

# Flash Insurance Advert Pt. 1

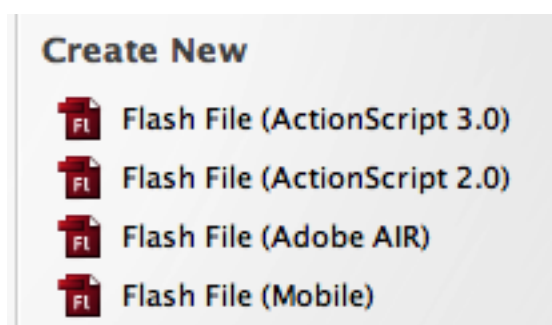
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## 1 - Download Images



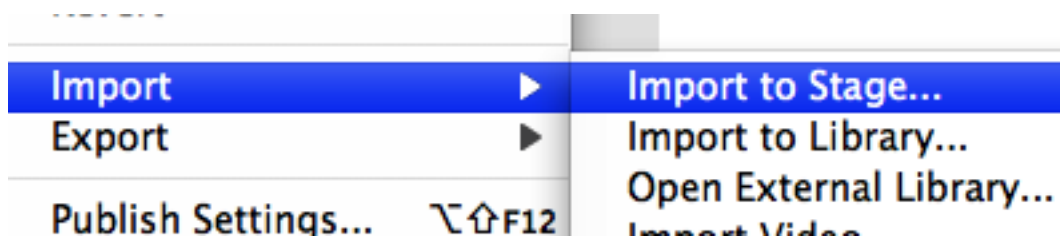
Log on to the VLE (Course 9.9) and download the two image files

## 2 - New Flash Document



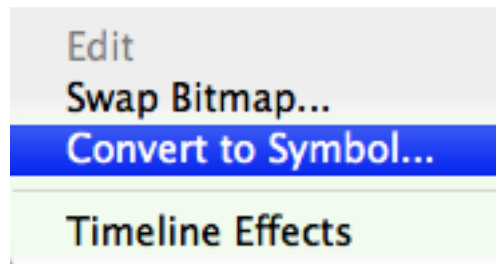
Open Flash and create a new Flash File (ActionScript 2.0)

## 3 - Import The Road



Click File >> Import >> Import to Stage... and import the Road image

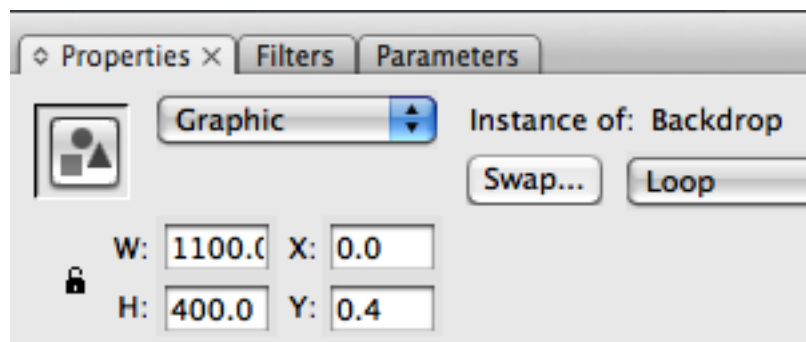
## 4 - Convert To Symbol



Right click on the picture and "Convert to Symbol...:"

Give the picture a sensible name (e.g. Backdrop) and make sure you choose **Graphic** as the object type.

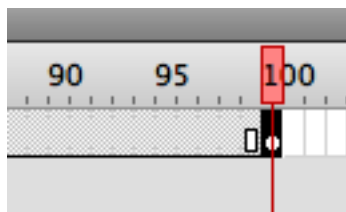
## 5 - LOOK at the co-ordinates



Click on the picture and you will see 4 numbers at the bottom left: **Width**, **Height**, **X** position (-1000 is left, 1000 is right) and **Y** position (-1000 is down, 1000 is up).

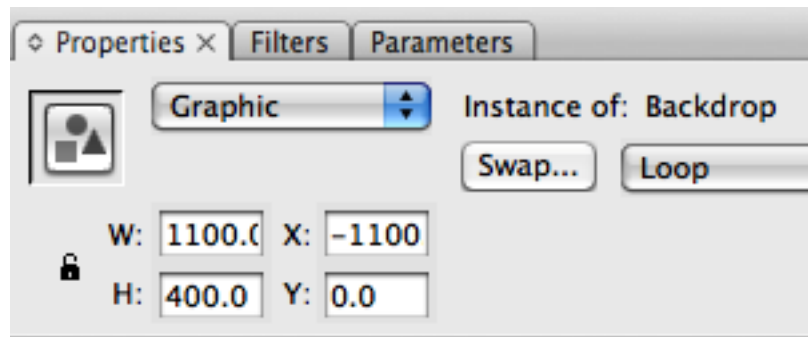
Make sure that both **X** and **Y** are set to 0. this means the picture will start at the top left of the stage.

