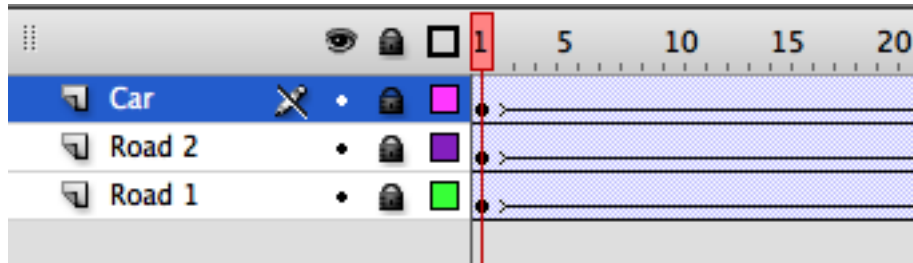# Flash Insurance Advert Pt 2

1 - Check Pt 1

Check you have completed Part 1 of this tutorial and that you have a scrolling background with a car.
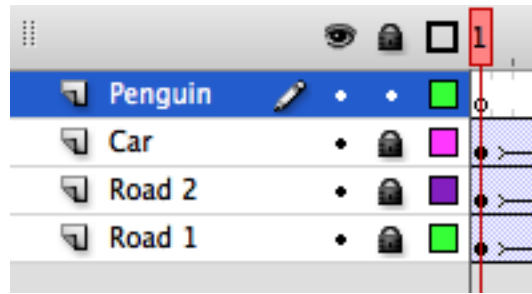
Also make sure you have named your layers!
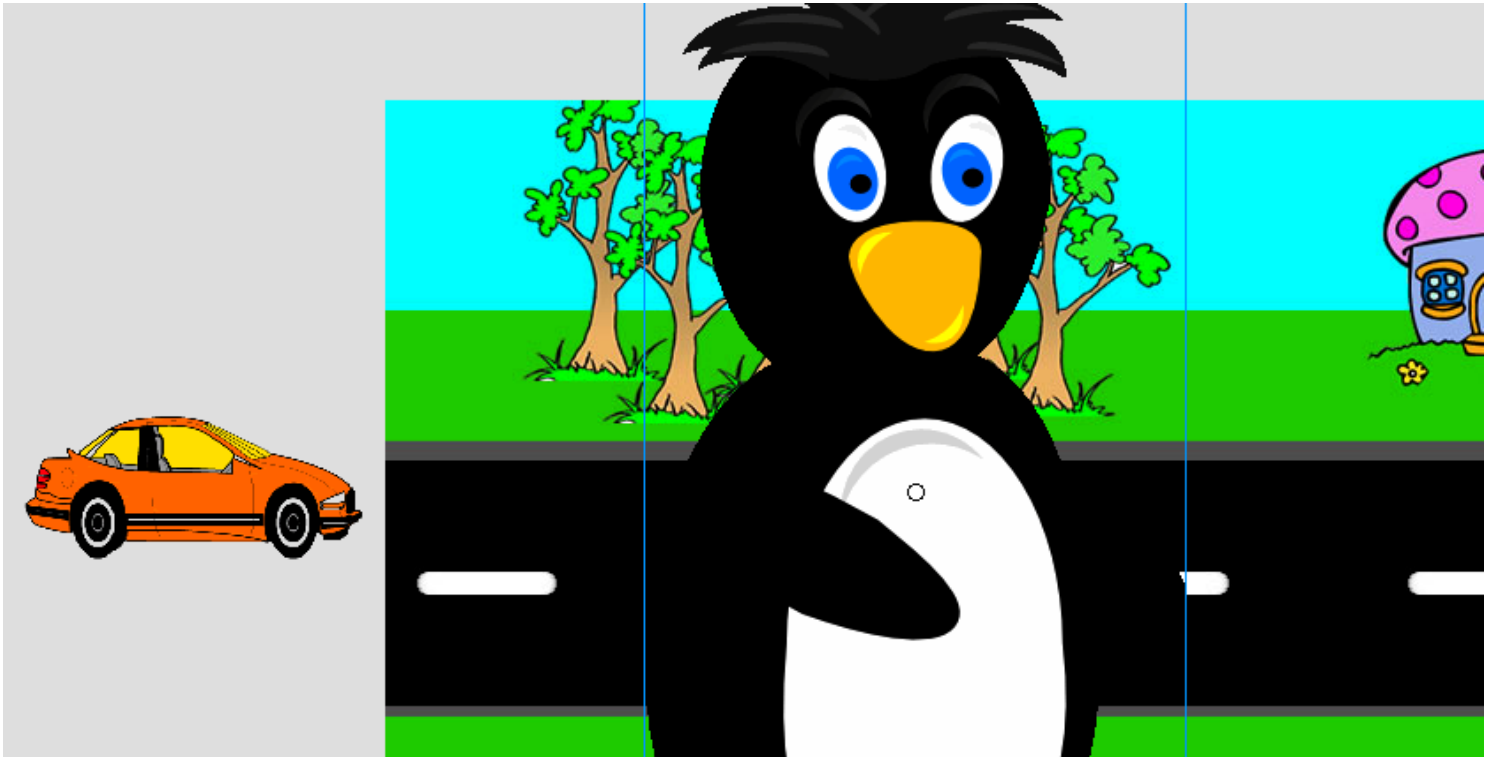
2 - Find a Penguin

