Movie Clips

Movie clips are self-contained animations with their own independent timeline so they do not complicate the timeline of the main animation you are creating. You can create an animated movie clip and use it many times within other animations without affecting the size of the file. Think of a movie clip as a separate animation that can be used in other animations.

To illustrate the use of Movie Clips a bird movie clip will be created then animated.
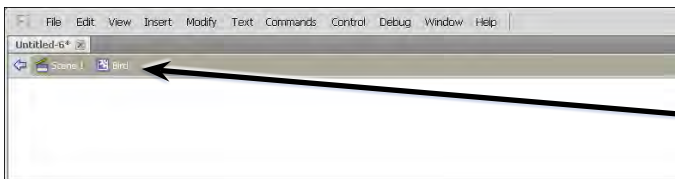
Setting the Movie Clip Symbol

Movie clips are created as a symbol and then used as required.

A Setting a Movie Clip Symbol

1 Load Adobe Flash CS5 and create a new FLASH FILE (ACTIONSCRIPT 3.0), or close the current file and create a new FLASH FILE (ACTIONSCRIPT 3.0).

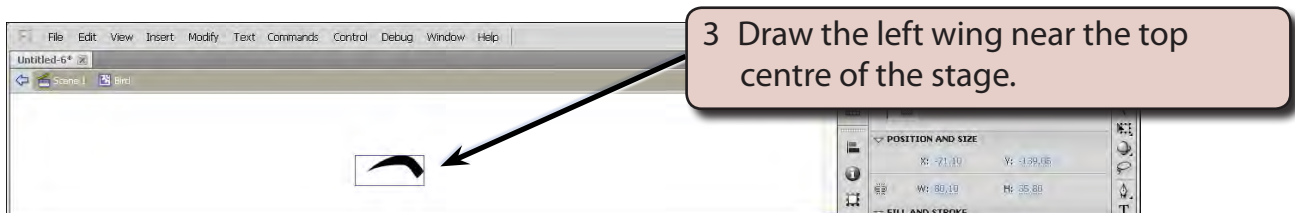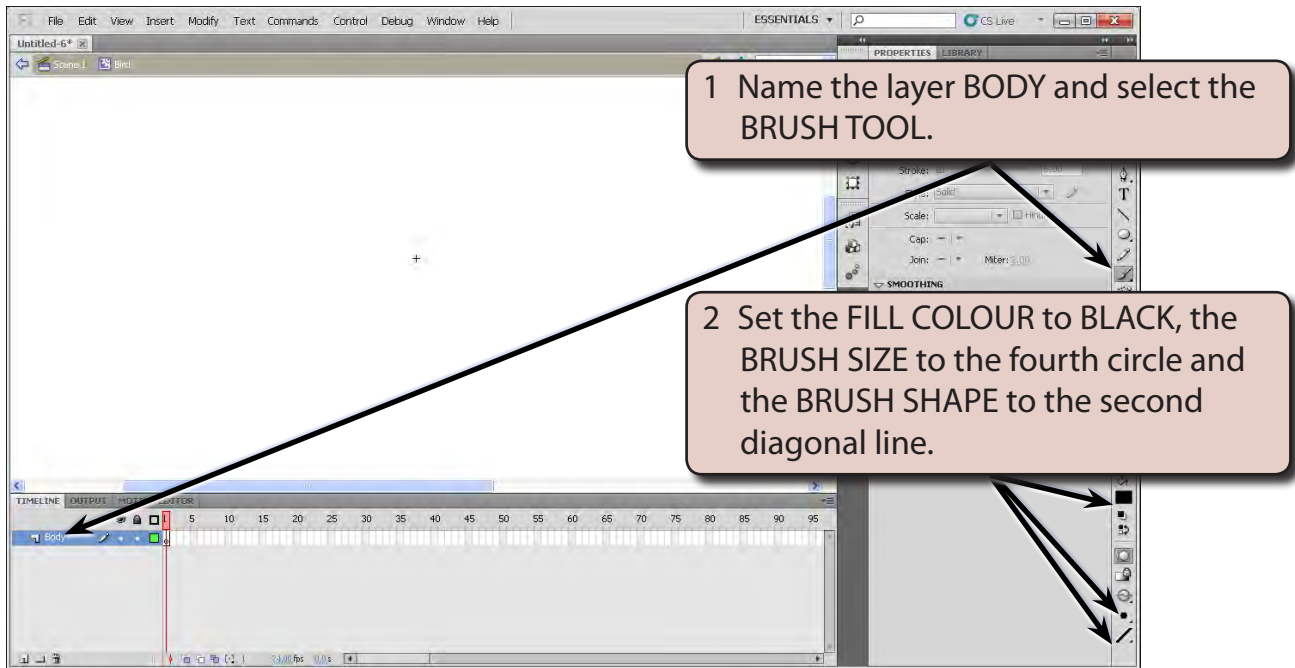2 Display the INSERT menu and select NEW SYMBOL.
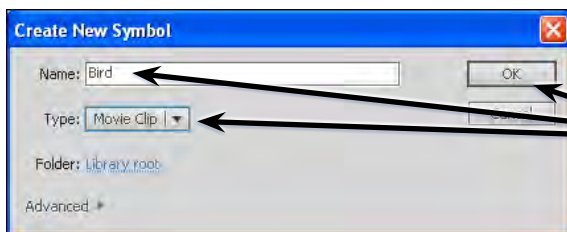
3 Name the symbol BIRD, set the TYPE to MOVIE CLIP and click on OK.

