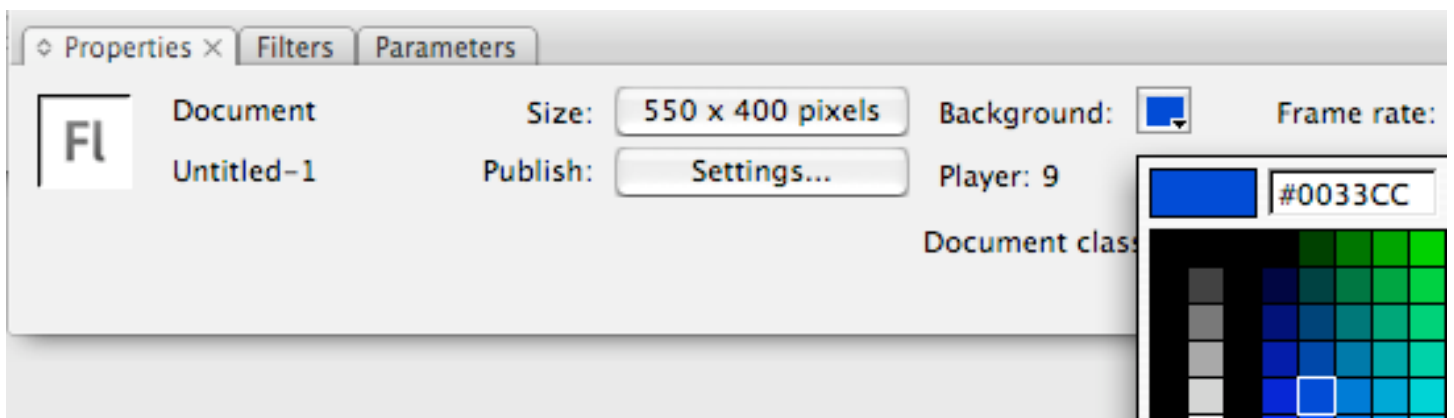


## Spaceflower Tutorial

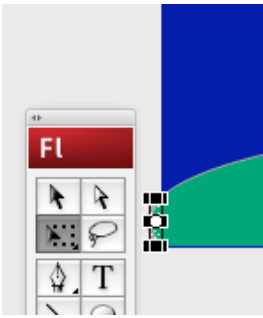
1. Open a new document using Actionsript 2.0
2. Save it as *Spaceflower*
3. Change the background to a dark blue using the property inspector.



4. Using the Oval tool draw a green oval at the bottom of the screen that will be the planet's surface. Be sure that the object drawing button at the bottom of the tools panel is not engaged or you will not be able to draw a bitmap. You will get an object and be unable to edit it.



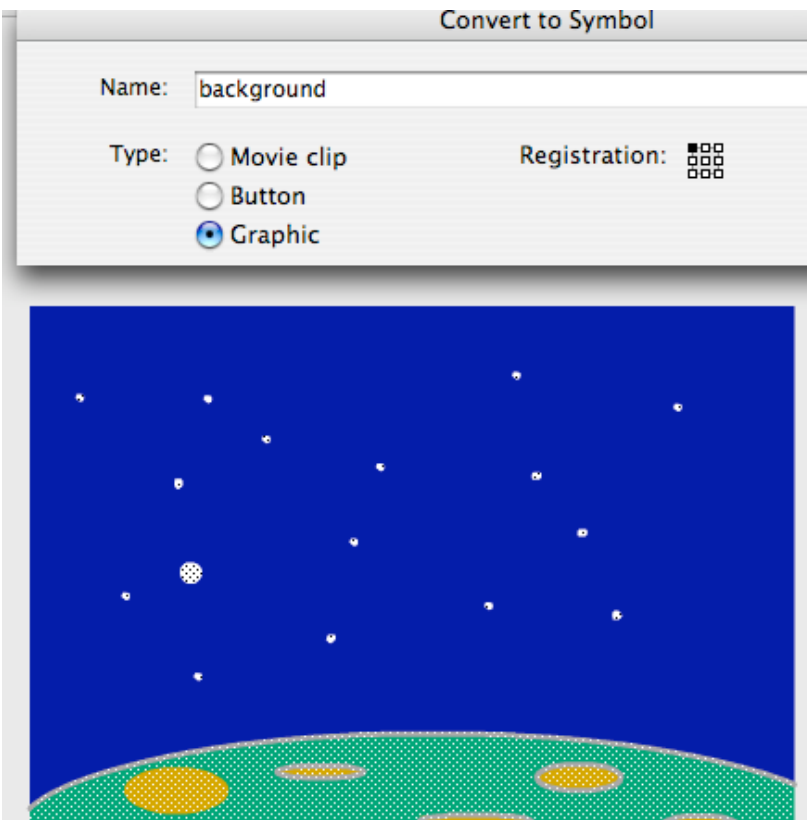
5. Use the free form tool to clip off the ends of the oval



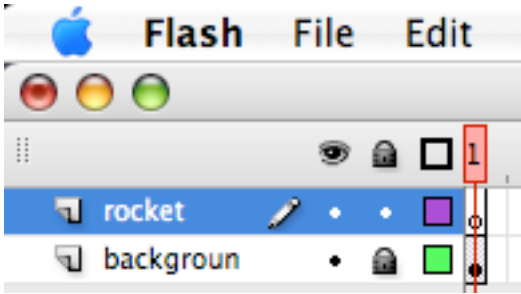
so that the stage is square



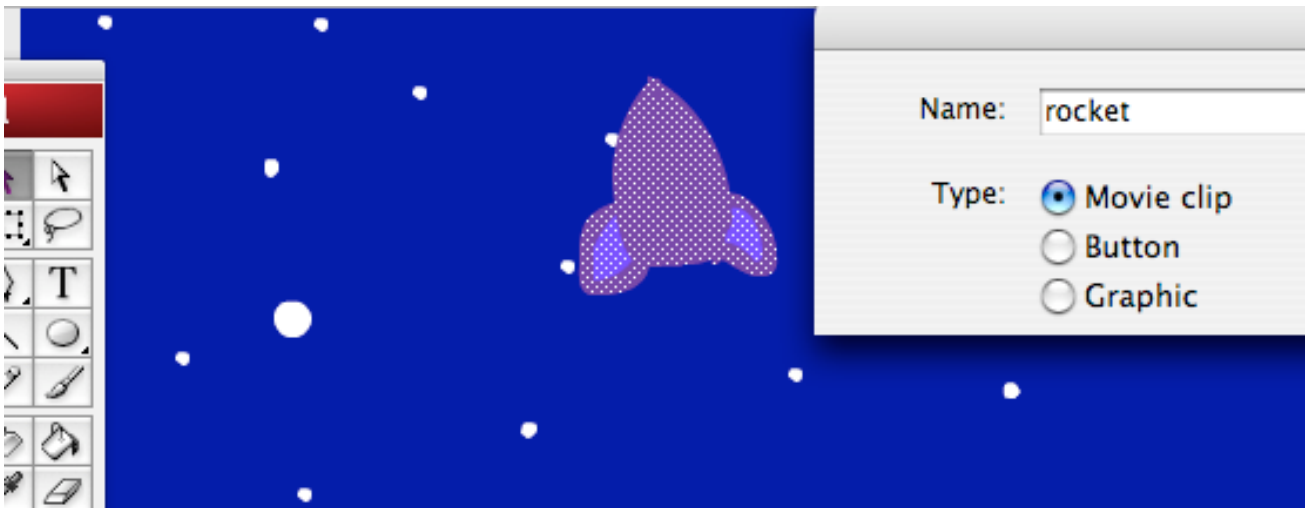
6. Add craters using the oval tool and then add a few stars with the paintbrush. Select the entire stage and convert that to a graphic symbol named “background.”



