

## GRA 422 • CheatSheet

### Tutorial 8 • Animation with Flash\* and HTML5

#### Create a Motion Tween

1. Open “start.fla” and rename Layer 1 “motorcycle.”
2. Set File > Publish Settings to “ActionScript 2.0.”
3. In frame 1, drag the motorcycle off the stage to the left.
4. Insert frames up to 160.
5. Set frame rate to 30 fpm.
6. In frame 160 insert a keyframe and drag the motorcycle off the stage to the right.
7. In between frame 1 and frame 160, right-click and insert a Classic Tween.
8. Play the movie and verify that the motorcycle moves onto the stage from the left and off the stage to the right.
9. Save the movie.
10. To test the movie, Shift-Return. This exports a .swf file and plays it.

#### Import Background with Layers

1. Import (File > Import to Stage) the background.psd image, keeping the original layer arrangement.
2. Move the motorcycle layer above the background but below the left and centre trees.

#### Adding Stop Action

1. Insert a new layer, “actions,” and place a keyframe on Frame 1.
2. On the keyframe, right-click > Actions. Place a “stop” (`stop();`) action to keep the movie from starting itself.

#### Adding a Start Button

1. With the rectangle tool, draw a coloured button and write text, “start,” on top of it.
2. Right-click > Convert to Symbol > Button. Name the symbol “b\_start.”
3. On the button, right-click > Actions, add “on (release) {gotoAndPlay(2);}”

#### Test and Export

1. Test the movie (Shift-Return) and make sure the stop-action and start button work as expected.
2. Export the movie to HTML5 with Commands > Export to HTML5 (Swiffy).

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\* Tutorial courtesy of Entheos Free Resources ([www.entheosweb.com](http://www.entheosweb.com))