4 The screen will be set to MOVIE CLIP EDIT MODE. Notice that the BIRD label is added above the stage to indicate that you are editing the symbol.

B   Drawing the First Position of the Bird

1   Name the layer BODY and select the BRUSH TOOL.

2   Set the FILL COLOUR to BLACK, the BRUSH SIZE to the fourth circle and the BRUSH SHAPE to the second diagonal line.

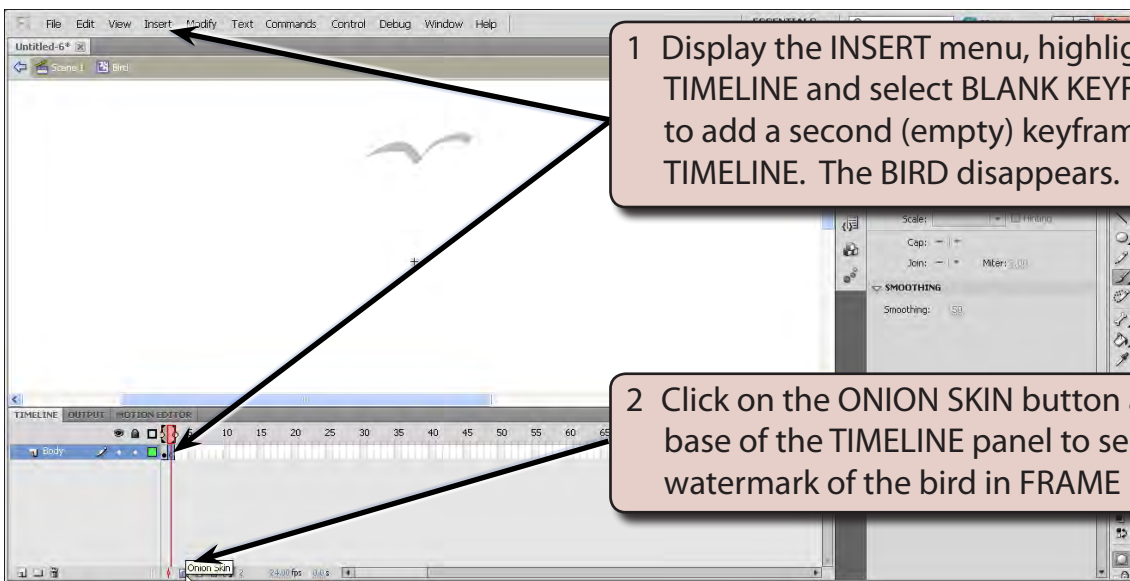

3   Draw the left wing near the top centre of the stage.

NOTE: **It might take a few goes to get the wing looking right. Use CTRL+Z or COMMAND+Z to undo the wing until you produce the shape you want.**