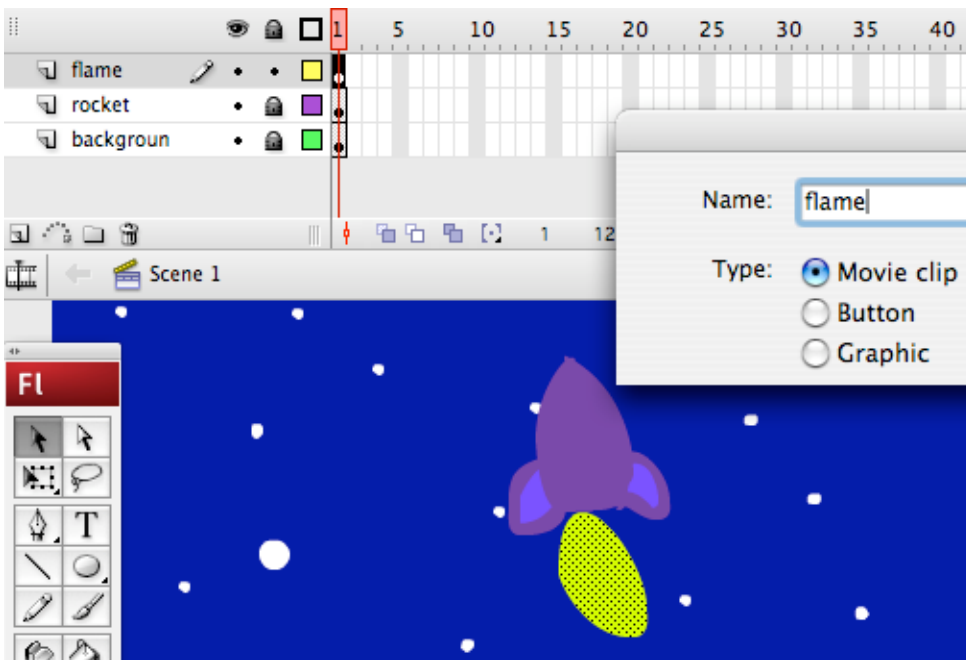
7. Name the layer, lock it, create a new layer, name it “rocket”



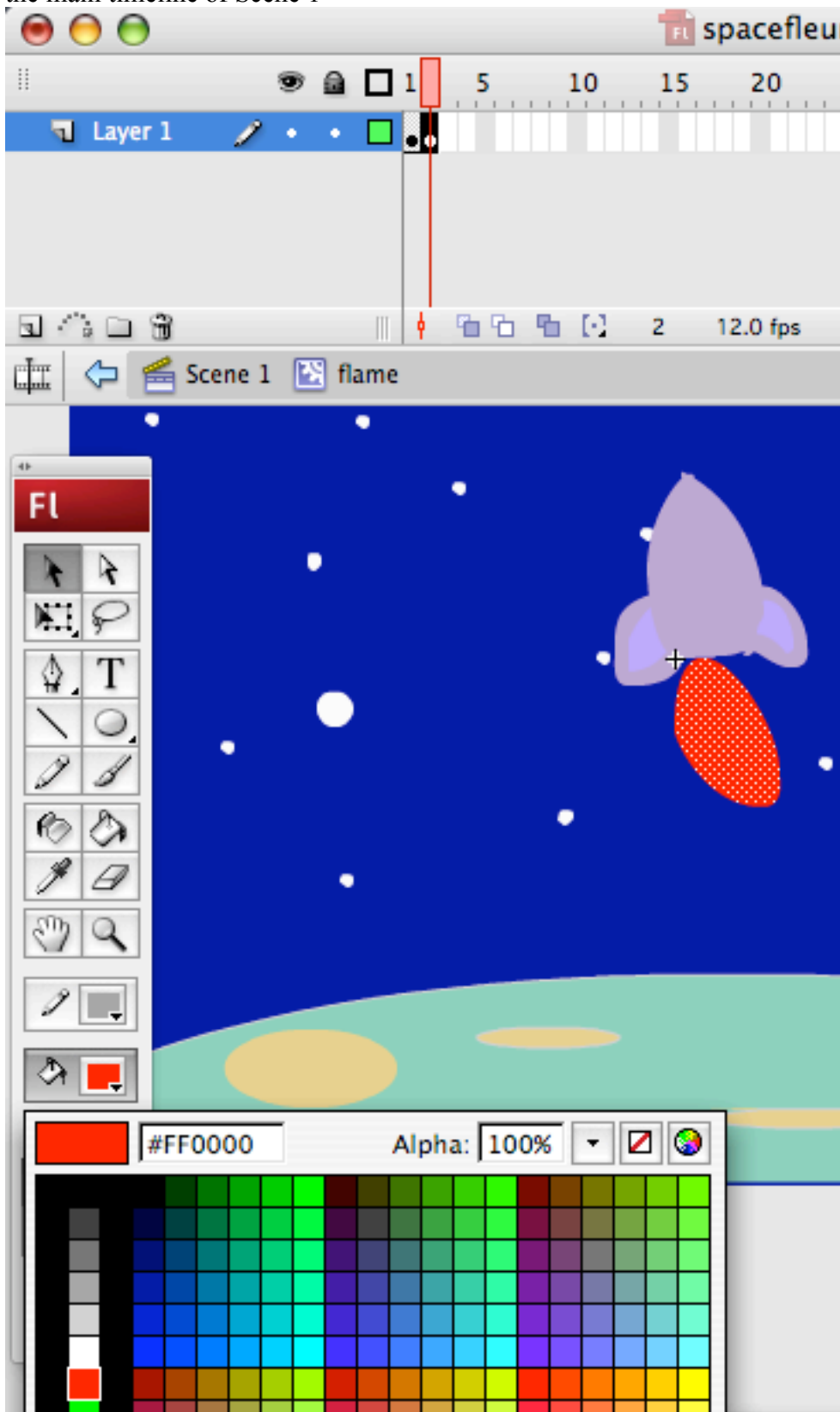
8. On the rocket layer use the paintbrush to create a rocket and make sure the shape is filled in. Select it and modify it as a movie clip symbol.



