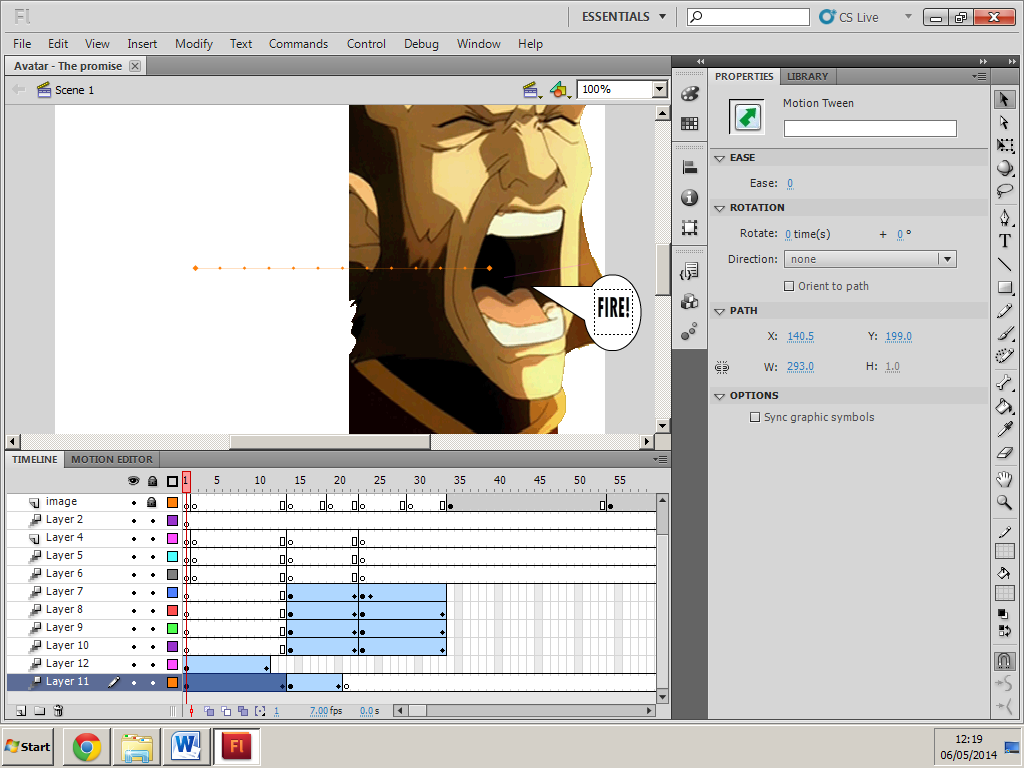
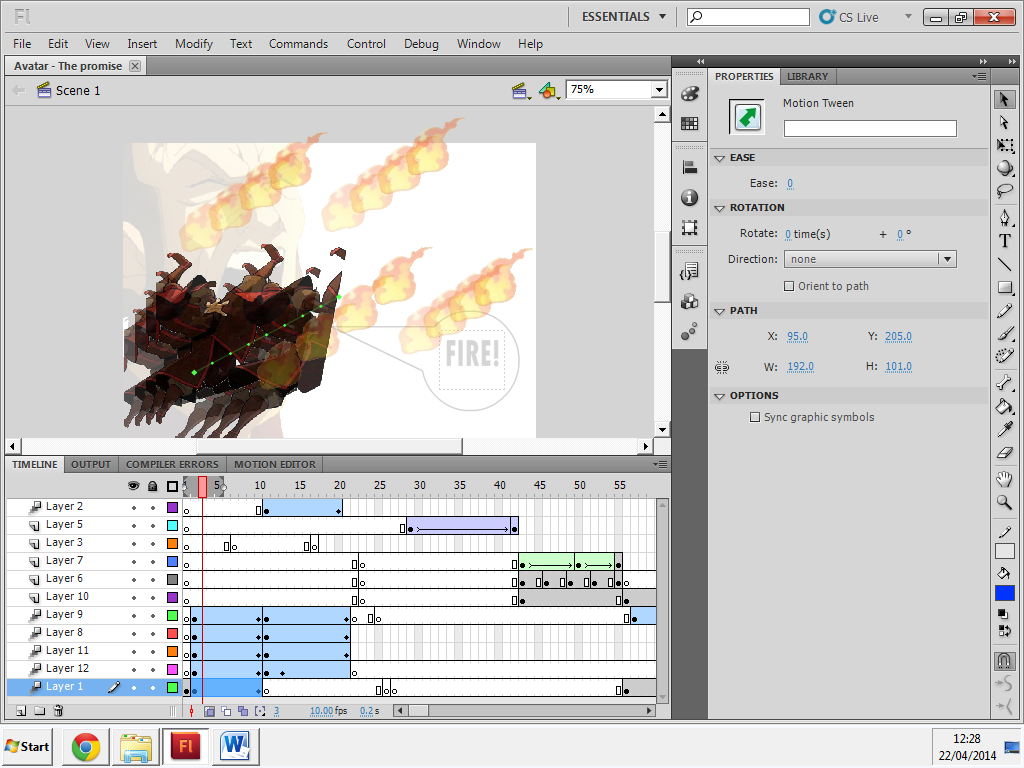
Implement Animation

