



# Adobe Flash

## Biker Project with Flash

1. Open the FLA file
2. Choose **File > Open** from the main menubar. The Open window is displayed.
3. Choose the *start.fla* file from the **Open** window and choose the **Open** button; the file to be used in this tutorial is opened.

By default, a biker is placed in the stage area, as shown below.

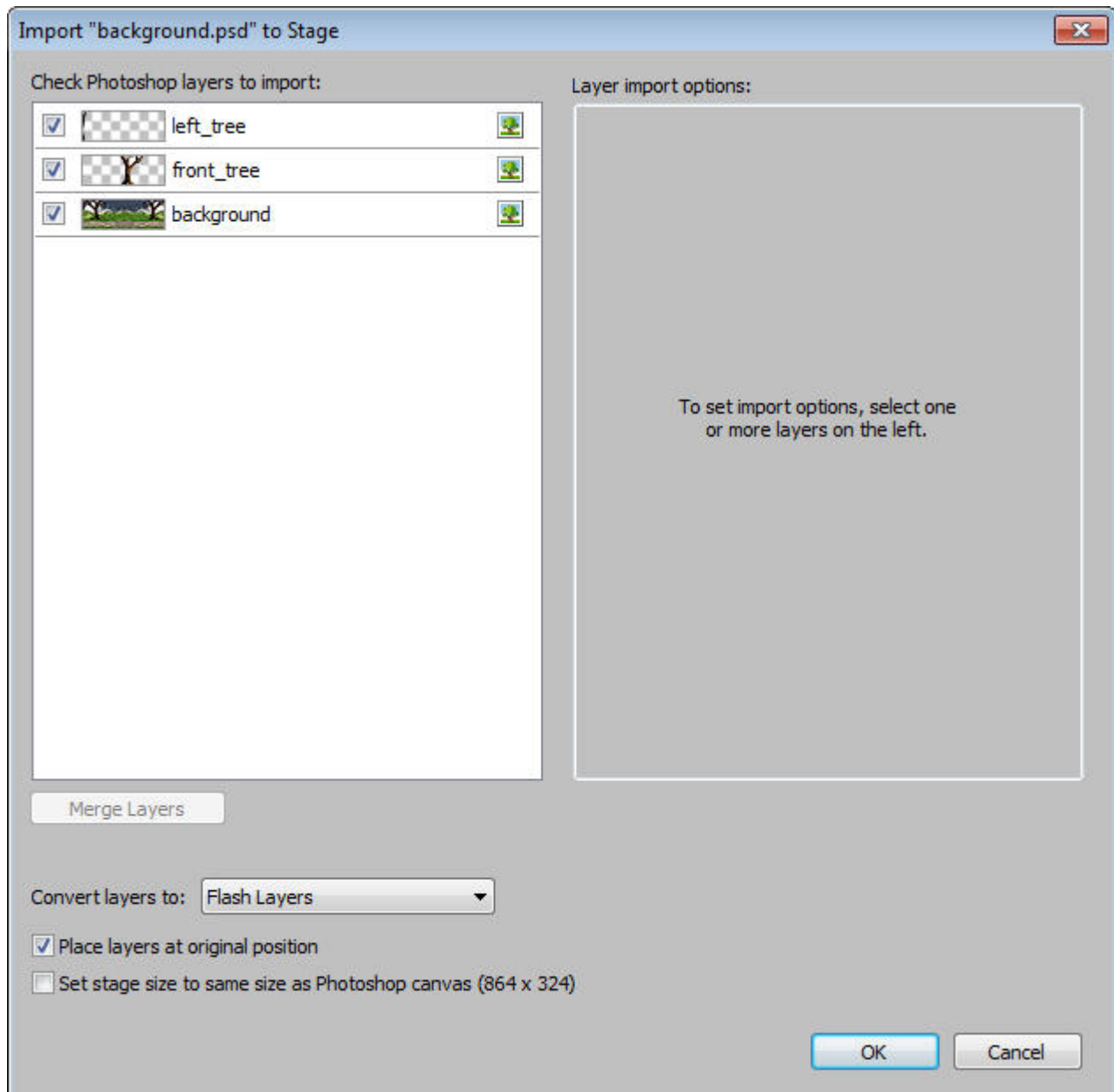


4. Next, choose **File > Import > Import to Stage** from the main menubar; the **Import** window is displayed. Navigate to the folder that you downloaded and select the **background.psd** file. Choose **Open** to import; the **Import "background.psd" to stage** window is displayed, as shown in the figure below.

\*.psd is the file extension for a photoshop file. In Flash CS5, you can import a photoshop file directly to stage.

