



Animation in a nutshell


Alternatives to **frame by frame animation** | | | | | | | : use a **tween** | |

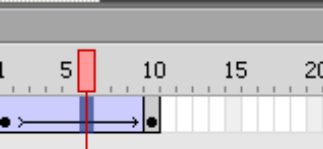

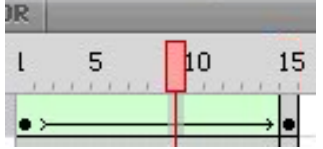

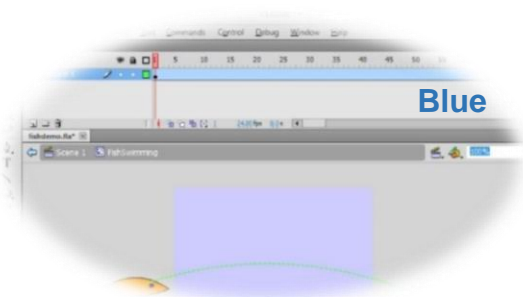
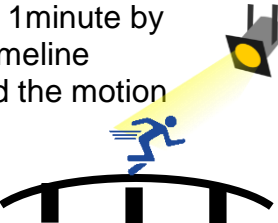
A **tween** is an animation command.

A **tween** animates objects by the software adding invisible keyframes in between

3 types of tweens; each creates a different effect:

- 1) classic tween
- 2) shape tween
- 3) motion tween, the object...

<ul style="list-style-type: none"> ▪ ...is a movie clip symbol;  	<ul style="list-style-type: none"> ▪ ...path is edited moving its points on the spline
<ul style="list-style-type: none"> ▪ ...is a 24fps 	<ul style="list-style-type: none"> ▪ ...spline (line) can be curved
<ul style="list-style-type: none"> ▪ ...can be moved to any end position 	<ul style="list-style-type: none"> ▪ ...see more about Motion Tween below

 <p style="color: purple; font-weight: bold;">Purple Violet</p>	<p>A classic tween is used when making objects...</p> <ul style="list-style-type: none"> ▪ fade in and out ▪ move across a scene. ▪ change the size of an object. 
 <p style="color: green; font-weight: bold;">Green</p>	<p>A shape tween is used when...</p> <ul style="list-style-type: none"> ▪ a color needs to slowly transition to another ▪ when a shape turns into another shape. ▪ when a drawing is turned into a shape, text, or another drawing. 
 <p style="color: blue; font-weight: bold;">Blue</p>	<p>Motion tween allow for motion of an object by controlling:</p> <ul style="list-style-type: none"> ▪ where an object is in on the stage at a particular frame ▪ to create motion over a curved line ▪ making animation shorter / longer than 1minute by moving frame forward / backward on timeline ▪ animation further through "easing" (and the motion editor; beyond this course) 

To create a tween animation: insert **1** of the **3** types of tweens in between **2** keyframes

Beware of: in Flash CS4, motion tween is now called "classic" tween.

3 types of Symbols: Movie Clip  ; Graphic  ; Button 