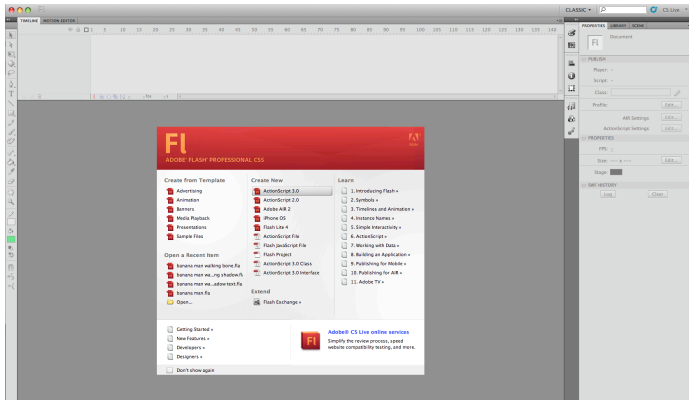
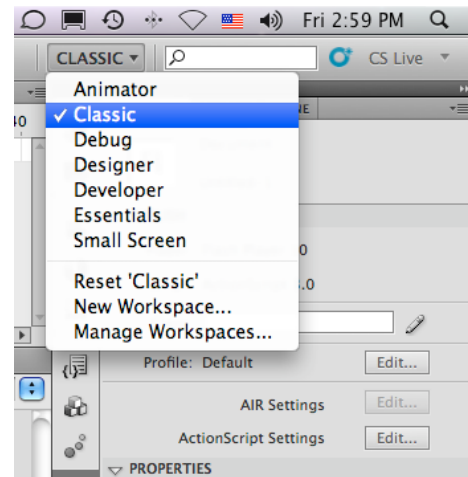


# Flash waving people

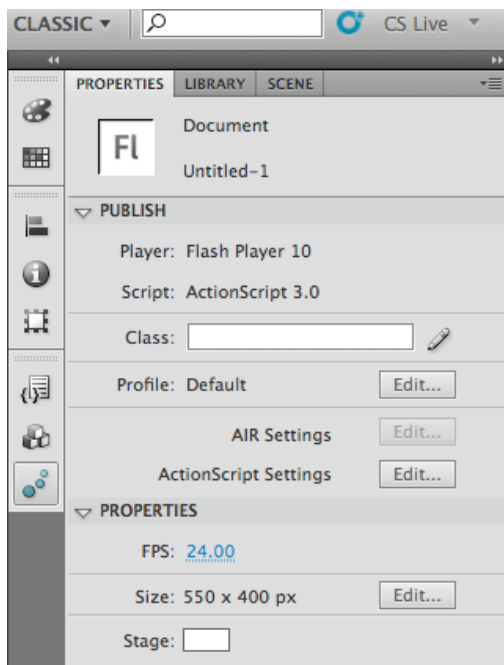
-Open New Flash ActionScript 3.0



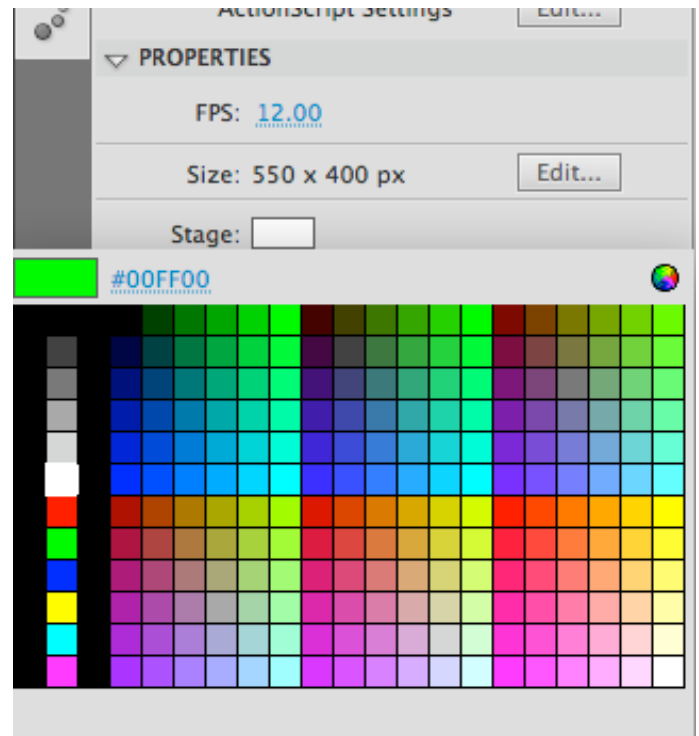
-Choose Classic as the Design type located in the upper right corner



-The Properties window is located on the right  
-Set the size to 550 x 400 pixels  
-Set the frame rate (FPS) to 12 by left clicking and dragging left on the underlined number



-In the Properties window, choose a Stage color other than white by clicking on the color box



## Flash waving people

-Select the same two colors for the Stroke (looks like a pencil with color box below) and Fill (looks like a paint bucket with color box below) colors that are located at the bottom of the tool bar