5. Select the **left\_tree** from the top left of this window; its corresponding parameters are displayed on the right.
6. Next, select the **Loseless** option from the **Compression** drop-down list in the **Publish Settings** area.

Tip! The **Loseless** option maintains the quality while publishing the final animation.



7. Similarly, set the same parameters for **front\_tree** and **background icon**. Now, choose the **OK** button; the images are imported to the stage area as shown in the Figure below.



On importing the images on the stage, the existing biker movie clip is hidden behind.

8. Choose **Window > Timeline** from the main menubar if the **TIMELINE** panel is not displayed.

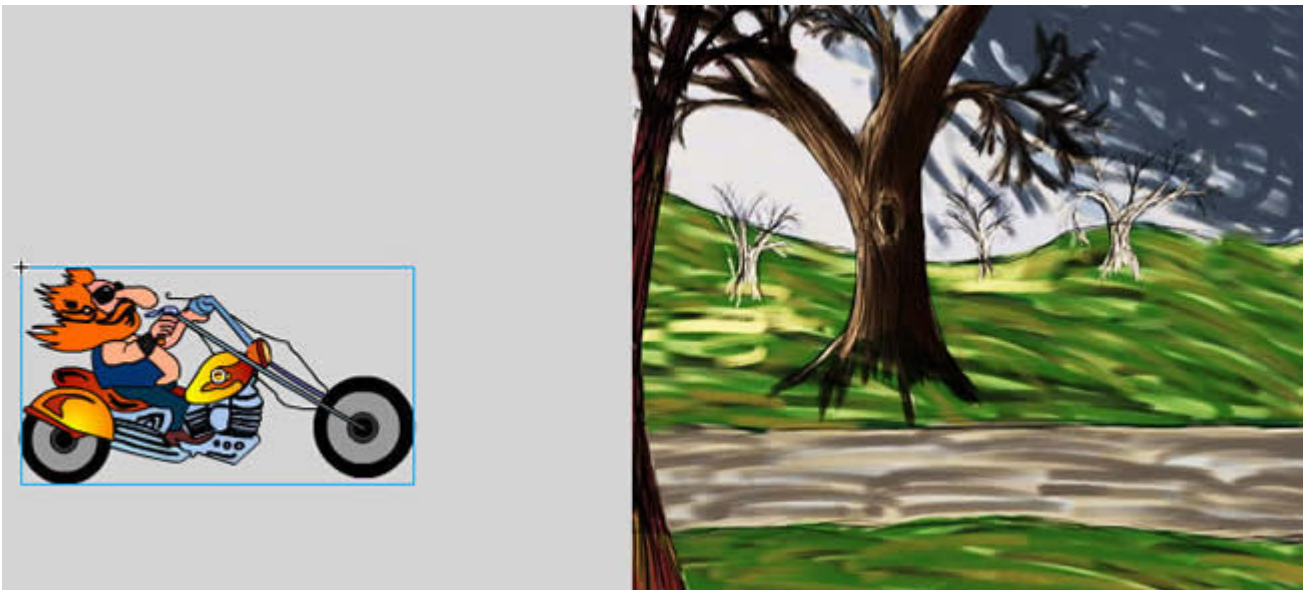
The layer named **biker** is at the bottom of all the layers in the **TIMELINE** panel.

9. Select the **biker** layer and drag it above the layer named **background**; the biker will be visible in the stage area, as shown in the figure below.



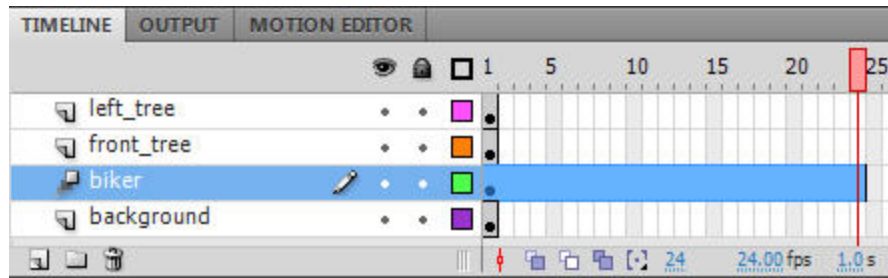
## Adding Motion Tweening to the Biker

1. Select the **biker** movie clip from the stage area and move it to the left, out of the stage area; as shown the figure below.



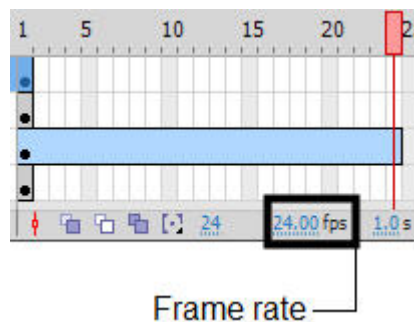
The **biker** movie clip is moved on the left, out of the stage area, so that while publishing the final animation the biker appears to enter into the stage after an interval of 2-3 secs.

