

An Introduction to Flash MX 2004 Animation Techniques: Frame-by-Frame, Tweening, Path, and Masks

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After this brief workshop, you should know or be able to do the following:

- Know the function and importance of keyframes to create Flash animations and how to insert a keyframe on the timeline (by pressing F6).
- Use layers to create separate animations for separate objects.
- Create and test simple movies that use frame-by-frame animation, tweening, path animation, and masks.
- View your animations by scrubbing, playing, and testing movies.

Frame-by-frame animation: Animation the old fashioned way

- Analyzing a finished animation in a sample file called "Keyframing"
 - consider its use of layers
 - consider its use of keyframes and timing of elements on different lateres
- Tools to help you do frame-by-frame animation:
 - changing the frame view
 - onion skins tools

Motion tweening

- The basics:
 - Draw a shape on a frame; convert it to a symbol; add a keyframe somewhere else on the time line; move the shape to a new position; right-click (Mac: control-click) in a middle frame and choose "tweening".
- Rotating, scaling, and changing color

Path animations and masking

- Creating and using guide layers
- Practice, practice, practice!

Shape tweening (if there's time)

- Very cool and very easy!
- Very inefficient process for Flash: Movies can get big fast!
- Rules: no groups and no symbols!

Recommended text for those just learning Flash MX (Lloyd's workshops will loosely follow this book):

Kerman, Phillip (2004). *Teach Yourself Macromedia Flash MX 2004 in 24 Hours*. Indianapolis, IN: Sams.