

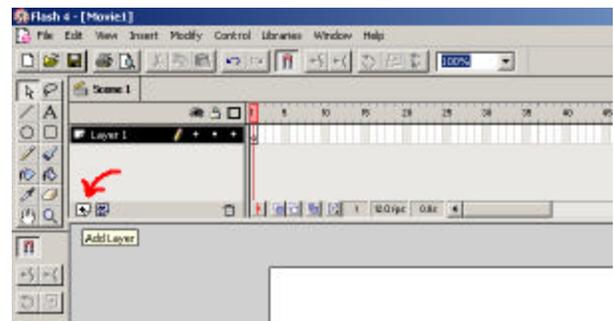
How To Draw A **Rainbow Trout** In **Flash** and **Animate** It

These instructions will teach you how to draw a simple underwater scene and add some animation to it. The scene will consist of a “rainbow trout” swimming among strands of seaweed. You will create three image layers so that seaweed will appear in both front and behind the fish. You will then make the fish swim through the seaweed. This program will be useful for advanced PC users with some background knowledge with Flash drawing tools. You will need a Windows-based computer with the Flash application installed on it.

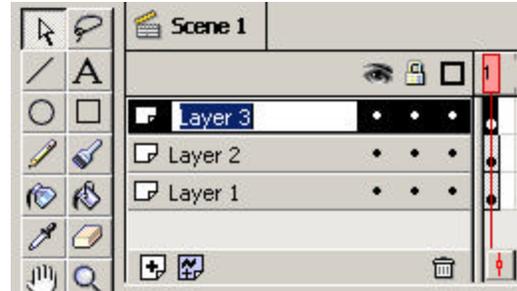
Creating Multiple Layers

Using multiple layers allows you to move and overlap different picture elements separately.

1. Open the Flash application.
2. Click the “Add Layer” button twice to create a total of three layers.
 - The layers will be named, by default, “Layer 1”, “Layer 2”, and “Layer 3”. You will rename them later.
 - To delete a layer, right-click on it and select “Delete” from the drop-down menu.

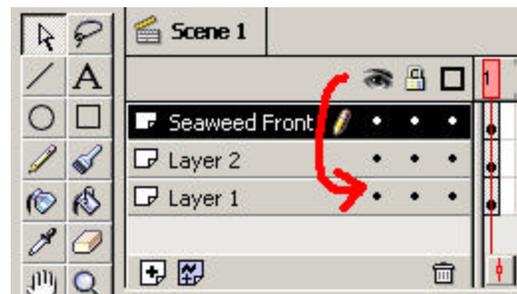


3. Double click on the top-most layer (Layer 3).
- A flashing cursor will appear in the name field, allowing you to type in a new layer name.



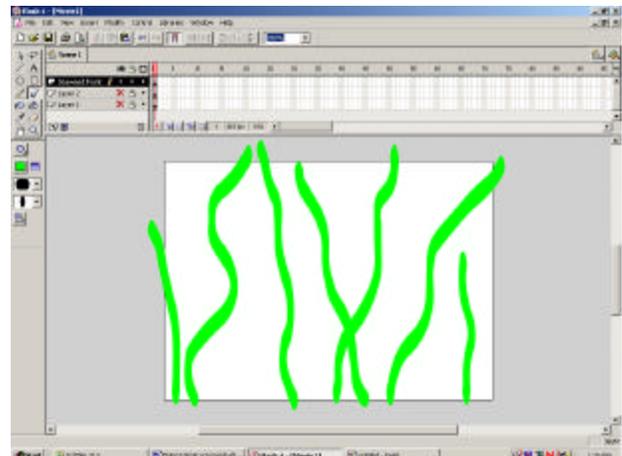
4. Name this layer “Seaweed Front” and press ENTER to complete the name change.

5. Lock and hide all layers but the Seaweed Front layer.
- To do this click the dots under the eye and pad lock icons for layers 1 & 2.