For the next step, we need the image of a penguin! So go back to the VLE and download one!
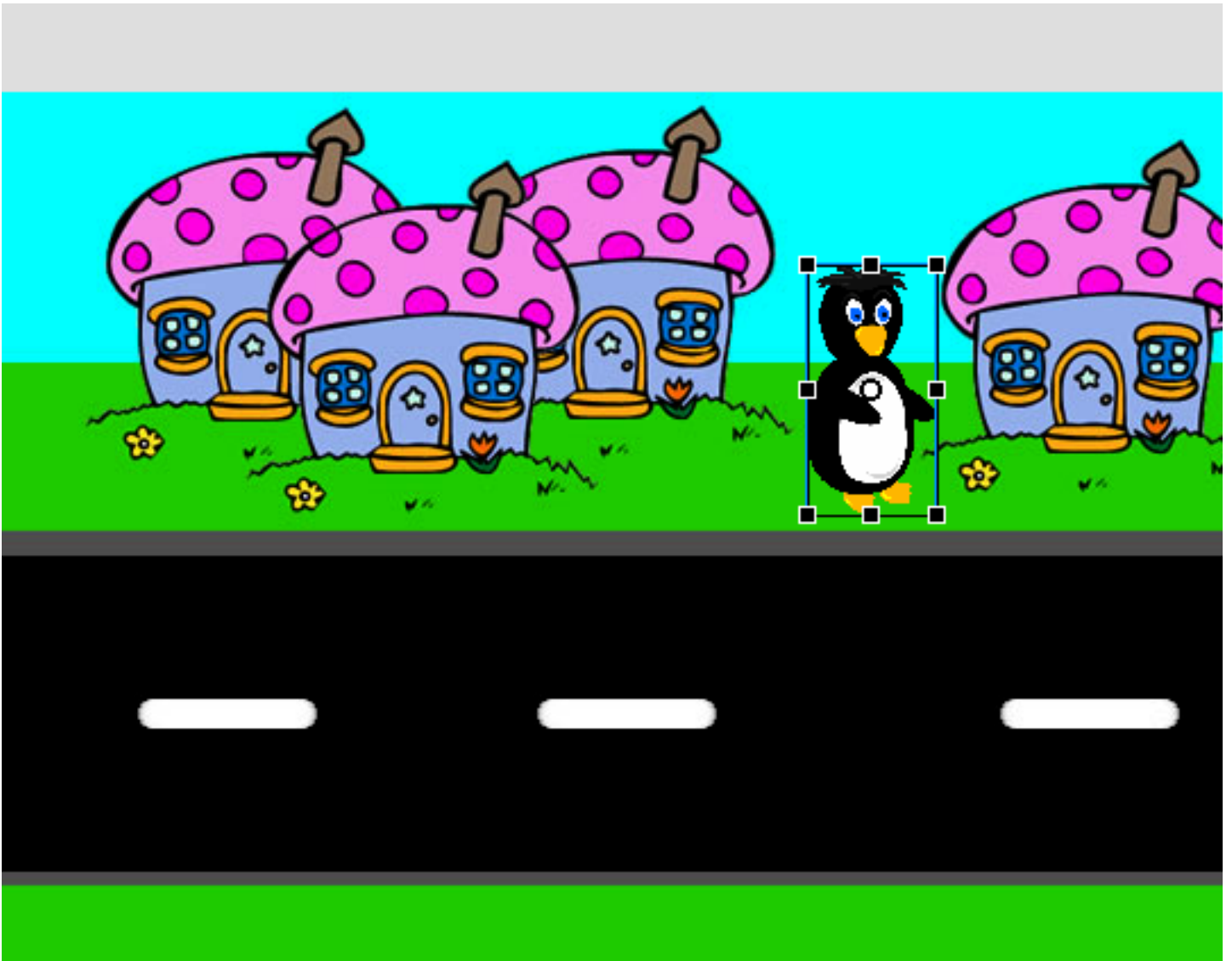
3 - New Layer

Add a new layer (make sure it is at the top of the list) - and name it **Penguin**.