* Using layers



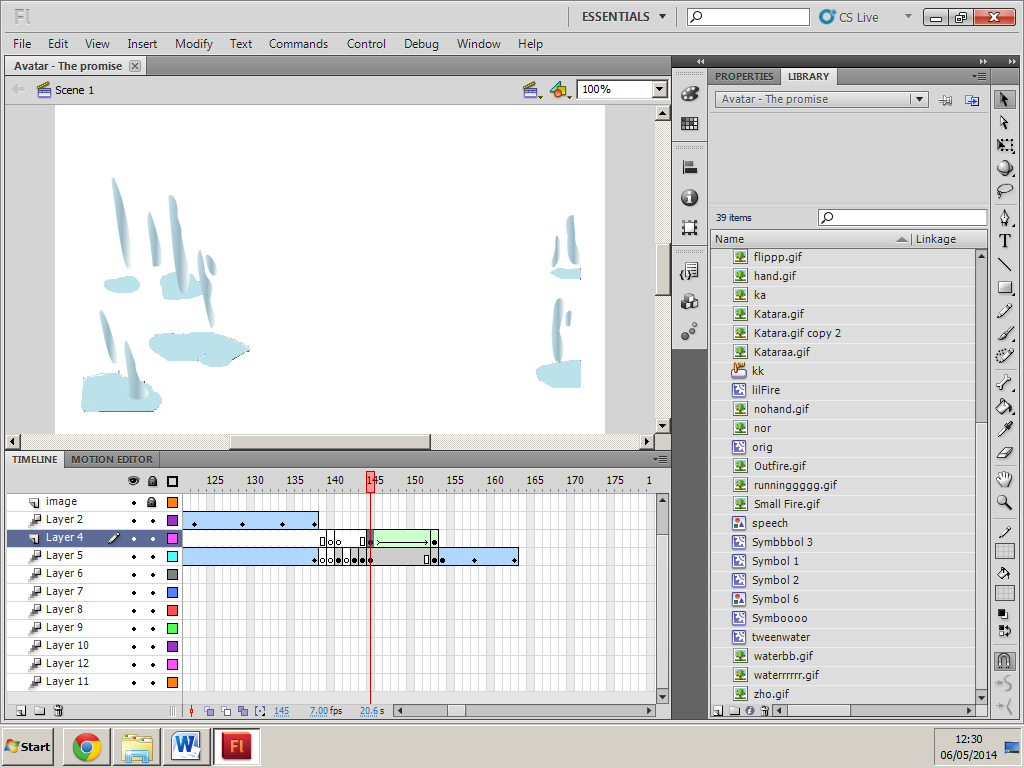
Whilst creating my game in Adobe Flash Professional, I had to use some layers in order to be able to create motion and shape tweens. I have also decided to use layers in my animation simply to be able to place specific items on top of each other or below. In the image above, the picture is placed on “layer 11” and the speech bubble reading “FIRE!” is on layer 12. I decided to separate these two because they both contain different motion tweens, and because the speech bubble is placed on top of the image. b

