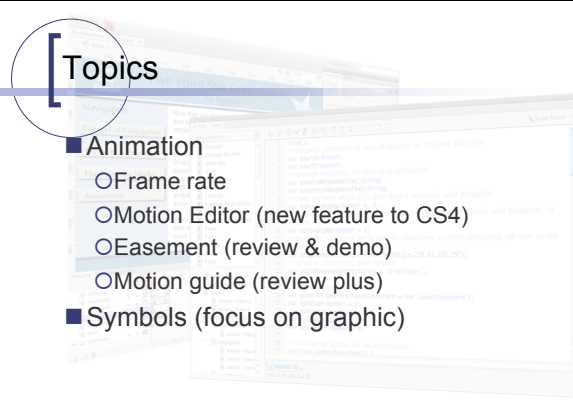


Advanced Tweens & Graphic Symbols

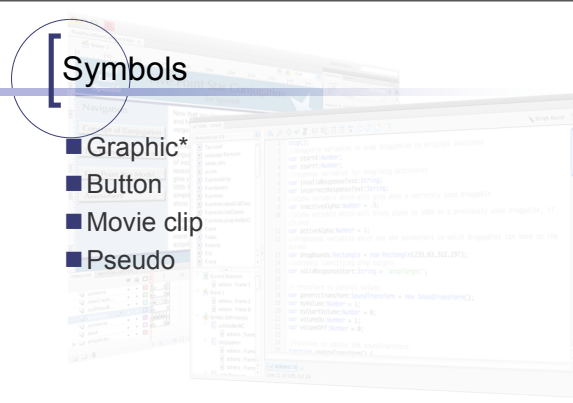
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Topics

- Animation
 - Frame rate
 - Motion Editor (new feature to CS4)
 - Easement (review & demo)
 - Motion guide (review plus)
- Symbols (focus on graphic)

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Symbols

- Graphic*
- Button
- Movie clip
- Pseudo

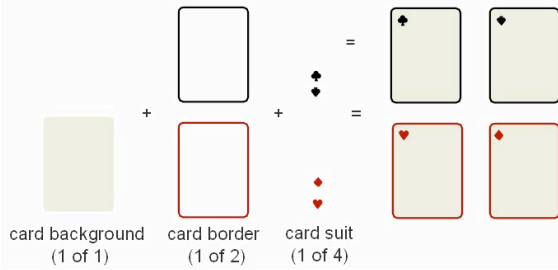
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What symbols get you

- Reuse, reuse, reuse
- Single edit point
- Run-time efficiency
- Can manipulate with ActionScript
- Symbols vs. Symbol Instances
- Blueprint Metaphor
- Car Example (tires)

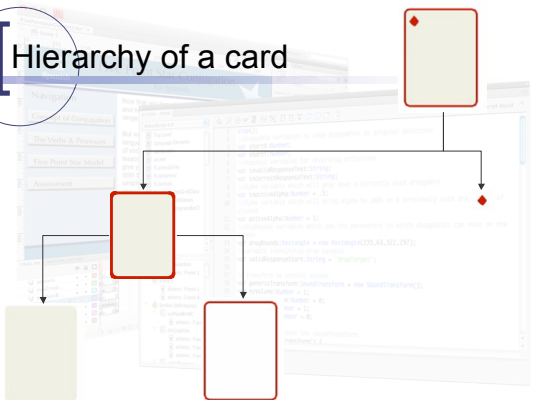
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Revisit the playing cards



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Hierarchy of a card



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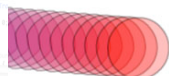
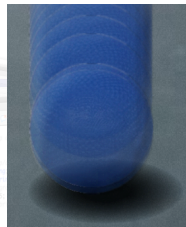
More on animation

- Appropriate frame rate
 - 12 fps – inclusive
 - 20 fps – high end
 - 24 fps - CS4 default
 - 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
- shape tween example



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Onion skinning tools

onion skin

onion outlines

edit multiple frames

modify onion markers

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