

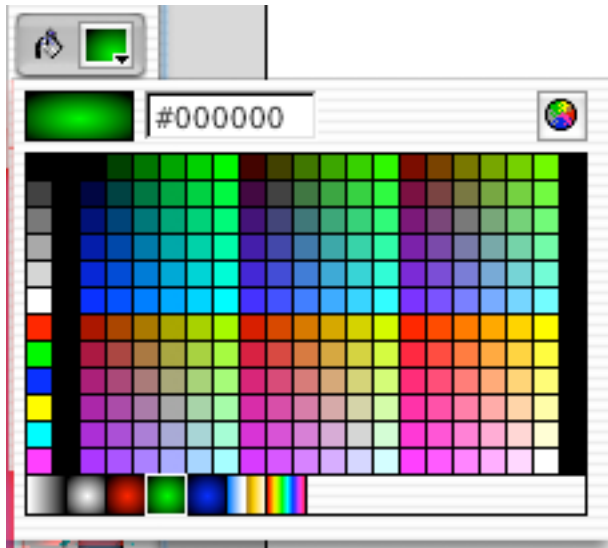


Flash MX Motion tweening

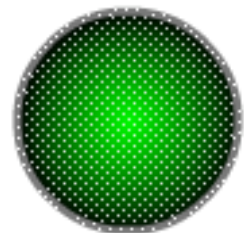


Open Flash

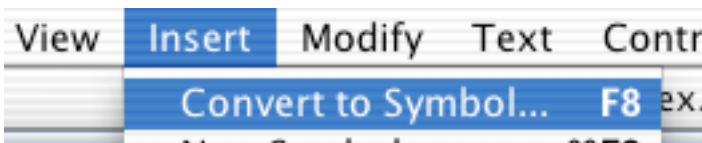
Choose the Oval Tool and draw a filled circle, if you like you can use the Fill Colour popup to make it look 3-D

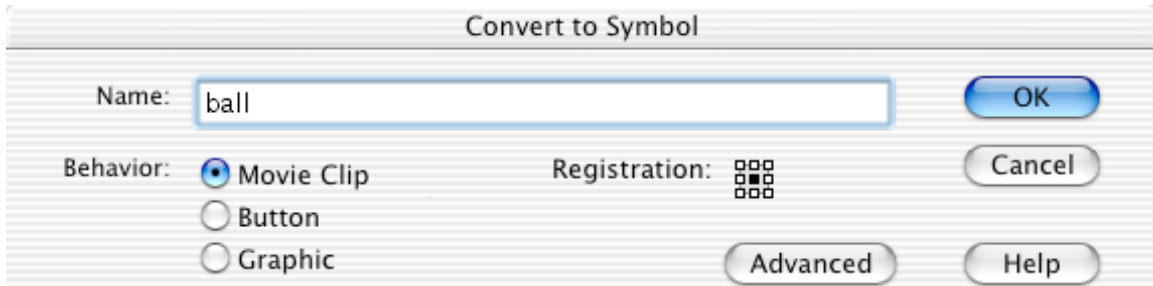


Double Click on your circle to select it



Choose Convert to Symbol form the Insert Menu.



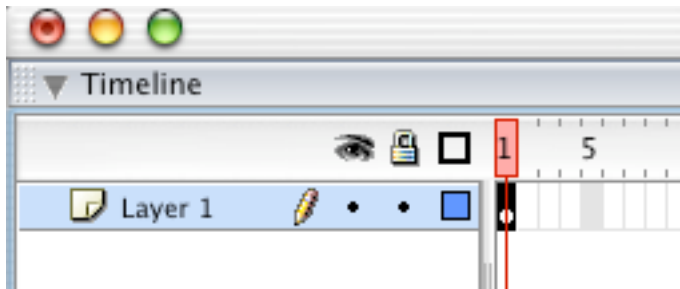


Set the Behaviour to Movie Clip, and give it the name Ball.



The Ball appears to have a blue square round it it.

