

Adobe Flash CS5 Tutorials

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Adobe Flash CS5 – Bouncing Ball Tutorial

Step 1: Opening Adobe Flash

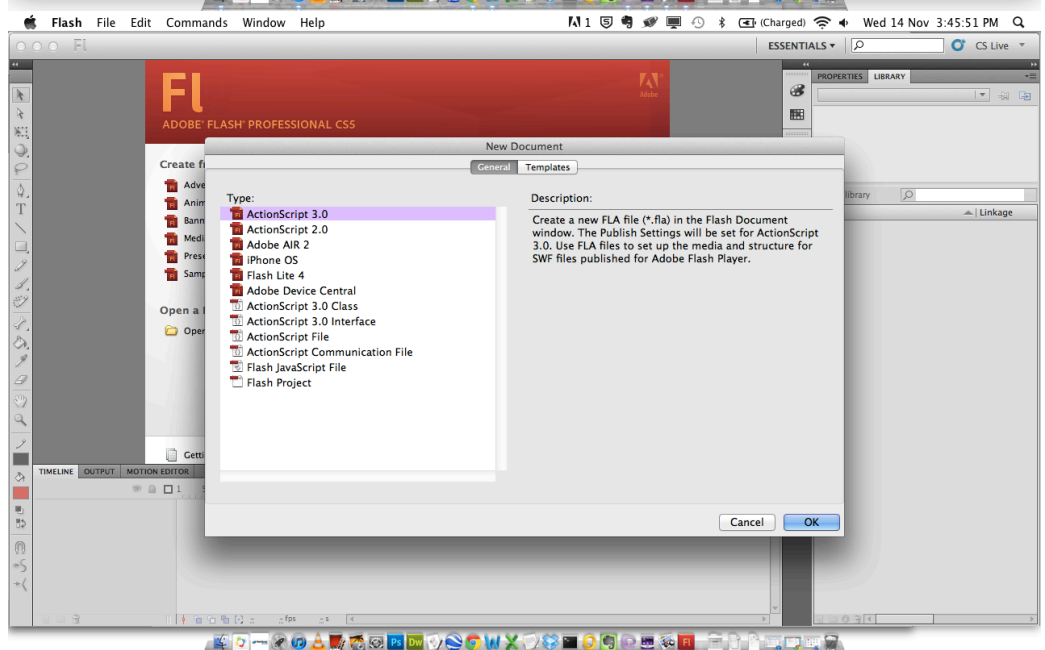
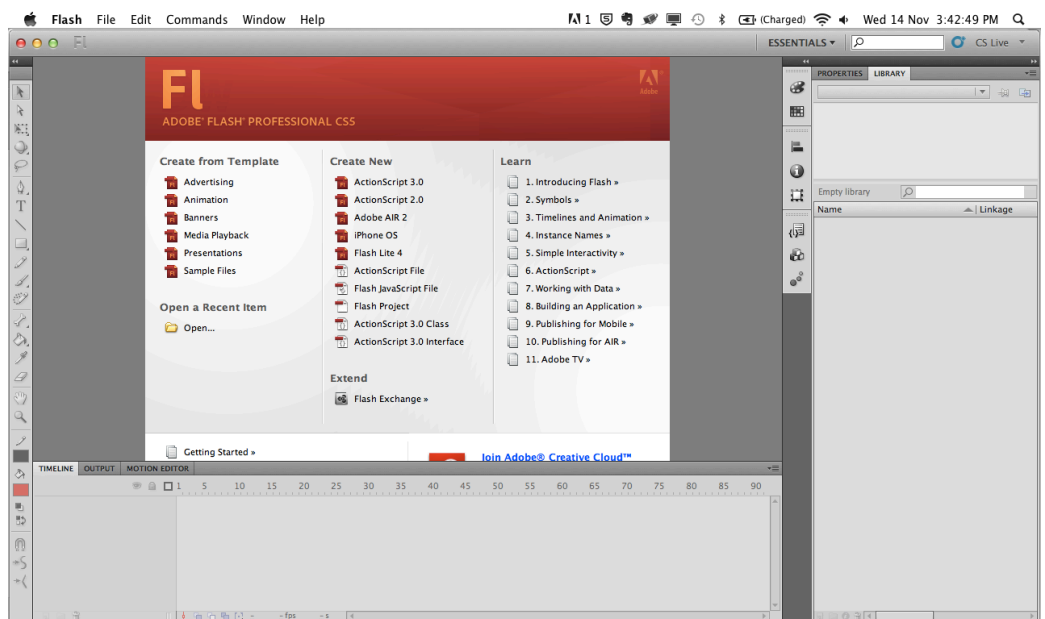
Open Adobe Flash CS5



Adobe Flash CS5

Step 2: Creating a New File

Select ActionScript 3.0 from the dialog that displays when you open Adobe Flash CS5. If Adobe Flash is already open click 'File' and navigate to 'New' then select the ActionScript 3.0 again from the dialog.