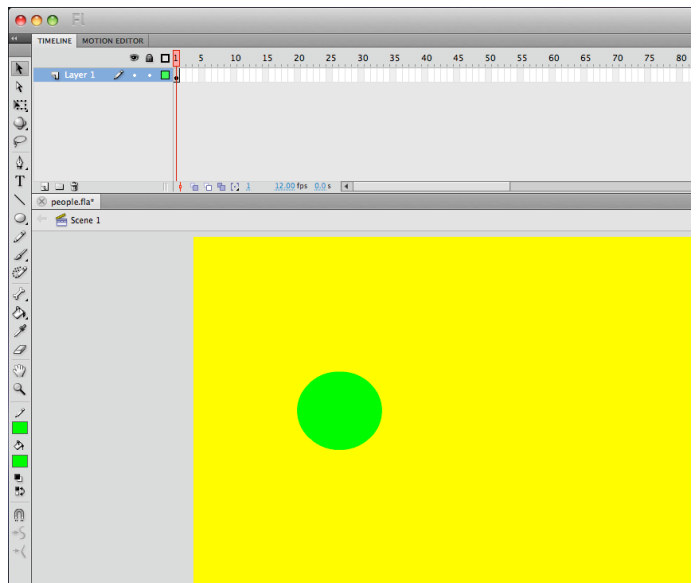


-Select the Oval tool on the tool bar (O)

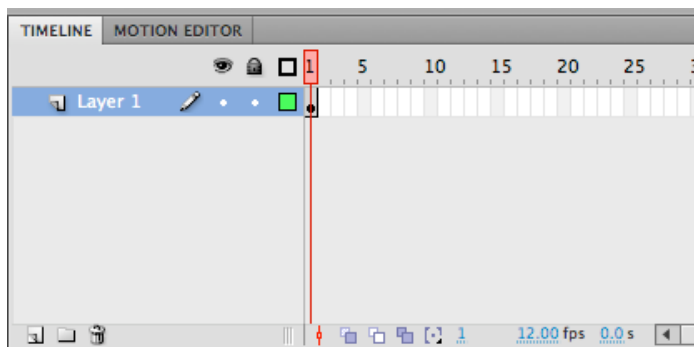


-Place the mouse on the Stage near the left side and left click and drag out a circular shape for the head of the person

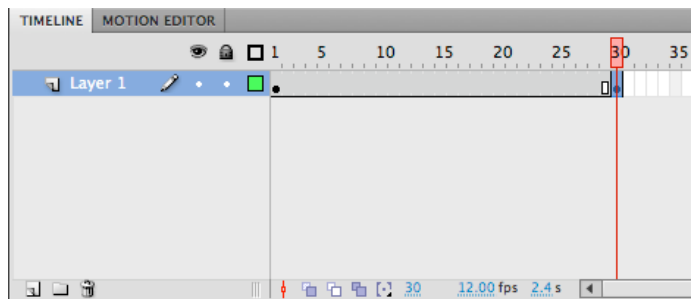
-Use the Selection Tool (V) if you need to move the head to a better location



-The Timeline will now show a solid black dot on Layer 1. This is called a **KEYFRAME**.



-In the Timeline, click on the frame 30 box  
-Insert > Keyframe (F6)



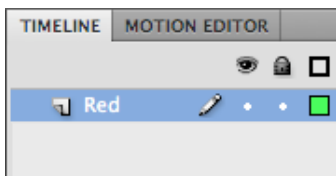
-You will not animate the head so inserting a keyframe at 30 sets the duration for the head to last 30 frames. (Could also insert a frame rather than a keyframe)

## Flash waving people

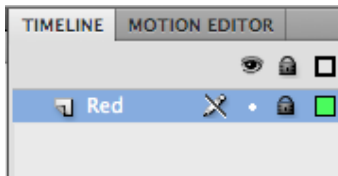
-Label the Layer the color of the head by double clicking on the word (Layer 1) in the timeline and typing in the name. Hit Return.

-**Lock the layer** by clicking on the dot below the lock symbol for that layer in the timeline

