



Animating a Bird in Flight using FLASH!

Create a frame-by-frame animation of a bird flying using either birdfly1.gif or birdfly2.gif, which you will import into Flash.

First we will create an "animated graphic symbol" in which we will create a flying bird animation:

1. Create a graphic symbol from scratch (Ctrl F8) calling it "bird cycle" and import one of the bird images into Flash by dragging onto the stage from the Library (Ctrl+L).
2. Name the layer "original" and then lock the layer.
3. Create a new layer called "bird anim" above that layer and in frame 1 begin tracing over the bird that is in the first position and fill it with color.
4. When you are done, select the whole bird and convert it to a symbol (F8) called bird1. that now resides in frame 1.
5. Now go to frame 2 of the bird layer and insert a keyframe (F7) which will put a keyframe in frame 2, except that will be an exact copy of the bird you have in frame 1. We don't want that, we want a bird that looks like position 2, so we can now Delete that keyframe. However, the reason we did this is so it "reserves a keyframe space" on the timeline where we will now begin to draw, position 2 of the bird.
6. Now begin drawing position 2 of the bird, when you are done save it as graphic symbol "bird2".
7. Now repeat this whole process for frames 3,4,5, 6, 7 and 8. You can follow steps 5 – 6 for the rest of the frames.
8. Now you can delete the layer called original.
9. Now you will line each of the bird symbols by aligning each to the center of the stage using the Align Panel (Ctrl+K)
10. Now starting with bird 2 on frame 2, turn on Onion Skinning to see through to the other frames on the timeline.
11. With the move tool selected, move bird 2 so that its head is directly on top of bird 1's head. Do the same for the rest of the bird symbols so that their heads line up also.
12. You have just created an 8 frame, frame-by-frame animation inside of a graphic symbol called "bird anim", scrub through the timeline to see your animation.

Now we must place this animated graphic symbol called "bird anim" onto the stage in order to see it work.

13. So go to scene 1
14. Drag "bird anim" onto the center of the stage.
15. We want our animation to be 40 frames long, so place your cursor at frame 40 of the timeline and insert frames (F5)
16. Now hit the Enter key to see you animation play on the stage. Hit Ctrl+Enter to publish the movie as an .swf and see it in the Flash Movie Player.
17. The bird should be flapping in place in the center of the stage.
18. If you want to now animate in moving across the stage, you must place the bird off to the right of the stage in frame 1 and then make a keyframe in frame 40 and then move that off to the left of the stage or wherever you want your animation to end.
19. You can also create a Motion Guide layer and attach the bird to the guide at the positions where you have keyframes. Add extra frame and keyframes as needed. Remember to have Snap (magnet on toolbox, arrow tool) in order to hook your keyframe to the guide.