Step 3: Creating symbols

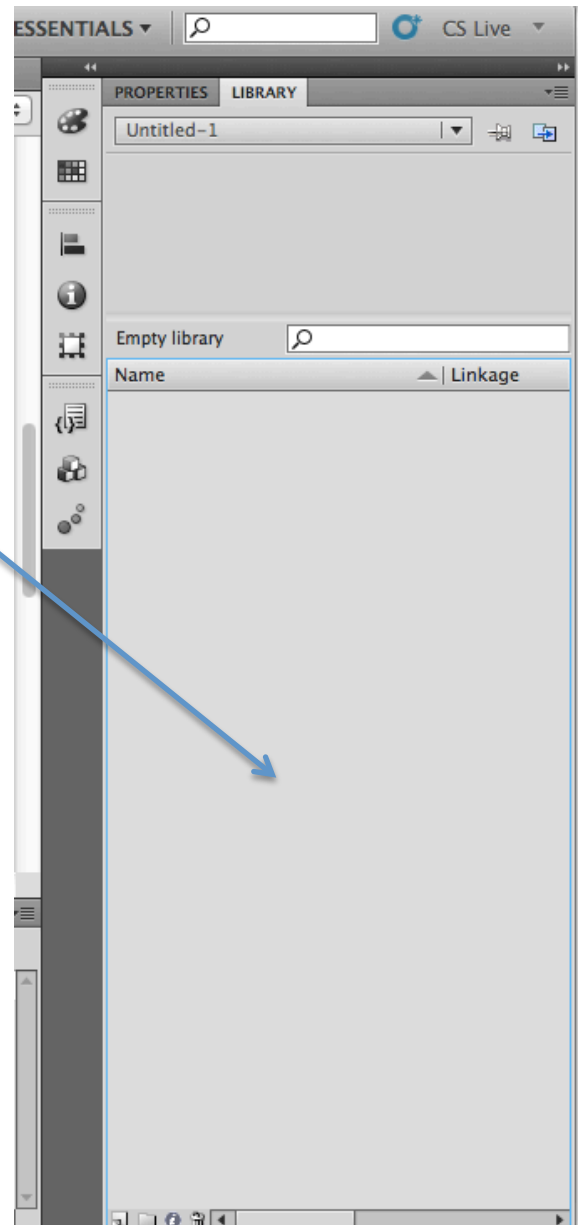
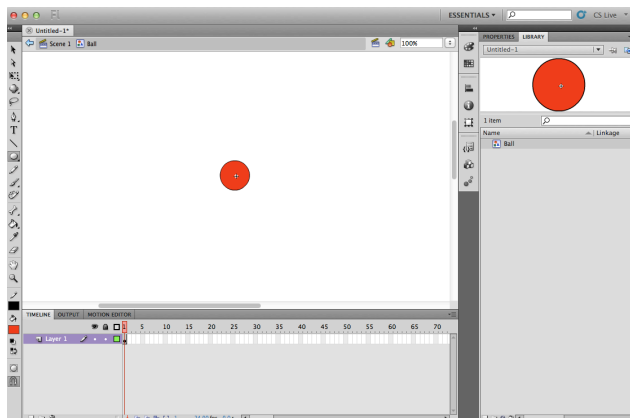
Right click in the library tap on the right hand side of the window and select 'New Symbol' from the displayed dialog

This will create a 'symbol' these are objects that can be manipulated into animation. Name the New Symbol "Ball".

Make the Symbol into a ball shape For instance a circle this can be done by by selecting the rectangle tool

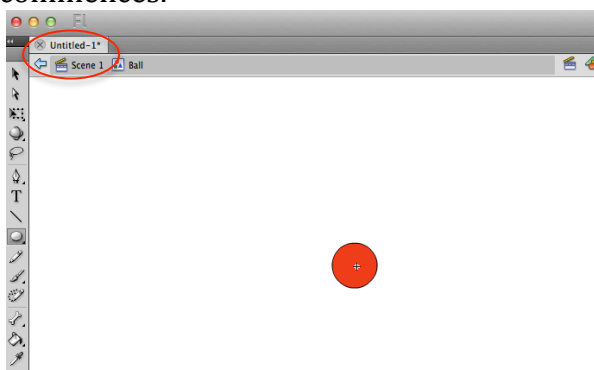


and Long pressing it for the dialog to appear, then select the ellipse tool or you can press (o).




