Frame(GIF) and Vector Animation
Two Applications for Creating Animations

1. Photoshop – GIF Animation
2. Flash – Vector Animation
Purposes of Animation

• Capture viewers attention
  – example

• Explain a system or process
  – example

• Set a mood or on-screen environment
  – Example

• Entertain
  – Example

• NOT TO INTERFERE OR ANNOY
Frame Animation

- Displays a series of still images, or frames, at a certain rate to give the impression of motion.

- Can be created with Photoshop and special GIF animation software.
Vector Animation

• More complex and used to move an object along a path, or vector
• Objects defined by mathematical equations rather than drawn
• “Flash” is a popular software for vector animation
• The Timeline organizes and controls a document’s content over time in layers and frames.
Flash Animation

Example Project
File -> Import to Library
Window -> Library
Demo Project
Drag to Stage
To stop the Movie create a new layer and name it Actions
Then insert a Keyframe where you want the Movie to stop
> Next Slide
Select Window -> Actions and enter stop();
Note all lower case
Example of Motion Tween
GIF Animation
Morph Text

Type in some text, select font, size, etc.

Break up the text into letters and then to a bitmap

By selecting the text and type Ctrl-B twice

Insert a **Blank** keyframe at some other frame and do the above with the new text.

You may select a different font, color, size, etc.

Click between the two keyframes and select Insert -> Shape Tween
Morph Object
Drag an object to the stage at a Keyframe
Insert a blank keyframe at another frame and drag the new object
For each object convert to bitmap as shown – select Trace bitmap
Click between the keyframes and select Insert -> Shape Tween
“Publish” your Flash Animation as a “shockwave” a .swf file format and embed(plugin) on your webpage.

OR

Publish as an html web page which will have the swf already embedded on a webpage.

Do not try to put the .fla format file on your web page. This format can only be read by Flash.
File -> Publish Settings

Save in M:\Home
Adding Your Flash Animation to your Web Page

1. Click in the cell where you want Your Flash animation and select “Plugin”

2. Select the .swf file published in M:\Home from Flash
The Flash object will appear like this but not play until viewed in the browser.
• Produce Flash Movie -- Minimum acceptable for credit:

• Author present for Peer Review at start of class
• Movie available for Peer Review
• There is a working link from WebEx Page to the movie
• A “story” at least 10 seconds long – 120 frames at 12 fps

• Background image
• At least one motion tween
• At least one morph
• Includes GIF animation
• Movie (and Gif) stops at end
• Contains sound
To add a control button to your movie:

Windows -> Common Libraries -> Buttons

Select a button and drag to stage

Add Text with the Text Tool

Click the Properties Tag and name the button button_1
Create a new layer and name it Actions
Click on the first frame of layer Actions, Click Windows -> Actions

/* Click to Go to Next Scene and Play
Clicking on the specified symbol instance moves the playhead to the next scene in the timeline and continues playback in that scene.
*/

stop();
button_1.addEventListener(MouseEvent.CLICK, fl_ClickToGoToNextScene_5);

function fl_ClickToGoToNextScene_5(event:MouseEvent):void
{
    MovieClip(this.root).nextScene();
}
Alternatively, Click Windows -> Code Snippets

Type button_1 here
Moving Banner  http://www.youtube.com/watch?v=bb0GOskGFPc

Images Fade      http://www.youtube.com/watch?v=bZiiMwthmmY

More Techniques http://www.youtube.com/watch?v=9IF6w7LwpFl