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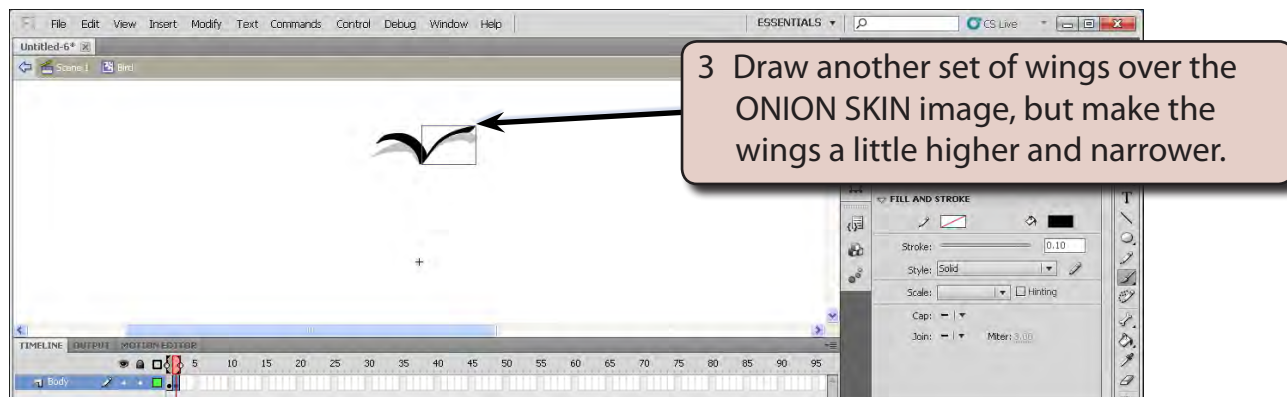
4 Draw the right wing next to the left wing.
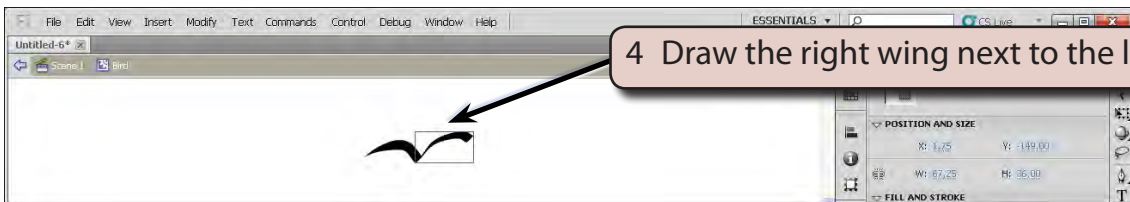
NOTE: The LIBRARY panel in the PANEL GROUP can be used to view a zoom of the symbol as you are creating it.

C Drawing the Second Position of the Bird

1 Display the INSERT menu, highlight TIMELINE and select BLANK KEYFRAME to add a second (empty) keyframe to the TIMELINE. The BIRD disappears.

2 Click on the ONION SKIN button at the base of the TIMELINE panel to see a watermark of the bird in FRAME 1.

NOTE: i   The BLANK KEYFRAME will allow you to alter the shape of the bird.

ii   The ONION SKIN image is just a watermark on the screen. It cannot be altered.

3 Draw another set of wings over the ONION SKIN image, but make the wings a little higher and narrower.

D   Setting the Third Position of the Bird

1 Use the INSERT menu - TIMELINE to insert another BLANK KEYFRAME and the two previous images will be displayed as ONION SKINS.

2 Draw the bird again with the wings a little higher and narrower.
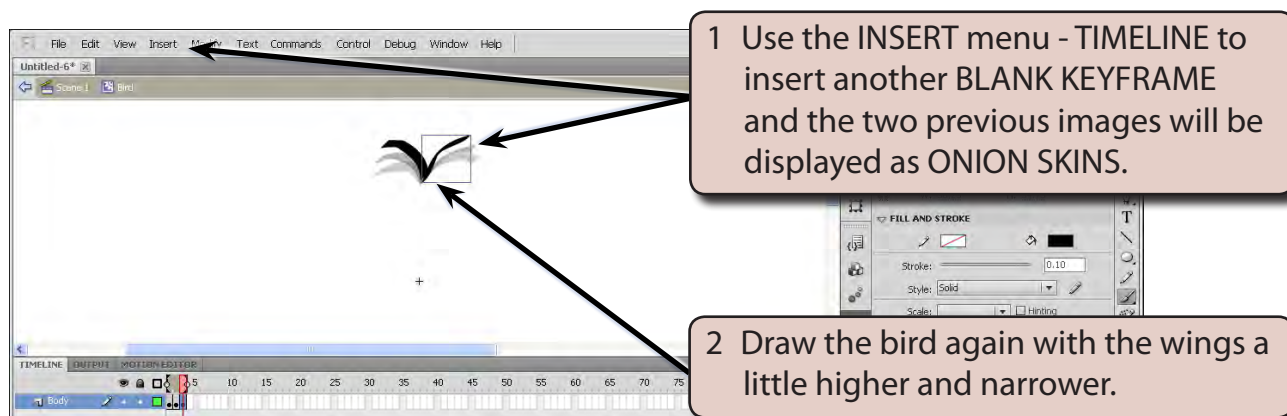
E   Setting the Fourth Position of the Bird

1 Use the INSERT menu - TIMELINE to insert another BLANK KEYFRAME and the three previous images will be displayed as ONION SKINS.

2 Draw the bird again with the wings below and wider than the first image.