## 6 - Add a Keyframe



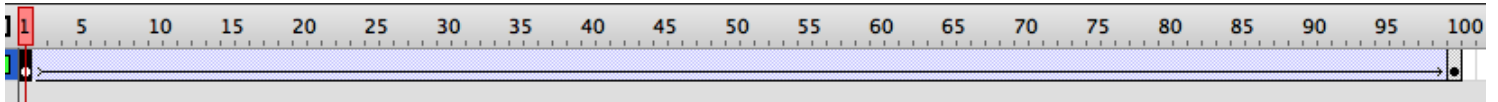
In the timeline, click into Frame 100 and press **F6** to create a keyframe.

## 7 - Move the backdrop



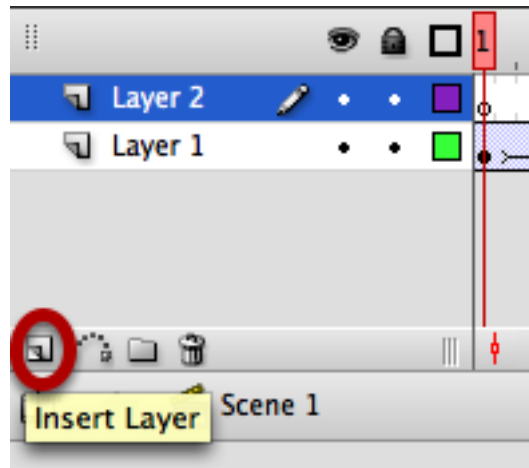
We want the picture to move to the left, so **making sure you are in Frame 100**, click on the picture and change the **X** value to **-1100** (the same as the picture width).

## 8 - Motion Tween



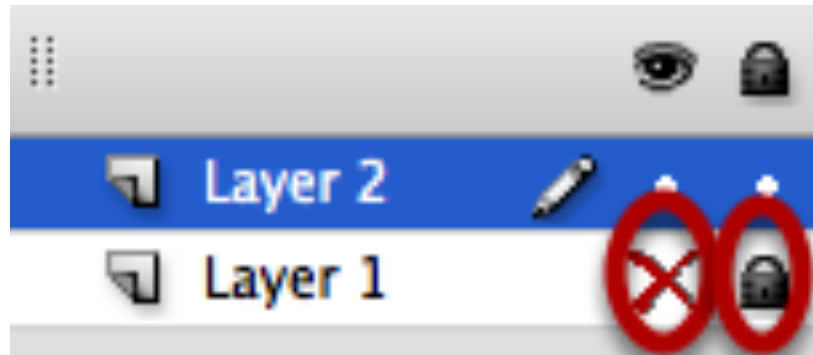
Go back to Frame 1 and add a Motion Tween. Press the Return key to check it works.

## 9 - A New Layer



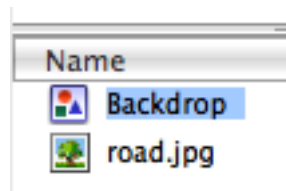
The picture slides off the end of the stage, leaving a big, white, empty section. To fix it, we need to add a new layer.

## 10 - Lock Layer 1



To stop you accidentally damaging the work you have done, click on the dots to **hide** and **lock** layer 1.

## 11 - The Library



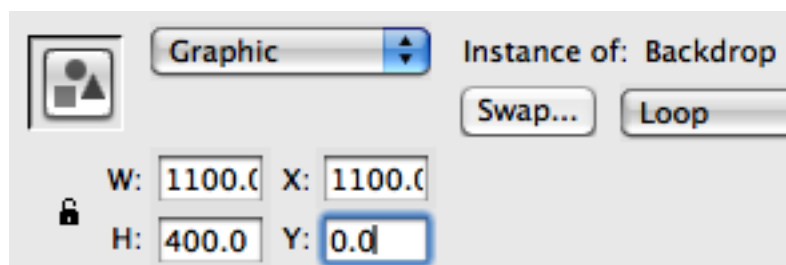
On the right hand side of the screen is the **Library**. Any pictures you have used live here in case you need to use them again. Make sure you can see the **Backdrop** symbol (or whatever you called it). Note the special icon to represent a graphical symbol.