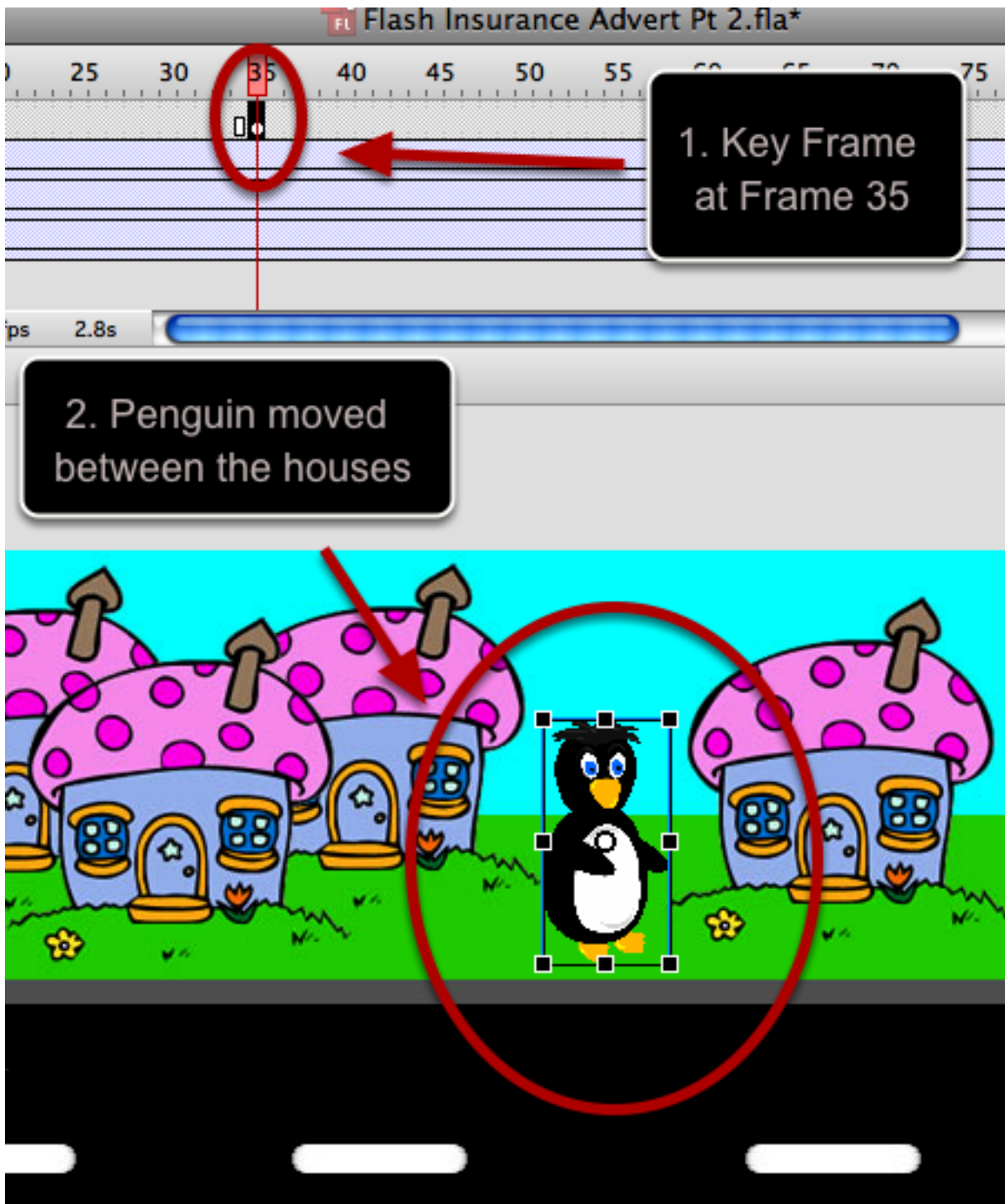## 4 - Import The Penguin

Making sure you are in the **RIGHT LAYER** and also in **FRAME 1**, import the penguin then right click and **Convert To Symbol**.
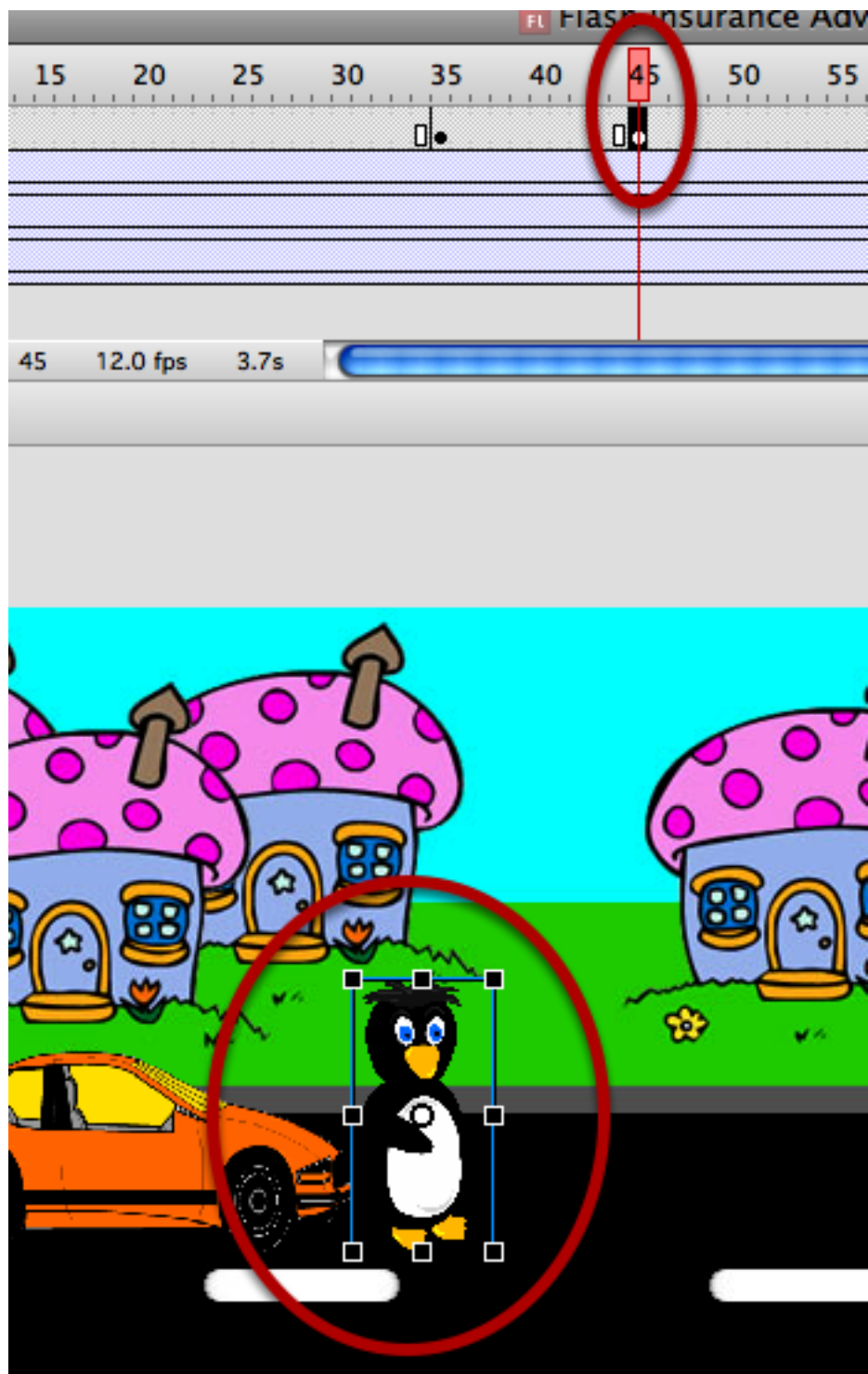
5 - Position The Penguin

