

week 2 handout

Topics

1. **Go over Homework**
2. **Timeline, Frames & Keyframes**
 - How the Timeline works; Frames vs Keyframes; Timeline Keyboard shortcuts
3. **Animation and Tweening**
 - Keyframe animation; Shape tweens; Classic Tweens; Motion Guides; Motion Tweens
4. **Nested Symbol Timelines**

Reading

Chapters 8 - 11 in *Flash CS4 Professional: Visual Quick Start Guide*

Homework

Create Animation Using Vehicle & Terrain Drawn in Week 1

1. Using the ideas of nested symbol timelines, create a rotating wheel movieclip, and add instances of it to your vehicle movieclip.
2. Use Classic Tween + Motion Guide or Motion Tween to animate vehicle on the main Timeline over the terrain drawn in Week 1.

BONUSES - Make your vehicle do a flip. Add rims that turn the opposite direction of the wheel. Have multiple vehicles that race each other across the terrain. Add some kind of animation to the terrain.

Tips:

- Consult the book for any needed review on tweens and motion guides.

Final Product:

You will have a few second animation that (relatively) realistically shows a vehicle driving over some terrain. The wheels move in the correct direction for the movement of the vehicle.

Save your FLA to a USB drive (or email it to yourself) to show and animate next week.