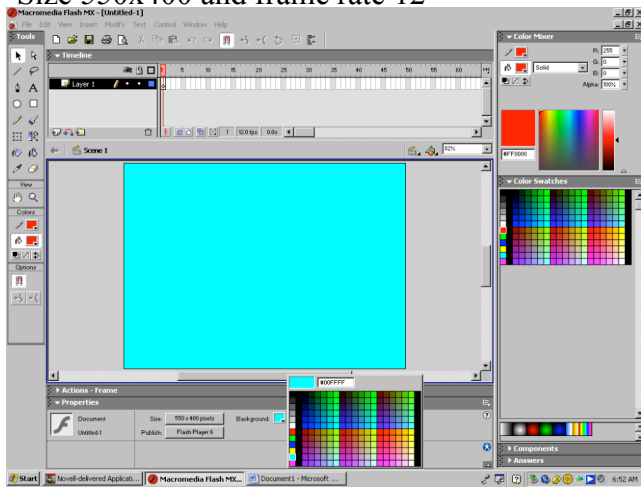
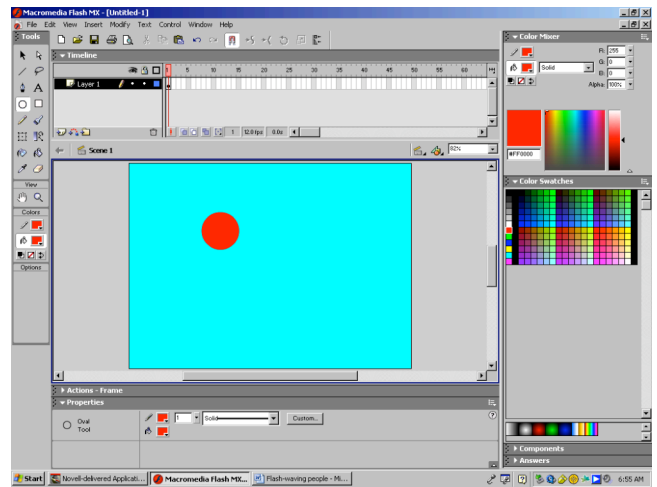


## Flash - Waving people

- Create a new Flash document
- Change your background to a color other than white
- Size 550x400 and frame rate 12

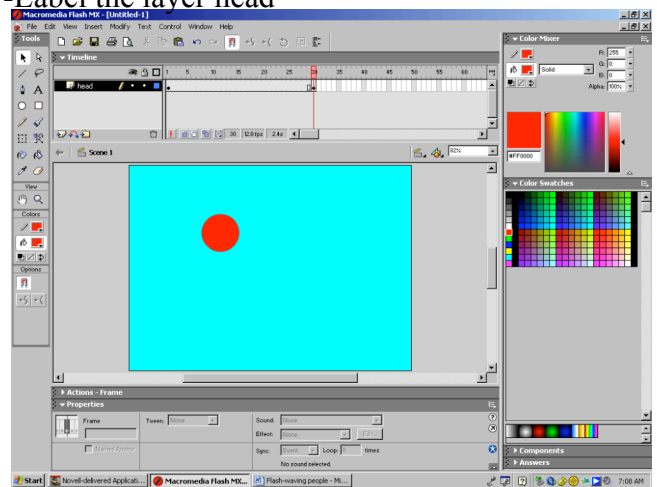
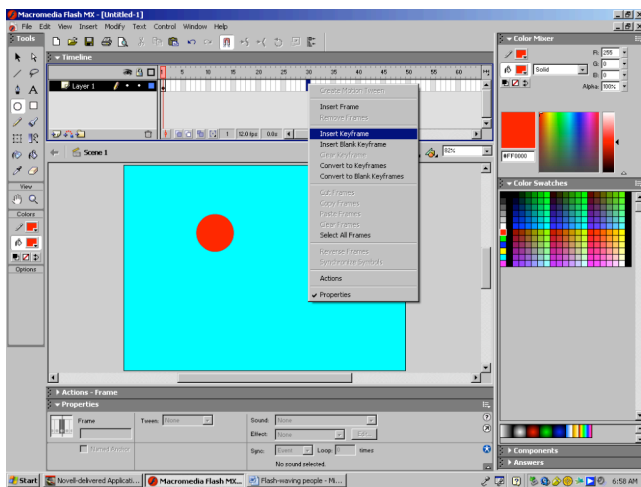


- Select the some color for your fill and stroke color
- Drag out an oval shape for the head