Use the **Free Transform Tool** to resize the penguin and place it between the first sets of houses.
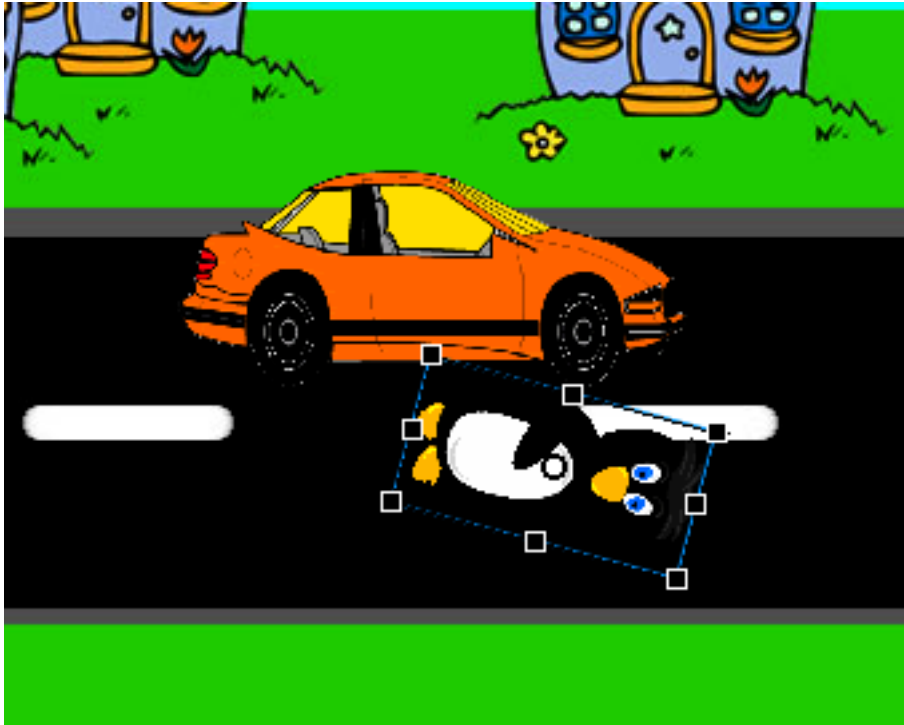
6 - Key Frame (35)

At Frame 35, add a new Key Frame. Move the penguin along s he is still between the two films.

7 - Crash!

Make a new Key Frame at Frame 45 and move the penguin so he is touching the front of the car.

8 - Flattened Penguin

At Frame 55, add another Key Frame and rotate the penguin so he is laid on the floor.

Try to keep him in the same place (the car will have moved forward so he won't be in front any more).
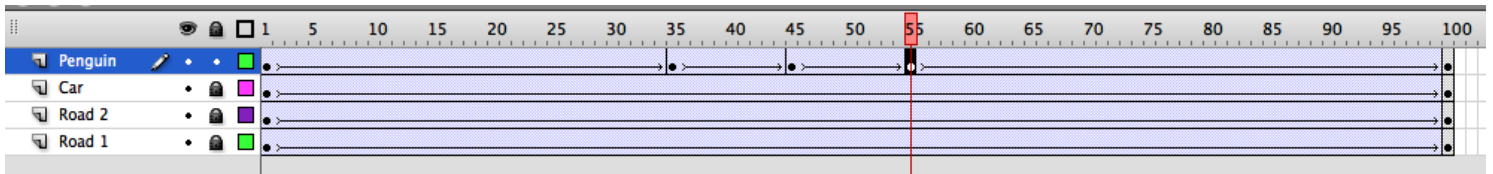
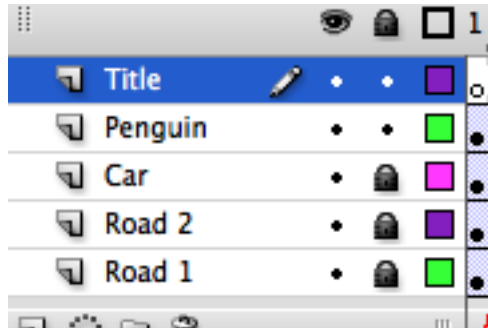Look at where the penguin is compared to the background.