Step 4: Navigating back to the scene

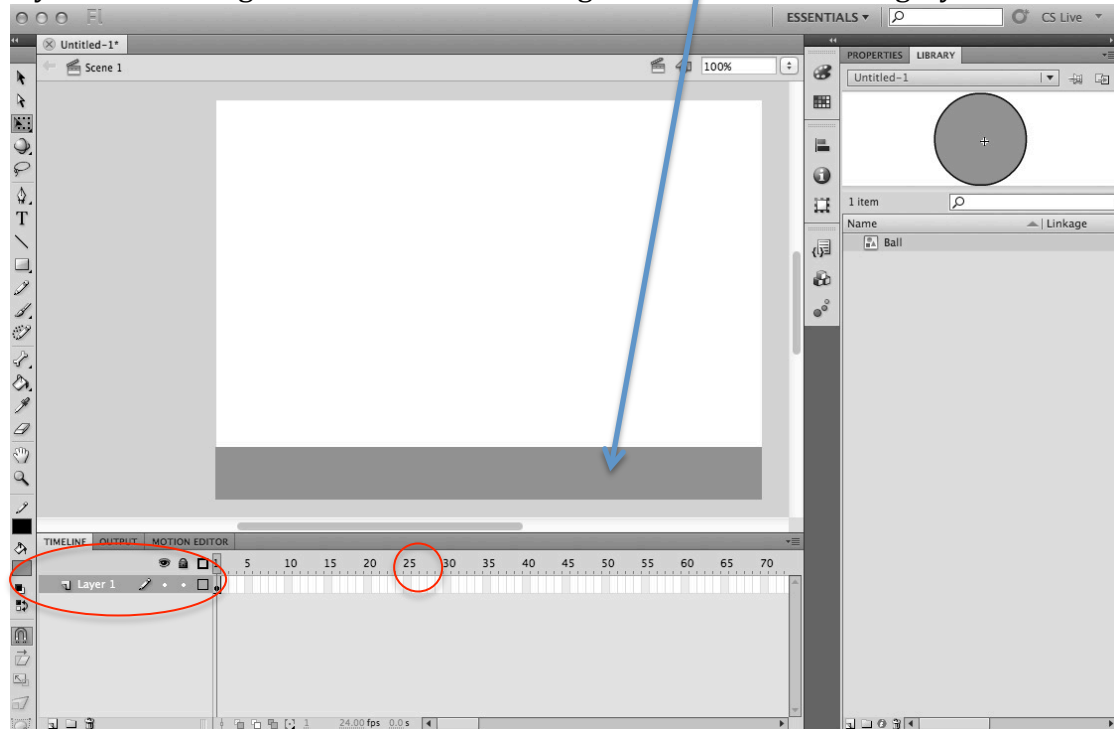
Click back to the scene by moving to the top right of your viewpoint and clicking 'scene 1' this brings you back to the scene, this is where the animation commences.



Step 5: Creating the ground

Select the Rectangle tool by pressing R or by clicking the  tool button on the left hand side (toolbar).

And create an area that can be used as the ground layer as the background. Make this rectangle this will occupy the basic layer as the background. Make this rectangle black or grey.

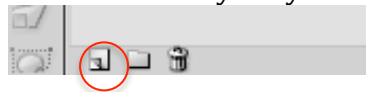


Step 5.1:

Right Click on the frame at 25 and select the 'insert frame' option on the drop down menu. This shows the Rectangle (background that you have just drawn for this period of time 0-25s)

Step 6: Making a new frame

Create a new layer by clicking this icon under your layer panel at the bottom left.



This layer will be the layer that contains the movement of the ball as it bounces.

Step 6.1:

Select the new layer that you have just created and repeat 'step 5.1 above'.

