

Tutorial 8 – Motion Guides

Recap Task:

- Let's begin this session with a recap of the final task we completed last session. This time I want you to create an Elephant and shape tween it into a Giraffe.

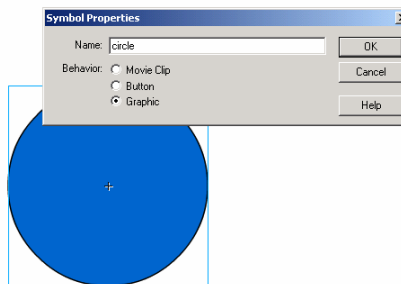
This tutorial is a good start for learning to create Motion Guides and tweening in Flash.

A motion guide allows you to control the path that a tweened object follows. In this example we will attach a circle to a wavy path and animate it.

Note: Although you can see the motion guide in Flash when you publish the movie the guide will be invisible.

Creating a motion guide

- Step 1:** Draw an object on the stage and convert it to a symbol (**Modify > Convert to symbol**). Ensure that it is a **graphic**.



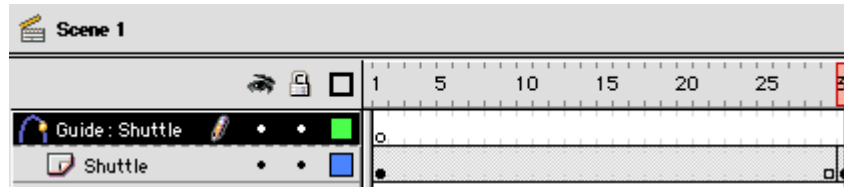
- Step 2:** Begin by making sure that in the Tool Panel, underneath Options the Snap feature is selected. Attaching graphics to motion guides is really painful without this feature turned on. To turn it on, click the Magnet tool in the Toolbox. Note: The magnet is selected when it is indented / button background is white.



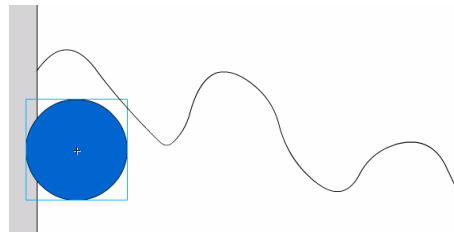
- Step 3:** Rename the layer to the name of your graphic. In my case, I'll rename the layer to "Circle".
- Step 4:** Add a Keyframe at Frame 30 or anywhere else in the timeline you like. With your object layer selected, click on the **Add Motion Guide button** beneath the layers.



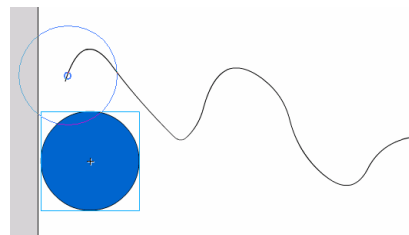
- **Step 5:** The guide layer is now set and you know this because it says "Guide:" and has inherited the name of the layer you set the motion guide to.



- **Step 6:** On the Guide layer (Guide: Circle) select **Frame 1** then draw a line of any shape. This will be the path the graphic follows. I general use the pencil tool with the mode set to Smooth. Don't worry about things like the colour of the line as the guide layer WILL NOT be seen when you publish your movie. Here's how my guide looks:

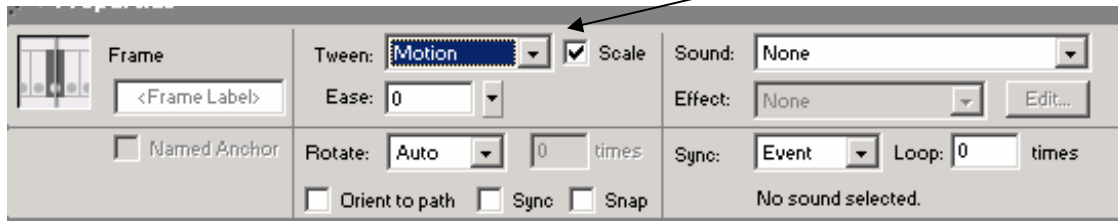


- **Step 7:** As you can see, the path can be any shape you like. Get creative with it.
- **Step 8:** Click on the first frame of the shape layer (in this case Circle layer). With the arrow tool selected double check the Snap feature is turned on. Click and hold on the circle in the centre of the graphic and drag the graphic over to the start of the path. If you want your object to go from left to right, then drag it over to the left part of your guide. Attach the graphic to the path.
- **Step 9:** The central circle is the part that will SNAP to the guide; it the outline of the circle goes bold when it has snapped to the line. Sometimes you'll drag your object and the bold Snap circle won't appear. Just release and drag again. As you get close to the guide, you'll see the object snap into place.



- **Step 10:** Now select Keyframe 30 on the Circle layer, where you inserted the other Keyframe. This time, move your object to the other end of the motion path. Make sure it snaps to the guide.
- **Step 11:** At this point, you have created the starting point and the ending point (just like in normal motion Tweening).

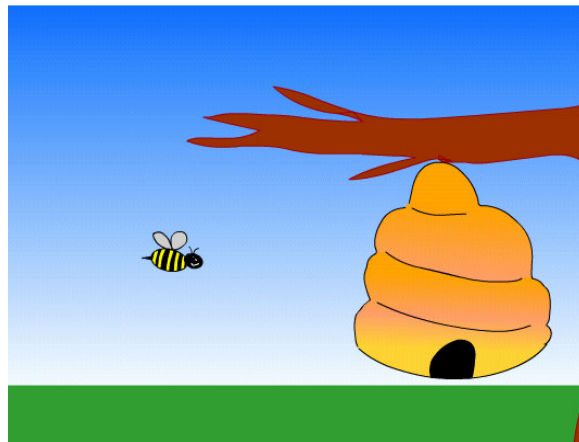
- **Step 12:** Click anywhere on the circle layer between Keyframe 1 and 30 and choose **Insert > Create Motion Tween** or in the Property Inspector select "Motion" for the Tweening option.



- **Step 13:** Go to **Control > Test Movie** to see your animation. If everything has worked then the circle will follow the guide that we drew.

Task:

- You must now try to create a multi-layered animation of a bee flying to a beehive. Once you have done this try adding some extra scenery.
- You should also try to get the Bee to change direction as it flies across the screen. Hint: Think about how you could use multiple keyframes to change the direction.
- If you have animated the Bee you could also try to add a plane that does a loop the loop in the background.



Your animation must include a motion guide, symbols and layers.