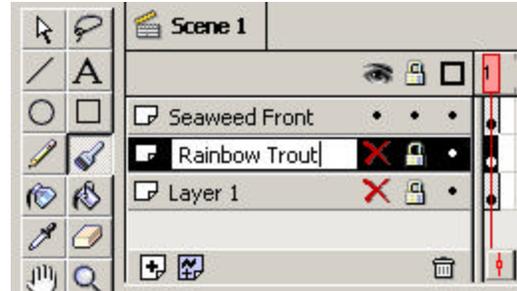


NOTE: The eye hides the other layers so you only see the one you’re working with. The pad-lock prevents you from drawing on the other layers. This will make things safer and simpler later.

6. Draw strands of seaweed in the white drawing frame (a pencil icon will appear in front of the name and the layer name bar is highlighted to show it is selected).
- Use the paintbrush tool.
 - Select a greenish color from the “Fill Color” menu.
 - Select a large size from the “Brush Size” menu.
 - Select the vertical oval from “Brush Shape” menu.



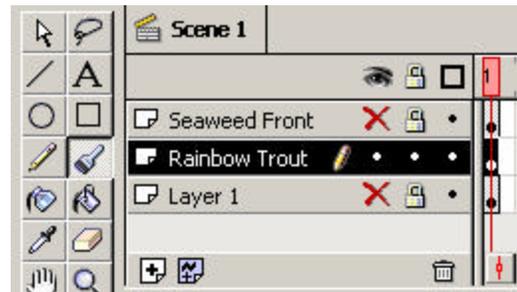
7. Double-click “Layer 2” (middle layer) to select it.



8. Name this layer “Rainbow Trout”.

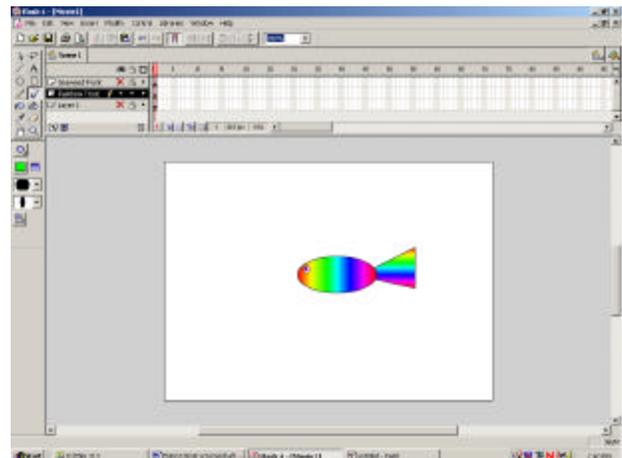
9. Lock and hide the “Seaweed Front” layer. Unlock and unhide the current layer, “Rainbow Trout”

- Refer to Step 4 if you have problems.



10. Draw a simple “rainbow trout” on the current layer.

- Use the oval tool for the body with the rainbow-pattern fill.
- Use the pencil tool to draw the tail fin and then fill it with rainbow using the paint bucket tool.
- Use the oval tool to draw the eye.



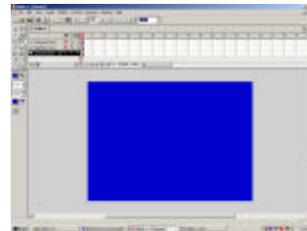
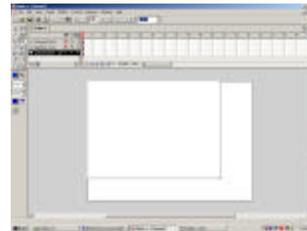
- 11.** Double-click “Layer 1” (bottom layer) to select it.



- 12.** Name this layer “Seaweed Back”.