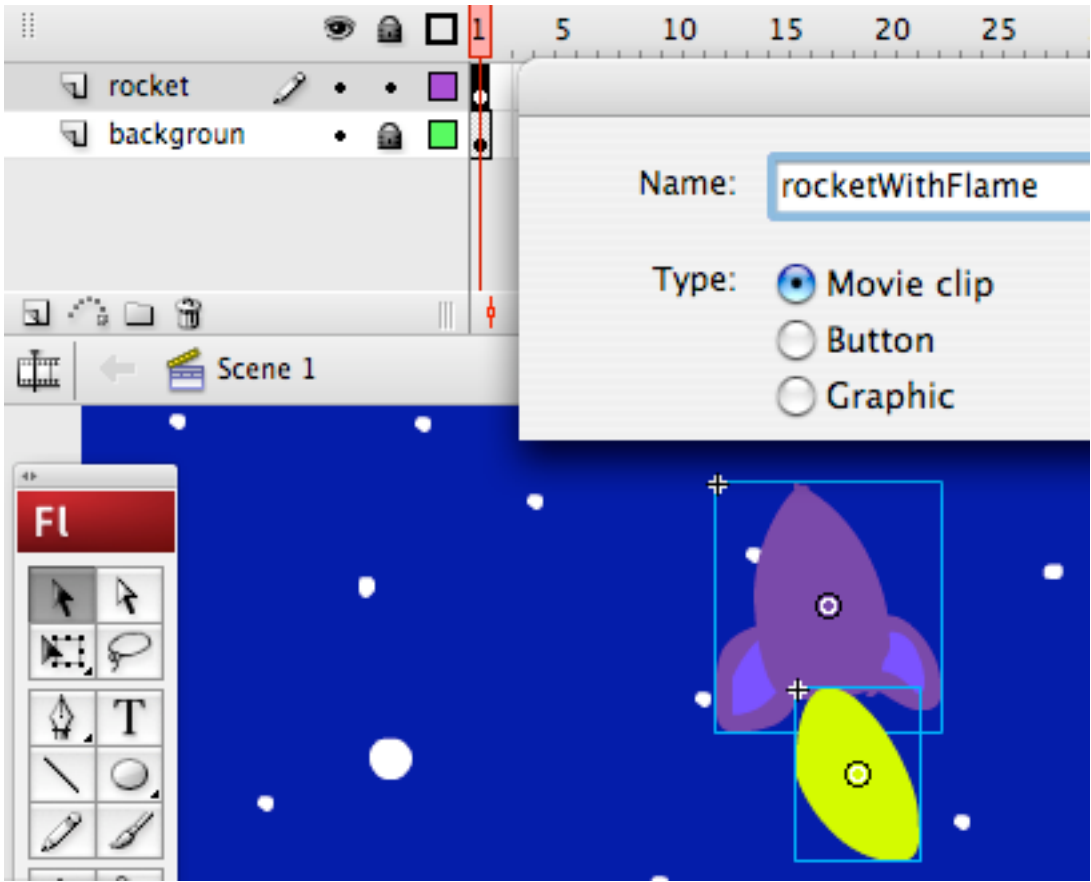
8. Lock the rocket layer and create a new layer called “flame.” Draw a flame under the rocket and then convert it to a movie clip symbol.



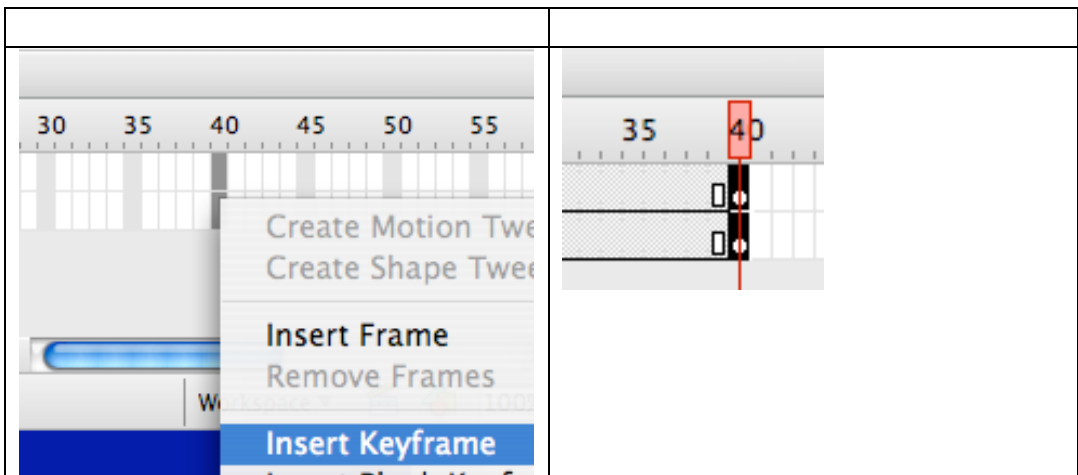
9. Click twice on the flame movie clip and enter its timeline. Insert a keyframe in frame 2 of the timeline and while the flame is still highlighted click on the color panel and the flame will change to that color. Repeat for frame 3 and choose yet another color, so you have the appearance of a continuously burning flame. Go back to the main timeline of Scene 1