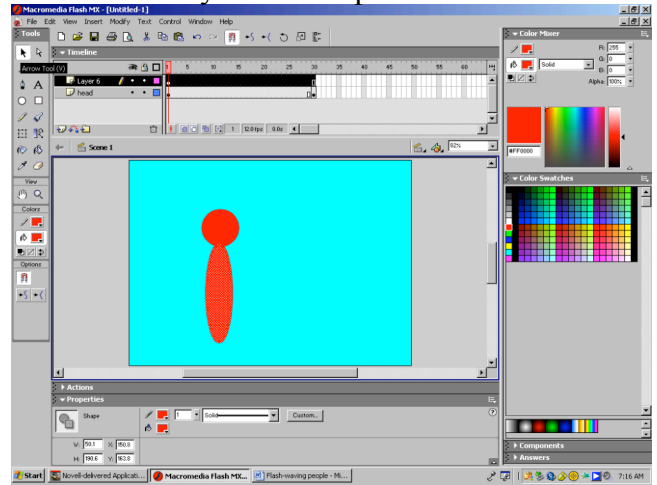
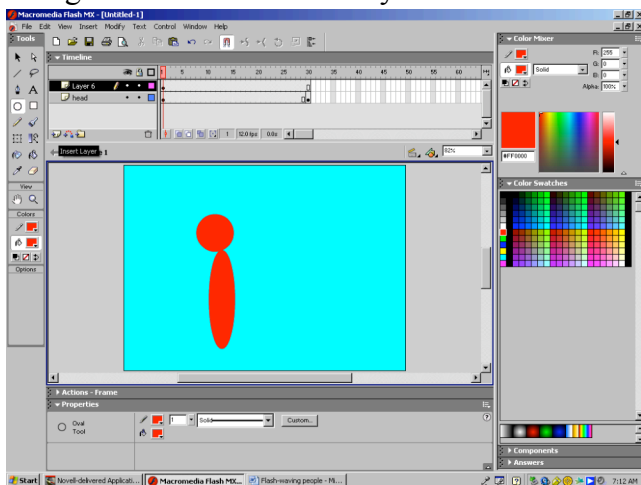
- In the Timeline, click on the 30 frame box
- Once frame box is selected, right click > Insert Keyframe

- You should have a Keyframe at 1 and at 30 frames
- This makes your head visible for 30 frames
- Label the layer head

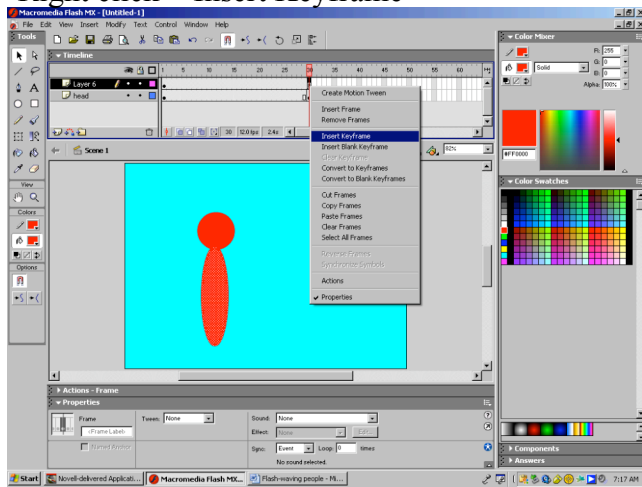


- Move the red playhead to the front of the Timeline
- Create a new layer
- Click on frame 1 of the new layer
- Drag out an oval for the body

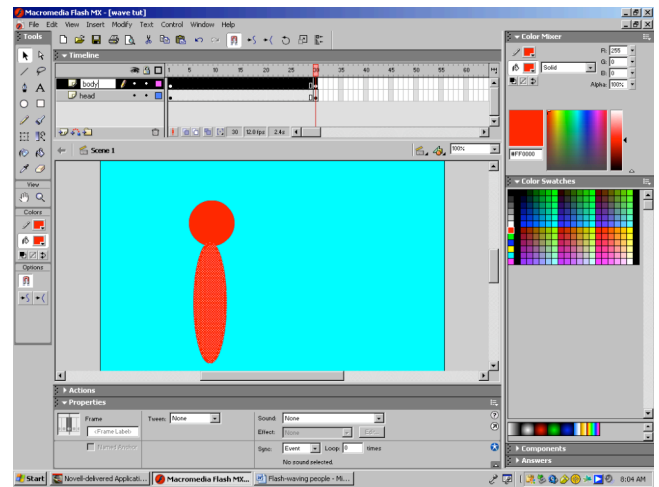
- Click on the Black Arrow tool to move the body
- On the stage, double click on the oval body
- Dots will show you have it selected
- Move the body to line it up with the head



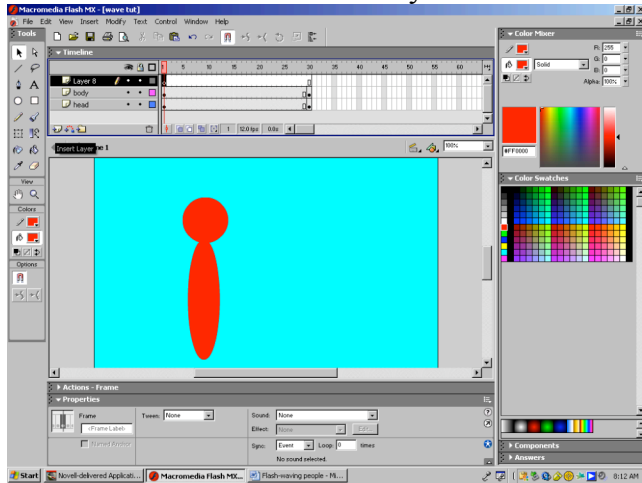
- On this layer, click on frame 30
- Right click > Insert Keyframe