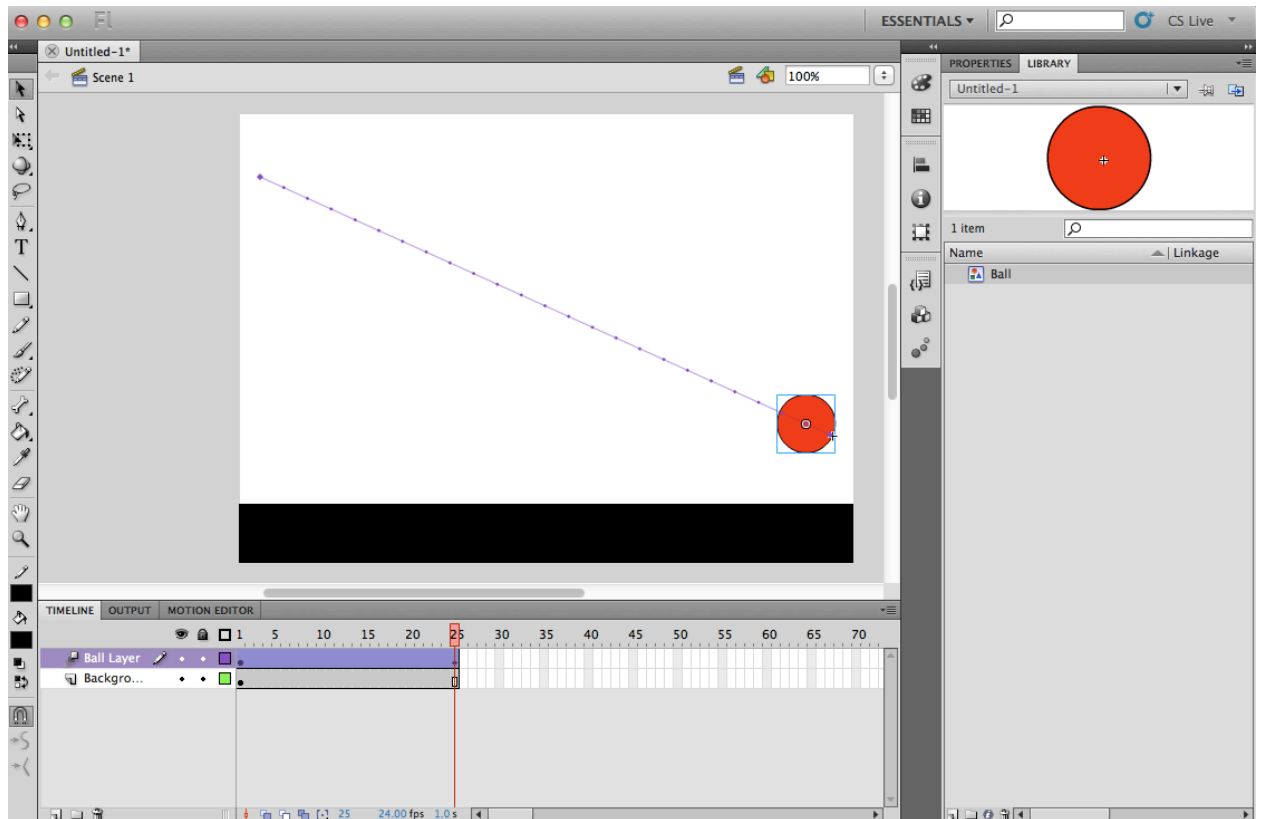
Step 6.2:




While still have the new layer selected drag the 'Ball' symbol onto the scene to the top left hand side. This is now the 'Ball layer' (you can rename it if it is easier to remember).

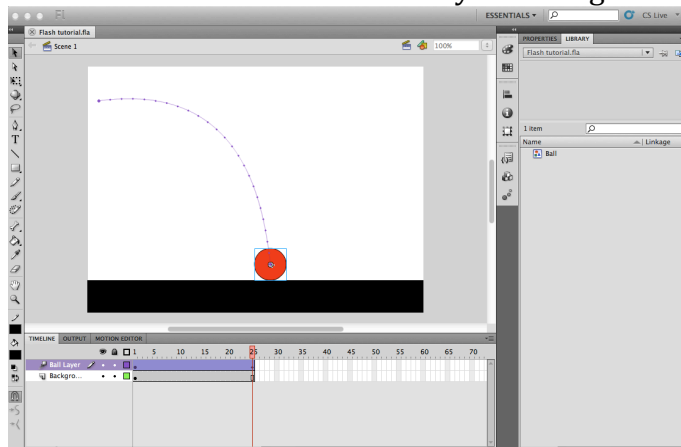
Step 7: Creating a motion tween

Move the red bar on the timeline to the end of the frames at 25s. then right click on the Ball layer at the 25s Frame, and select 'Create Motion Tween' once this has been set the bar will turn blue and you can move the ball wherever on the scene to create a straight motion path. This is the basic movement of the ball. You can hit the enter (return) key to play through this motion tween at anytime.