At Frame 100 add a new key frame and move the penguin across so he is in the same position.
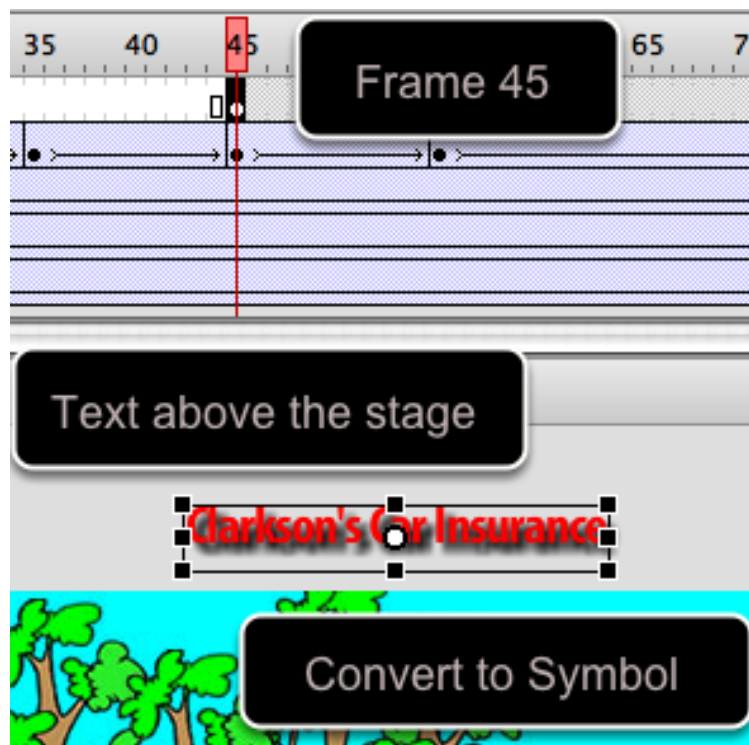
10 - Tween!

Go back through each key frame and add a motion tween. Preview your animation to watch the penguin get splatted over and over again!

11 - Titles

We need thename of the company, so add a new layer and call it **Title**.
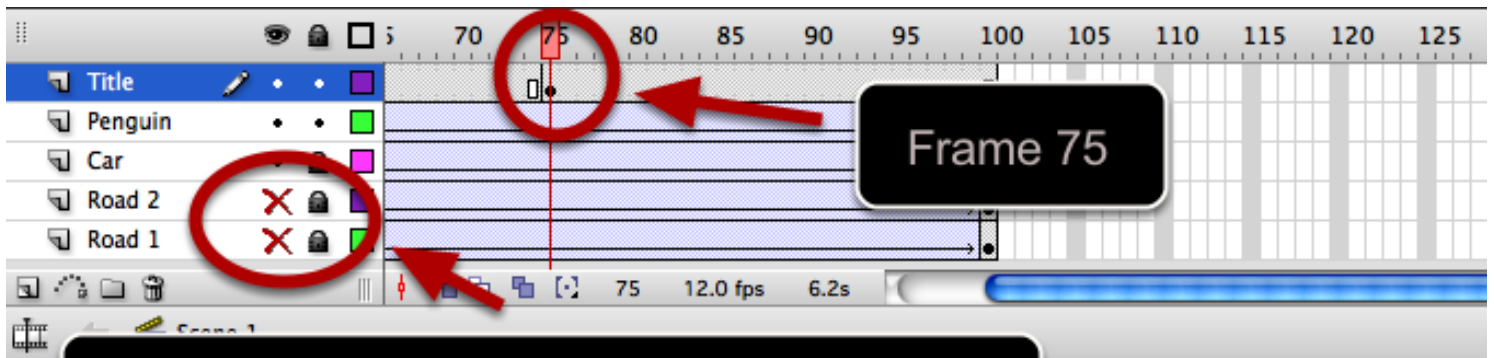
12 - Key Frame (45)

This time ignore the first key frame and put a new one at Frame 45.

Use the **Text Tool** to write the name of your company just **above** the stage.