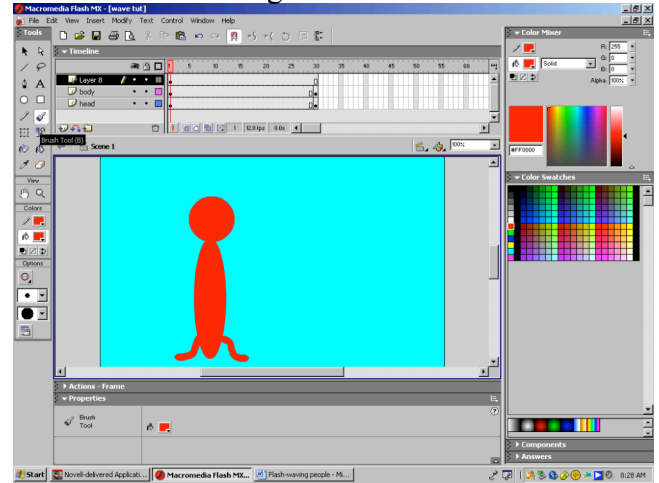
- Label layer as body



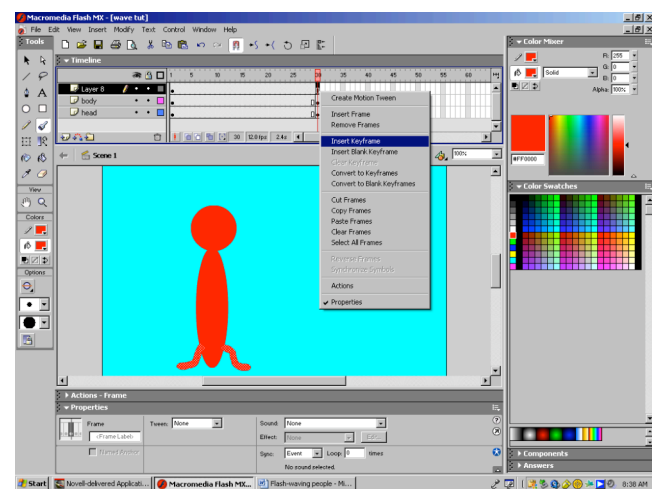
- Move the red playhead to the front of the Timeline
- Create a new layer
- Click on frame 1 of the new layer



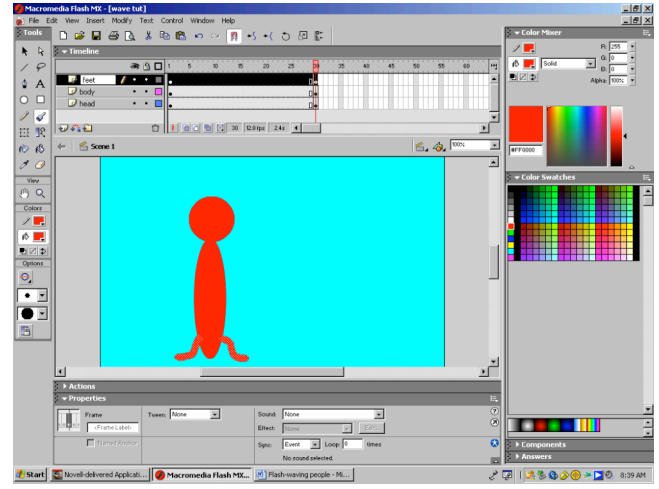
- Click on the Brush Tool
- Select a brush size from the brush option
- Draw the left and right feet with the brush



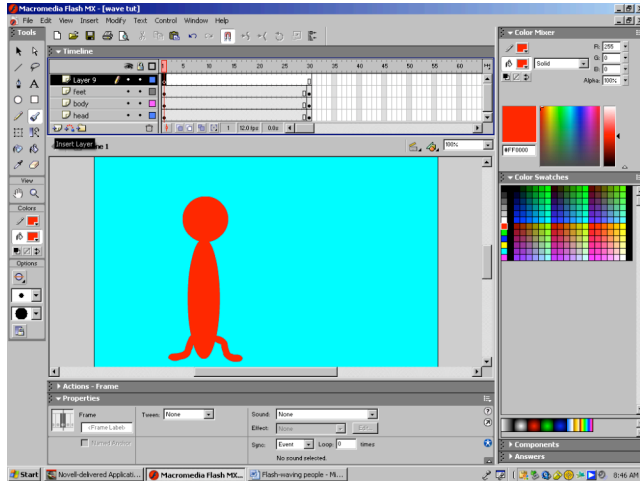
- On this layer, click on frame 30
- Right click > Insert Keyframe