Unlocked

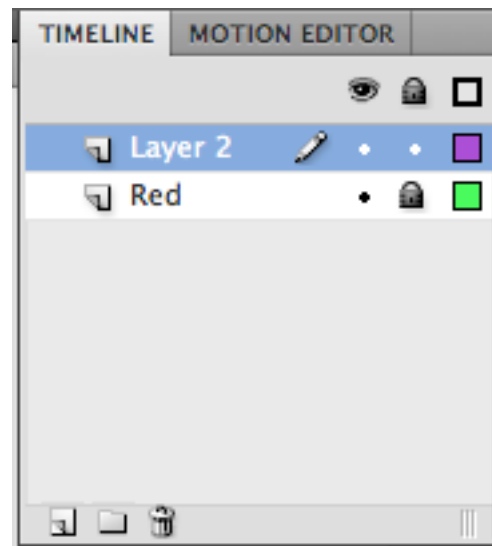


Locked

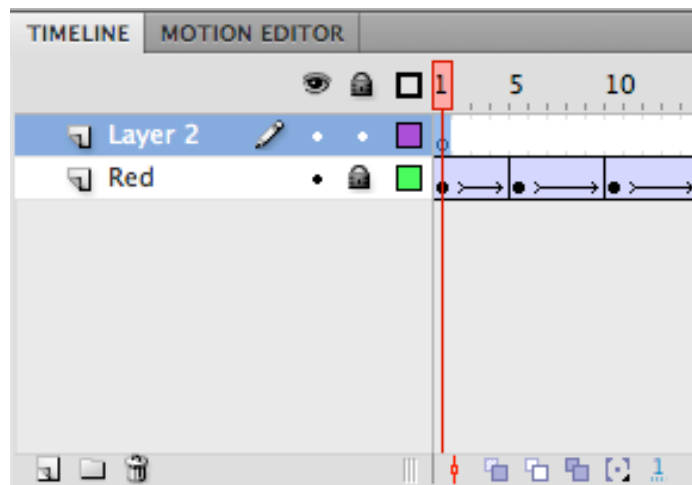


-In the Timeline, drag the red playhead back to the beginning

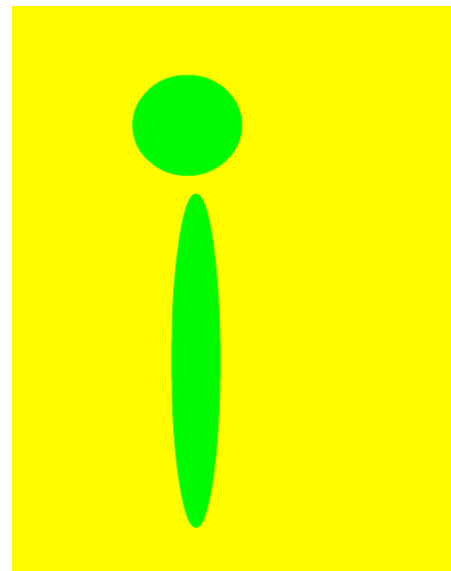
-Create a new layer by clicking on the New Layer button below the layers in the timeline.



-Click on frame 1 on Layer 2, the frame box will highlight

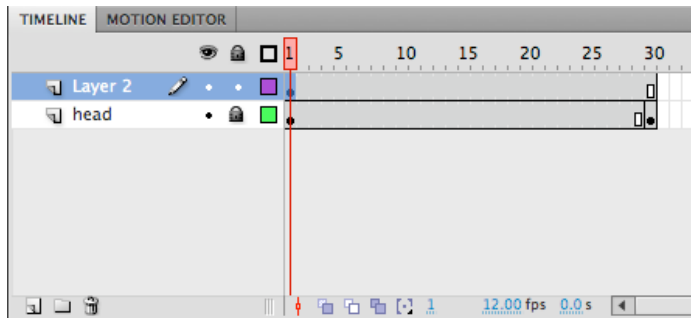


-Select the Oval Tool (O) and drag out a vertical oval for the body on the Stage.



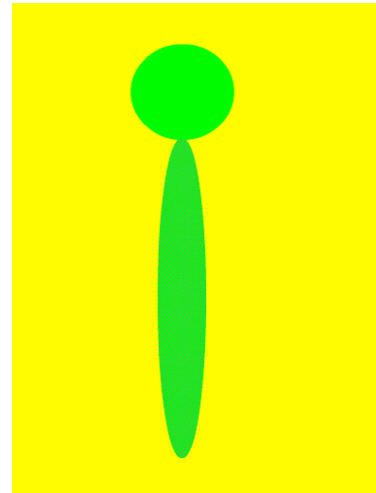
## Flash waving people

-Click on frame 1 of Layer 2 (body layer) so that the keyframe is highlighted



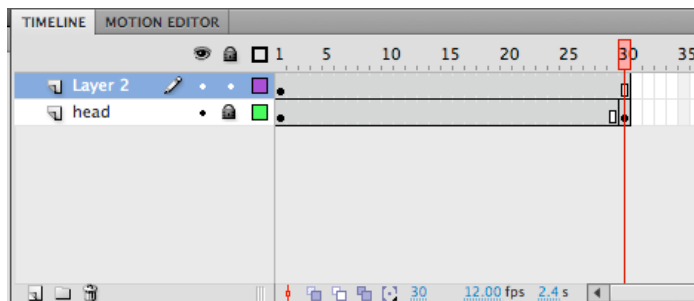
-Use the Selection Tool (V) to move the oval body so that it is centered below the head and touching.