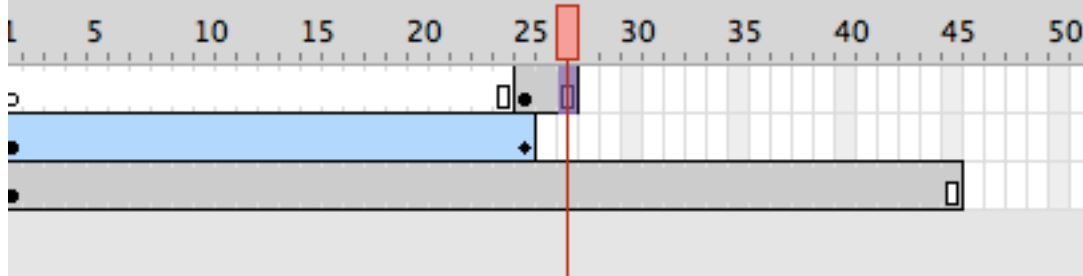
Step 7.1: Bending the motion tween

Select the 'selective tool' (V) or  key, and click on one of the dots on the motion 'line' you can grab and drag these up or down depending on the direction you want it to bend. In this case the bouncing ball, we will create an arc as if the ball has been thrown or is already bouncing.



Step 7.2: Making the ball Squish on impact

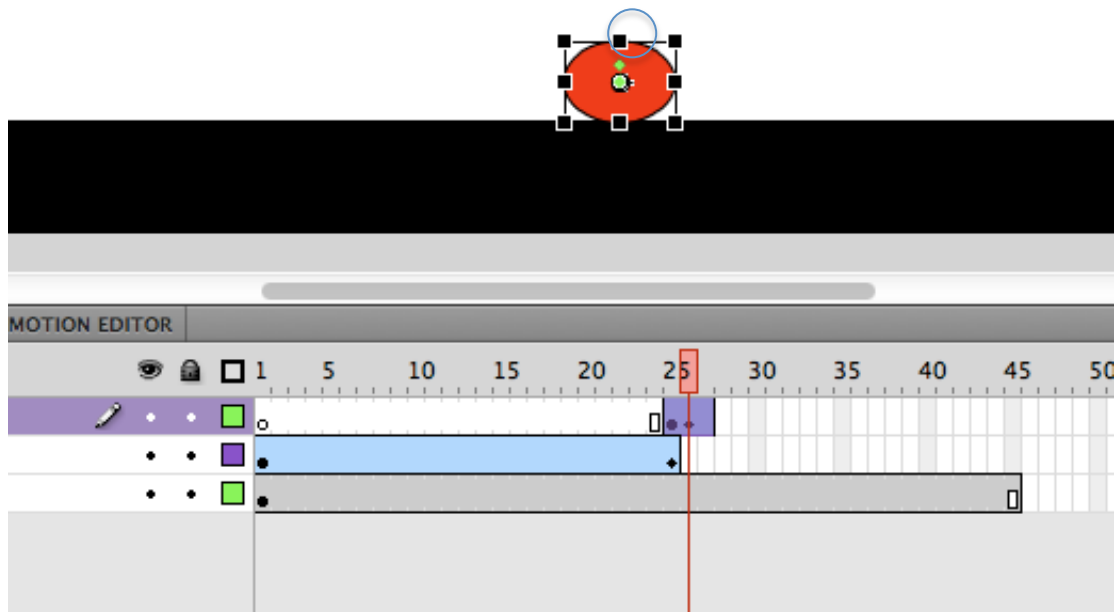
Create a new layer and call it 'ball Layer 2' this will be the transition of the ball as it condenses on impact to the ground. Right click that layer at 25s. Select 'Insert Blank KeyFrame' then drag the 'Ball' symbol into that layer (so it is behind the Ball in 'Ball layer').



