

Tasks for Arts & Communications Today

**TRY-CREATE-PROBLEM SOLVE
Flash Animation**

**Your Chore/Task-
Create at least 1 (one)
Animation File-Project
That You Like That Tells A Story**

A motion tween is an animation that is created by specifying different values for an object property in different frames. Flash Pro calculates the values for that property in between those two frames.

The term tween comes from the words “in between”.

About symbols

A symbol is a graphic, button, or movie clip that you create once in the Flash Professional authoring environment or by using the SimpleButton (AS 3.0) and MovieClip classes. You can then reuse the symbol throughout your document or in other documents.

A symbol can include artwork that you import from another application. Any symbol that you create automatically becomes part of the library for the current document.

Create a tweened animation

1 Add a tween to an object



2 Set properties in first frame of the tween



3 Set properties in last frame of the tween



4 Flash fills in the values in between



5 The animation is complete