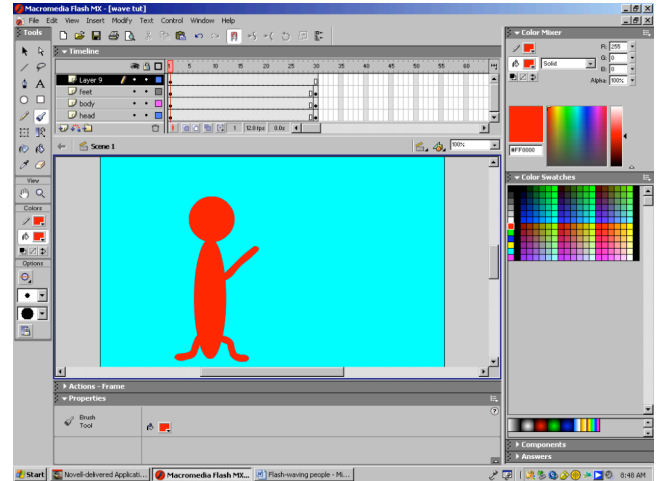
- Label layer as feet



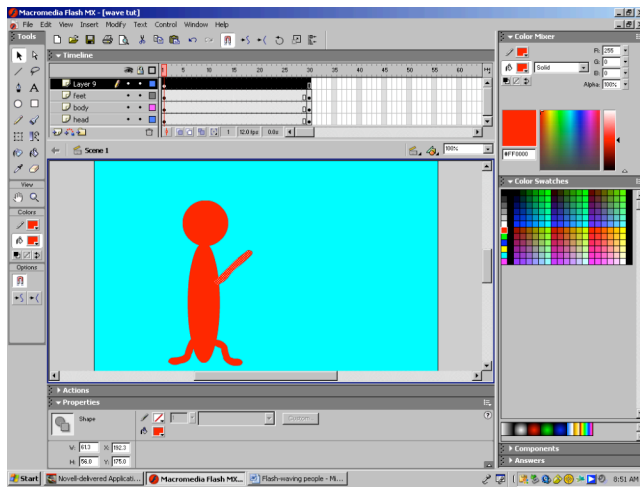
- Move the red playhead to the front of the Timeline
- Create a new layer
- Click on frame 1 of the new layer



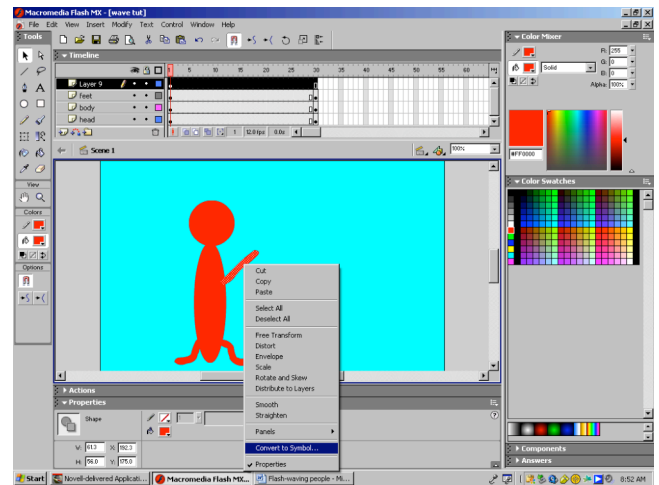
- Click on the Brush Tool
- Select a brush size from the brush option
- Draw an arm in the up position



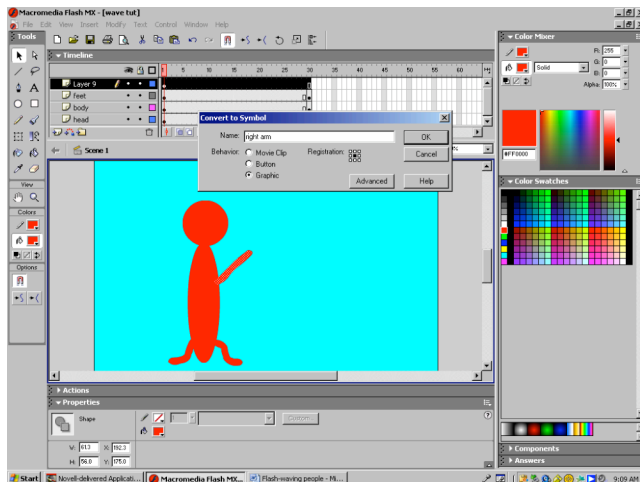
- Click on the Black Arrow tool
- Click on the arm on the stage
- Dots will show on the arm once it is selected



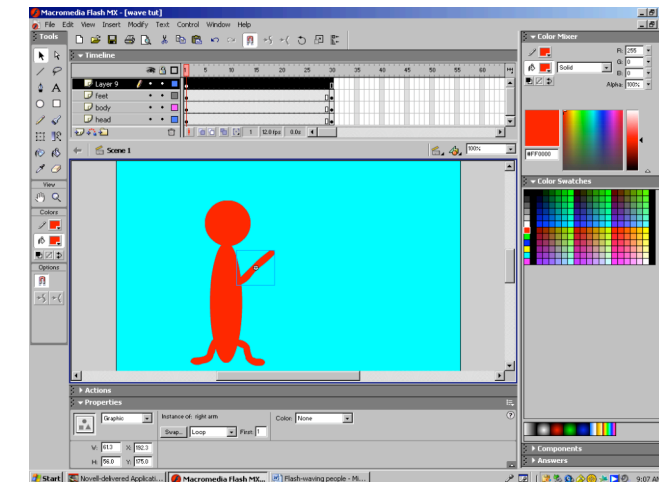
- Right click on the selected arm on stage
- Choose Convert to Symbol from the menu