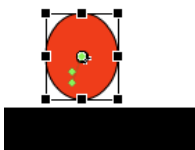
Make 'Ball Layer 2' 3 frames long by right clicking and selecting the 'insert frame' option. Select the middle frame of these three in 'Ball Layer 2' and Right click 'create motion tween'. Right click in this frame again and Choose the Option 'Insert Keyframe', and from this menu select 'Scale'. (this allows you to change the size and shape of the Ball.) By selecting this tool it will allow you to do this



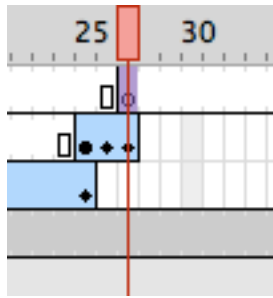
grab the top little square and drag it down to "squish" the ball.




Now Select the Last frame and repeat the Step Above but Instead of making the ball flatter make it elongated.



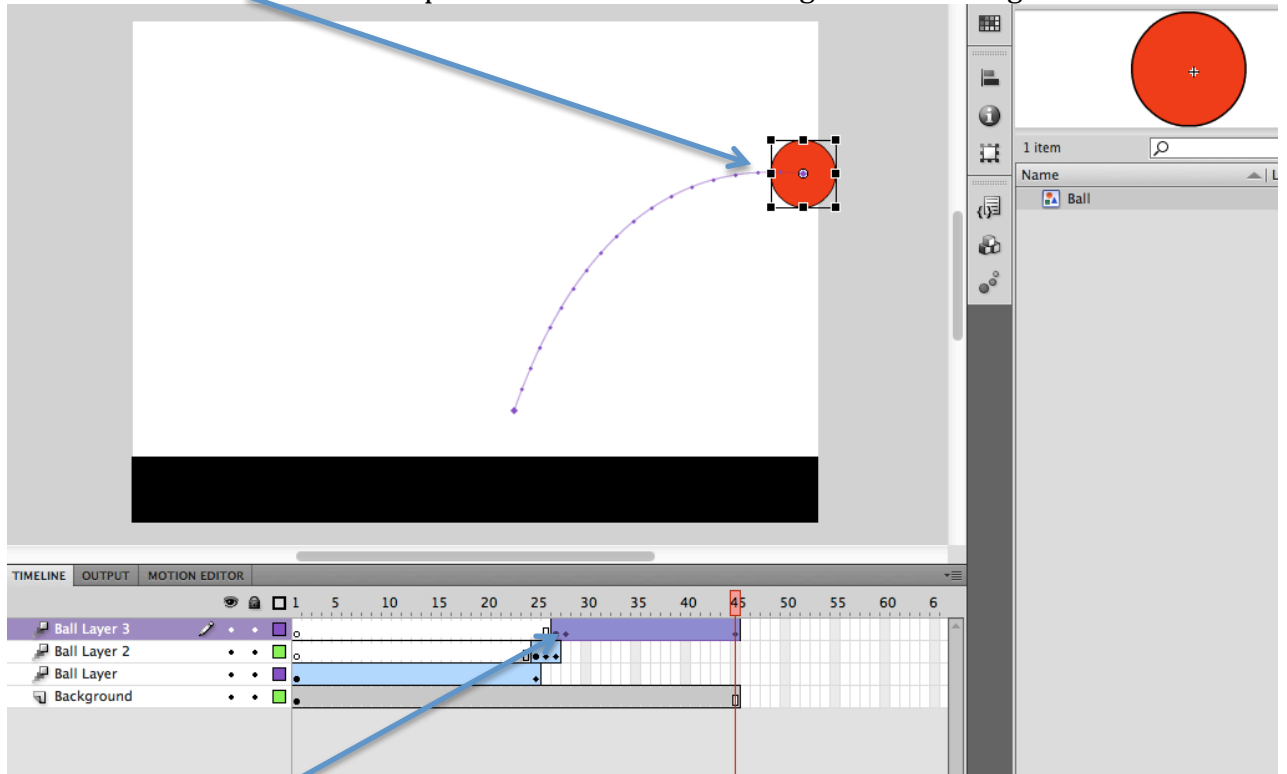
Step 8: Making the Ball bounce back up



Create a new layer and name it “Ball Layer 3” this will be the ball as it bounces back up as if it is bouncing. Add a new blank keyframe (use right click ‘Insert Blank Keyframe’) in line with the last frame of the previous layer.

Add the ‘Ball’ symbol to this layer, and use the  tool to shape it into the same shape as the elongated ball.

Create a Motion Tween in this layer and move the ball up to the top right hand side of the Scene. Bend the path so that it looks as though it is bouncing.



Select the second frame and Insert a ‘Scale’ Keyframe, and proceed to make the ball back to its original shape.