

Flash Cs6 Motion Guide

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1. Making a simple motion tween animation that will follow the motion guide later. 1.1 Open a new document by selecting File > New. Select Flash File (ActionScript 3.0), click OK. 1.2 Save your document right away. Later, you'll be able to save it just by pressing Ctrl+S. Remember to do this whenever you pass a certain number of steps or make significant changes to your document.

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Right click on the "graphic" label and select "Add Motion Guide" from the pop-up window. A new layer will appear on top of the "graphic" layer with the label "Guide:graphic" along with the guide icon. Draw the path for your symbol in this new layer using pencil or line tool. For example: I drew a circle for my car.

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Flash CS6. ...

Classic Motion Guide

Flash Tutorial - 5 - Motion Guide Layers

When the Convert to Symbol dialog box appears, select Graphic from the Type drop-down list and enter a name for the symbol in the Name text box. Create another new layer on the Timeline, select the Pencil tool in the Tools panel, and select a stroke color from the Property inspector on the right. Make sure that Object Drawing mode is turned off.

How to Animate along a Path in Adobe Flash CS6 - dummies

The Adobe Flash Professional Toolkit for CreateJS is an extension for Flash Professional CS6 that enables designers and animators to create assets for HTML5 projects using the open source CreateJS JavaScript libraries. The extension supports most of the core animation and illustration

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Exposing Yourself to Flash Tutorial #1 - Creating a Bouncing Ball

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Animate Like a PRO! Bouncing Balls in Flash CS6

In this video, I show you how to add a classic motion guide in Flash CS5. For more flash tutorials, visit the following: <http://www.flashpotential.com> <http://...>

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This is tutorial about motion guide animation for Adobe Flash. Just the basic to make a motion guide on your flash project
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Flash Cs6 Motion Guide - 1x1px.me

A motion tween is a type of Flash-generated animation in CS6 that requires the use of symbols and is best for creating movement, size, and rotation changes, fades, and color effects. All you need to do is tell Flash where to change the appearance of a symbol instance, and it fills in the blanks in between key changes in the symbol ' s appearance to create an animation sequence.

The guide shows you, how to add a motion guide by selecting a key frame and drawing it in. Then you will learn how to snap the object to your guide line, and add motion to it by selecting another key frame between the first and last frames, and snapping the object to the line in another location.