

How to create an animation in Flash

[Create your name](#) [Motion Tween](#) [Invert](#) [Fade](#) [Place on Webpage](#)

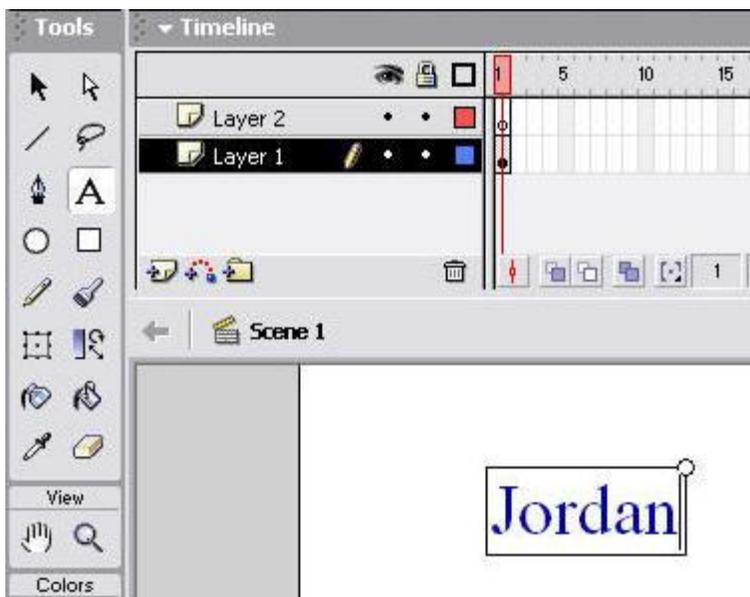
- To create an animation in Flash using your name, the first thing you need to do is create two layers, one for your first name and one for your last name.
 - To do so, right-click on Layer 1 and select "Insert Layer."
- Next, click on the keyframe found in Frame 1 of Layer 1 (circled below).



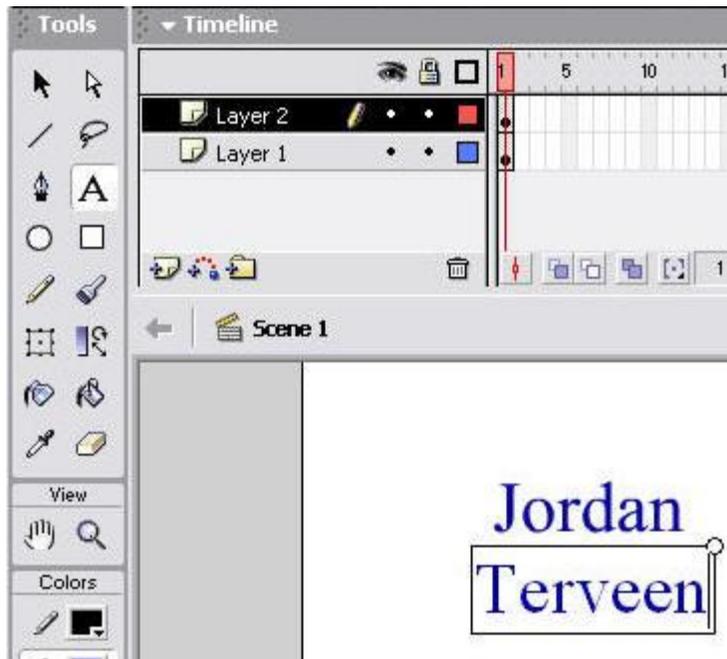
- With the Frame 1 still selected, click on the Text tool (circled below).