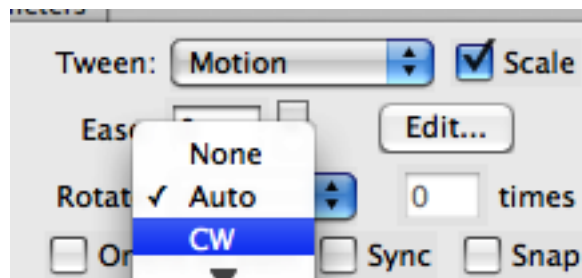The right click on it and convert to a symbol.
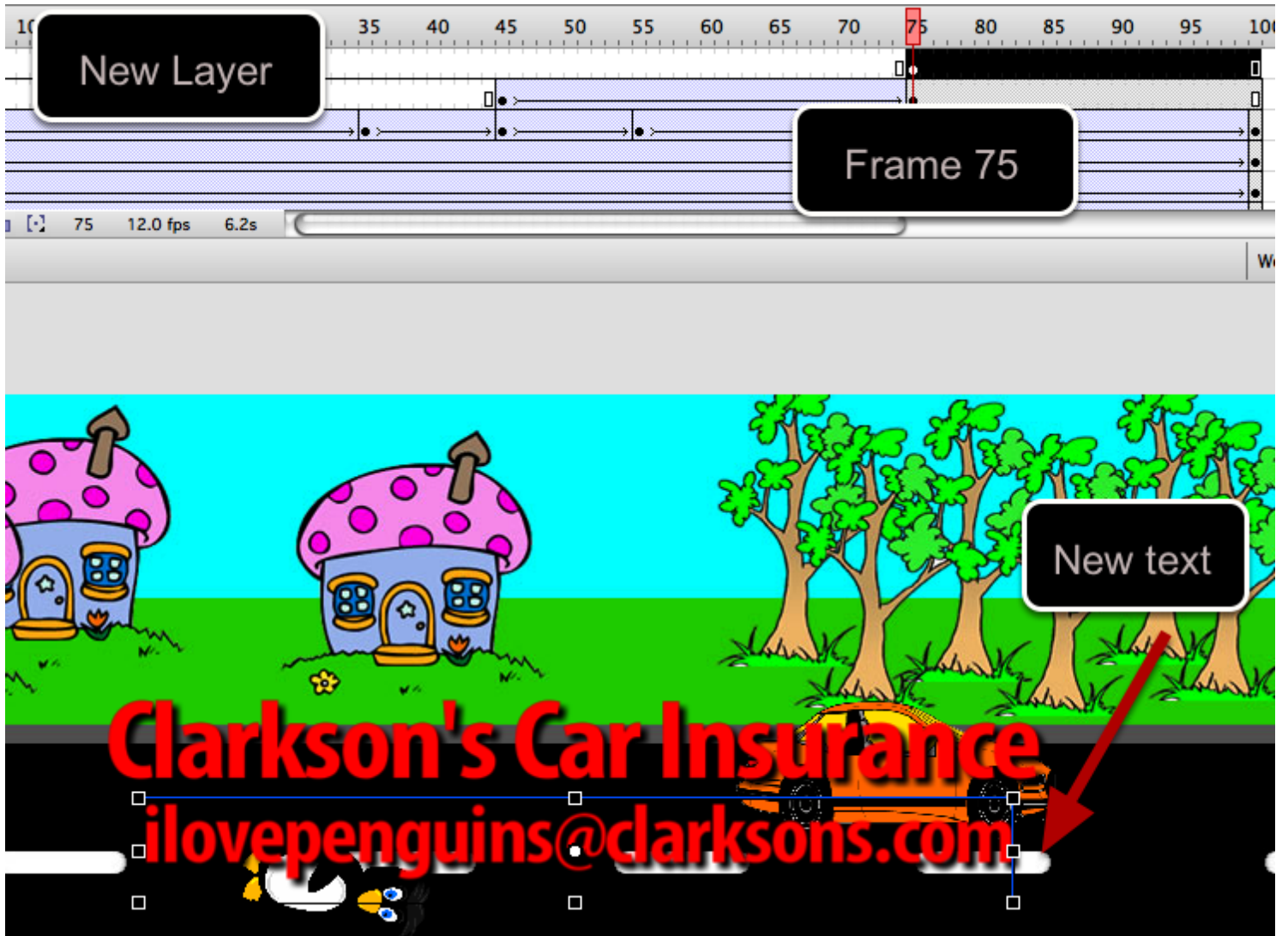
13 - Key Frame (75)

At Frame 75 add another Key Frame and put the text in the stage. Make it a bit bigger too.
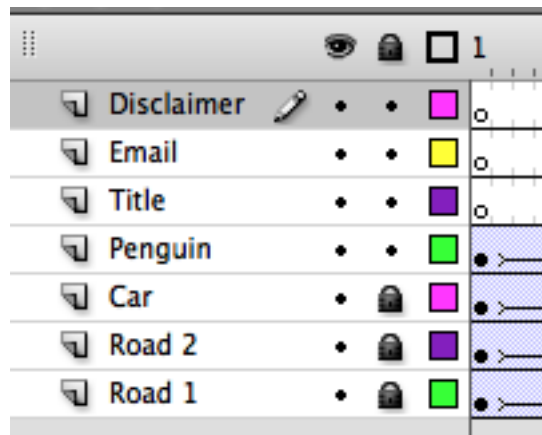
14 - Tween

Go back to Frame 45 and set the Motion Tween. This time, set the animation to rotate clockwise (**CW**)