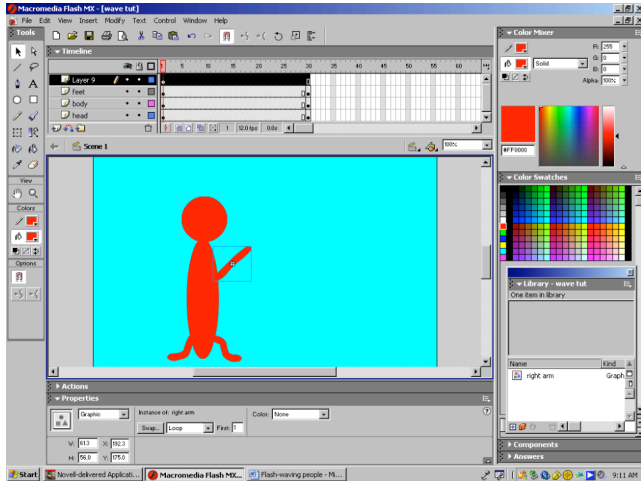
- Convert to symbol box will open up
- Label the symbol as Right Arm
- Click on the Graphic option, then click OK



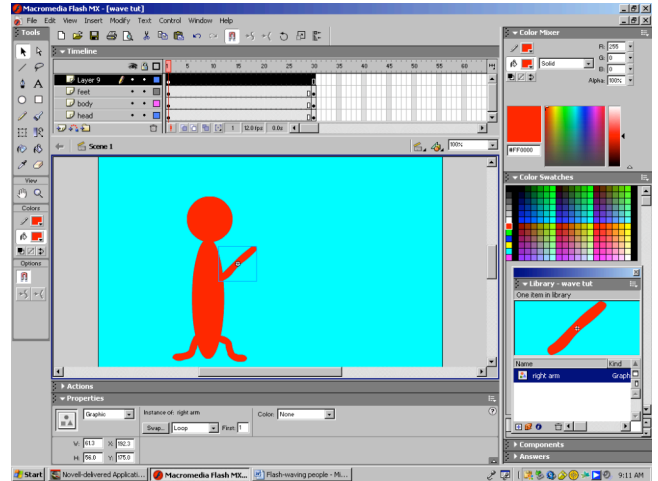
- The dots on the arm change to a blue box
- This means it is now a symbol



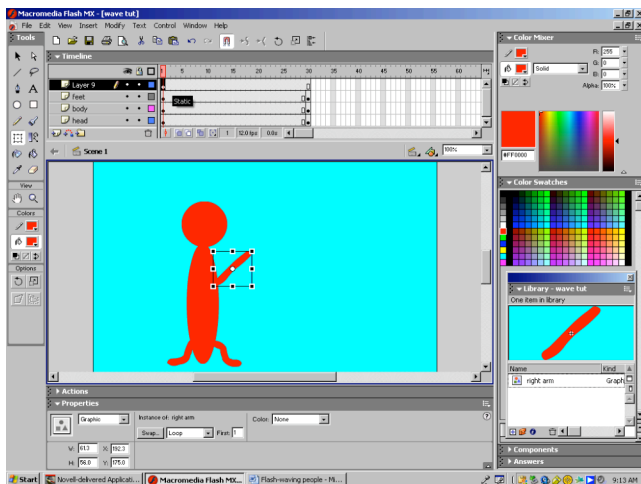
- Hit the F11 key on your keyboard
- This will open the Library Palette
- Move the Palette under the color palettes



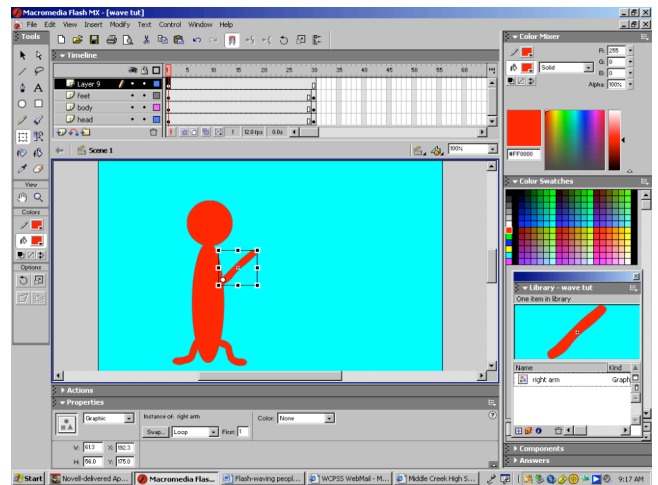
- Single click on the icon in the Library to see arm



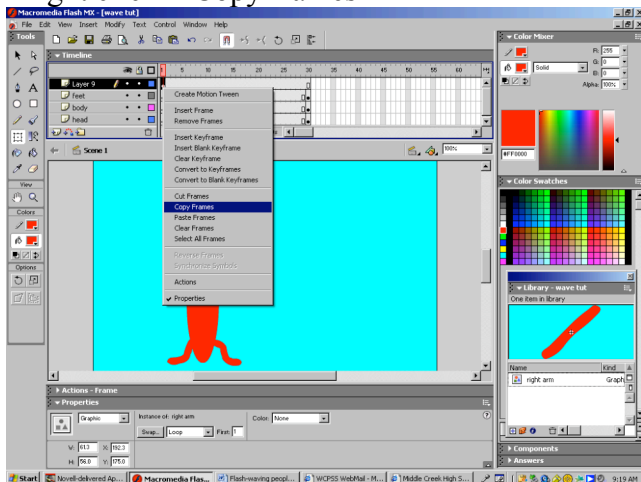
- Click on Keyframe 1 of this layer
- Click on the Free Transform tool
- Transform box will appear on arm
- White dot (Anchor point) will be in center of box



