

Flash Exercise #3: Walker

This time, instead of creating your symbols from scratch, you'll see that there are already five symbols in the library, which are used to create ten shapes in the stage.

1) A flash file called *Walker.fla* will be sent to your desktop.

Moving the guy

- 2) On the timeline, click in the top layer, in frame 20, and drag all the way down to the last layer in the list.
- 3) Insert a keyframe on all those layers (**Insert > Timeline > Keyframe**)
- 4) While he's all selected, drag any part of him forward about an inch.

Notice each object has a white circle on it. That is the axis of rotation. You can think of it as where it's connected to another object. Those points can be moved while you are in the free transform tool.


Moving his limbs

- 5) Use the **free transform tool** to swing the upper (pink) arm forward.
- 6) Then move the lower (pink) right arm forward to reconnect it and swing it also.
- 7) Swing the right (pink) leg backwards.
- 8) Move the lower leg to reconnect it and swing it also.
- 9) Swing the left (blue) leg forwards and the left (blue) arm backwards.
- 10) Scroll to the top of the layers.
- 11) On the top layer, click in the grey area and drag all the way down to the bottom layer.
- 12) Add a tween (**Insert > Classic Tween**).
- 13) Press **Return** to see him walk.

Repeat steps 4 – 15 to make him take another step.

- 14) On the timeline, click in the top layer, in frame 40, and drag all the way down to the last layer in the list.
- 15) Insert a keyframe on all those layers (**Insert > Timeline > Keyframe**)
- 16) While he's all selected, drag any part of him to forwards about an inch.
- 17) Use the **free transform tool** to swing the upper (pink) arm backwards.
- 18) Then move the lower (pink) right arm backwards to reconnect it and swing it also.
- 19) Swing the right (pink) leg forwards.
- 20) Move the lower leg to reconnect it and swing it also.
- 21) Swing the left (blue) leg backwards and the left (blue) arm forwards.
- 22) Scroll to the top of the layers.
- 23) On the top layer, click in the grey area and drag all the way down to the bottom layer.
- 24) Add a **tween**.
- 25) Make him take two more steps (at frames 60 and 80).
- 26) See if you can make him jump or sit at the end (at frame 100 or 120).
- 27) Save your file.

Flash Animation Challenge: Replace his head with yours!

- 28) Take a right-facing profile picture of yourself in **Photo Booth**.
- 29) Drag the photo from the Photo Booth tray to your Desktop.
- 30) In Flash, click on the **Library** tab near the upper right corner of the screen.
- 31) Double-Click *head side* to edit that object.
- 32) Drag your photo from your desktop to the Flash stage.
- 33) Choose **Modify > Break Apart**.
- 34) Choose the lasso tool from the toolbar.
- 35) Carefully lasso your head and neck.
- 36) Choose **Edit > Cut**.
- 37) Choose the selection tool. 
- 38) Click on the remainder of your photo and press **Delete** on your keyboard.
- 39) Choose **Edit > Paste in Place**.
- 40) Click on the white area outside your head.
- 41) Choose the free transform tool and click back on your head.
- 42) Resize it and position it to replace the original head.
- 43) Click on the blue head and delete it.
- 44) Click on **Scene 1** near the upper left corner of the screen.
- 45) If your head is not in the right place, you have to move in in the **Library editor** (double-click **head side**).

Turn in your project

- 46) Choose **File > Export > Export Movie...**
- 47) Change the name to your last name with *guy* at the end.
- 48) Change the *Where* to your Desktop.
- 49) Change the *Format* to *Quicktime*.
- 50) Hit **Save**.
- 51) Then hit **Export**.
- 52) Hit OK when it tells you it's done.
- 53) Drag it from your Desktop to the **DROP BOX**.
- 54) Also drag it from your Desktop into iTunes.
- 55) Finally, add it to your Portfolio web page (see page 11 in your other packet).
- 56) THEN PUBLISH YOUR WEBSITE AND TURN IT IN.**