15 - More Text

Add a new layer, add a key frame at Frame 75 and make a phone number or email address appear (no animation this time)
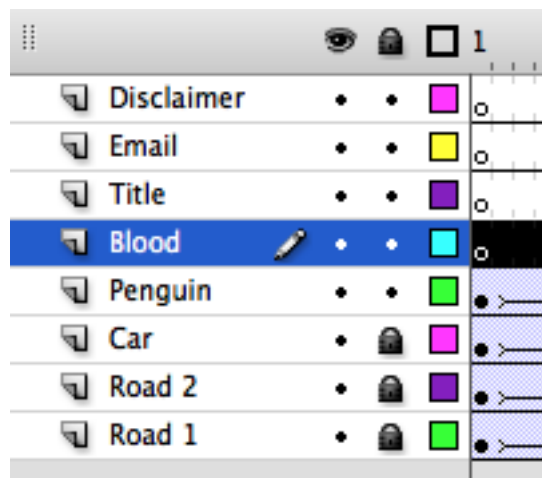
16 - Even More Text!

You could add even more text by repeating step 15.

Note that we now have **7 Layers!** Isn't it a good job we've geiven each one a sensible name?!?

17 - Blood

To make the advert a little more realistic, why not add a little blood?

Create a new layer, but put this one **just above the penguin layer**.

18 - A Little Blood

At Frame 55 (where the penguin hits the deck), add a key frame and draw a small red circle of blood inside the penguin's head (it looks silly now, but we'll fix it).
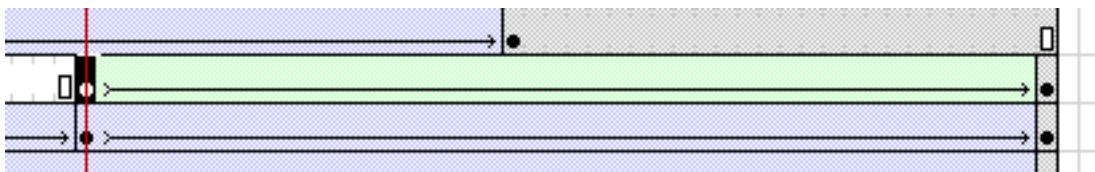
19 - A Lot Of Blood

Go to Frame 100, add a Key Frame and press backspace to delete the red circle.

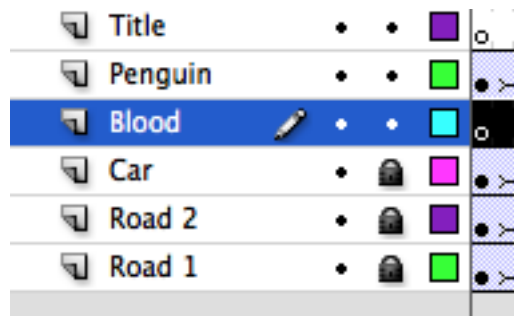Drawa bigger red circle that spreads out to the right and below the penguin's head.

20 - Tween
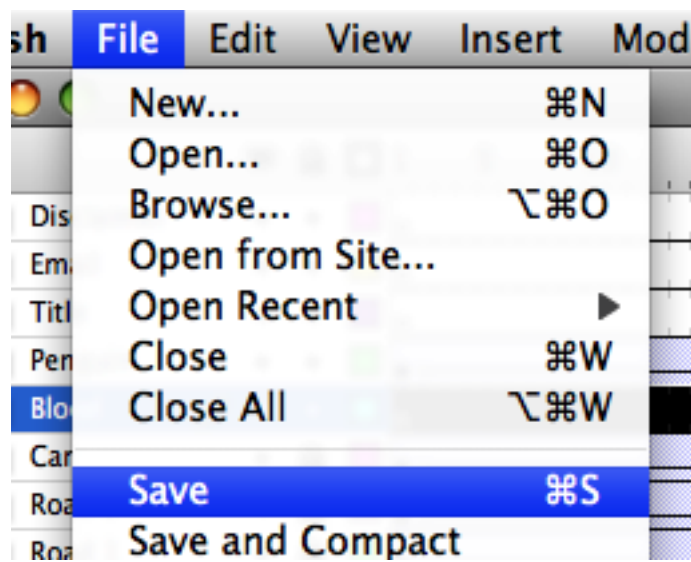

Go back to Frame 55 and make a Shape Tween.

Preview the animation now and see what you think.