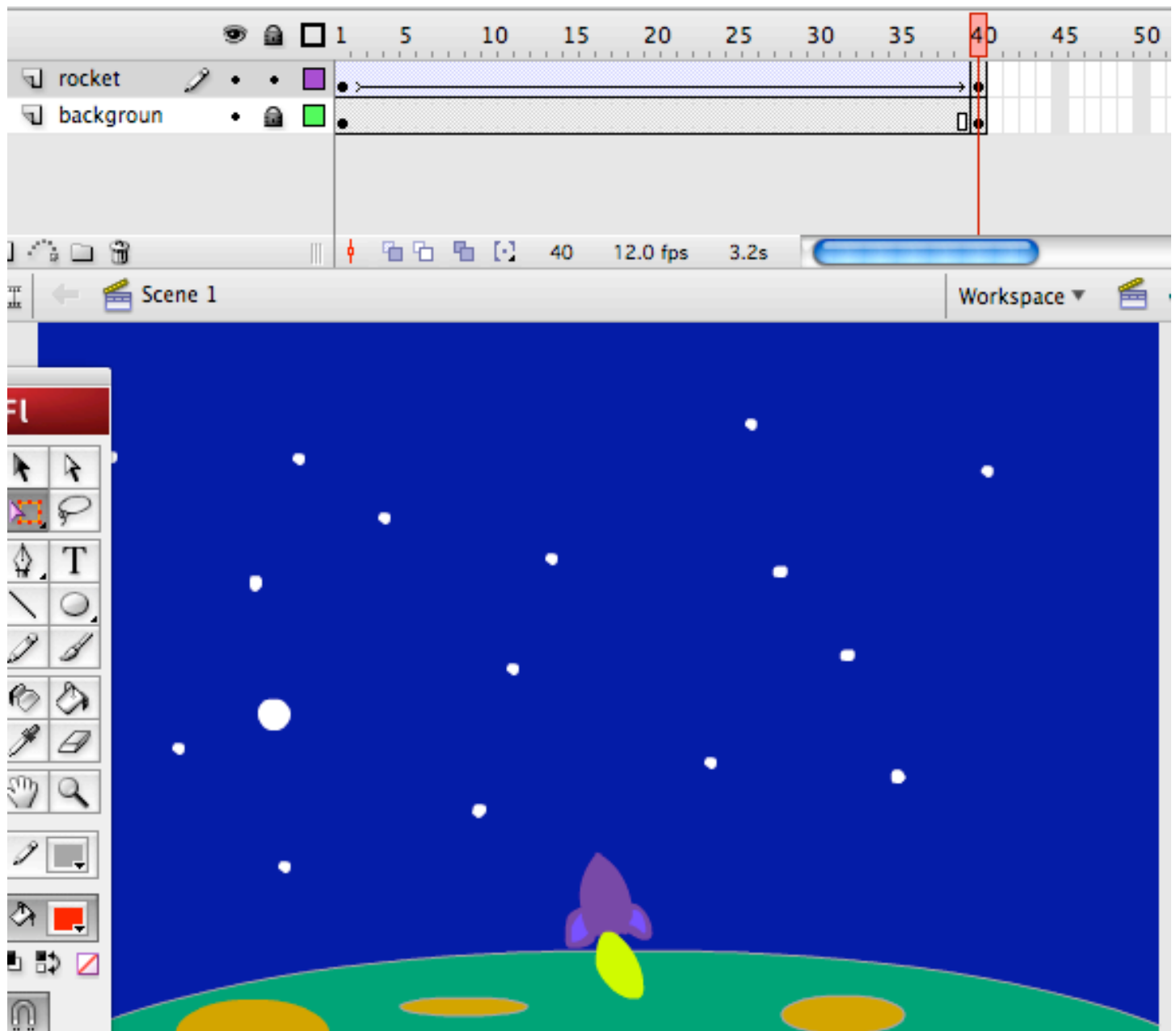
10. Delete the flame layer, unlock the rocket layer and then drag the flame movie clip from the library and position it under the rocket. Select them both and then convert them to a new movie clip called “rocketWithFlame”



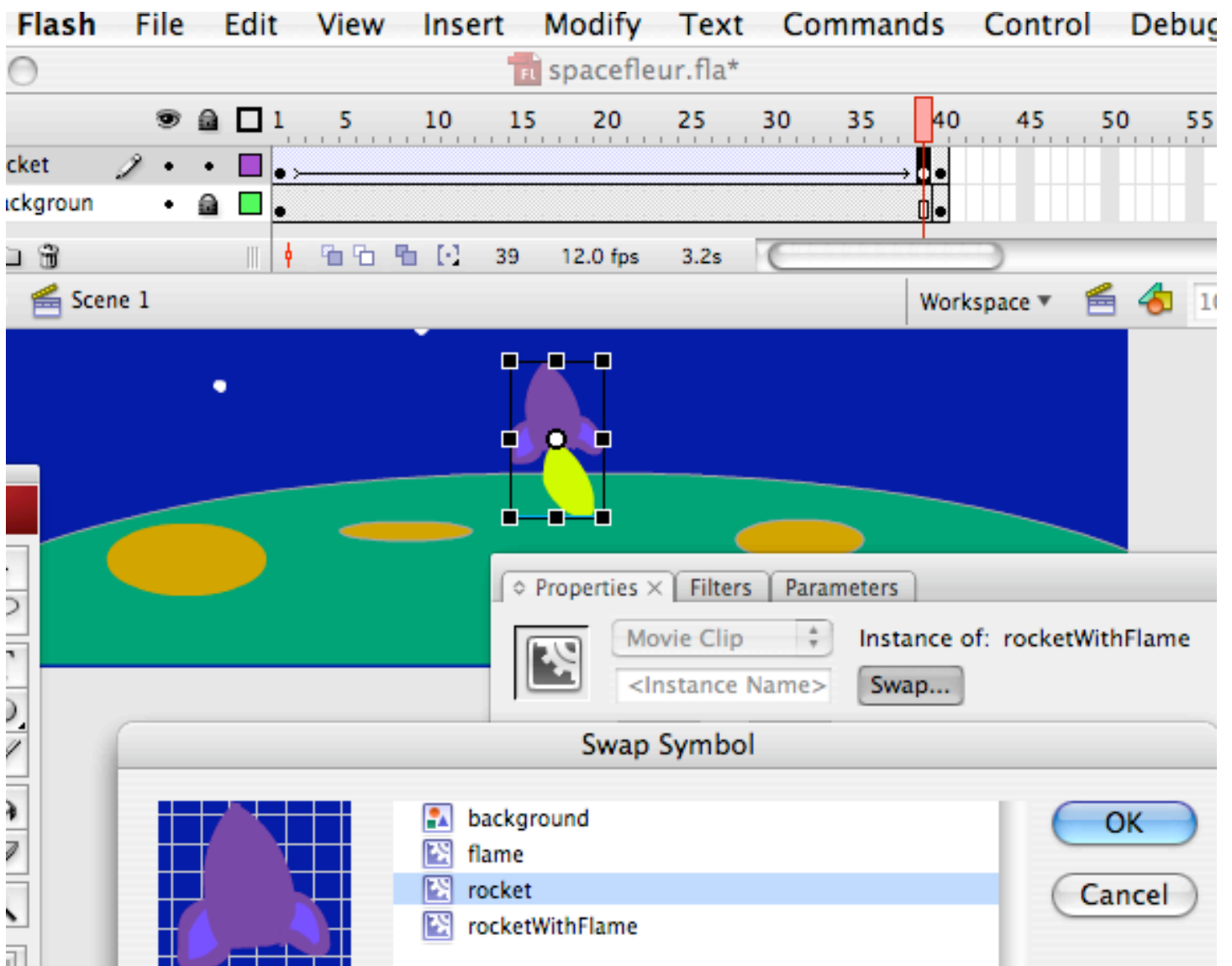
11. Go to frame 40 and insert a keyframe on both layers.



12 On the frame 40 rocket layer keyframe, shrink the rocket with flame using the free form tool and drag it down to the planet. Insert a motion tween. Test the movie and watch the rocket land (and land, and land, and land).



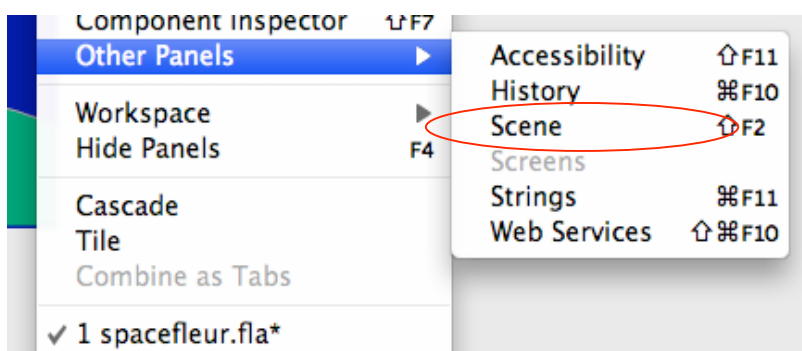
13. On frame 39 of the rocket layer insert a keyframe. click on the rocket. Then go to frame 40 of the rocket layer and click on the rocket. Notice the property inspector changes, giving you the option of “Swap” or Swapping Symbols.