* Using Onion skin



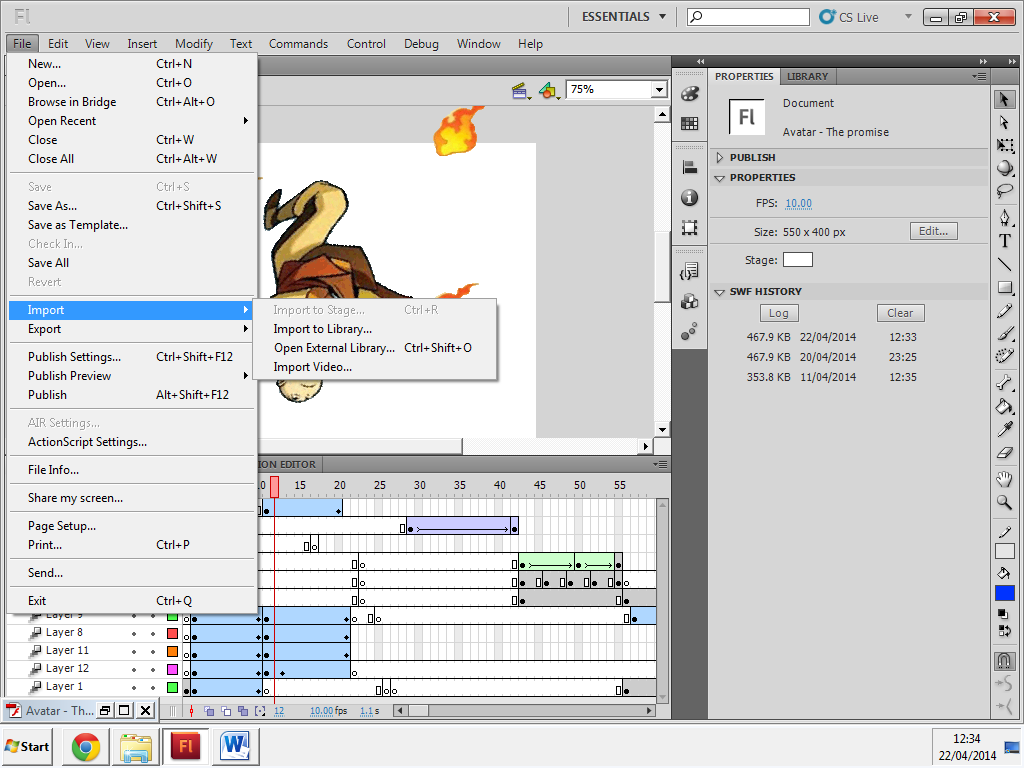
The onion skin was a very useful tool that I was able to use in my animation for the use of moving and placing items that are identical to each other from another frame, and being able to place them exactly where they are in that other frame. In the image above this is being demonstrated as I can see clearly where the object will start and finish at the end of the tween.

