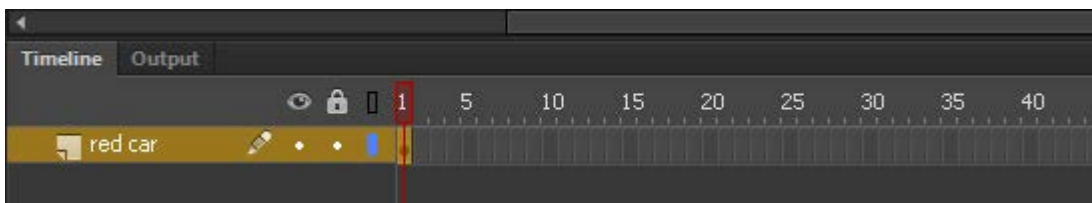


Timeline Motion Tween in Flash

Motion tween is nothing but tweening a Symbol's movement from one position to another. To implement Motion Tween all that you have to do is, provide Animate with Symbol's initial position and the end position. Rest is taken care by Animate. Isn't it really simple.

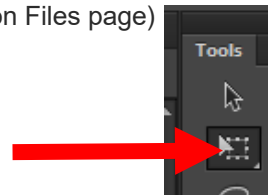
Steps to follow:

- Open a new Animate file (Ctrl+N).
New Document window will appear
choose (Action Script 3.0). Press OK.
- Go to the first layer and rename it red car



- Select the first frame. Import your image onto stage, upon which you would want to implement the motion tween. (Use the red car picture from my Basic Animation Files page)
File>Import>Import to Stage, or just press (Ctrl+R).

- Use the transform tool to scale down the image.



- Now select your object on the stage and press F8 to convert this image to a Symbol. **Convert to Symbol** window will pop-up. Name it "RedCar" and make it a graphic. Press ok.

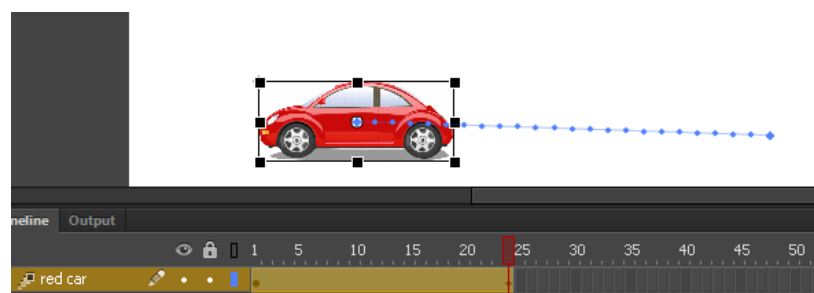
Note: You can create motion tween only on symbols. So any object upon which you would want to implement motion tween, First convert the object to a Symbol.

- Right now your Symbol is in frame1 of the Red Car Layer. Right click on frame 1 of your timeline; choose Motion Tween from the pop up window.

- Drag the car to its new position.

You will see that frames were added to your timeline.

(the amount of frames depends on you fps on the property inspector)



- Using the black arrow you may bend the path, your mouse should be a black arrow with a bent line under it. You can now click and adjust the line.

You may also move the start and end of your path. With the Selection Tool (black arrow), put the mouse next to the end point (your mouse will have a sideways L next to it), click and drag the end point to desired location.

- Press **Ctrl + Enter** to view your movie (yes, it will loop).

How to add to your path

- Clicking further down on the timeline, (example frame 30)
- press F6
- Click on the timeline (example frame 30)
- Move the graphic symbol to its new location

Repeat 2 times!

Save as : LastNameMotion Tween