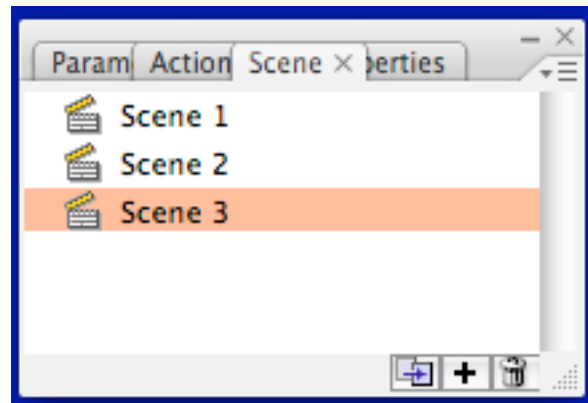
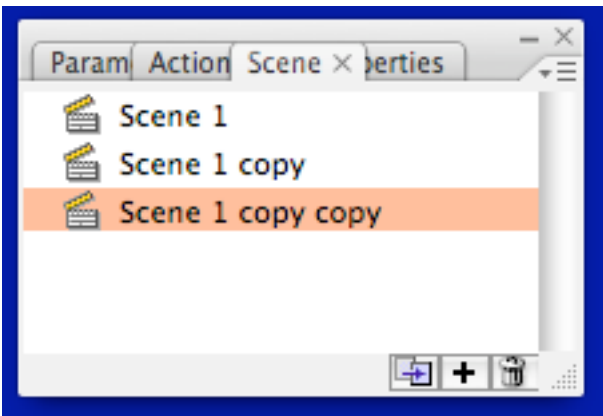
14. Add an actions layer and insert a “stop” action on frame 40. Test the movie and all should look as planned.

## Part 2 Making Scenes and setting them up.

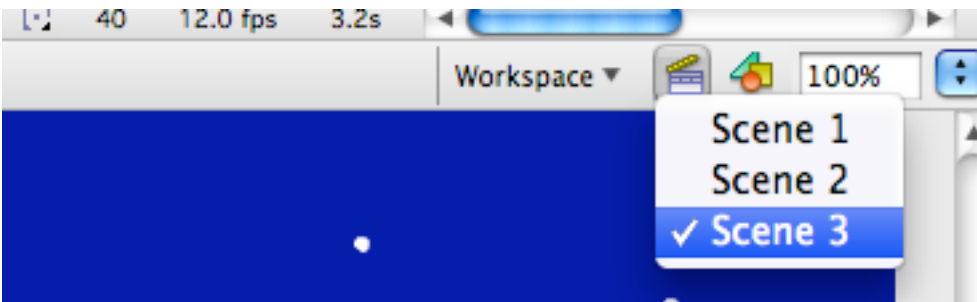
15. Open up the Scene panel



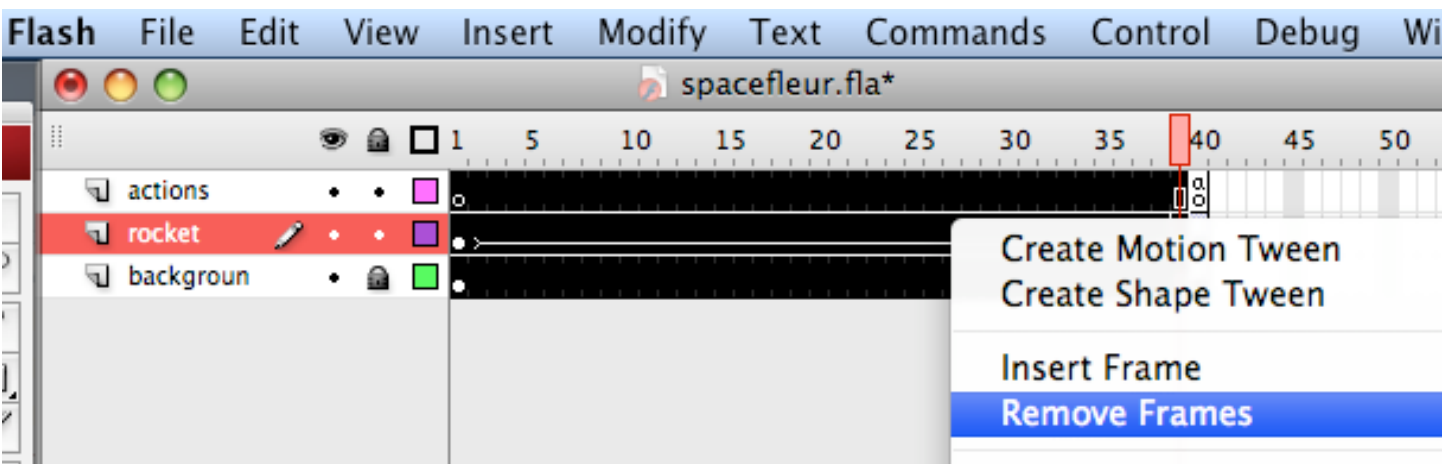
16. Copy Scene 1 twice then rename them Scene 2 and Scene 3