* Using Shape/Motion tween

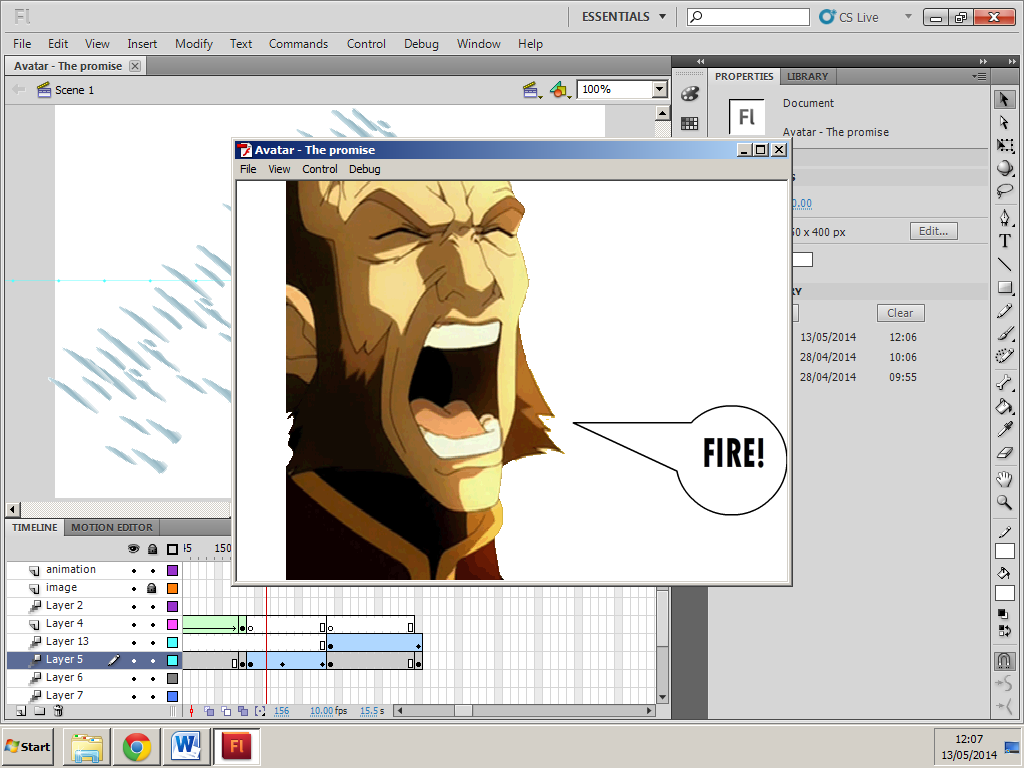


In flash I have mostly used motion tween, but in this case I have used shape tween (in the image above) so that I can be able to animate shapes that I have created in ways that I would like. In the image above I have used the shape tool in order to animate the water droplets to move upwards, and out of the puddles.

* Importing files

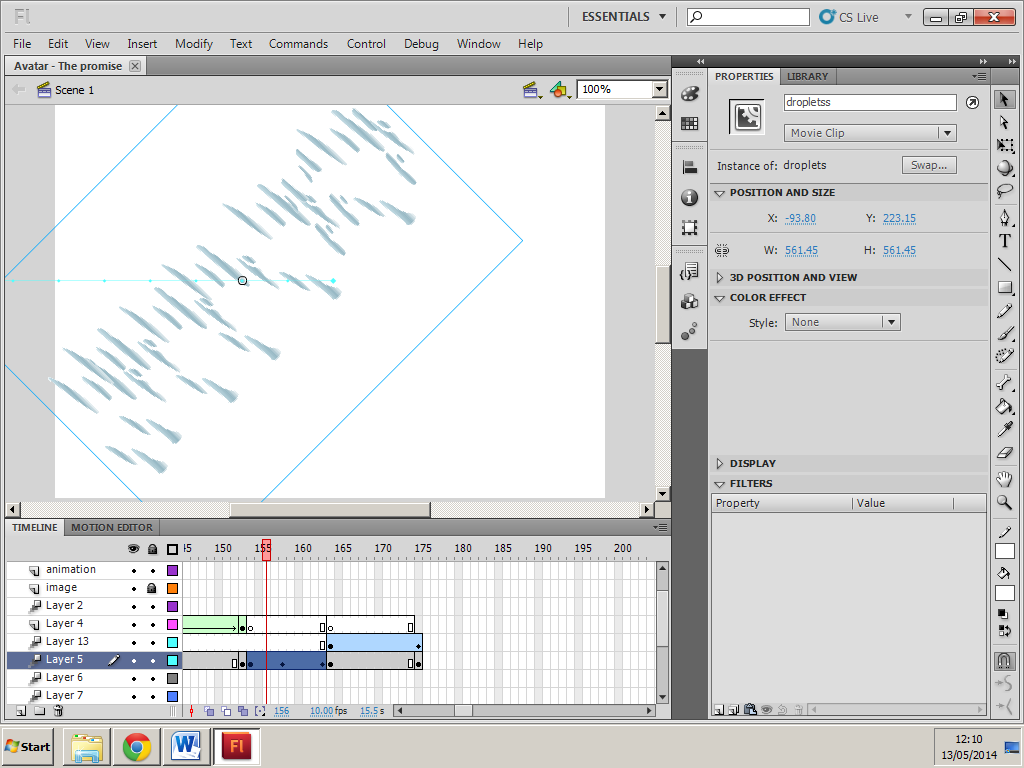
  
In order to import files you are to click on “file” and scroll down to “input” and it will open up a few more selections, and you can either choose from importing it to the library, to open the external library, or to import a video. In my animation I have used this tool in order to import all images into my animation and to be stored in the library.

* Testing your file



When testing your movie you can simply test it by clicking the Enter button, or by testing it in the SWF file by clicking “CTRL + Enter” to open it up and play your animation. Being able to open it up in the SWF file means that you can test it with the benefit of viewing your animation professionally.

