

Circular Animations

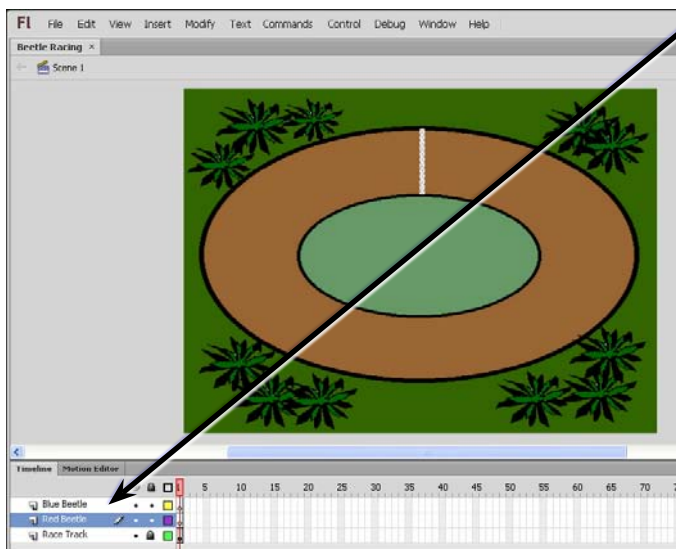
Animations that involve objects orbiting around a point can be done using fixed points, but when you want objects to orbit in a circular motion, their motion paths need to be adjusted. To illustrate this, a beetle race animation will be created. The race track and the beetles have been prepared for you.

Loading the Prepared File

- 1 Load Flash or close the current file and click on the OPEN button.
- 2 Access the FLASHcs6 SUPPORT FILES, open the CHAPTER 9 folder and load the file:

Beetle Racing

- 3 Open the LIBRARY panel.



4 The BEETLE RACING file has layers for the RACE TRACK, which is locked and the two beetles that will be raced.

5 The LIBRARY panel contains the race track image and the two beetle images.

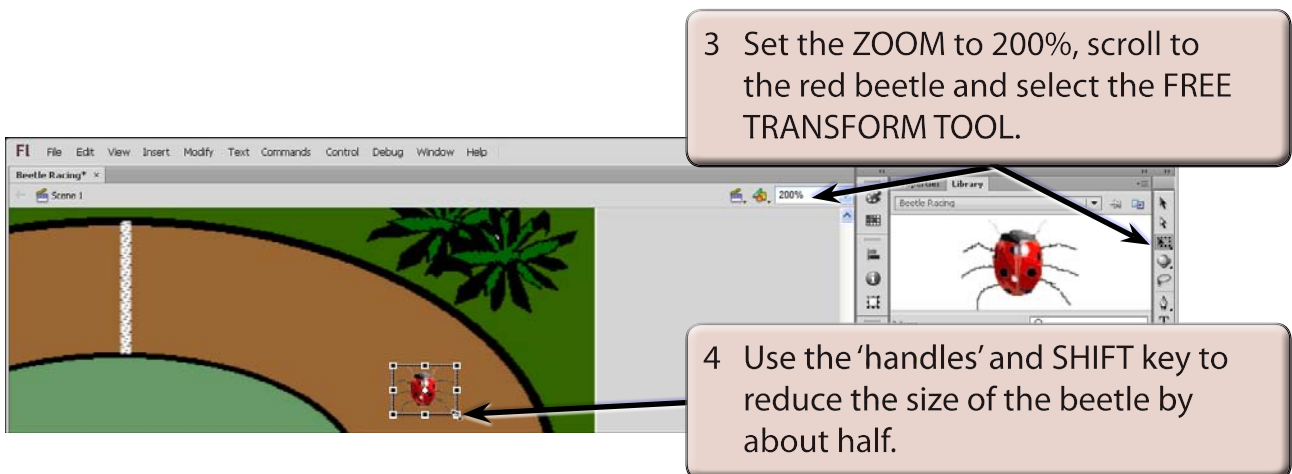
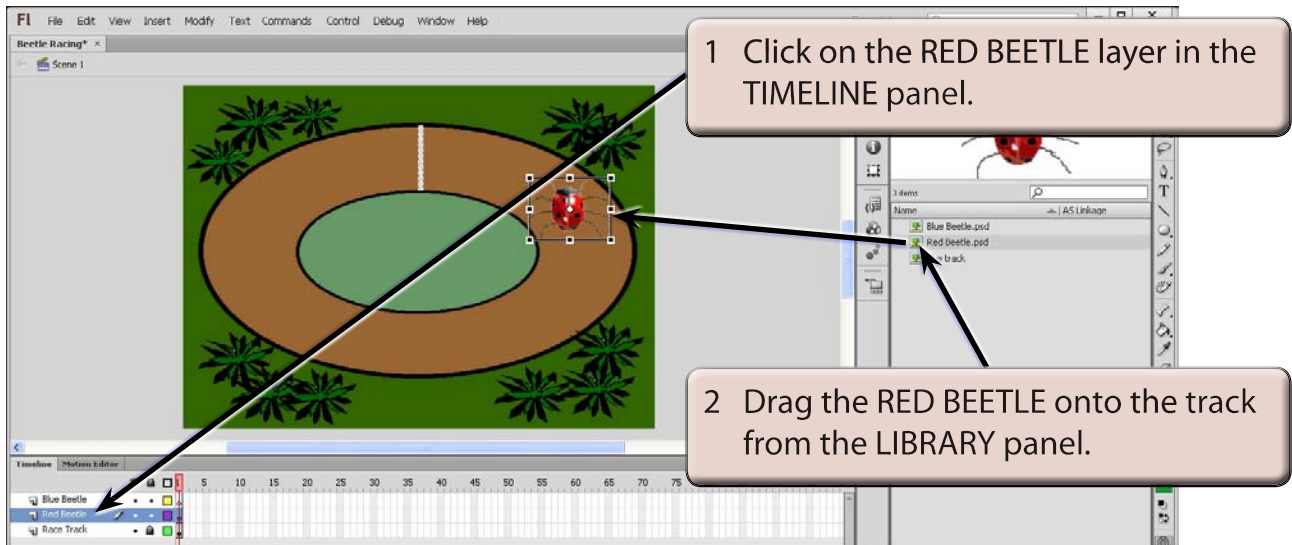
- 6 Use SAVE AS from the FILE menu to save the file in your STORAGE folder under the name:

Beetle Racing

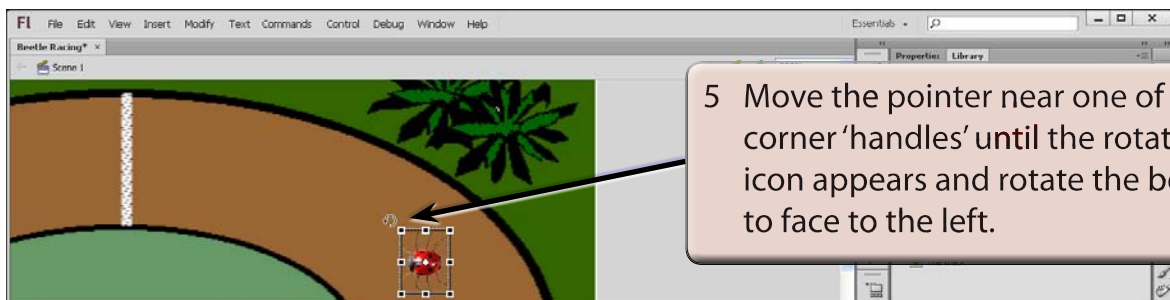
Converting the Beetles to Symbols

The two beetles in the LIBRARY panel are bitmap images. In order to animate them efficiently they need to be converted to symbols.

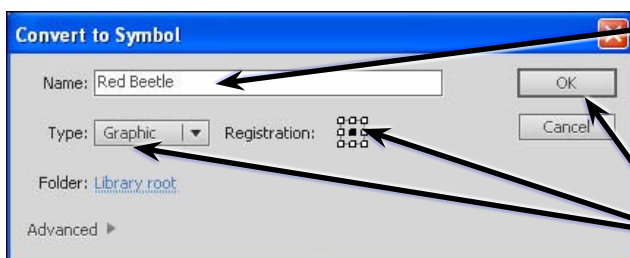
A The Red Beetle



NOTE: The SHIFT key keeps the proportions of the beetle in tact.

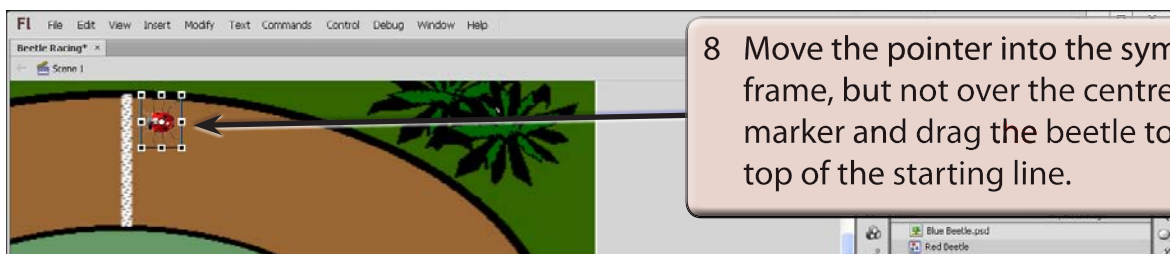


5 Move the pointer near one of the corner 'handles' until the rotation icon appears and rotate the beetle to face to the left.



6 Press the F8 key to convert the image to a symbol and set the NAME to RED BEETLE.

7 Set the TYPE to GRAPHIC, the REGISTRATION to CENTRE and click on OK.



8 Move the pointer into the symbol frame, but not over the centre marker and drag the beetle to the top of the starting line.

- NOTE:**
- i Be careful not to drag the centre registration marker of the symbol. If you do, press **CTRL+Z** or **COMMAND+Z** to undo the move.
 - ii There are now two red beetle items in the **LIBRARY** panel. The symbol is a copy of the bitmap image. If you delete the bitmap image the symbol will be an empty frame.

B The Blue Beetle