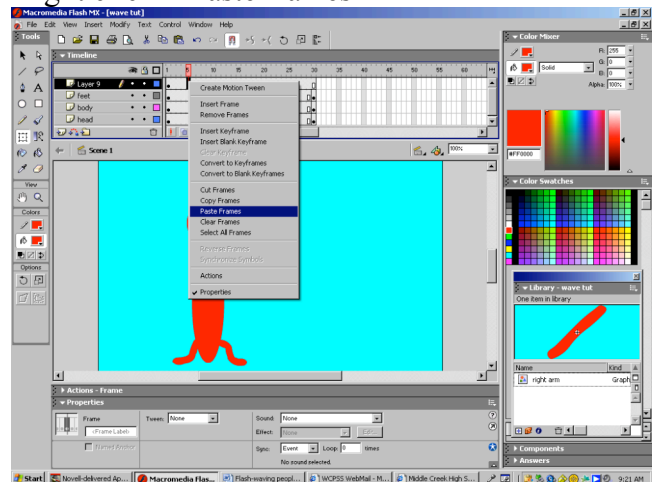
- Click on the Anchor point (white dot) and move to the shoulder area
- The anchor point is the point of rotation.



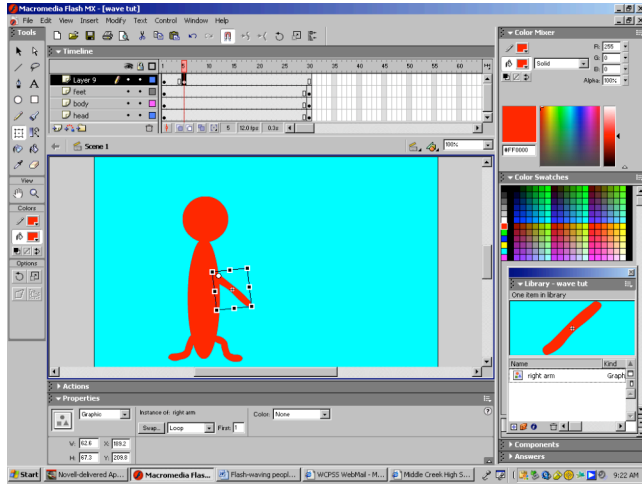
- Click on Keyframe 1 of this layer
- Right click > Copy frames



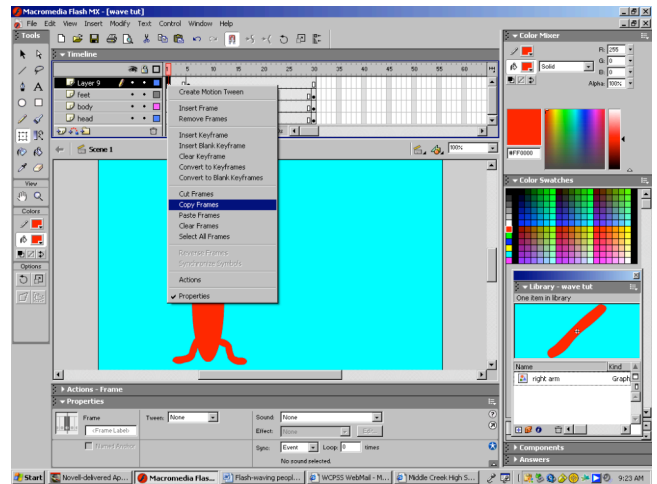
- Click on frame 5 of this layer
- Right click > Paste frames



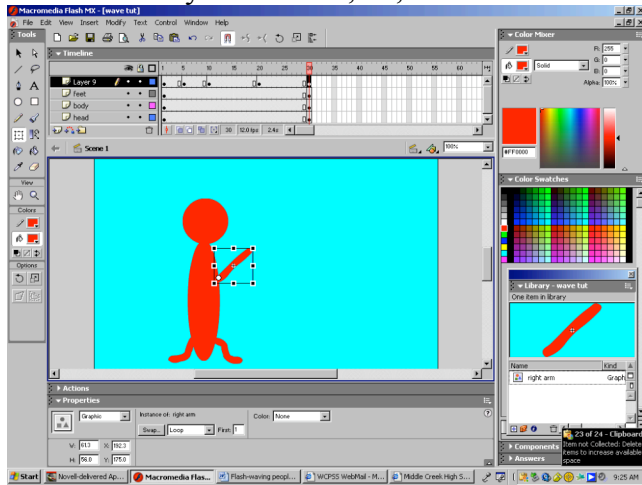
-Place the arrow near the upper corner, curved arrow Appears  
 -Rotate the arm to the low position