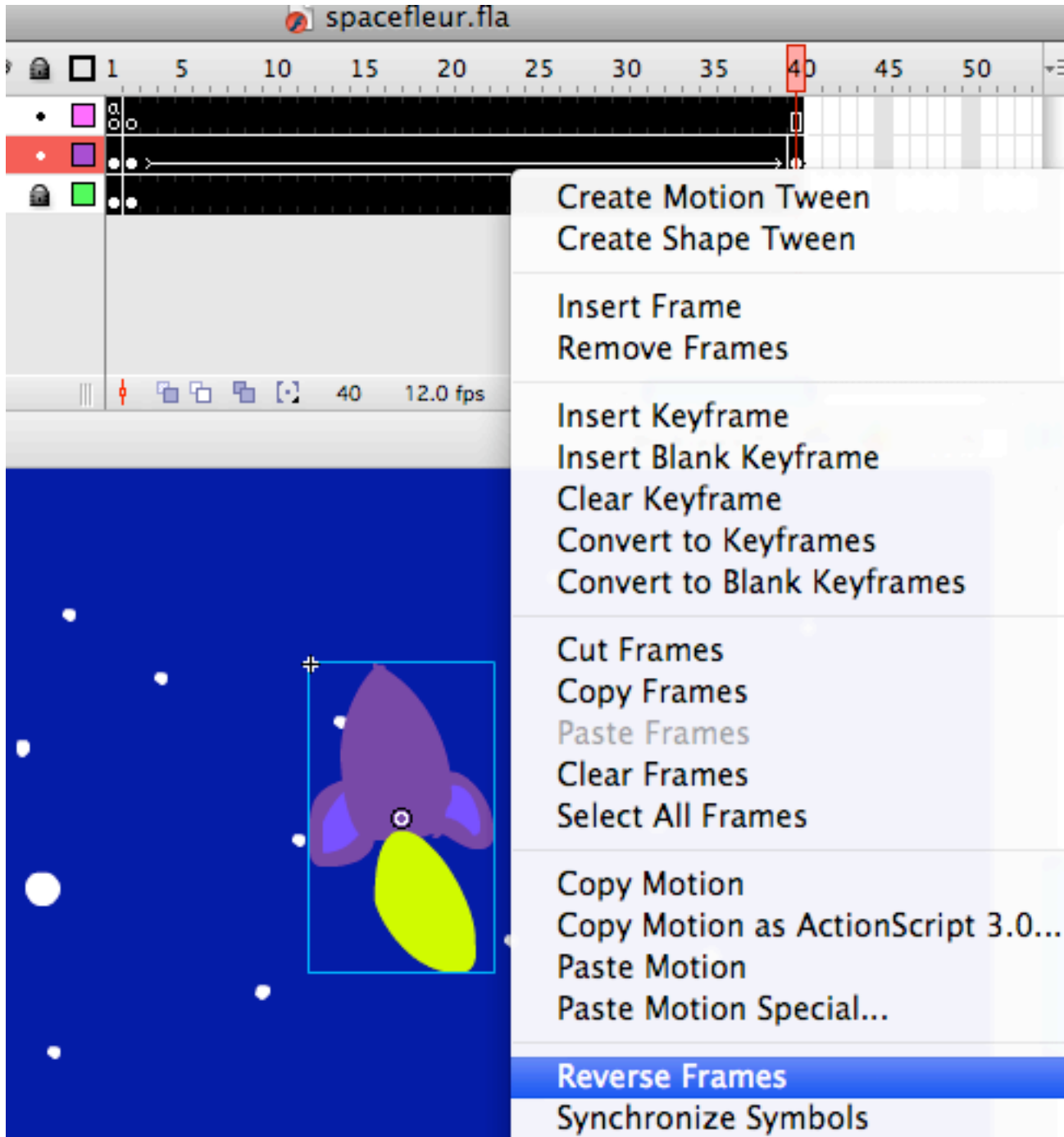
17. Go to Scene 2. It should look like Scene 1



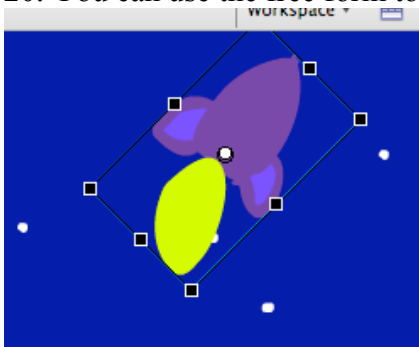
18. Click on the first frame of the first layer. Then press the shift key and click on frame 39. Then right click and remove the frames. Enter a keyframe on frame 40 of all the layers. Then go to Scene 3.



19. You have the same action as you do on Scene 1. Highlight all the frames and right click on them. This time choose “Reverse Frames.” The Rocket now takes off!

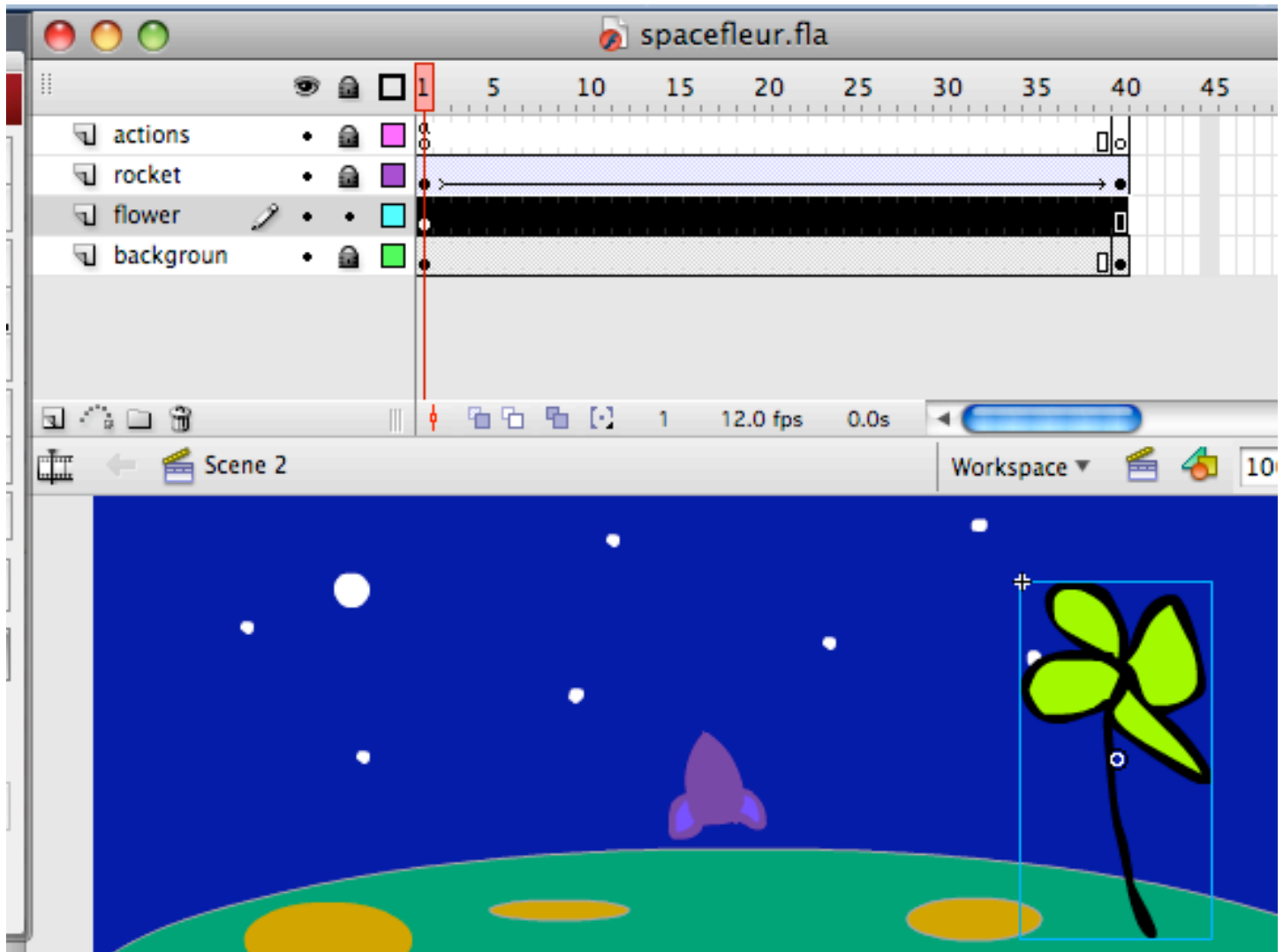


20. You can use the free form tool to move it 45 degrees NE.

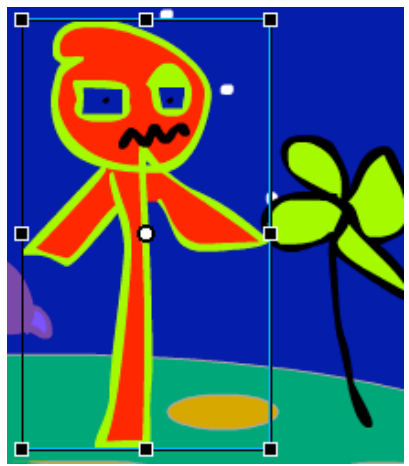


Part 3. Scene 2 In this scene the alien will disembark, grab a flower and then go back to the rocket

