn Flash 8

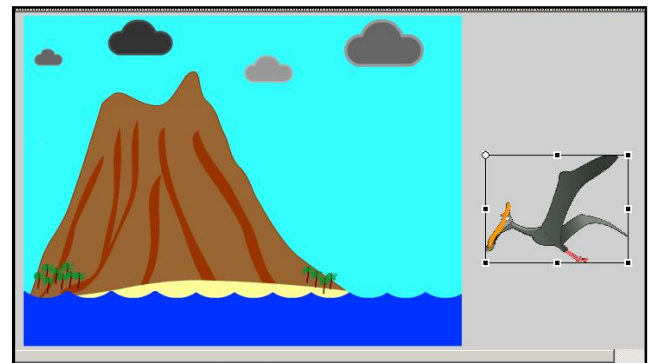
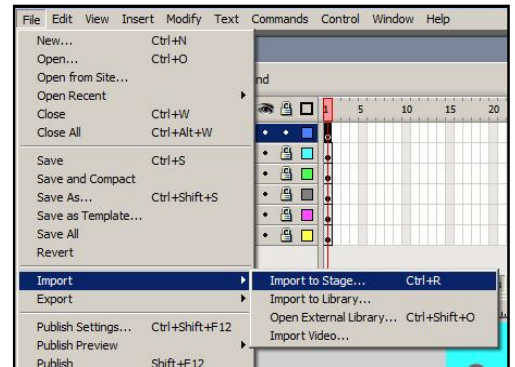
To Produce Animations



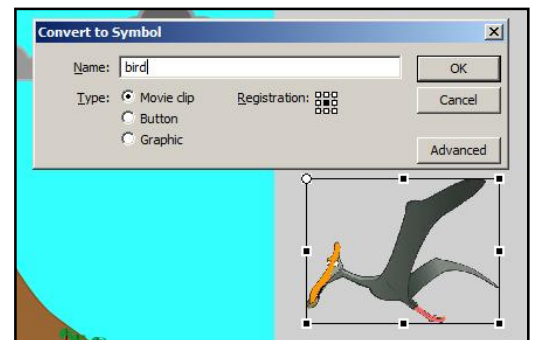
Animating the island scene

Making a bird movie

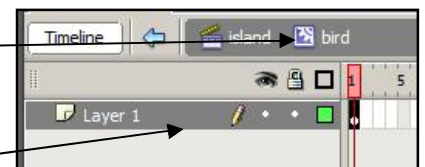
1. **On the island scene**, Add a new layer called bird.
 - All of the other layers are locked.
2. Click on **file – import – import to stage**.
3. Navigate to the bird picture and import it accepting all of the settings.
4. Move the picture off the stage and resize it using the free transform tool.
 - When using the free transform tool, if you hold the shift key it resizes it equally.



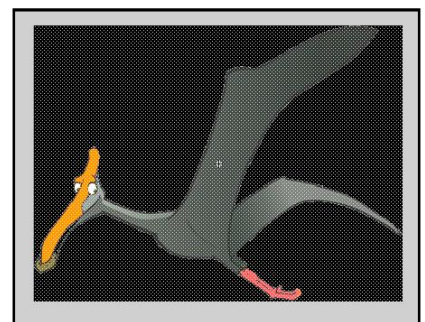
5. With the picture selected, press F8 and convert it to a movie clip called **bird_mc**.
 - It adds this to the library.



6. **Double click** on the bird to go into the movie clip.
 - Notice how the rest of the scene dims.
 - Look at the timeline to see how we are now working inside the movie clip.
 - This movie clip has its own timeline.



7. With the bird selected, we need to break it apart so we can animate the head and wing. Press **Ctrl + B** to break it apart. **Press Ctrl + B again** and it is now completely broken into lots of dots.
 - Click off the bird to **de-select** it all.



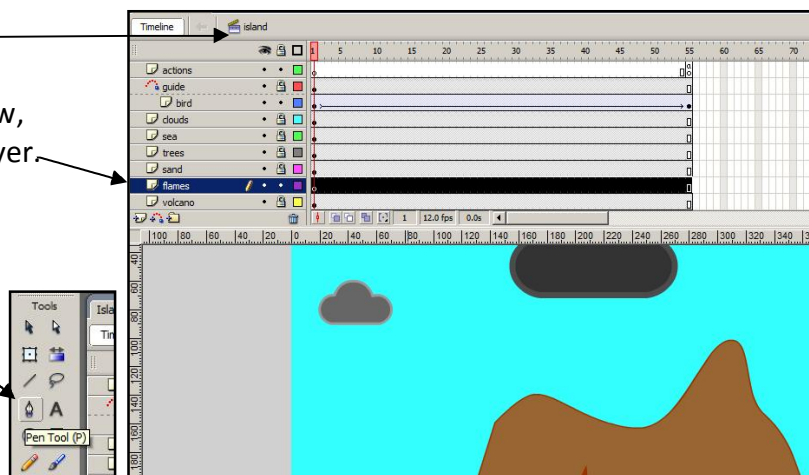
Adding the flames to the volcano

I am going to add a looping movie clip of flames coming from the top of the volcano.

1. Make sure you are working on the main timeline called **island**.

2. Insert a new layer called **flames**. For now, position this layer **above** the volcano layer.

3. Click on the **pen tool**.



4. Click once where you want to start drawing the flames. Release the mouse button and keep clicking till you have drawn the flames.
 - The last click should be on the point where you started.

- The shape will automatically fill with a colour and have a stroke around it.
- We can delete the stroke in the next step.

5. **Double click** the shape to select the fill and the stroke.

6. In the properties inspector, click on the stroke colour box and **switch off** the stroke.

- Set the fill red.

7. With the shape selected, convert it to a movie clip called **flames_mc**.

8. Drag the flames layer down below the volcano layer so only the top of the flames are showing.