## 12 - Drag In The Backdrop



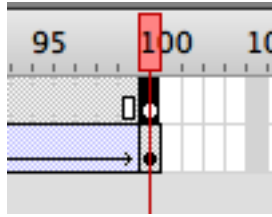
Make sure you are working in Layer 2 and in Frame 1. Then drag the **Backdrop** symbol onto the stage.

## 13 - Position The Backdrop



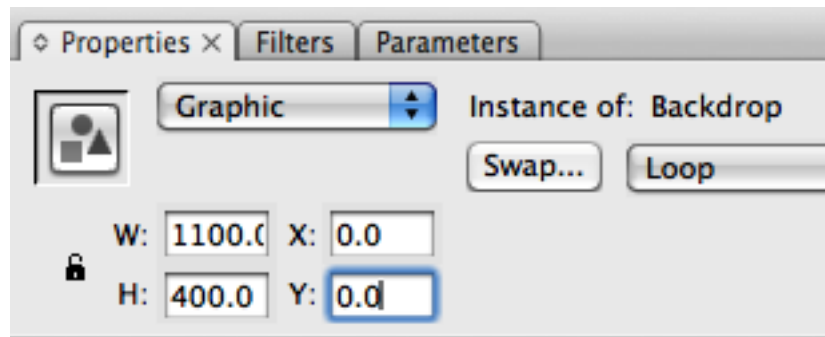
Click on the picture and move it to **X: 1100, Y: 0** so that it will start right next to the original.

## 14 - Frame 100



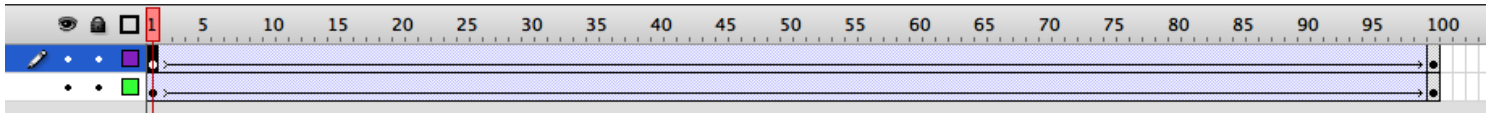
Click into Frame 100 in Layer 2 (make sure you click **in** layer 2 - think of a spreadsheet) and press **F6** to add a key frame.

## 15 - Position



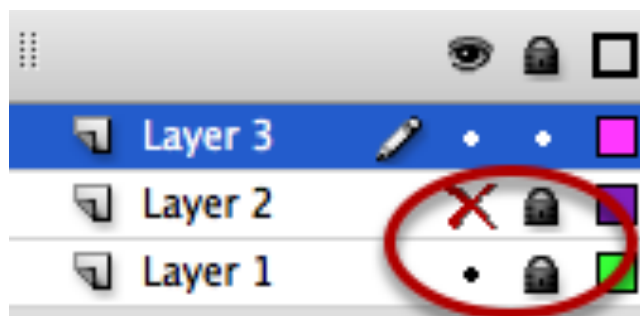
Click on the picture and set the positions to **X: 0, Y: 0**. (NB: You may have to scroll right a little to find the picture. Make sure you scroll back when you're done.)

## 16 - Tween



Again, go back to Frame 1 and set a Motion Tween. Press Apple-Return (CTRL-Return on a PC) to check that the animation now loops cleanly.

## 17 - Layer 3

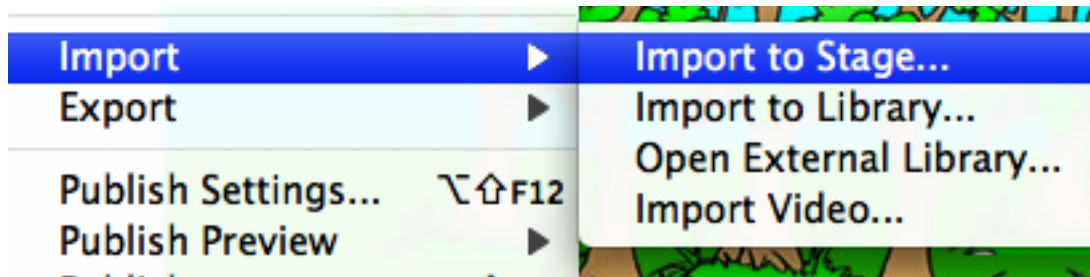


Add another new layer.