\*The arrow keys on the keyboard help when aligning the items

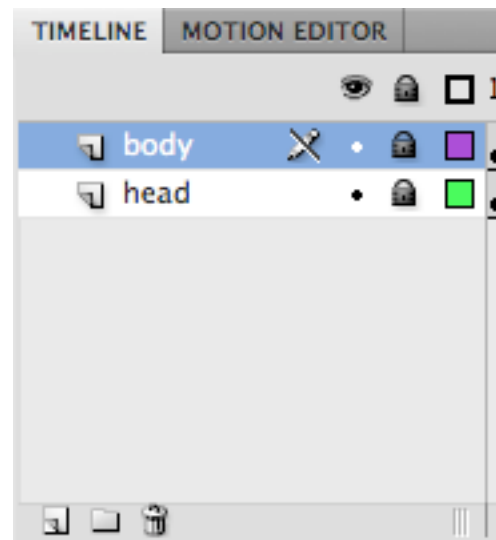


-Notice that a frame is created at frame 30 for Layer 2 (body layer). The frame is a vertical clear rectangle. The body length is set for us so we do not need to insert a keyframe 30.

**\*Flash adds a frame for the length of the previous layer for every new layer.**



-Label the layer as body, and lock the layer

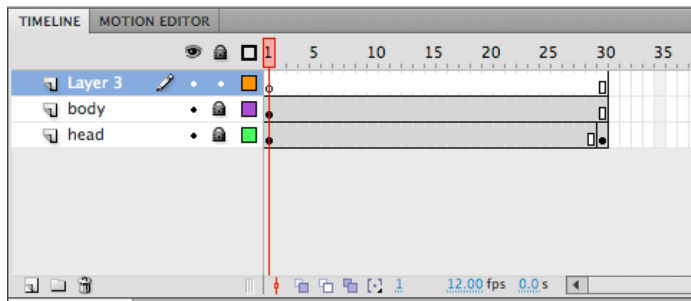


## Flash waving people

-In the Timeline, drag the red playhead back to the beginning

-Create a new layer by clicking on the New Layer button below the layers in the timeline.

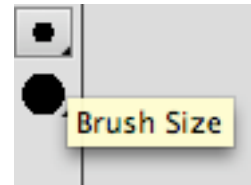
-Click on frame 1 of Layer 3 so that the frame is highlighted



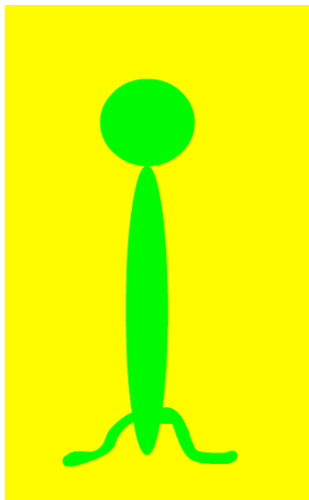
-Select the Brush tool (B) on the toolbar



-Select the brush size and shape from the bottom of the toolbar (shows after you have selected the brush tool)



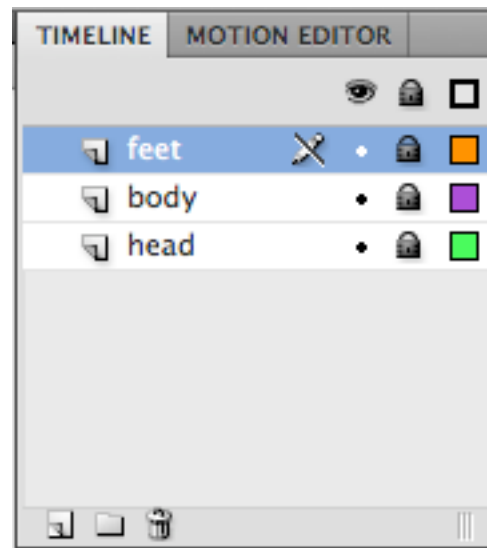
-Draw the left and right legs/feet freehand with the brush. Make sure the size brush fits with the size of the person's body.



-Notice that a frame is created at frame 30 for Layer 3 (feet layer). The frame is a vertical clear rectangle. The feet length is set for us so we do not need to insert a keyframe at 30.

**\*If you wanted to animate the feet you would put each leg/foot on different layers.**

-Label the layer as feet, and lock the layer

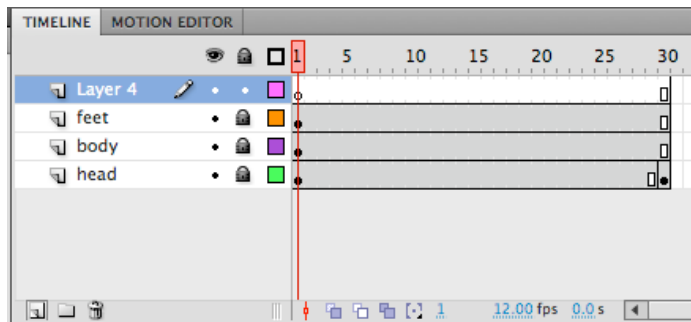


## Flash waving people

-In the Timeline, drag the red playhead back to the beginning

-Create a new layer by clicking on the New Layer button below the layers in the timeline.