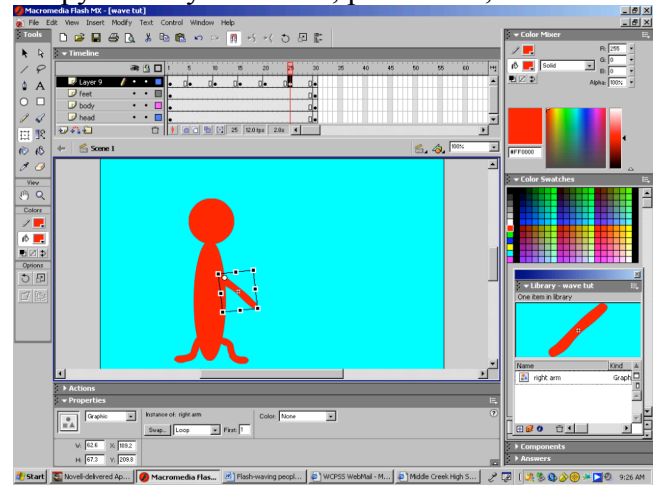
-Click on Keyframe 1 of this layer  
 -Right click > Copy frames



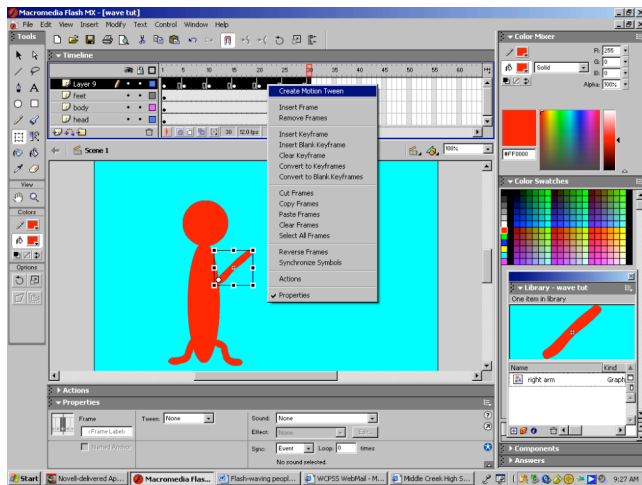
-Paste this Keyframe at 10, 20, 30



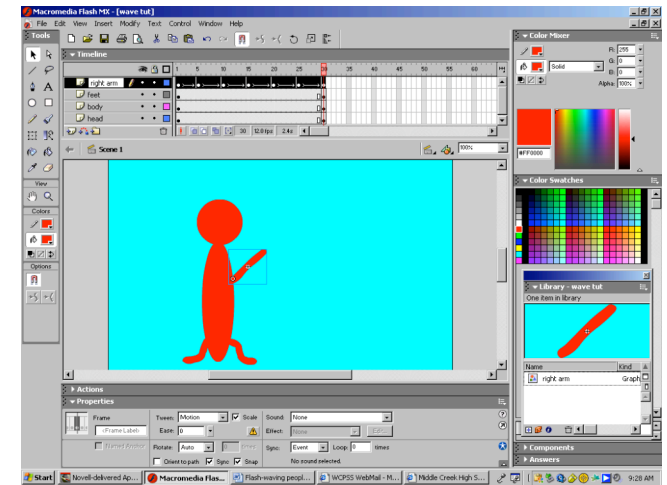
-Copy the Keyframe at 5, paste at 15, 25