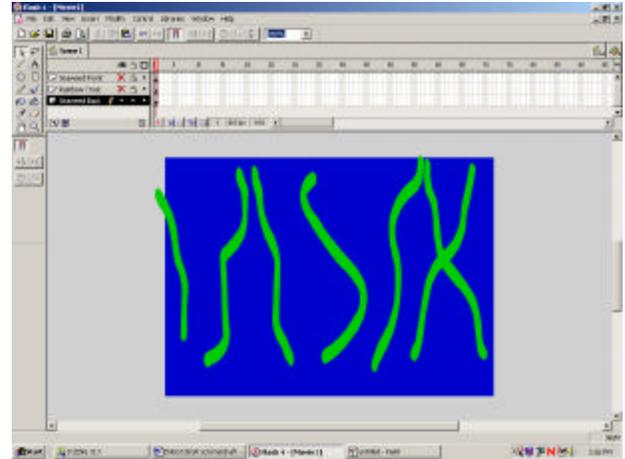
- 13.** Lock and hide the “Rainbow Trout” layer and unlock and unhide this new layer.

- 14.** Select the rectangle tool to make a colored background.
- Choose a blue background color and line color.
 - Draw a rectangle over the entire white drawing frame.

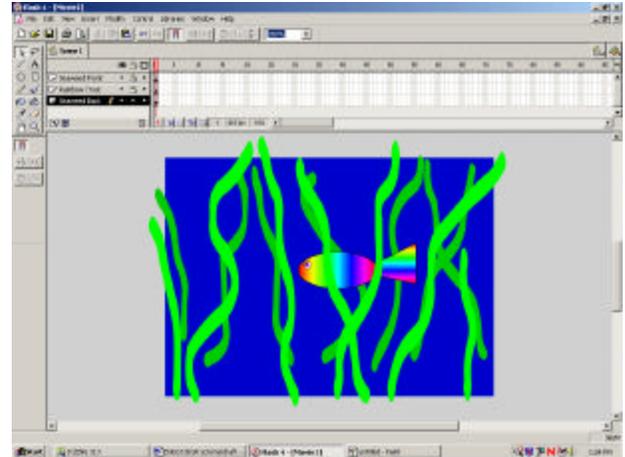


- 15.** Draw strands of seaweed in the drawing frame.
- Use the paint brush tool like you used for the last set of seaweed strands (refer to step 5).
 - Select a darker green color so these strands will appear more distant.
 - Select a smaller size from the “Brush Size” menu.

NOTE: You can unhide the “Seaweed Front” layer if you want to see how the two sets of seaweed strands are overlapping.



- 16.** Unhide all the layers and look at the full image.

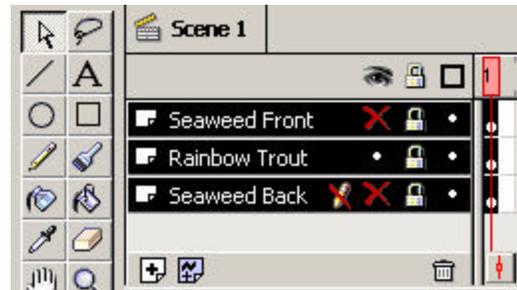


- 17.** Lock all three layers.

Animation!

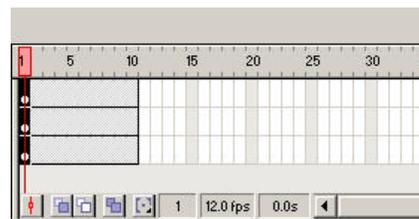
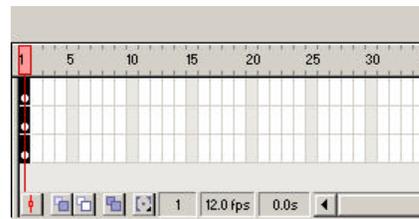
Now that your layers are set up, you can make your “rainbow trout” swim!

1. Hide the seaweed layers, leaving only the fish layer visible.
2. Select all three layers by holding down the CTRL key and clicking each layer name.