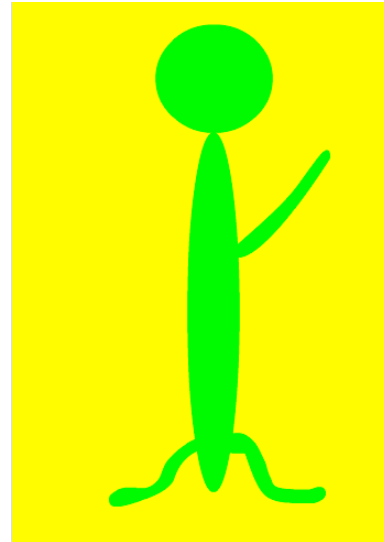
-Click on frame 1 of Layer 4 so that the frame is highlighted



-Select the Brush tool (B) on the toolbar

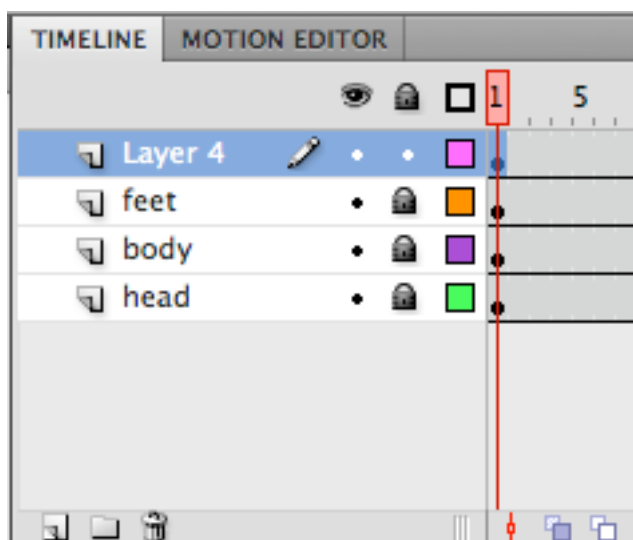
-Select a brush size

-With the brush touching the body on the stage, draw a straight arm in the up position



**\*To animate the arm you have to adjust the anchor point of rotation. The arm is a shape, but for this animation to occur correctly, the arm must be converted to a symbol.**

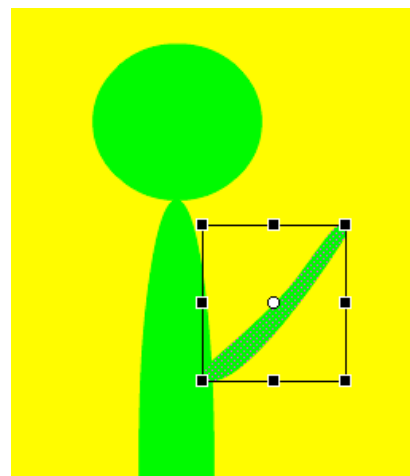
-Click on frame 1 of Layer 4 so that the keyframe is highlighted



-With the keyframe highlighted, select the Free Transform Tool (Q) on the toolbar.



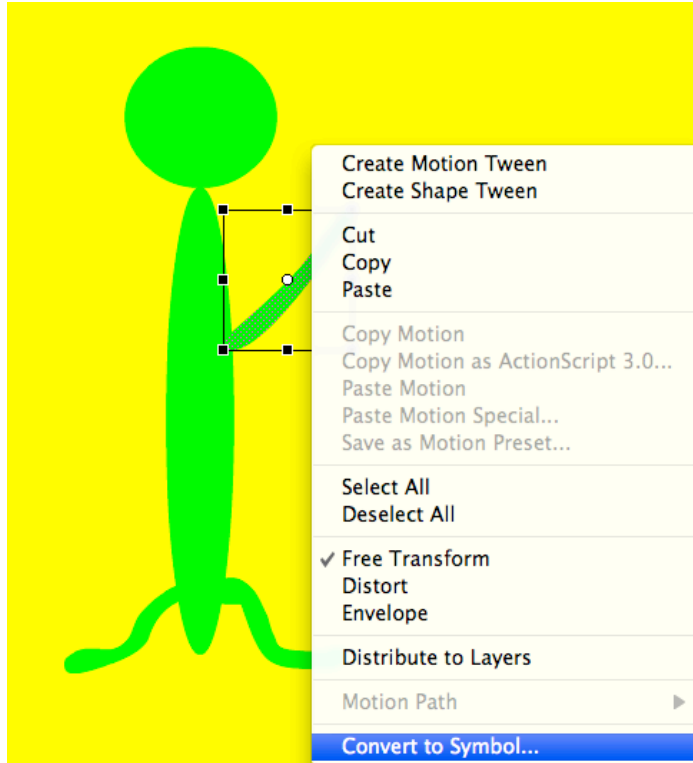
-On the Stage, a transform box will appear around the arm, the arm will have dots, and a tiny white circle will appear in the center of the transform box.



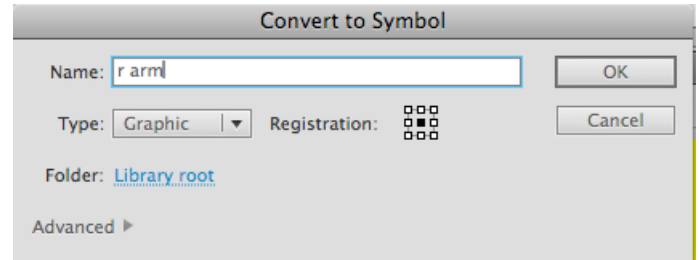
## Flash waving people

-Place your mouse inside the transform box on the Stage and right click.

