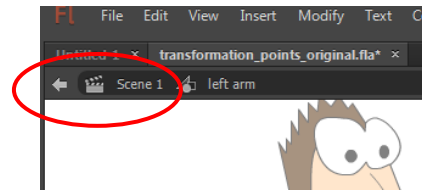


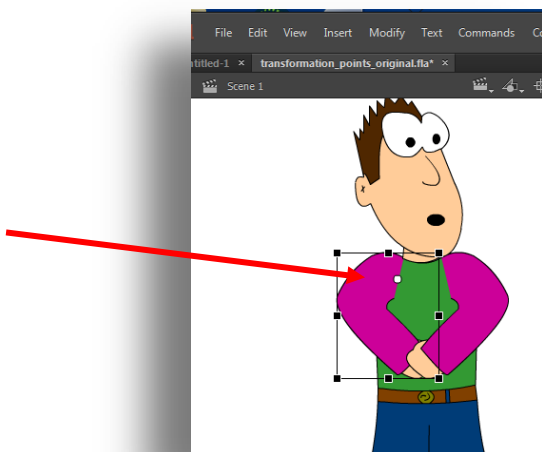
## Transformation Points and Symbol Editing

- Open transformation\_points.fla from my website
- Select the arm and make it a graphic symbol called arm (F8)  
**Make sure you select the whole arm**
- Add a new layer called arm2
- Pull out another copy of the arm from your library onto this layer.
- Go to Modify, Transform, Flip Horizontal to flip arm2 the other direction.
- Arrange the arms in place on the body.
- Let's change the color of the arms- Double click on one of the arms on stage to get into symbol editing mode. Fill the shirt a different color. Notice the other arm changes as well... the beauty of symbols!

- Click Scene 1 to get out of symbol editing mode



- Now let's animate... In order to make the arms raise above his head, we need to adjust the **Transformation Point** (the little circle Animate displays in every symbol that Animate uses as the rotation point when animating) of the graphic symbols.
- Select one of your arms and then select free transform tool. Notice the little circle in the middle of the symbol. This is the transformation point. In order for this arm to rotate around the shoulder joint, we need to move the rotation point before we begin the animation.
- Slide the transformation point to the middle of the shoulder as shown below.
- Place your cursor outside of the transformation box and look for the rotation option. Rotate the arm. Notice it rotates around that point. (You will need to use the transform tool to move the circle)



- Repeat this process for the other arm and arrange the arms on the body.

- Extend Frames for the head and body layer until frame 25 (F5)
- Now let's begin animation. Create a motion tween for the arm. On the last frame, rotate the arm up into the air as shown below.
- Repeat for the other arm as well.
- Reorganize layers so the arms are behind the body. **Save as: LastNameTransformation** and preview your movie.