2. Select the keyframe in front of the **biker** layer in the **TIMELINE** panel. Make sure the keyframe is selected and right click over it; a flyout is displayed. Choose **Create Motion Tween** from the flyout; the motion tween is added to the Timeline in the **biker** layer, as shown the figure below.

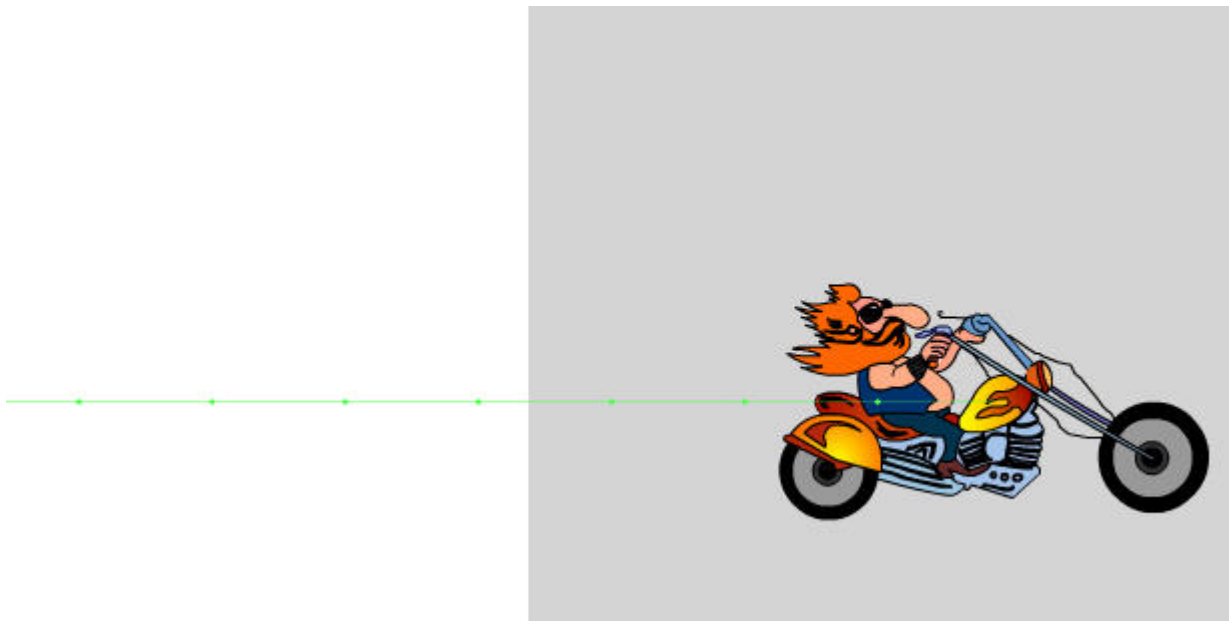


You can identify that a particular layer is having a motion tween added to it by the box shaped symbol at the front of the layer name and the blue background color of that particular layer in the timeline.

Every time you add motion tween to a layer, the number of frames added in the timeline will play the animation for 1 second. For e.g., if the frame rate is set to 24fps (frames per second), the number of frames added will be 24 in number. You can view the default frame rate or change it from the bottom of the timeline, as shown in the figure below.



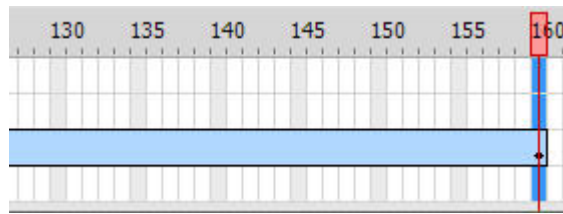
3. Choose the **Selection Tool** from the **Tools** panel and select the rightmost frame of the **biker** layer. Press and hold the left mouse button over it and drag it to frame 160.
4. Next, select the **biker** movie clip from the stage area. Press and hold the SHIFT key and drag the movie clip to the right, out of the stage area, as shown in the figure below.



The green colored line created represents the motion tween path for the **biker** movie clip. The color of the motion tween path is similar to the outline color of the layer in the **TIMELINE** panel.



5. Press and hold the CTRL key and select the blank frames for the **left\_tree**, **front\_tree**, and the **background** layer on frame 160, as shown the figure below. Next, press the F5 key from the keyboard to add blank keyframes in the timeline for the selected layers.