- Next, using the text tool, click on the canvas and type your first name, like so:



- To adjust the font, simply highlight your name and change the font properties located on the bottom of the page.
- Next, click on the text tool once again to make sure it is selected, then click on Frame 1 of Layer 2. This is where we'll insert your last name.
- Click on the canvas somewhere below your first name and type your last name, like so:

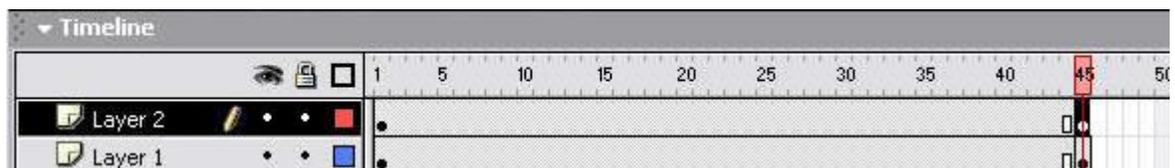


- Notice the dot in Frame 1 of Layer 2 is now solid black, meaning there is an object in it.

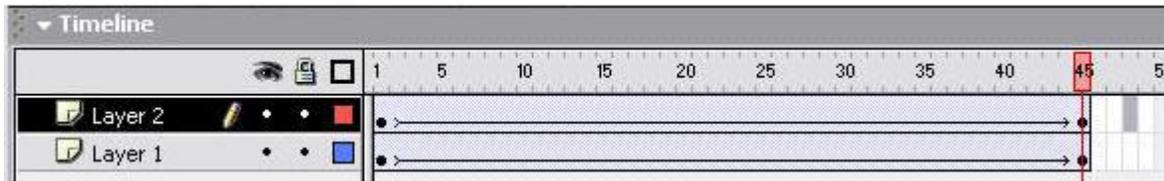
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TWEEN

- Next we are going to insert keyframes into both layers. To do so, let's right-click on Frame 45 of both layers and select "Insert Keyframe", like so:



- Next, right- click on Frame 44 of both layers and select "Create Motion Tween", like so:

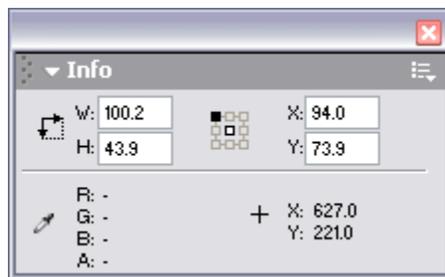


- Notice the light blue color and arrow now in the frames
- Now let's add some motion, to do so, click on Frame 1 of Layer 1.
 - Click on the Properties window, located at the bottom of the page
 - In the Tween drop-down arrow, select Motion.
 - In the Rotate dropdown arrow, select CW (clockwise).
 - Type 1 in the number of times to rotate, as shown above.
- Repeat the above steps for Layer 2 Frame 1, only this time, select CCW (counterclockwise) for the rotation direction.
- To check and see if the motion tween worked, click on Control in the menu and select play.
- You should see your first name rotate CW and your last name rotate CCW.

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INVERT

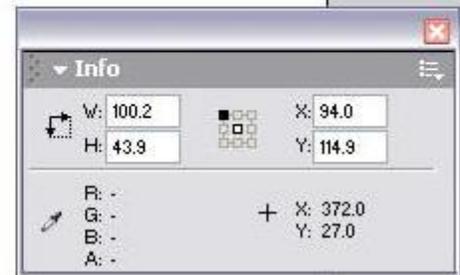
- Next, let's invert the position of our names. To do so, first click on Layer 1 Frame 1, this should select your first name.
 - If the Info window, seen below, is not showing, go to the "Window" menu and select "Info."



- This window tells the coordinates of your first name.
 - Next, either write down or remember the Y coordinate (this tells the vertical location of the object on the canvas) of your first name.
 - Next, click on Layer 2 Frame 2 to select your last name.
 - Write down the Y coordinate of your last name.
- Now that we have both coordinates, we can exactly invert our names. To do so, make sure the Info window is still viewable.
 - Click on Layer 1 Frame 45 to select your first name.

