

smileyfaceXXXdate08

Open **Flash** to a **New Movie**

Double-click “layer 1” and **rename** to “smileyface”, hit “enter” to set the name

Go to **File** menu and choose **Save**

Locate “**yoursemester2portfolio**” folder and create a “**flash**” folder within

Open the “flash” folder

Name this project “**smileyfaceXXXDATE08**” where the x’s stand for your initials

Click “**Save**”

Click on frame 1 in the “face” layer to select it

Click on **OVAL** (O) tool in tool palette

Choose a fill color and a stroke color

Use the stroke and fill panels (Windows/Panels) to edit these elements before drawing

Draw a large circle (**not touching edges**) in the center of your stage area



Click on **Brush tool** (B) tool in tool palette

Choose a fill color

In your circle where you want to place it, click to place a smaller circle for the “eye” (change colors)

Repeat for second eye

Click on **Line** (N) tool in tool palette

Choose a stroke color

Draw a straight line for the mouth where you want it to show

Use the **BLACK ARROW** tool (V) to stretch and reshape this line to a smile

Select it and place it on your face

Add other touches as desired

When finished creating the smileyface to your satisfaction...

Select the entire graphic using **BLACK ARROW** to draw a box around it

Use the F8 key to convert it to a symbol (Insert/Convert to Symbol)

Name it “smileyface1” and choose the “graphic” selection, then OK

You should see a light blue rectangle around your shape



In the timeline, right-click on frame 12

Choose “Insert Keyframe” from the list

While in frame 12, resize your smileyface to approx. 25% of original size using the “free transform” tool or menus (Modify/ Transform / Scale to 25%)

Add motion tween by right-clicking in frames 2-12 and choosing “Create motion tween” from list

In the timeline, right-click on frame 24

Choose “Insert Keyframe” from the list

While in frame 24, **fade out** your smiley face using the Property panel (Select “smileyface” instance on screen, click “color” drop menu, choose Alpha, select 100, retype to 0, hit enter)

While in frame 24, **move** your smileyface to a corner of the stage using **BLACK ARROW** tool



Mcintyre, 02/04/2008

Add motion tween by right-clicking in frames 13-24 and choosing "Create motion tween" from list

In the timeline, right-click on frame 36

Choose "Insert Keyframe" from the list

While in frame 36, **solidify** your smileyface using the Property panel (Select "smileyface" instance on screen, click "color" drop menu, choose Alpha, select 10, retype to 100, hit enter)

While in frame 36, **move** your smileyface to another corner of the stage using **BLACK ARROW** tool

A starburst-shaped icon with the word "SAVE" in the center.

Add motion tween by right-clicking in frames 25-36 and choosing "Create motion tween" from list

Add rotation to your previous tween by clicking on the "tweened" frames 25-36, then find the Rotate menu in the Property panel (choose CW or CCW from Rotate menu, then indicate the desired number of rotations, hit "enter")

A starburst-shaped icon with the word "SAVE" in the center.

In the timeline, right-click on frame 48

Choose "Insert Keyframe" from the list

While in frame 48, **resize** your smileyface to original size (use View/Rulers/then drag out guidelines for frame 1) using the "free transform" tool or menus (Modify/ Transform / Scale to 100%)

While in frame 48, **move** your smileyface to the center (original location from frame 1) of the stage using **BLACK ARROW** tool

While in frame 48, **tint** your smileyface using the Property panel (Select "smileyface" instance on screen, click "color" drop menu, choose Tint, choose color, hit enter)

Add motion tween by right-clicking in frames 37-48 and choosing "Create motion tween" from list

In the timeline, right-click on frame 60

Choose "Insert Keyframe" from the list

While in frame 60, un-**tint** your smileyface using the Property panel (Select "smileyface" instance on screen, click "color" drop menu, choose None)

Add motion tween by right-clicking in frames 49-60 and choosing "Create motion tween" from list

Add rotation to your previous tween by clicking on the "tweened" frames 49-60, then find the Rotate menu in the Property panel (choose CW or CCW from Rotate menu, then indicate the desired number of rotations, hit "enter")

Lock the original layer and create a second layer...

Continue to practice & experiment with different effects, rotations and transformations
AND/OR

Create a new flash file and practice with the drawing tools and motion tweening

Mcintyre, 02/04/2008