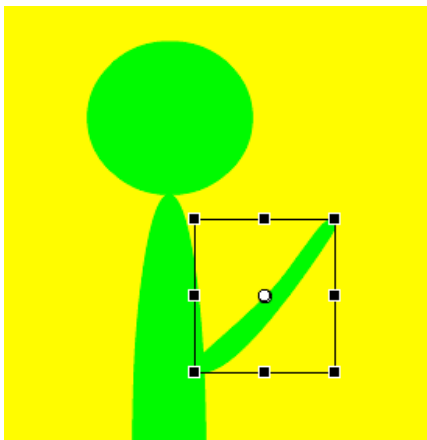
-Select Convert to Symbol (will have to scroll down to see it)



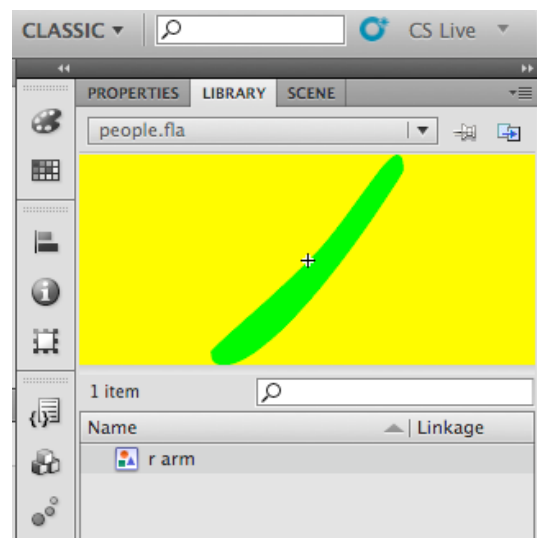
-Convert to Symbol box will pop up  
-Give the symbol a name - r arm (right arm)  
-Type should be Graphic  
-Hit OK



-On the stage, the dots are gone from the arm



-The symbol is now in the Library  
-Click on the Library tab in the upper right of Flash to see item in the Library

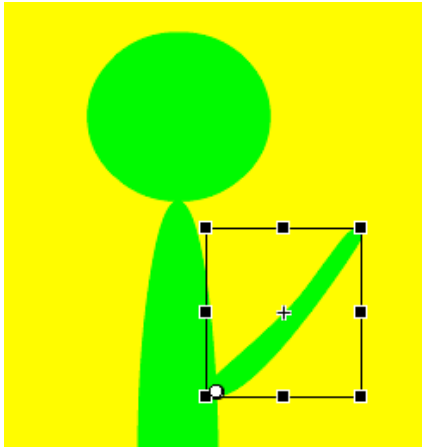


## Flash waving people

-Click on frame 1 of Layer 4 so that the keyframe is highlighted

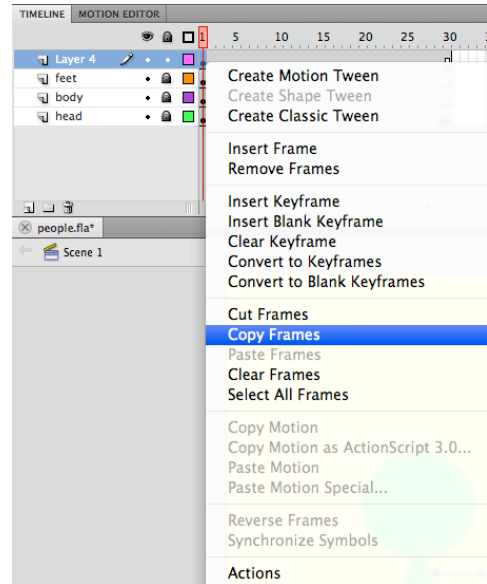
-The white circle in the middle of the transform box is the anchor point of rotation.

-Move the white circle (anchor point) to the shoulder area



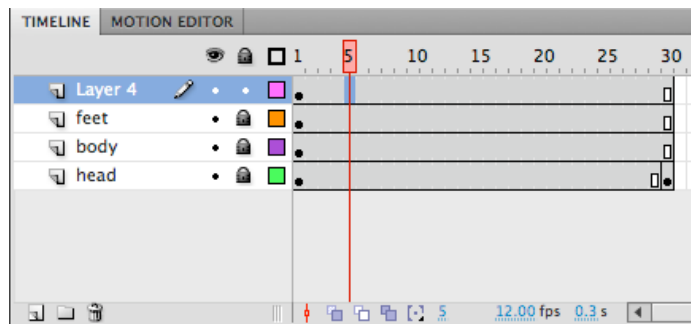
-Click on frame 1 of Layer 4 in the Timeline so that the keyframe is highlighted