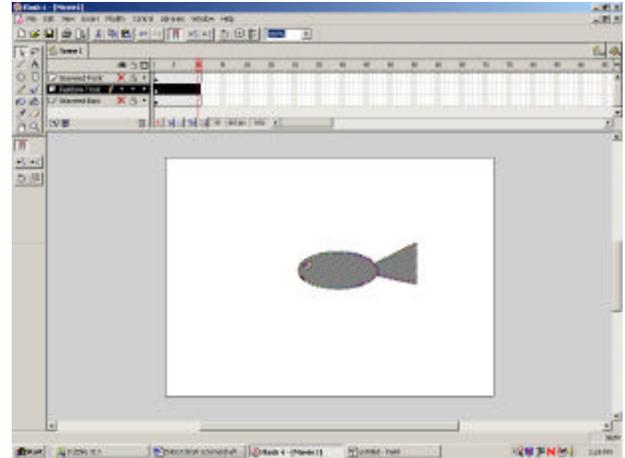
3. Add frames to the movie-frame bar.
 - Press F5 to add ten frames to your animation.

NOTE: This will allow you to define the movement of your fish over the course of the first ten frames of the movie.



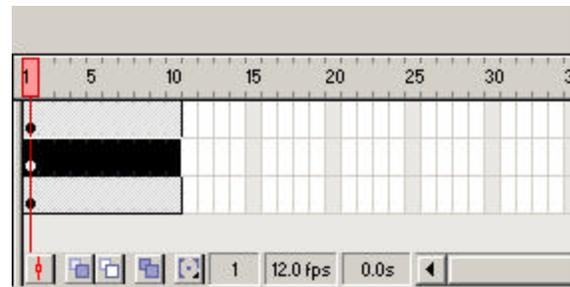
4. Select the “Rainbow Trout” layer to make it active.
5. Unlock and unhide the “Rainbow Trout” layer.

6. Click the arrow-selector tool from the drawing menu to group the fish body and tail together.
7. Double-click on the body.
8. Hold down the SHIFT key and double-click on the tail and all lines around the fish.
 - The entire fish should now be highlighted.

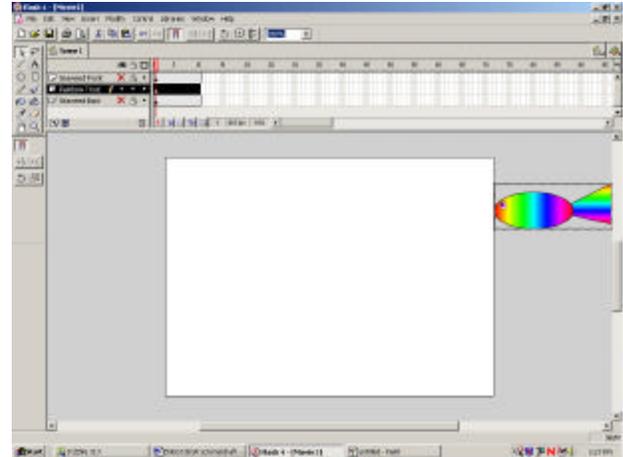


9. Press CTRL+G to group all the selected items into one.
 - You can now move the entire fish around the screen by dragging it with the mouse.

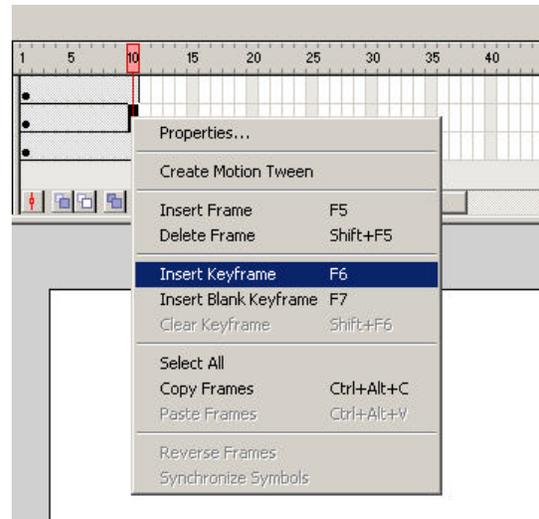
10. Select the first frame of the fish layer by clicking on the middle dot below the “1” in the gauge.
 - The pink selection marker should move to the first frame.
 - You can now edit the first frame.



