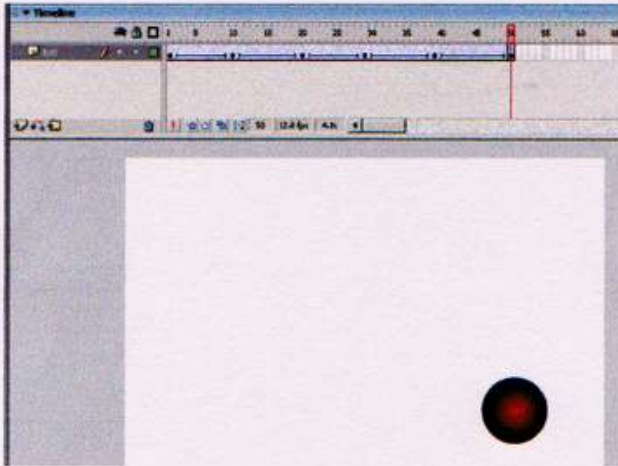


Adding more keyframes

Making the ball bounce

- Insert a new keyframe at 10 frames (right click on ball layer at frame 10 and insert keyframe).
- Drag the position of the ball instance to the bottom of the stage.
- Insert another keyframe at 20 and drag the ball instance to the top of the stage.
- Repeat inserting key frames and changing the position of the ball.



- Save and preview the movie

Open the beach movie

- Insert a new symbol `sun`
- Add a new layer called `sun`
- Motion tween the sun across the stage in 40 frames.
- Preview the movie.
- The beach and trees only exist for one frame, whereas the sun lasts for 40 frames.
- Insert a frame at 40 for both the trees and the beach (these don't have to be key frames as the beach and trees are not changing)

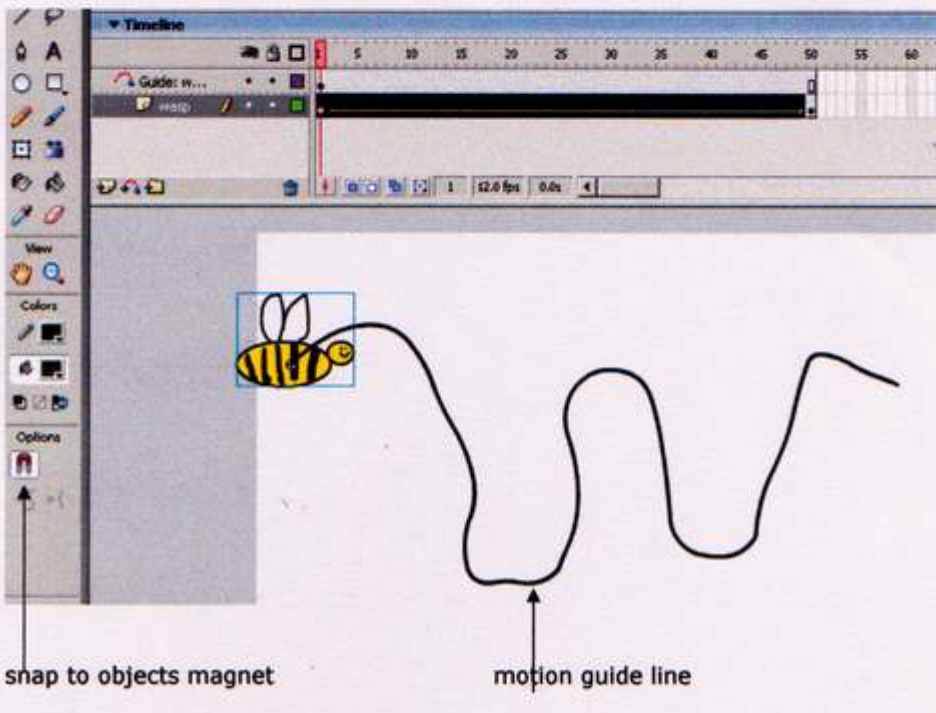
Motion Guide

Adding keyframes could be very tedious if you were trying to imitate a wasp flying. Flash will let you animate an instance or grouped object with a motion guide.

- Create a new document.
- Insert a new symbol called `wasp` and make it a movie clip.
- Draw a wasp (make sure the wasp is centred around the +).
- Return to scene 1 double click the layer name and call it `wasp`
- Drag an instance of wasp onto the stage.
- Insert a keyframe at 50 and drag the wasp across the stage.
- Click in keyframe 1 and set the Tween to motion (the layer should be lilac with a solid arrow).

This is a normal motion tween, check this works before proceeding to the next step

- Right click on the layer name `wasp` and Add Motion Guide
- Use the pencil tool to draw a wavy line (this is the motion guide).
- Make sure Snap to Objects is on (the magnet should be pressed in on the toolbar).
- Click on the first keyframe of `wasp`.
- Drag the wasp instance (get hold of it close to the centre mark) to the beginning of the line (the snap circle should get bigger as it snaps to the line).
- Click in the end keyframe of `wasp` and drag the instance of wasp to the end of the line (again it should snap to the end of the line).
- Save the movie as `wasp` and Ctrl Enter to preview, the wasp should follow the motion guide.



Create a successful motion tween first.
Make sure snap to objects is on (the magnet on the toolbar).
Use the pencil to draw the guide.
Snap the instance at the first keyframe and at the last keyframe.

Open the beach movie

Add a bird to fly around the beach

- Lock or hide existing layers.
- Insert a new symbol called bird.
- Return to Scene1 and add a new layer for the bird.
- Motion tween the bird across the stage.
- Right click on the bird layer and Add motion Guide.
- Draw the Guide with the pencil.
- At keyframe 1 of the bird snap to the guide.
- Snap at the last keyframe.