-Click the first keyframe, hold shift, click on the last  
 -Create Motion Tween

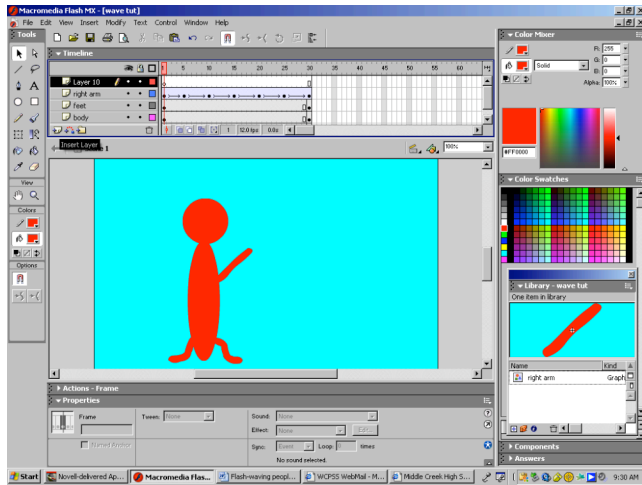


-Label layer as right arm  
 -Hit Enter to play arm animation

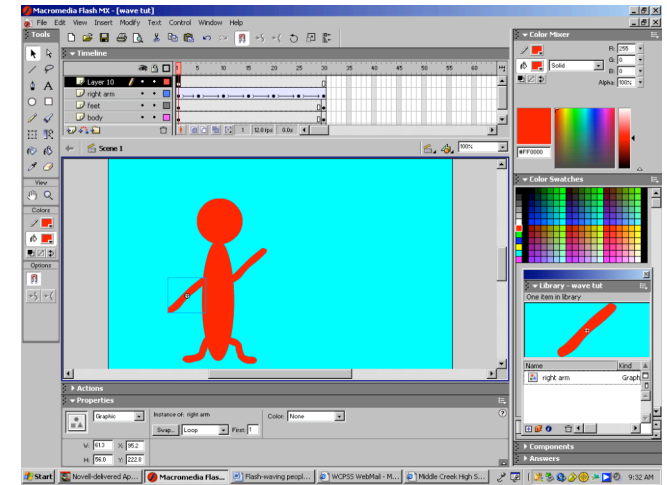




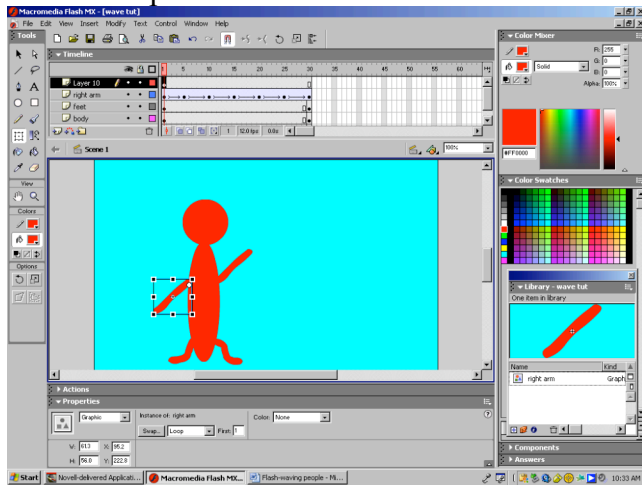
- Move the red playhead to the front of Timeline
- Create a new layer, scroll bar up to see



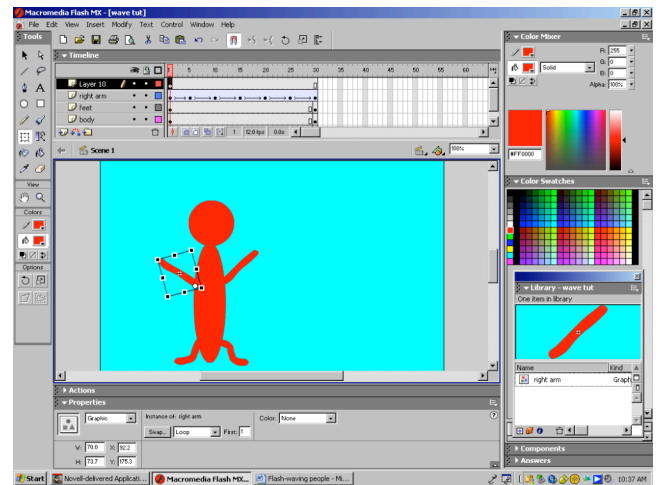
- Click on Keyframe 1 in this layer
- Draw the right arm icon from the library onto stage
- Use the Black Arrow to line up the arm on left



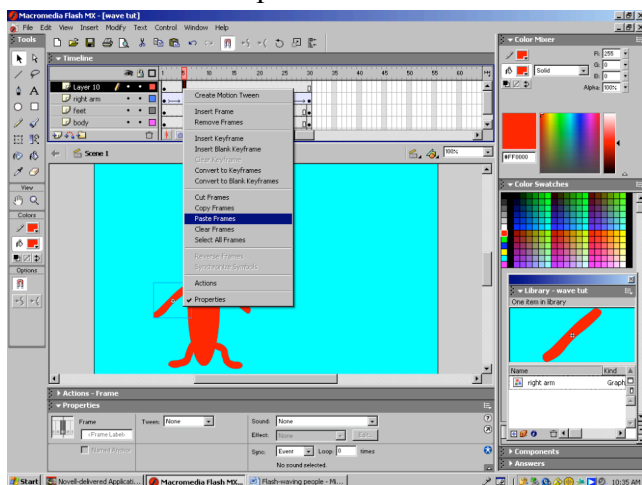
- Click on the Free Transform tool and move the anchor point to the shoulder



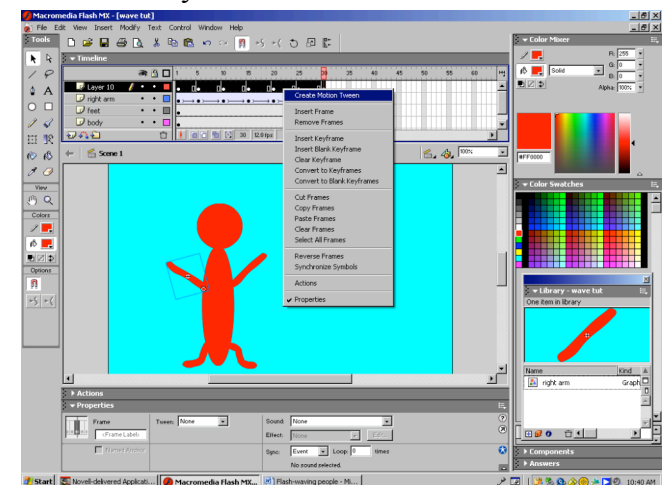
- Rotate the arm to the up position



- Right click, Copy frames from Keyframe 1
- Click on frame 5 and Paste frames
- Rotate arm to low position



- Copy Keyframe 1, paste at 10, 20, 30
- Copy Keyframe 5, paste at 15, 25
- Select all keyframes and motion tween



- Label the layer as left arm
- Hit Enter to play animation
- Repeat this process to create 3 more people
- Remember to keep all parts on separate layers
- Label the layers according to person (ex. Head 2, body 2, right arm 2, etc.)
- Make each person a different color and size
- Experiment with gradient fills
- For extra credit animate the legs
- Save and export as directed in Blackboard and submit in the drop box.