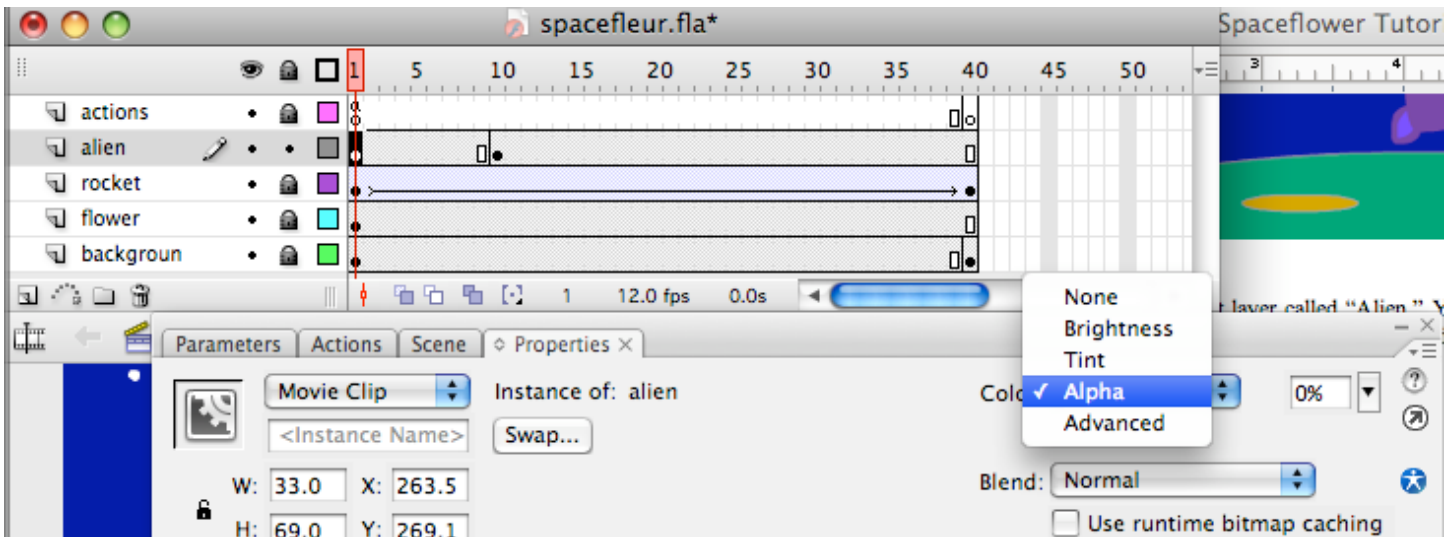
21. Go to Scene 2 and add another layer called “flower.” Lock all the other layers so as not to put the flower on the wrong layer. Draw a flower and covert it to a graphic symbol and call it flower.



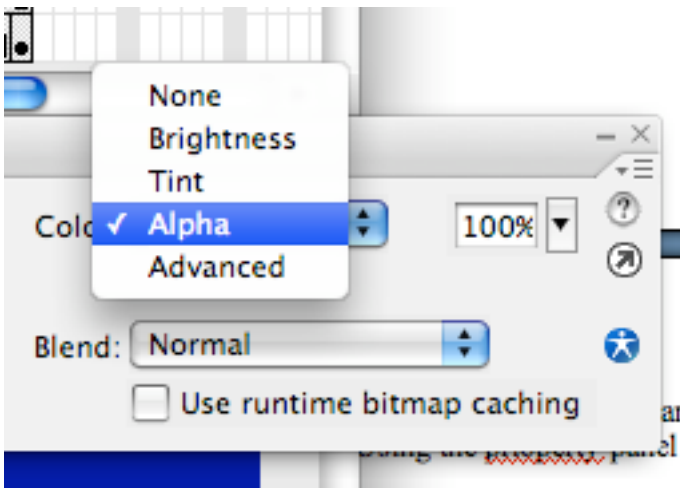
23. Make another layer, above the rocket layer called “Alien.” You know the routine, lock all the other layers. Draw an alien the size of the flower, make it a movie clip named “Alien.”



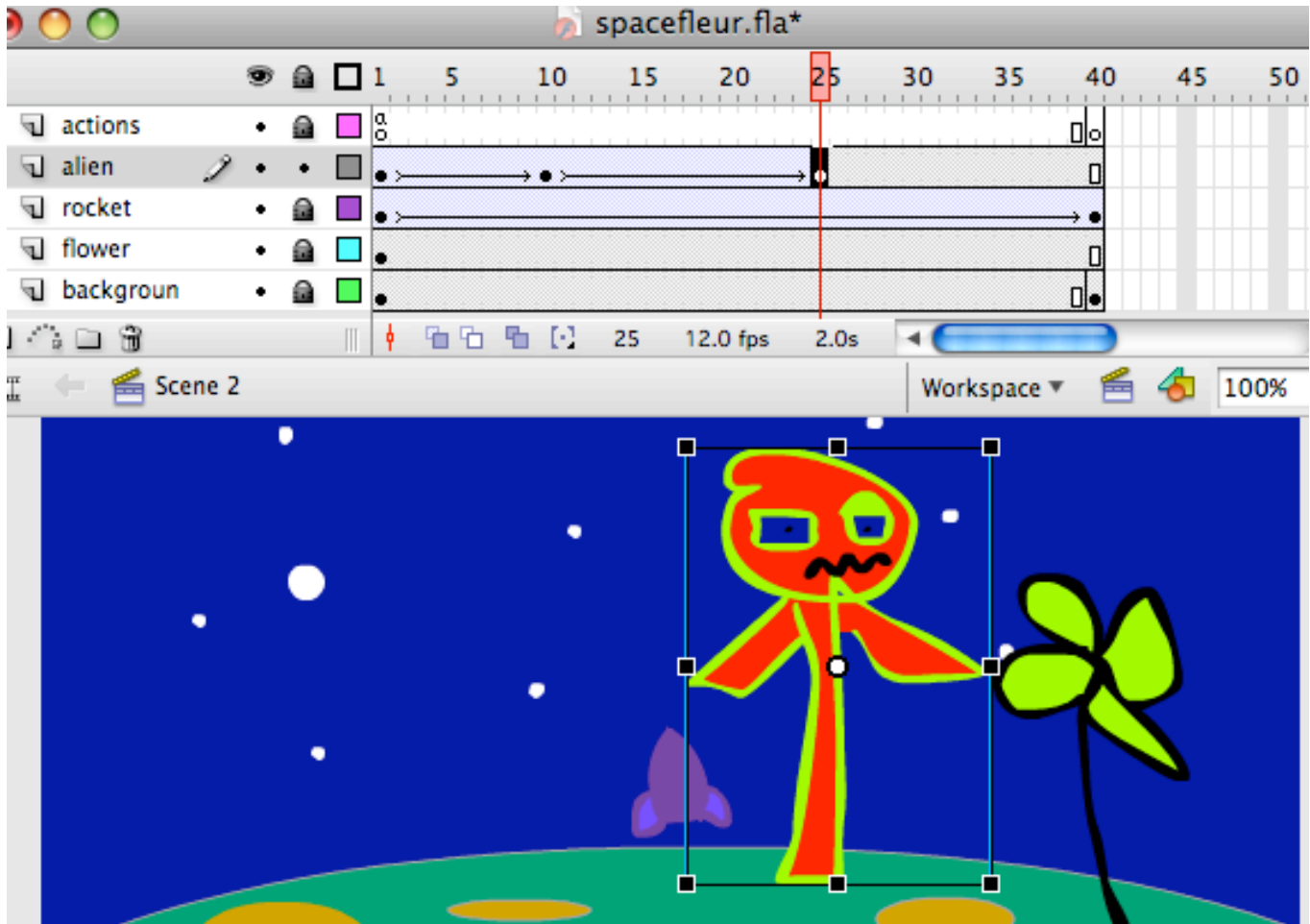
24. On frame 1 of the alien layer shrink the alien and move it near the rocket. Then insert a keyframe at frame 10. Then click on the alien on frame 1. Using the property panel change the alpha to 0, so that it is invisible.



