


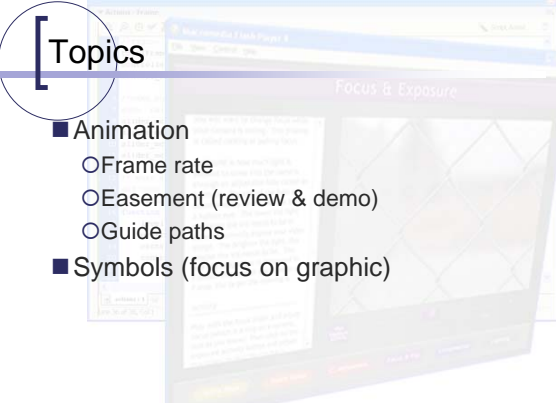
Advanced Animation & Graphic Symbols



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Topics

- Animation
 - Frame rate
 - Easement (review & demo)
 - Guide paths
- Symbols (focus on graphic)

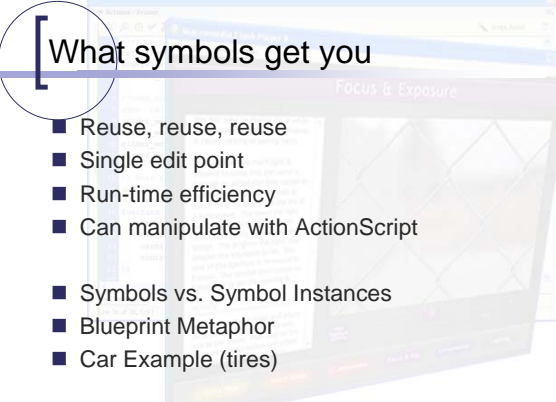


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What symbols get you

- Reuse, reuse, reuse
- Single edit point
- Run-time efficiency
- Can manipulate with ActionScript

- Symbols vs. Symbol Instances
- Blueprint Metaphor
- Car Example (tires)



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Revisit the playing cards

The diagram illustrates the assembly of a playing card. It shows three components on the left: a green 'card background (1 of 1)', a red 'card border (1 of 2)', and a red 'card suit (1 of 4)'. These are combined with plus signs and equals signs to show two final card designs on the right. The top card has a green background, a red border, and a black suit. The bottom card has a green background, a red border, and a red suit.

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Hierarchy of a card

The diagram shows a hierarchy of a card design. A full card with a green background, red border, and red suit is at the top. Arrows point down to three separate components: a green background, a red border, and a red suit, illustrating how the whole is composed of these parts.

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More on animation

- Appropriate frame rate
 - 12 fps – inclusive
 - 20 fps – high end
 - 26 fps – max*
 - (benchmark 24 film/29.97 NTSC)
 - (new benchmark 60 ATSC)
- Edit Multiple Frames/Onion Skinning
- Easement/Advanced Easement
- Motion Guides

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Onion skinning

- Key frame (a list)
- "Tweens" (b list)
- ball example

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Onion skinning tools

onion skin

onion outlines

edit multiple frames

modify onion markers

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Symbols

- Graphic*
- Button
- Movie clip
- Pseudo

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