* Using Movie clips



You can use movie clips in an animation to use them in motion tweens. In the picture above, the “droptletss” which is being animated on layer 5 can only be a tween if it is a movie clip (as stated in the properties).

* Using Frame by frame animation



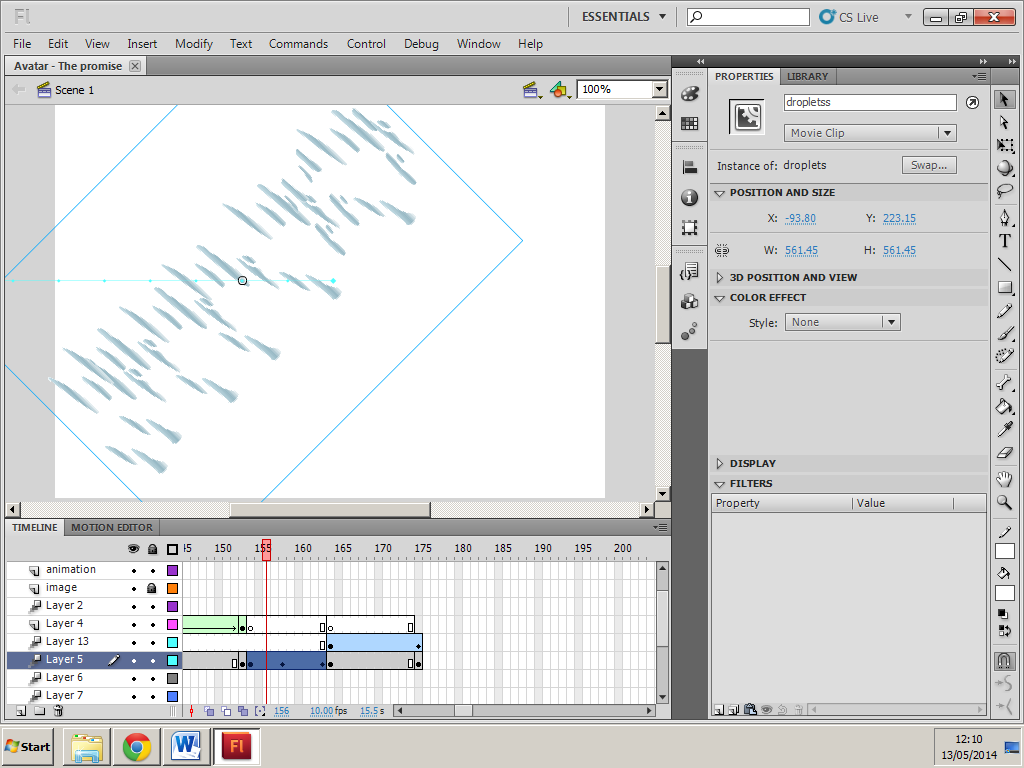
In my animation I have used frame by frame animation for my character’s eyes to make them go from big to small (they were created by the shape tool and are highlighted in the image above). In the frames highlighted, these are the frames in which frame by frame animation takes place, and once played the eyes flash in a way that they are going from big to small.