21 - Layers

Obviously we don't want the blood on TOP of the penguin, so drag the layer down just underneath the penguin.
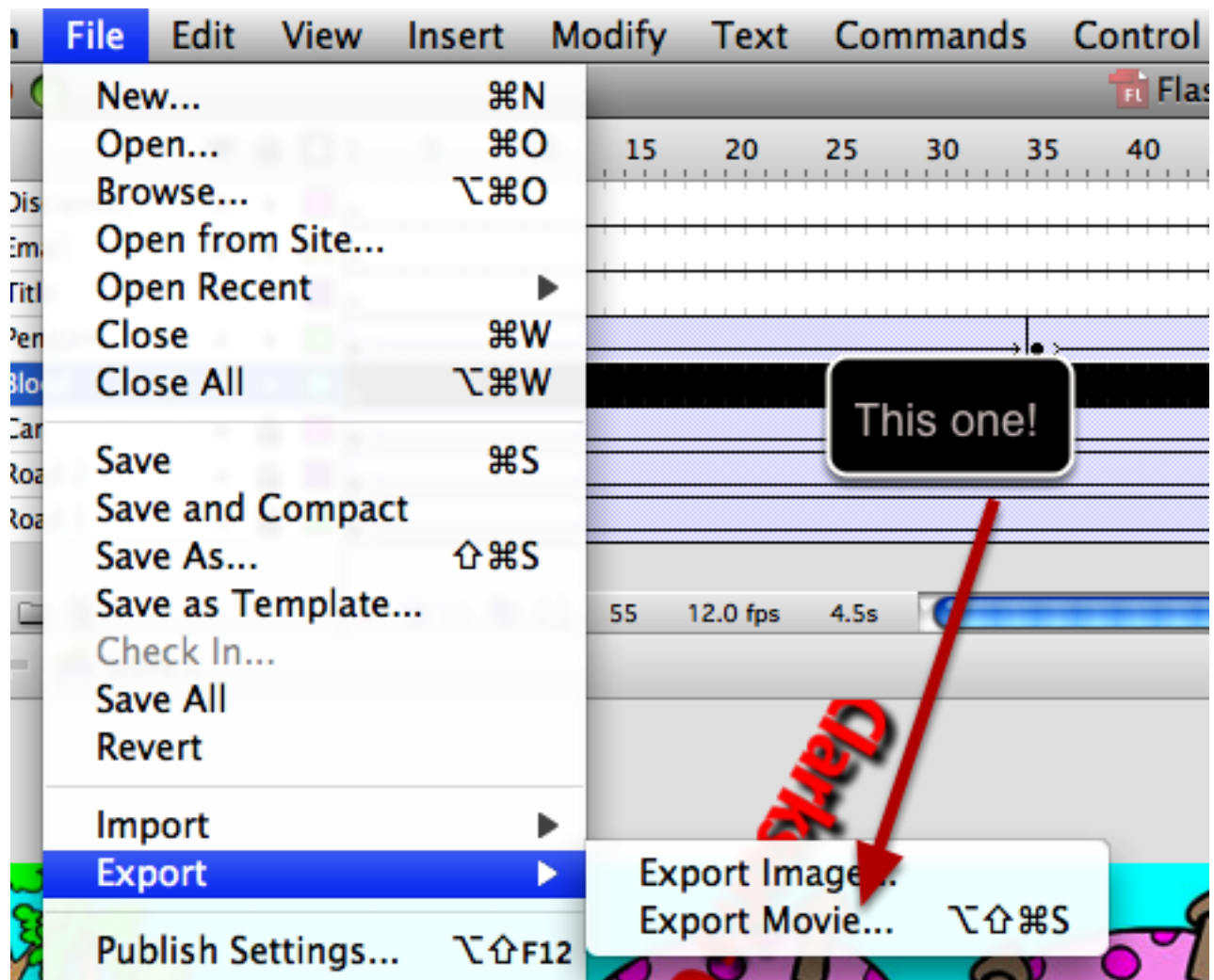
22 - Save

Now obviously you have been **regularly** saving your work, just in case your computer crashes (right?).

Make sure you have saved it now - with a **sensible name** and in a **sensible place!**
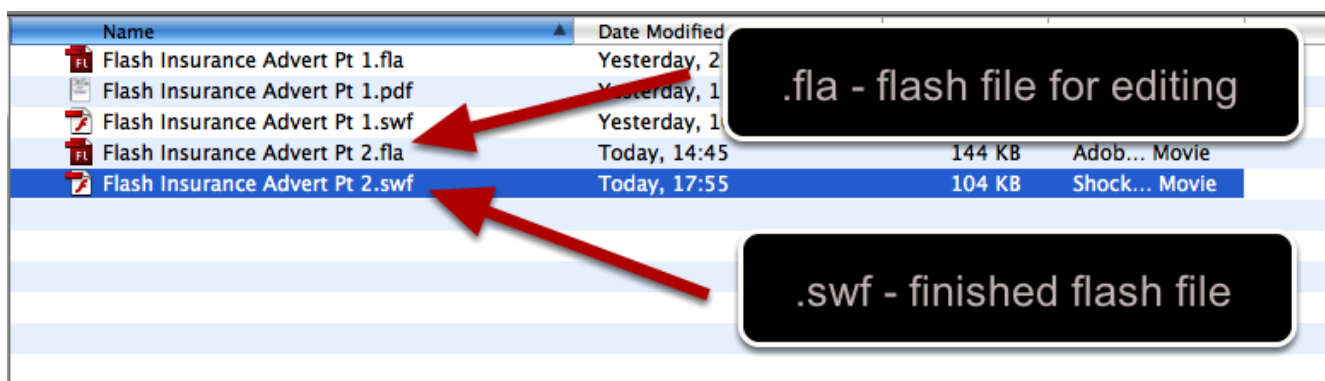
23 - Export

The very LAST step is to export your finished masterpiece!

Click **File >> Export >> Export Movie...** and leave the default settings.

24 - SWF

Finished Flash animations end in **.SWF** and can be embedded in webpages very easily (using programs like **Dreamweaver** and **Kompozer**).