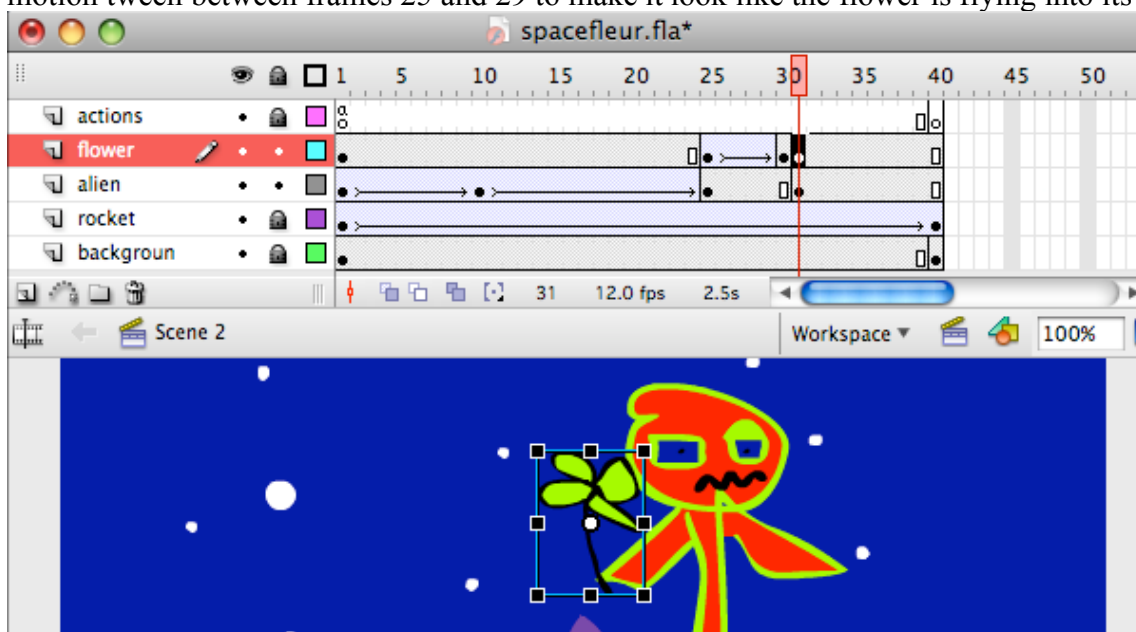
25. Then click on the alien on frame 10 and make sure the alpha is 100%. Add a motion tween anywhere between frames 1-10 on the alien layer. You should have the effect of “materializing” as in Star Trek.



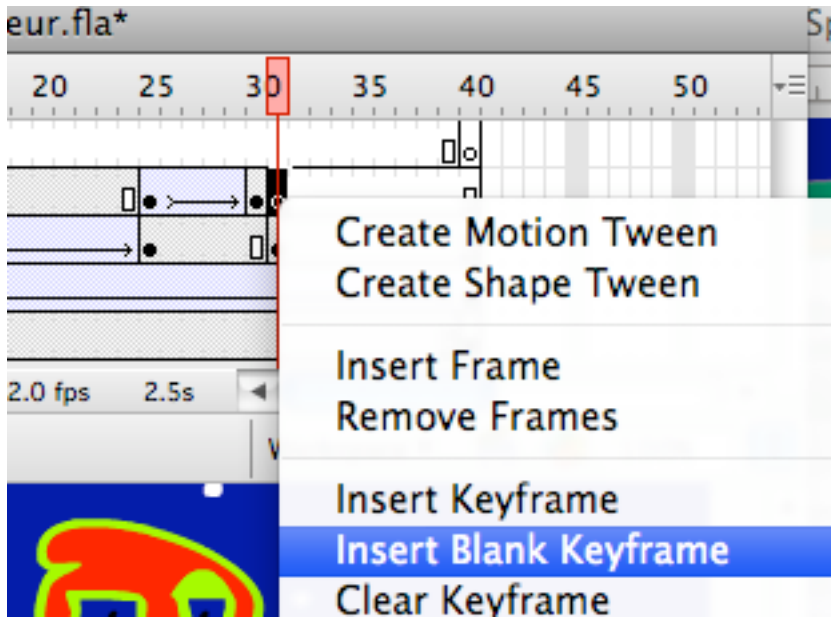
26. Insert a keyframe at 25 on the alien layer. Bring it next to the flower and enlarge the symbol to make it larger than the alien..



27. Unlock the flower layer. Insert a keyframe on frame 25 of the flower layer. Then one on frames 29 & 30 of the alien and flower layers. On frame 29 of the flower layer move the flower to the alien's hand and insert a motion tween between frames 25 and 29 to make it look like the flower is flying into its hand.



28. Insert a keyframe on frame 29 of the flower layer and frame 30 the alien layer. Then insert a blank keyframe on layer 30 of the flower layer. Notice the flower disappears from the following frames.



29. The. on frame 30 of the alien layer put the flower symbol on the hand of the alien and then highlight both and make a new symbol called “alien with flower.” Then insert a keyframe on frame 40 of the alien layer and repeat steps 25-24 to make the alien beam to its rocket.

30. Remove any atop actions from the scenes but make sure that you have one on the last layer of scene 3. test the movie. Then, make your own.