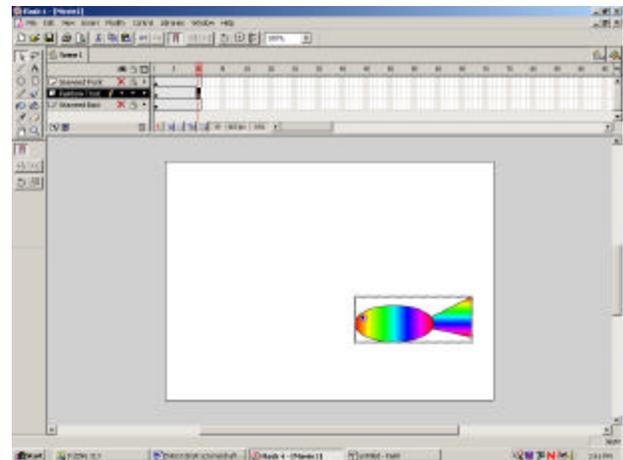
11. Move the fish somewhere outside the drawing frame by clicking and dragging it.



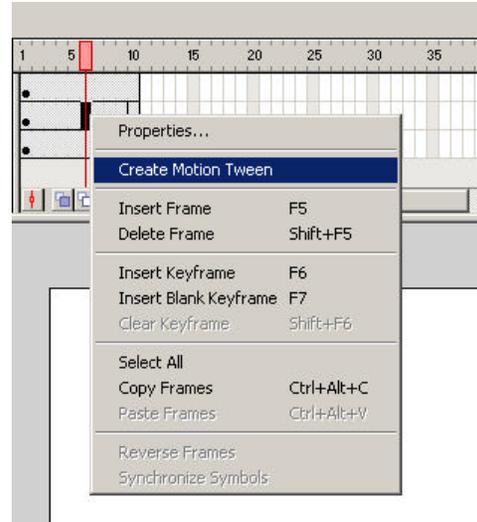
12. Create the next Keyframe.
(A Keyframe is a starting or stopping point for your animation.)
- Right-click the last of the ten frames for the fish layer.
 - In the drop-down menu, select “Insert Keyframe”.
 - A dot, just like the one in the first frame, should appear in this frame.



13. Drag the fish a little ways into the drawing frame (making sure that the last frame, now a key frame, is still selected).

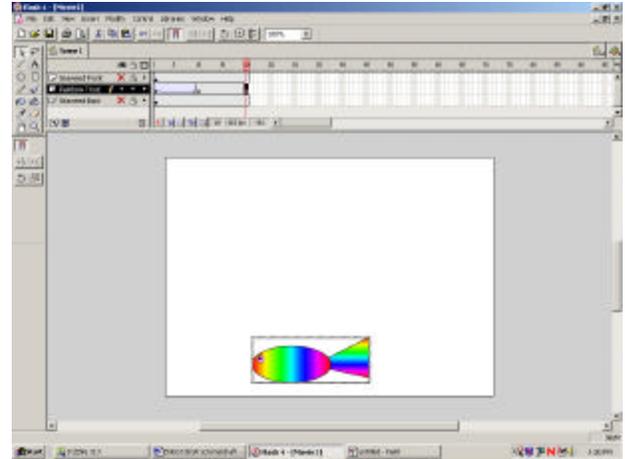


- 14.** Create motion between the first frame and the last one.
- Right-click between the first and last frame in the fish layer.
 - In the drop-down menu, select “Create Motion Tween”.
 - A long arrow should appear, connecting the first and last frames.



- 15.** Drag the pink frame marker back and forth and watch your fish move from the first point to the second.
- 16.** Press F5 to add ten more frames.
- 17.** Click on the fish’s 20th frame to select it.
- 18.** Press F5 to extend the movie to the 20th frame.
- Do the same for the two seaweed layers.
- 19.** Select the fish’s 20th frame.
- 20.** Right-click and select “Insert Key Frame”.