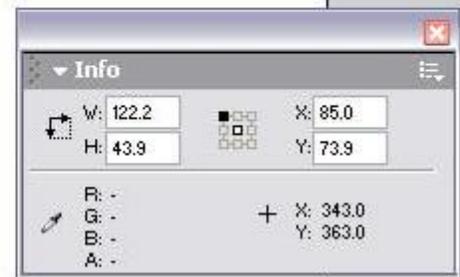
- Using the down arrow, move your first name down until the Y coordinate is the same as what you wrote down for your last name, like so:

Torvaen



- Now click on Layer 2 Frame 45 to select your last name.
 - Using the up arrow, move your last name up until the Y coordinate is the same as what you wrote down for your first name, like so:

Terveen
Jordan

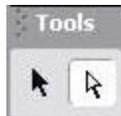


- Test your animation by selecting "Control" then "Play".
- Your animations should both rotate and change positions.

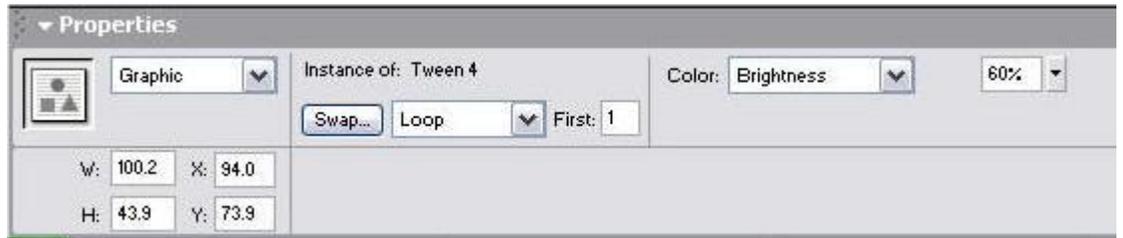
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FADE

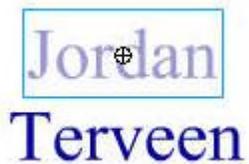
- The last step we are going to do is to have the colors of each name fade either in or out. To do so, click on the subselection tool seen below:



- Next, click on Layer 1 Frame 1.
- Click on the subselection tool one more time in order to bring up the following options in the Properties window:



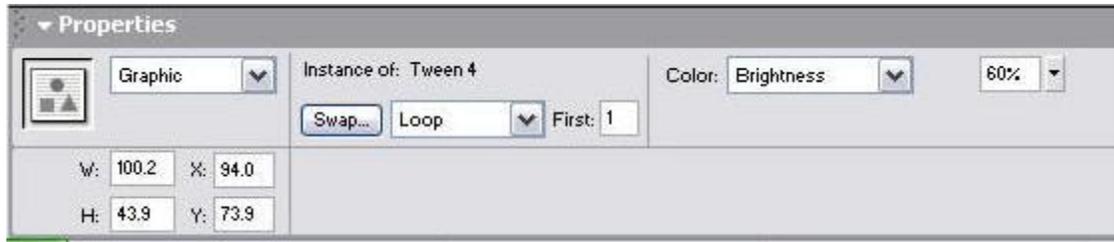
- Using the Color: drop-down arrow, select "Brightness" and drag the slider up to 60%.
- Your first name should now appear lighter than your last name, like so:



- Now let's make our last name fade out
 - To do so, click on the subselection tool seen below:



- Next, click on Layer 2 Frame 45.
- Click on the subselection tool one more time in order to bring up the following options in the Properties window:



- Using the Color: drop-down arrow, select "Brightness" and drag the slider up to 60%.
- Your last name should now appear lighter than your first name, like so:



- To test your animation, select Control - Play
 - It should look something like [this](#)
- If your animation is working correctly, you will now want to Export it so it can be used on the web
 - To do so, simply go to File -> Export Movie
 - You will be asked to give it a name and where to save to (preferably desktop)
 - Click Save.
 - Another window will come up with more options - hit OK.
 - Your animation should now be saved on your desktop as a Shockwave file.

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Place on Webpage

- To place the Shockwave image on your web site, open your web site using Microsoft FrontPage.
- Select the folder where you would like to import the file to.
 - go to **File -> Import**, then **Add File**
 - Locate and select your animation, click **OK**
 - Your file should now be imported into the specified folder of your webpage
- Next, open the page where you will be placing the Shockwave file.

- Create a hyperlink to the animation and save your webpage.
- You should now be able to view your animation on the web.

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