

TOTAL TRAINING™ FOR ADOBE® FLASH® CS3 PROFESSIONAL

FLASH ANIMATION

QUICK REFERENCE GUIDE

Part 1 – Flash Animation Fundamentals

1 ANIMATION BASICS 44:52

- 1 Exploring Icon Panel Mode
- 2 Exploring the Properties Panel
- 3 Using the Timeline
- 4 Working with Keyframes
- 5 Using Guides
- 6 Exploring the Rules of Motion Tweens
- 7 Working with Motion Tweens
- 8 Adding Depth to an Animation
- 9 Adding an Alpha Channel to a Symbol
- 10 Dividing a Tween into Multiple Tweens

2 CREATING SHAPE TWEENS 33:25

- 1 The Role of a Shape Tween
- 2 Setting Up a Shape Tween
- 3 Using Shape Hints
- 4 Adding More Tweens & Using a Blend Option
- 5 Creating Complex Shape Tweens
- 6 Tweening Fill Gradients

3 NESTING ANIMATIONS 1:00

- 1 Planning Your Animations
- 2 Comparing Movie Clips & Graphic Symbols
- 3 Grouping Items that Move Together
- 4 Using Symbol Timelines
- 5 Comparing Symbol Playback
- 6 Animating More Layers
- 7 Nesting inside of a Nested Animation

4 EASING KEYFRAMES 47:45

- 1 Setting Up a Simple Motion Tween
- 2 Using the Onion Skin Controls
- 3 Creating a Copy of an Animation
- 4 Setting Up Basic Easing
- 5 Copying & Pasting Motion
- 6 Using the Paste Special Command
- 7 Nesting for Complex Animations
- 8 Working with Advanced Easing Controls
- 9 Working More with Advanced Easing

5 CONTROLLING SPEED 47:15

- 1 Understanding Speed in Animation
- 2 Creating a Blur Effect
- 3 Using Motion Blur
- 4 Setting Up for the Animation
- 5 Enhancing the Animation
- 6 Creating the Impression of Movement
- 7 Completing the Animation
- 8 Adding a Sound Effect

6 TWEENING ALONG A PATH 37:10

- 1 Animating a Path with Basic Keyframing
- 2 Setting Tweens along a Path
- 3 Animating a Symbol to a Path
- 4 Using the Orient to Path Property
- 5 Setting Up Wheel Rotation
- 6 Using the Moving Matte Technique
- 7 Working with Masks

Part 2 – Character Animation

1 ANIMATING A SCENE 1:03

- 1 Setting Up an Illustrator File
- 2 Importing an Illustrator File into Flash
- 3 Separating a Graphic into Layers
- 4 Animating a Graphic: Making the Lobster Wave
- 5 Setting Up the Stage & Previewing the Test Movie
- 6 Animating the Pupils of the Starfish
- 7 Setting the Animation to Play Once
- 8 Grouping Parts of the Fish & Distributing to Layers
- 9 Using the Skew Tool to Animate Fish Fins
- 10 Using Envelope Distort & Creating a Shape Tween
- 11 Animating the Fish Floating in the Aquarium
- 12 Using the Fish Movie Clip to Make a New Fish
- 13 Duplicate the Animation & Use Edit Multiple
- 14 Making an Iris Mask to Reveal the Animation

2 SQUASHING & STRETCHING 41:20

- 1 Classic Bouncing Ball Animation Technique
- 2 Squashing a Ball with the Transform Tool
- 3 Preserving the Volume of the Ball
- 4 Adding Follow Through to the Motion of the Ball
- 5 Creating a Pendulum Effect
- 6 Using Squash & Stretch on the Pendulum
- 7 Animating a Bouncing Jack-in-the-Box
- 8 Adding Sound Effects

3 CHARACTER MOVEMENT 47:32

- 1 Exploring the Parts of the Mannequin File
- 2 Changing the Layout for More Screen Space
- 3 Setting Up the Initial Tweens
- 4 Modifying the Transform Origin
- 5 Moving the Transform Pivot Points
- 6 Using Temporary Pivot Points
- 7 Keyframing the Pivot Points
- 8 Keyframing Pivot Points to Set Up a Dance Pose
- 9 Making Minor Adjustments to the Animation
- 10 Finalizing the Animation

4 CHARACTER CONSTRUCTION 47:00

- 1 Setting Up a Dog Animation
- 2 Making the Tail Wag
- 3 Adding Shape Tweens
- 4 Animating Pose 2
- 5 Prepping the Dog's Head for Animation
- 6 Animating Pose 3
- 7 Adding a Barking Sound Effect

5 CREATING A WALK CYCLE 48:04

- 1 Exploring Walk Cycles Using a Stick Figure
- 2 Manually Tweening with the Onion Skin Tool
- 3 Adding More Tweens Using the Onion Skin Tool
- 4 Setting Up the Parts of a Character
- 5 Using a Stick Figure as a Guide
- 6 Cleaning Up the Animation of the Legs
- 7 Cleaning Up the Upper Body Animation
- 8 Adding Movement & Drop Shadow

6 LIP SYNCING TO A VOICE TRACK 56:07

- 1 Importing Audio into the Timeline
- 2 Creating Different Mouth Shapes
- 3 Playing Single Frame Animations
- 4 Explaining Phonemes
- 5 Setting Up Lip Sync
- 6 Working on the Second Pass Lip Sync
- 7 Working in the Timeline Preview Mode
- 8 Animating Blinking Eyes
- 9 Animating Eyebrow Expressions
- 10 Final Comments & Credits