Lock layers 1 and 2 and hide layer 2 - this means that we can't break the backdrop animation and we

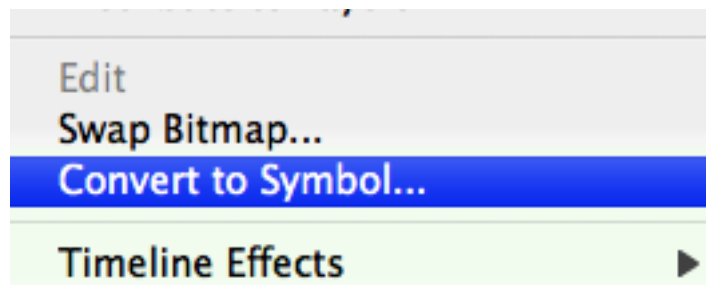
can only see the first one.

## 18 - Add A Car



Making sure you are working in Frame 1 of Layer 3, import the car to the stage.

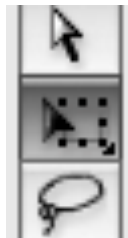
## 19 - Convert To Symbol



As always - as soon as you have imported a picture, convert to a Symbol.

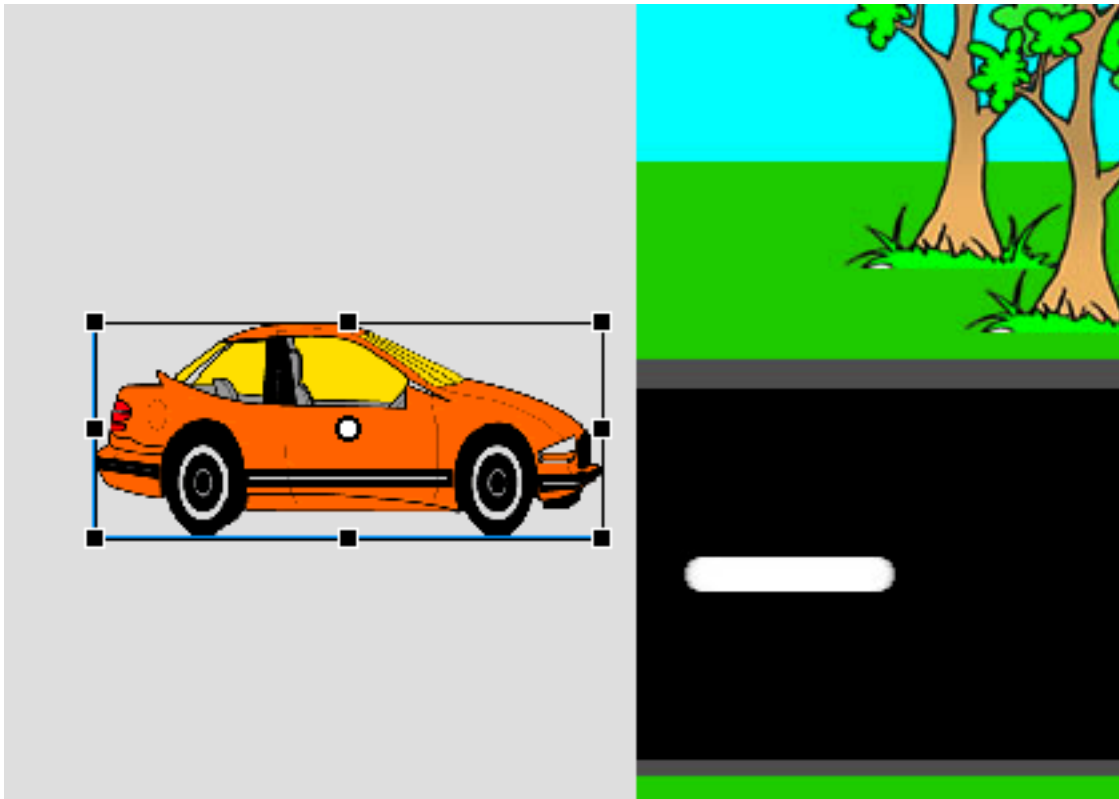
Remember to use a sensible name (e.g. 'Car') and a **Graphic** symbol.