* Organising the library



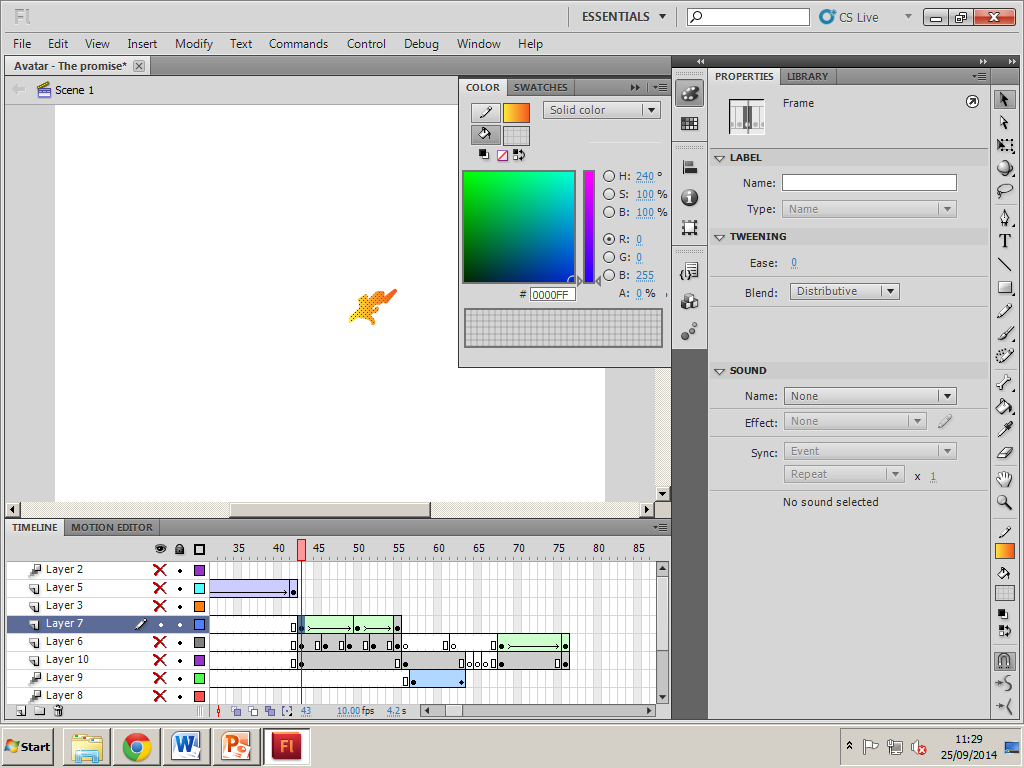
The way in which I organised my library which contains all the items used in my animation is by naming most of them so that I can be able to identify them. In this case I have named the graphic in the image above “Aang”, and whenever I need to use this graphic again I can simply click on the library and select this graphic.

* Using Panels

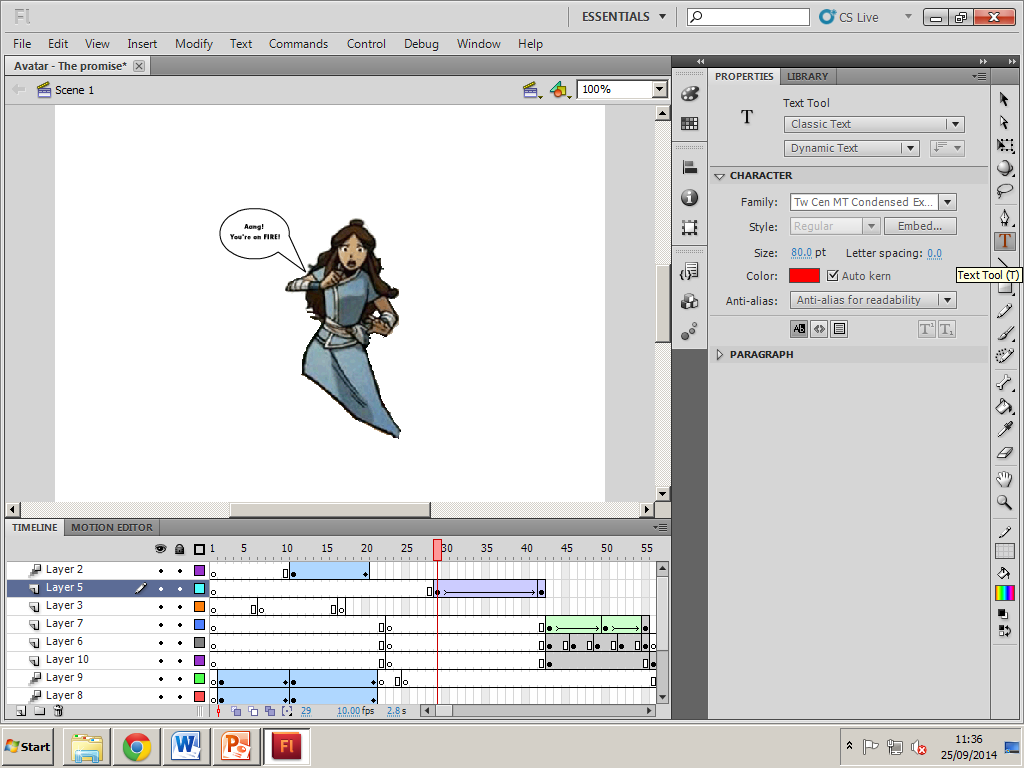
Whilst creating my animation, in order to use the toolboxes and other tools that were required when creating my animation, I was to use the panels in order to access them; for example on the panel below I am able to use the properties for a selected object/picture and the tools alongside it.