The playhead in the **TIMELINE** panel at frame 160 shows only the biker movie clip in the stage area. It is so, as the other layers except the **biker** layer did not have any frames till frame 160. F5 key adds blank keyframes having the same content as of the first layer of the respective layer.

6. Press ENTER to preview the motion tween in the stage area. If the animation works press CTRL + ENTER to publish the animation; a new window displaying the motion is displayed, as shown the figure below.



## Adjusting the Motion Tween Speed

1. Choose the **Selection Tool** from the **Tools** panel and select the green colored motion tween path for the biker movie clip.
2. Choose **Window > Properties** from the main menubar to display the **PROPERTIES** panel, if it is not already displayed.
3. Set the **Ease** value in the **EASE** area to -100.

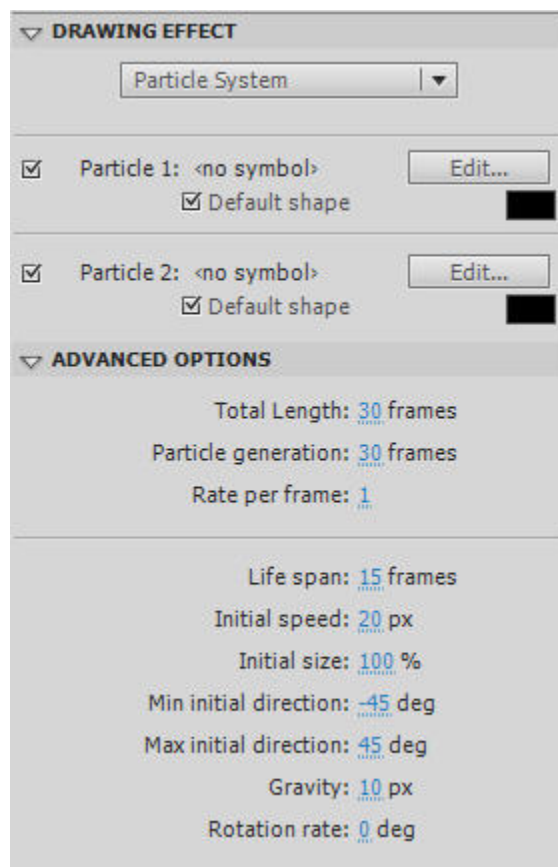
**Tip!** Easing is a process for controlling motion tween in flash. Easing can be further classified into Ease In and Ease Out. In Ease In, the motion begins slowly, before gaining speed as time progresses with a positive value and in Ease Out, it happens exactly opposite with a negative value.

4. Choose CTRL + ENTER from the keyboard to publish the easing effect in the motion tweened animation.

The biker starts slowly and gradually speeds up as it progresses to the end, you can also do the opposite by entering a positive ease value.

## Adding Snow Particles to the Scene

1. Select the **biker** layer from the **TIMELINE** panel and choose the **New Layer** icon at the bottom left of the panel. Rename the new layer as **snow\_1**.
2. Choose **View > Rulers** from the main menubar to display the ruler marker on the edges of the flash area.
3. Next, choose the **Deco Tool** from the **Tools** panel and then expand the **PROPERTIES** panel.
4. Now, select the **Particle System** option from the drop-down list labeled **Vine Fill** in the **DRAWING EFFECT** area; the **Particle System** options are displayed in the **PROPERTIES** panel, as shown in figure below.
5. Set the color of **Particle 1** and **Particle 2** to white by choosing the black colored box below the **Edit** button in the **DRAWING EFFECT** area, refer the below figure for you reference.



6. Next, expand the **ADVANCED OPTIONS** area if it is not by default. Set the following values in this area:

**Total Length** = 160

**Particle Generation** = 160

**Rate per frame** = 3

**Rotation rate** = 180

7. Press CTRL + - to zoom out of the current view and click above the stage area near the horizontal slider marked 200; the particles are generated till frame 160.

8. Choose CTRL + ENTER from the keyboard; a new window is displayed showing the particle generation, as shown in the below figure.



The particles are generated only on the left of the scene area. To allow the generation of the particle on the entire scene we need to create one more particle system

9. Select the **front\_tree** layer from the **TIMELINE** panel and choose the **New Layer** icon at the bottom left of the panel; a new layer is created. Rename this layer to **snow\_2**.
10. Choose the **Deco Tool** from the **Tools** panel and set the properties in the **PROPERTIES** panel as discussed in step
11. Create a particle system on the right of the stage area where no particles were generated earlier.9. Choose CTRL + ENTER from the keyboard to view the final motion tween animation, as shown in the below figure.