- 21.** Make sure this frame is still selected and move your fish to a new location where you'd like it to move next.

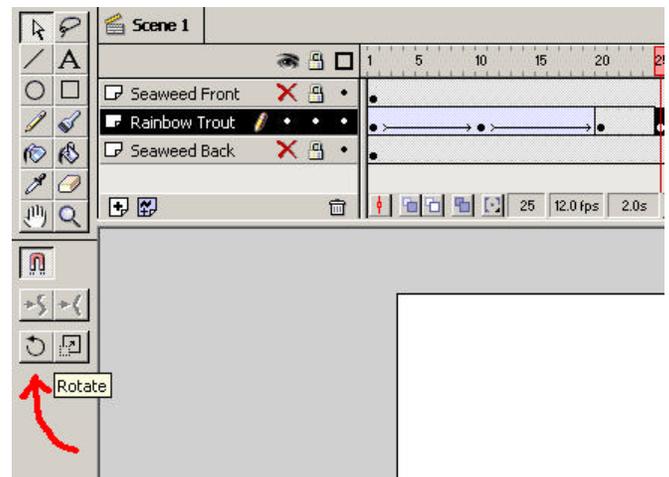


- 22.** Right-click on the 20th frame and select “Create Motion Tween”.
- 23.** Test the animation by sliding the pink marker back and forth.

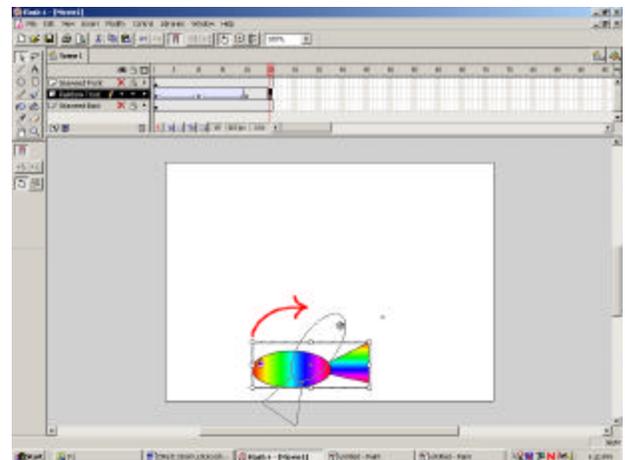
Fancier Animation!

Learn how to rotate and scale your image.

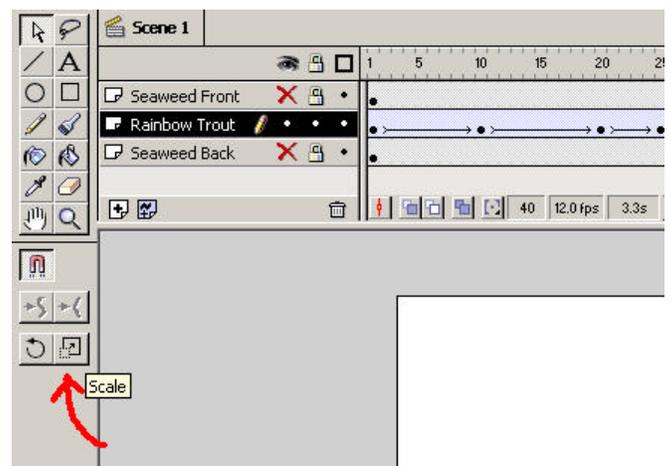
1. Create another, but shorter, set of frames by clicking on the 25th frame and pressing F5 for EACH layer.
2. Right-click on the 25th frame and select “Insert Key Frame”.
3. Click the fish to select it.
4. Click the “Rotate” button under the drawing toolbar.
 - Little circular “handles” will appear at each corner and on the sides of the fish.



