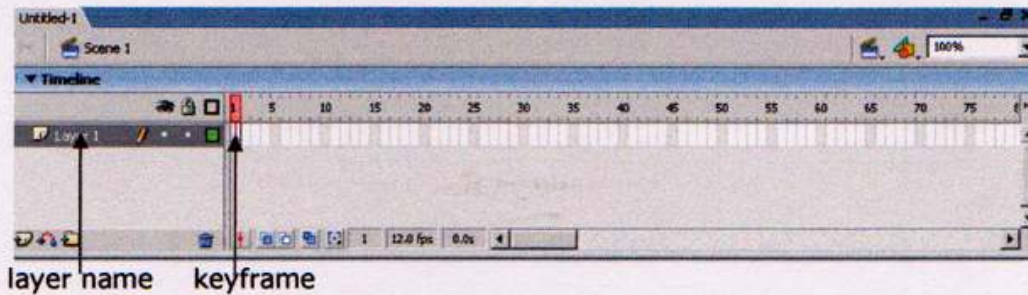


The Timeline

The timeline is marked out in frames. There are 12 frames per second e.g. a movie that lasts 3 seconds will have 36 frames.

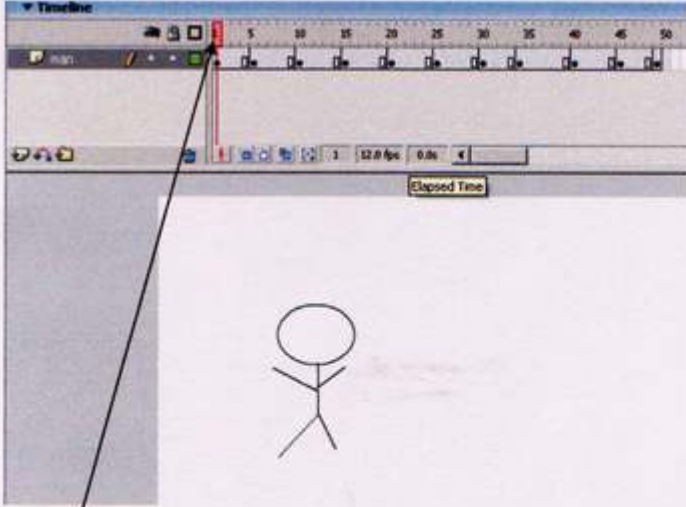
Changes can only take place at key frames (these have a circle in them). Normal frames are just marking time.



Stick Man

In this exercise you are going to create a stick man who will walk across the stage.

- Double click on the layer name on the timeline and enter the name `man`
- Draw a stick man.
- Right click on the timeline on the `man` layer at frame 5 and insert a keyframe (this will copy the man to frame 5, the man is selected and he can now be changed).
- Drag the stick man to the right.
- De-select the man and then using the mouse re-position his arms and legs.
- Right click on the timeline and insert another keyframe at 10, drag the man and re-position his arms and legs.
- Repeat, inserting a new keyframe every few frames until the movie lasts about 4 seconds (ie. about 48 frames).



The screenshot shows the Adobe Flash interface. At the top is the 'Timeline' panel with a ruler from 0 to 50. A red vertical line, the current frame marker, is positioned at the start of the timeline. Below the timeline is a toolbar with various icons. The main stage area contains a simple stick figure character. A black line points from the red frame marker to the text below.

this red marker is the current frame marker

- Save the movie and call it `man`
- Drag the red frame marker across the timeline, this is called scrubbing the timeline.
- Press `Ctrl Enter` to preview the movie (this will publish the movie and create a file that ends in `.swf`).