

# Flash Animation

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## Flash Animation CS3 Training Overview

This course will give you the basic knowledge and skills to familiarise yourself with the software and its key features and functions and how to develop short animated scenes. Including walking, lip syncing and more.

## Flash Animation CS3 Training Course Prerequisites

This course will assume a reasonable knowledge of Flash or the prior attendance of our Flash Introduction course. You need not be an expert but you should be comfortable with Flash Introduction, keyframing, motion tweens and drawing tools. Please contact our office to discuss your requirements

### Introduction to Adobe Flash CS3 Animation Outline

#### Animation Basics

#### Nesting Animations

- Planning Your Animations
- Comparing Movie Clips & Graphic Symbols
- Grouping Items that Move Together
- Using Symbol Timelines
- Comparing Symbol Playback
- Animating More Layers
- Nesting inside of a Nested Animation

#### Easing Keyframes

- Setting Up a Simple Motion Tween
- Using the Onion Skin Controls
- Creating a Copy of an Animation
- Setting Up Basic Easing
- Copying & Pasting Motion
- Using the Paste Special Command
- Nesting for Complex Animations
- Working with Advanced Easing Controls
- Working More with Advanced Easing

#### Controlling Speed

- Understanding Speed in Animation
- Creating a Blur Effect
- Using Motion Blur
- Setting Up for the Animation
- Enhancing the Animation
- Creating the Impression of Movement
- Completing the Animation
- Adding a Sound Effect

#### Tweening Along A Path

- Animating a Path with Basic Keyframing
- Setting Tweens along a Path
- Animating a Symbol to a Path
- Using the Orient to Path Property
- Setting Up Wheel Rotation
- Using the Moving Matte Technique

- Working with Masks
- Importing Bitmap Sequences
- Converting Bitmaps to Vectors
- Animating Bitmaps

### Part 2 – Character Animation

#### Animating A Scene

- Setting Up an Illustrator File
- Importing an Illustrator File into Flash
- Separating a Graphic into Layers
- Animating a Graphic
- Setting Up the Stage & Previewing the Test Movie
- Animating the eyes
- Setting the Animation to Play Once
- Grouping & Distributing to Layers
- Using the Skew Tool to Animate
- Using Envelope Distort & Creating a Shape Tween
- Create animations
- Duplicate the Animation & Use Edit Multiple
- Making a Mask to Reveal the Animation

#### Squashing & Stretching

- Classic Bouncing Ball Animation Technique
- Squashing a Ball with the Transform Tool
- Preserving the Volume of the Ball
- Adding Follow Through to the Motion of the Ball
- Creating a Pendulum Effect
- Using Squash & Stretch on the Pendulum
- Adding Sound Effects

#### Character Movement

- Exploring the Parts of a character
- Changing the Layout for More Screen Space
- Setting Up the Initial Tweens
- Modifying the Transform Origin

- Moving the Transform Pivot Points
- Using Temporary Pivot Points
- Keyframing the Pivot Points
- Keyframing Pivot Points to Set Up a Dance Pose
- Making Minor Adjustments to the Animation
- Finalizing the Animation

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#### Character Construction

- Setting Up a character Animation
- Prepping the character for Animation
- Animating Poses
- Adding Shape Tweens
- Adding Keyframe animation
- Adding Sound Effects

#### Creating A Walk Cycle

- Exploring Walk Cycles
- Manually Tweening with the Onion Skin Tool
- Adding More Tweens Using the Onion Skin Tool
- Setting Up the Parts of a Character to animate eg. legs
- Cleaning Up the Animation of the Legs
- Cleaning Up the Upper Body Animation
- Adding Movement & Drop Shadow

#### Lip Syncing To A Voice Track

- Importing Audio into the Timeline
- Creating Different Mouth Shapes
- Playing Single Frame Animations
- Explaining Phonemes
- Setting Up Lip Sync
- Working on the Second Pass Lip Sync
- Working in the Timeline Preview Mode
- Animating Blinking Eyes
- Animating Eyebrow Expressions
- Final Comments & Credits

#### Flash Animation CS3 Training Course Materials

Students will have the option of purchasing a prescribed booklet, which will serve as a guide for the class. For further information please contact Zise.