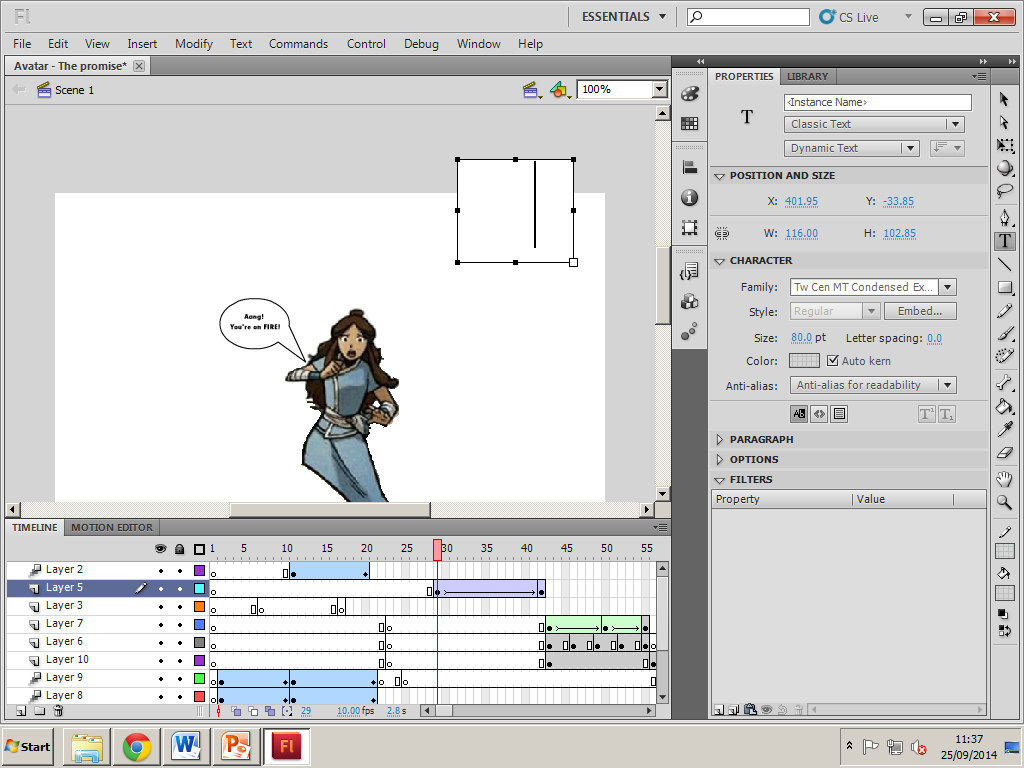
* Colour tools

In my animation I used colour tools to create the illusion of fire burning, so I used colours in the colour tools as a linear gradient using a yellow and orange colour (colours of fire) to create the effect of animation (later animating it).