-Right click > Copy Frames

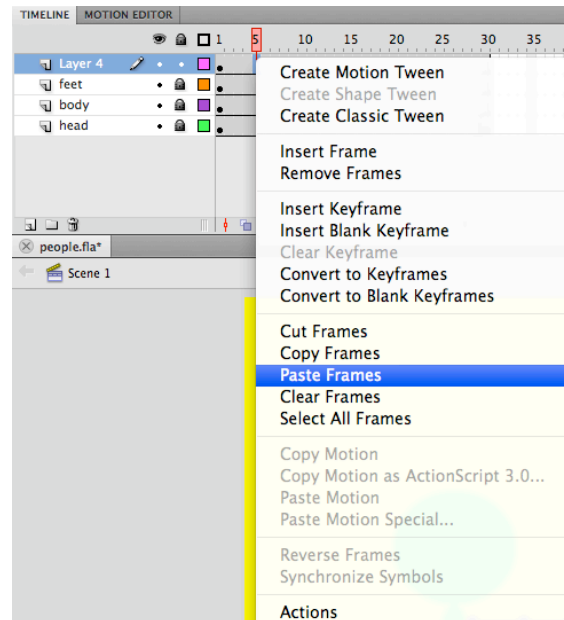


-Click on frame 5 of Layer 4

-Make sure the underlined frame is 5 at the bottom of the Timeline



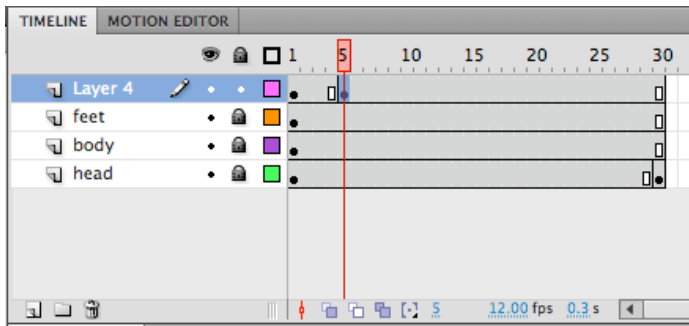
-Right Click > Paste Frames





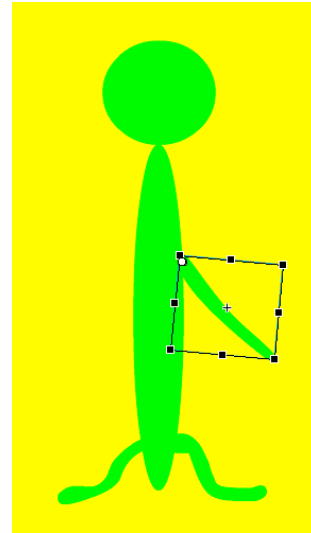
## Flash waving people

-Click on frame 5 of Layer 4 in the Timeline so that the keyframe is highlighted



-Place the mouse just outside the upper right corner of the transform box and a curved arrow will appear.

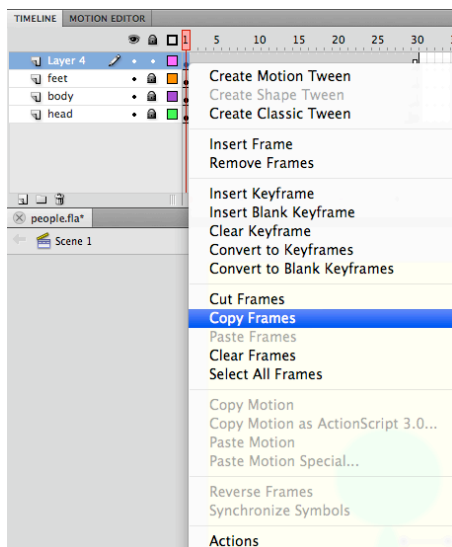
-Left click and hold and rotate the arm to the down position.



**\*Now you have created an arm in the up position at frame 1 and an arm in the down position at frame 5. It is a simple copy and paste of keyframes now to get a continuous up/down movement from frame 1 to frame 30.**

-Click on frame 1 of Layer 4 so that the keyframe is highlighted

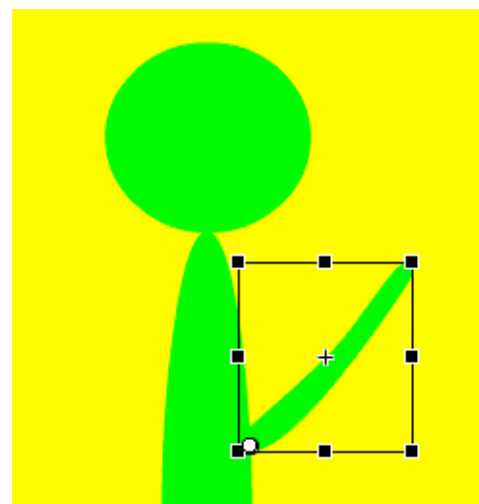
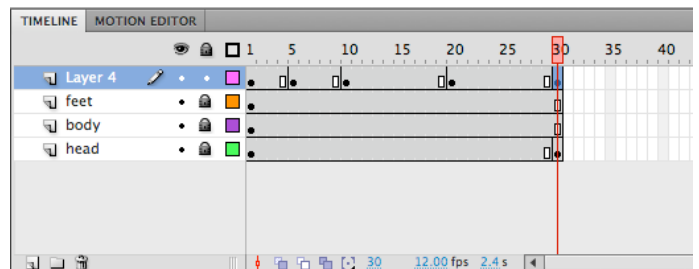
-Right Click > Copy Frames