## 20 - Resize The Car



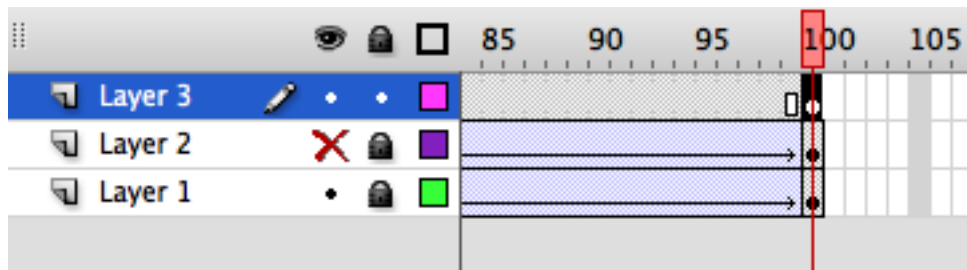
Use the **Free Transform Tool** to resize the car - remembering to hold the **shift** key so you can't squash or stretch the image.

## 21 - Position The Car



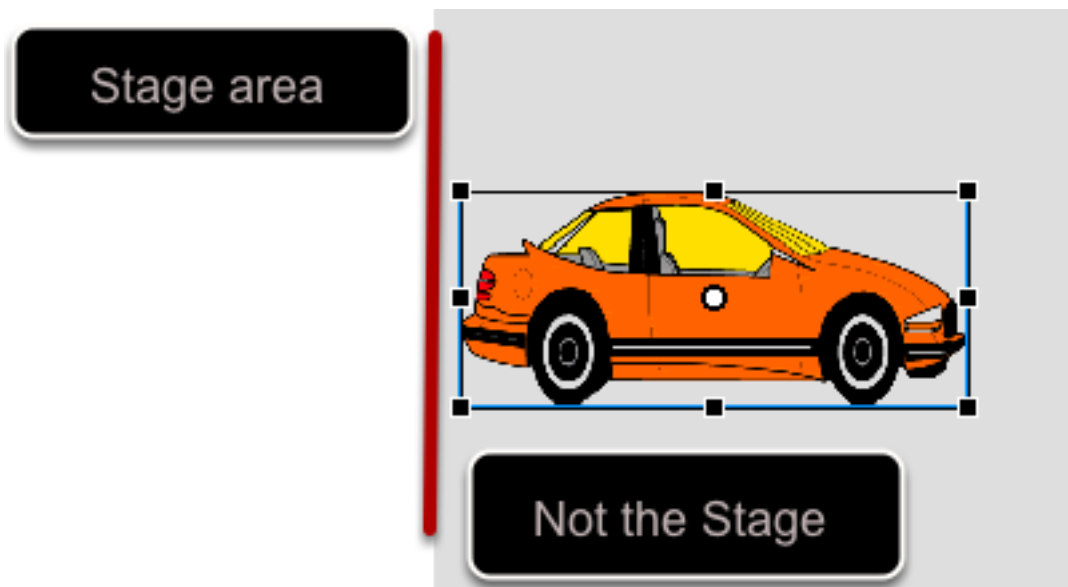
Move the car so it is just off the side of the stage.

## 22 - Frame 100



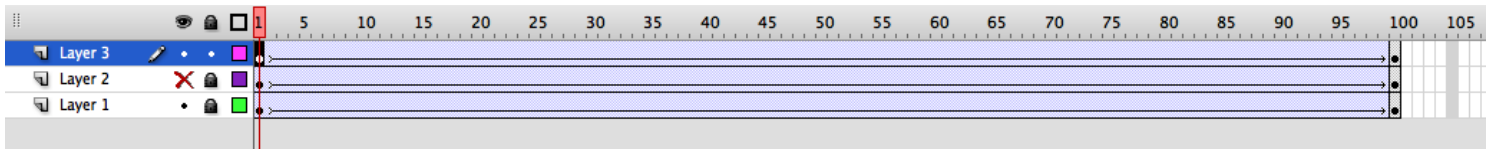
**Making sure you are working in Layer 3, select Frame 100 in the timeline. MAKE SURE YOU ARE WORKING IN LAYER 3.**

## 23 - Move The Car Again



Move the car to the right of the stage, trying to keep it at about the same height.

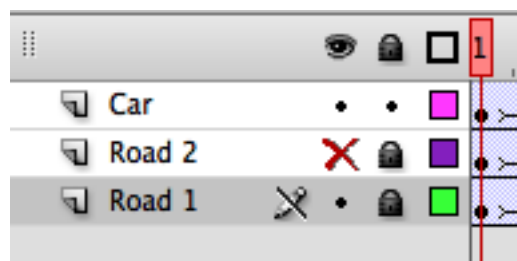
## 24 - Another Tween



Once again, go back to Frame 1 and set a motion tween.

Now, press Apple-Return (Control-Return on a PC) to see your animation

## 25 - Naming



IT is a **VERY GOOD HABIT** to name your layers carefully. When you get up to 15 or 20 layers it helps to give them sensible names. Double click the name to change it.