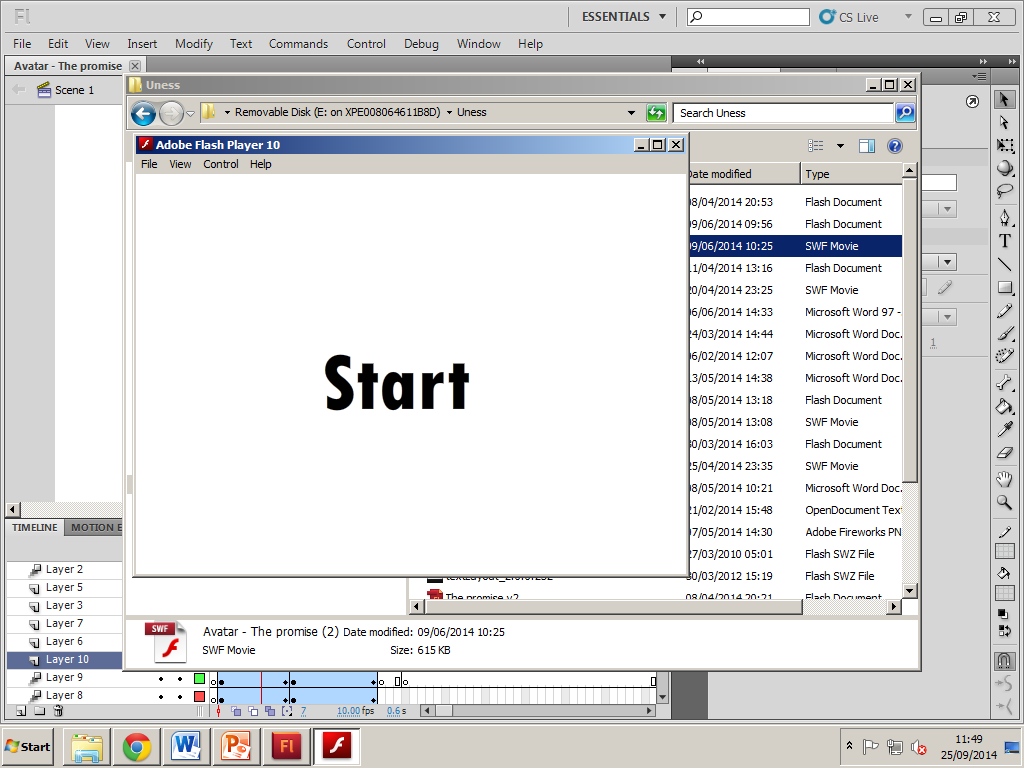


* Text tools

At times in my animation I used text via the text tool to add speech into my animation. This is demonstrated as by clicking the text tool and having to draw the amount of space needed for text, then actually writing text into the box.

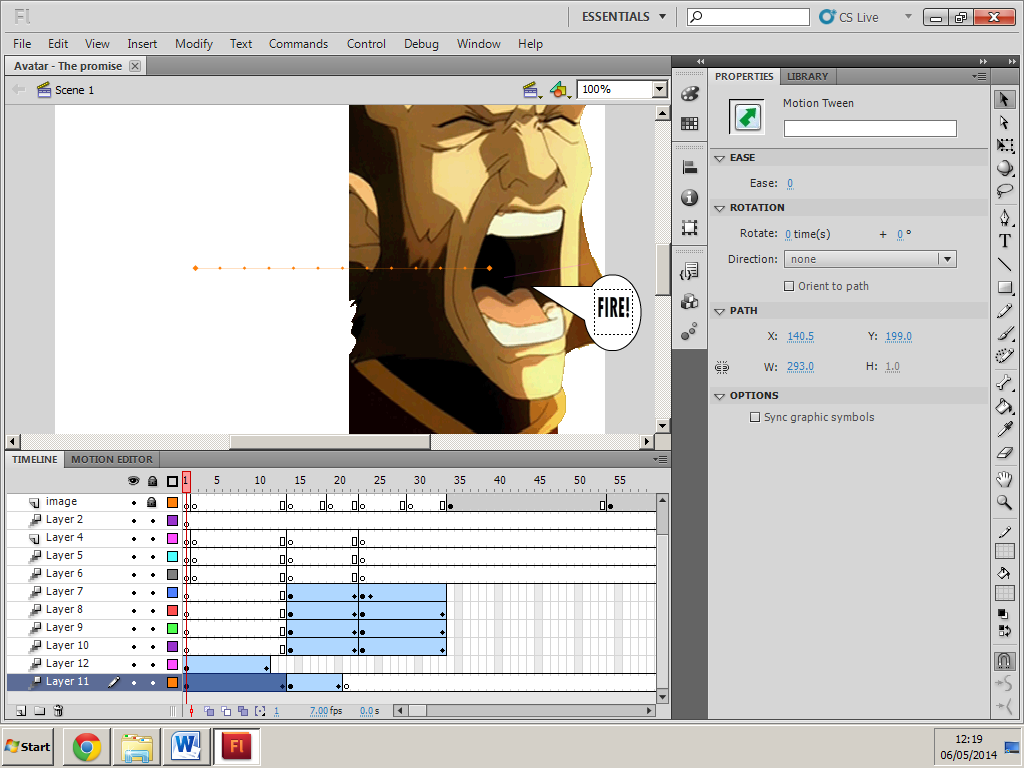


* Saving a movie



After testing the file and is happy with the animation, you can export it into an SWF file officially saving the movie.

* Timeline and Frame rate



The timeline was used in my animation to add and edit each animation made on the layers, being able to keep track of the progress being made, also the frame rate I decided to use was 7.00fps so that I could have good speed whilst playing it back.