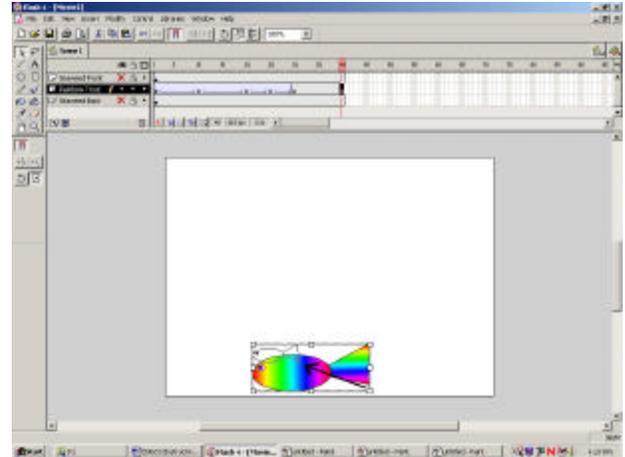
5. Click one of the corner handles and drag it around to rotate the fish in the opposite direction.



6. Right-click on the 25th frame and select “Insert Key Frame”.
7. Create another set of five frames by clicking on the 30th frame for EACH layer and pressing F5.
8. Right-click on the 30th frame and select “Insert Key Frame”.
9. Follow steps 3-5 and continue to rotate the fish until it is facing in the original direction again.
10. Create ten more frames for each layer, so there is a total of 40 key frames.
11. Right-click and select “Insert Key Frame” on the 40th frame.
12. Click the “Scale” button.
 - Little square handles will appear at each corner and on the sides of the fish.



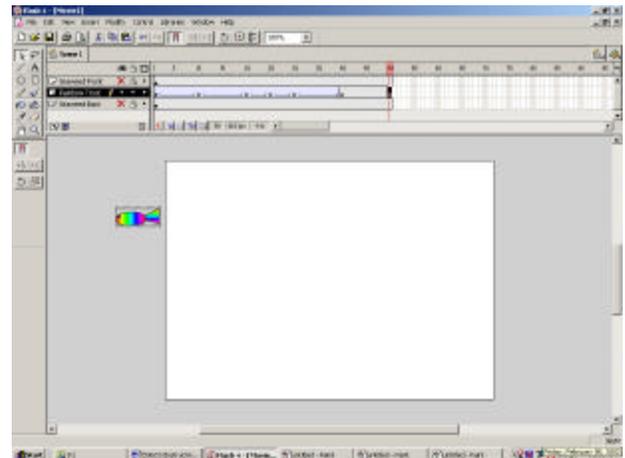
- 13.** Click one of the corner handles and drag it so that the fish shrinks.



- 14.** Right-click and select “Create Motion Tween” on the 40th layer.

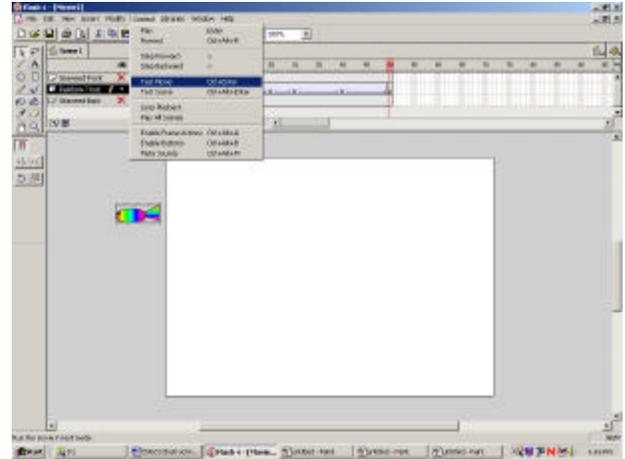
- 15.** Create one more set of ten frames and make the last fish frame a keyframe.

- 16.** Drag the fish out of the drawing field.



- 17.** Right-click and select “Create Motion Tween” on the 40th key frame.

- 18.** YOU'RE DONE!! Bring down the Control menu and select "Test Menu". This will play your movie.



- 19.** To close the test screen, click the lower of the two close buttons in the upper-right corner of the screen.