Go to the time line and select the frame:

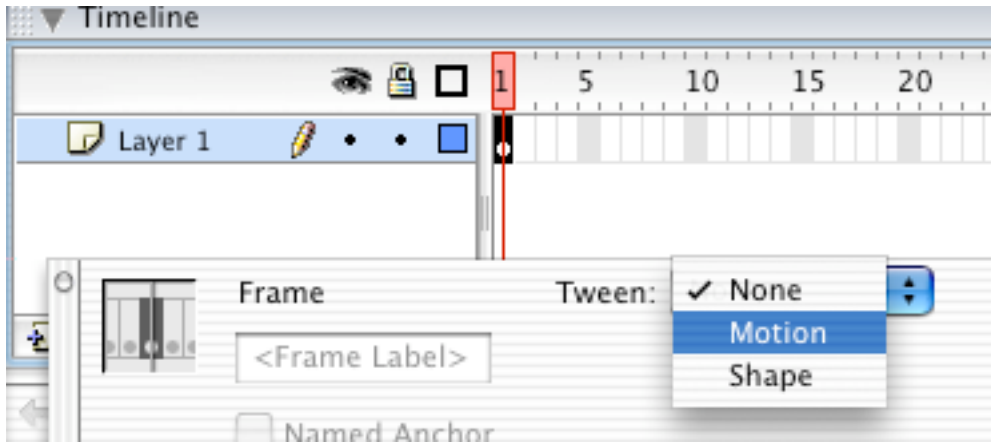


It will show with a white circle in a black rectangle.

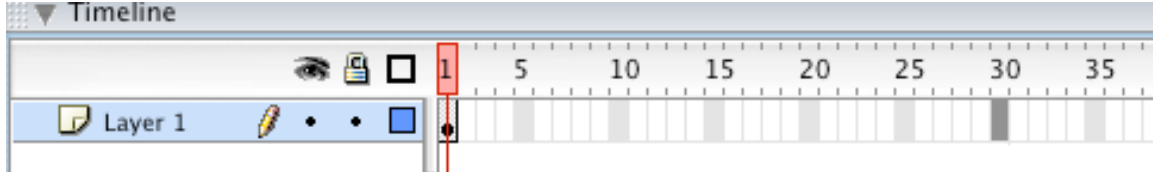
In the property inspector (open from the windows menus)

Set the tween to motion.

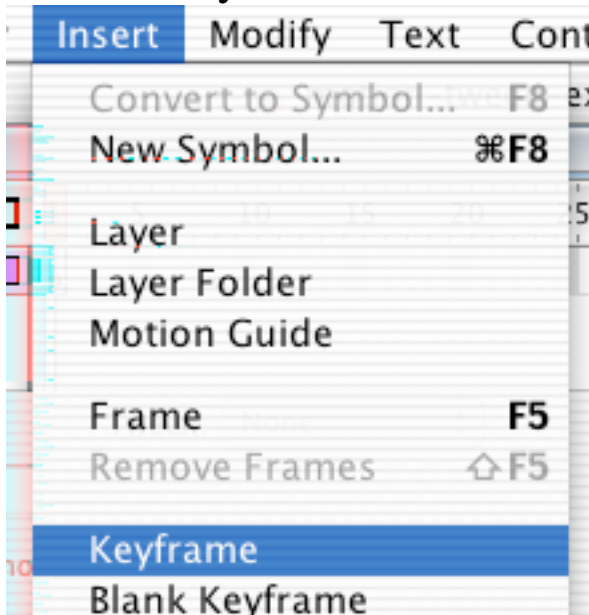
(see picture on next page)



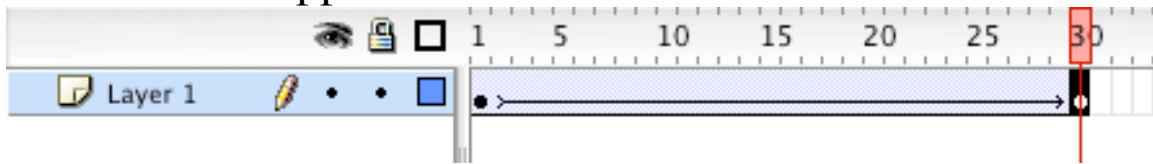
Scroll along the time line to frame 30
Click on frame 30



Choose Keyframe from the Insert Menu



Notice what happens to the timeline:

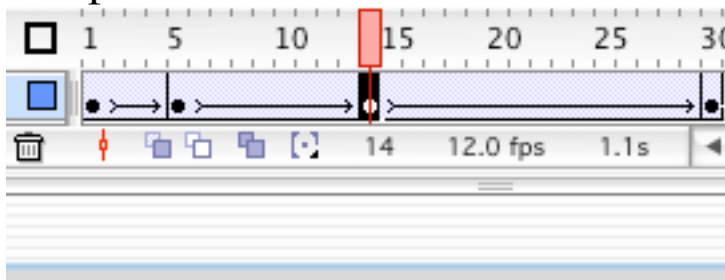


Keeping Frame 30 selected (like the picture above) Move the ball. You are only moving it on frame 30.



Press the return key to see your ball move.

You can now insert keyframes elsewhere along the timeline, and move the ball on those frames for a more complex animation.



Remember to Save your work!!