Digital Media
Flanagan

Flash CS5

BOUNCING BALL TUTORIAL

Summary: Draw a circle add a gradient for a 3D effect, convert the "ball" into a symbol then add frames & key frames with a classic tween to animate the ball.

SHORT CUT KEYS:

O	**OVAL**	**F**	**TRANSFORM GRADIENT**
F8	**CONVERT TO SYMBOL**	**F6**	**NEW KEY FRAME**
Q	**TRANSFORM**		

1. First Create a New File go to **File / New/ Action Script 3**

2. Use short cut key **O** to create the ball and hold down the **SHIFT KEY** when you draw the ball

3. Open the **COLOR PANEL** and use **BLACK SELECTION TOOL** to select the ball, and then in the **DROP DOWN MENU** ▼ select **Radial Gradient**. At the bottom of the **Color Panel** you will see rectangles with sliders, a black slider ■ and a white slider □. Swap the rectangles by clicking on them and dragging. The white square is now on the **left** and the black is on the **right**. Then double click on the black square and choose the color you would like for your ball.

4.Hit the short cut key **F** to **transform your gradient**, click on the ball and grab the gradient from the middle and move it towards the upper right of the ball to create a 3D effect.

5. Now you will convert your ball to a **symbol** by hitting **F8** and name it Ball

Now go to your timeline and **double click** on the layer and name the layer Ball.

Next go to frame 35 and create a **KEY FRAME F6**

While holding the **CONTROL** or **SHIFT KEY** *(one of the two keys will duplicate your symbol and the other will allow you to move it, it varies, if you create a duplicate by mistake just delete it)* click on your ball symbol and position it to the **top of the stage** next go to **FRAME1** and position the ball symbol in the same location at the **top of the screen**.

Next go to **FRAME 15** and insert key frame **F6.** Position the ball symbol at the bottom of the stage while holding down the Control **Key**.

6. Next we are going to create a **CLASSIC TWEEN**. Click in-between frames **1** and **15** right click on the mouse and insert a **CLASSIC TWEEN.** Now in the **Properties** panel look for the word **ease: 0** hover you mouse on the zero and slide to the left all the way to **-100 in**.

Repeat the steps above except click in-between frames **15** and **35** and insert a **CLASSIC TWEEN** and ease to the right to **100 out.**

9. Now we will add two more key-frames on the **Ball layer** to create a **squishing** effect. Click on **FRAME 19** and add a key frame **F6** hold down the **Control Key** and drag the ball symbol to the bottom of the screen. Press the letter **Q** then squish the ball down and wide. Now click on **FRAME 22** and position the ball symbol at the bottom of the screen press the letter **Q** and squish the ball tall and skinny.

To preview your movie select **FILE/PUBLISH PREVIEW/FLASH**

To export your movie select **FILE/EXPORT/EXPORT MOVIE**