-Click on frames 10, 20, 30

-Right Click > Paste Frames

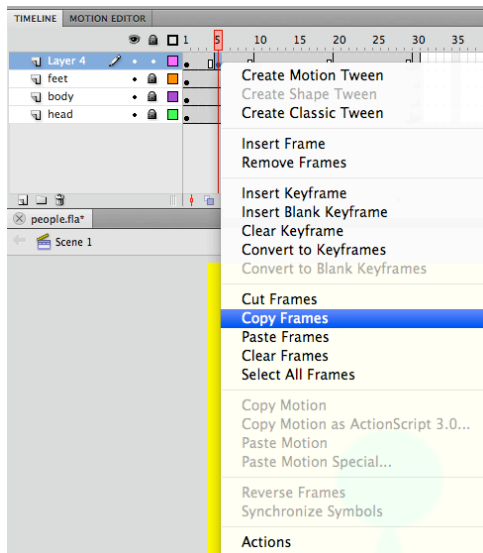
-This creates all the up keyframes for the arm



## Flash waving people

-Click on frame 5 of Layer 4 in the Timeline so that the keyframe is highlighted

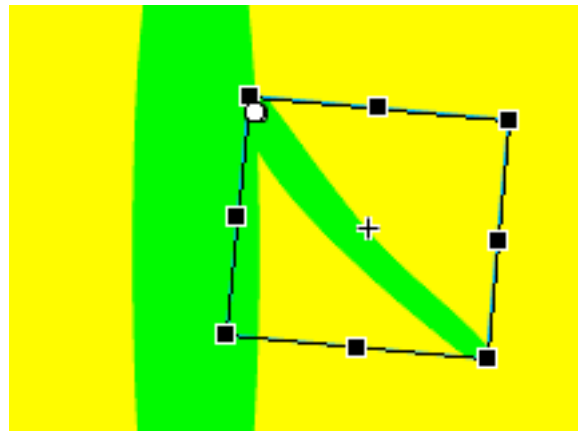
-Right Click > Copy Frames



-Click on frames 15, 25

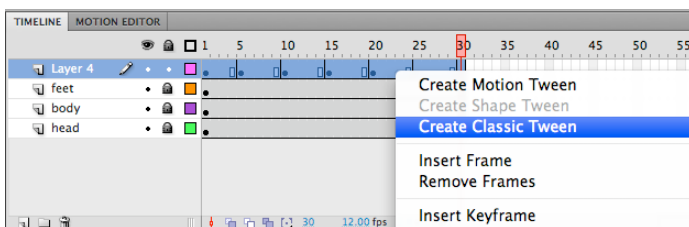
-Right Click > Paste Frames

-This creates all the down arm keyframes



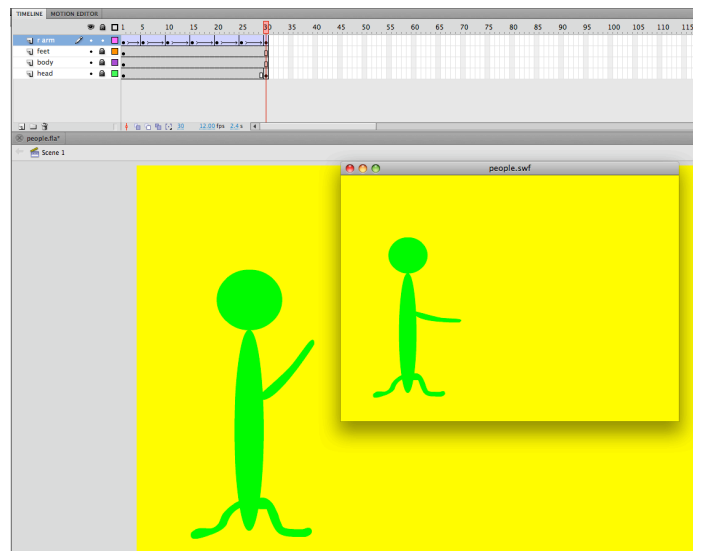
-Click on the first keyframe of the arm layer, hold Shift, click on the last keyframe of the arm layer.

-Right Click > Create Classic Tween.



-Label the layer as r arm, lock the layer

-Command + Enter to preview the animation



-Repeat the process you did for the right arm to create the left arm.

**\*Make sure you convert to symbol before you move the anchor point and before you copy and paste any keyframes!**

-Repeat the entire process to create a total of 4 people with waving arms.

-Remember to keep all parts on separate layers and to label all layers.

-Label layers by person (head 2, body 2, etc).

-Make each person a different color and size.

-For extra credit you can animate the legs.