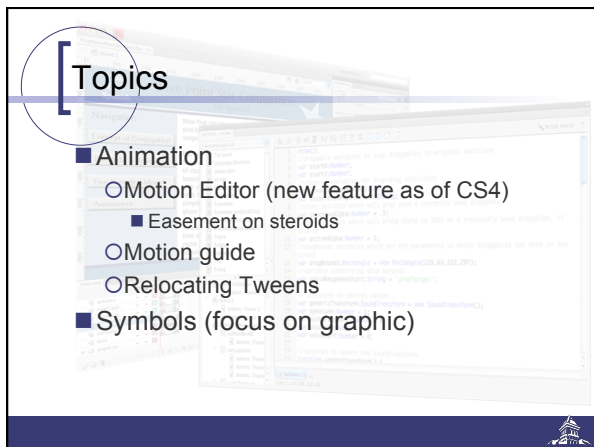
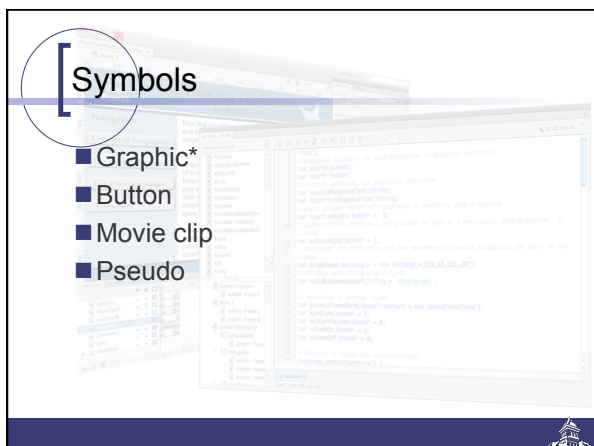


Motion Tweens & Graphic Symbols



Topics

- Animation
 - Motion Editor (new feature as of CS4)
 - Easement on steroids
 - Motion guide
 - Relocating Tweens
- Symbols (focus on graphic)



Symbols

- Graphic*
- Button
- Movie clip
- Pseudo

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)

Revisit the playing cards

card background (1 of 1) + card border (1 of 2) + card suit (1 of 4) = 4 cards

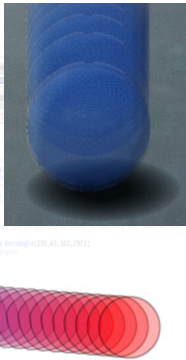
Hierarchy of a card

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

Onion skinning

- Key frame (a list)
- “Tweens” (b list)
- ball example
- shape tween example



Onion skinning tools

