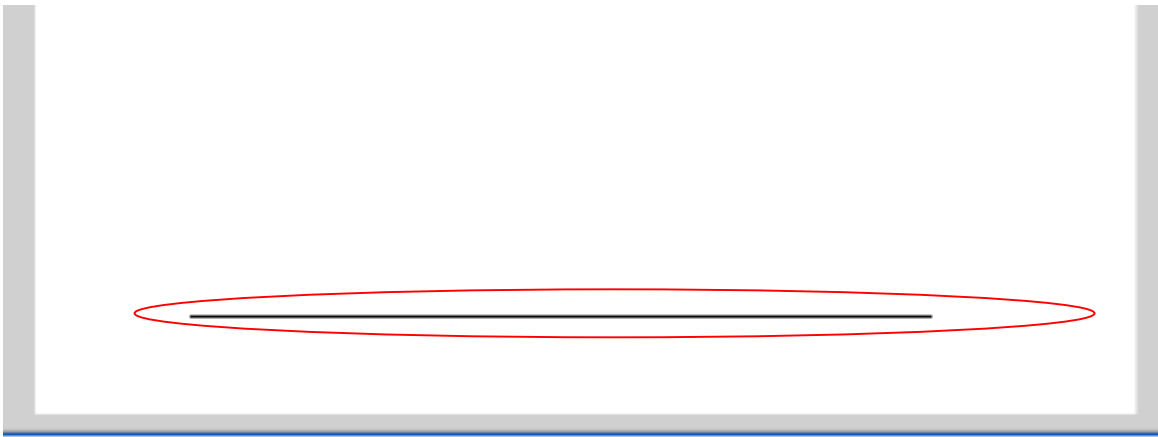
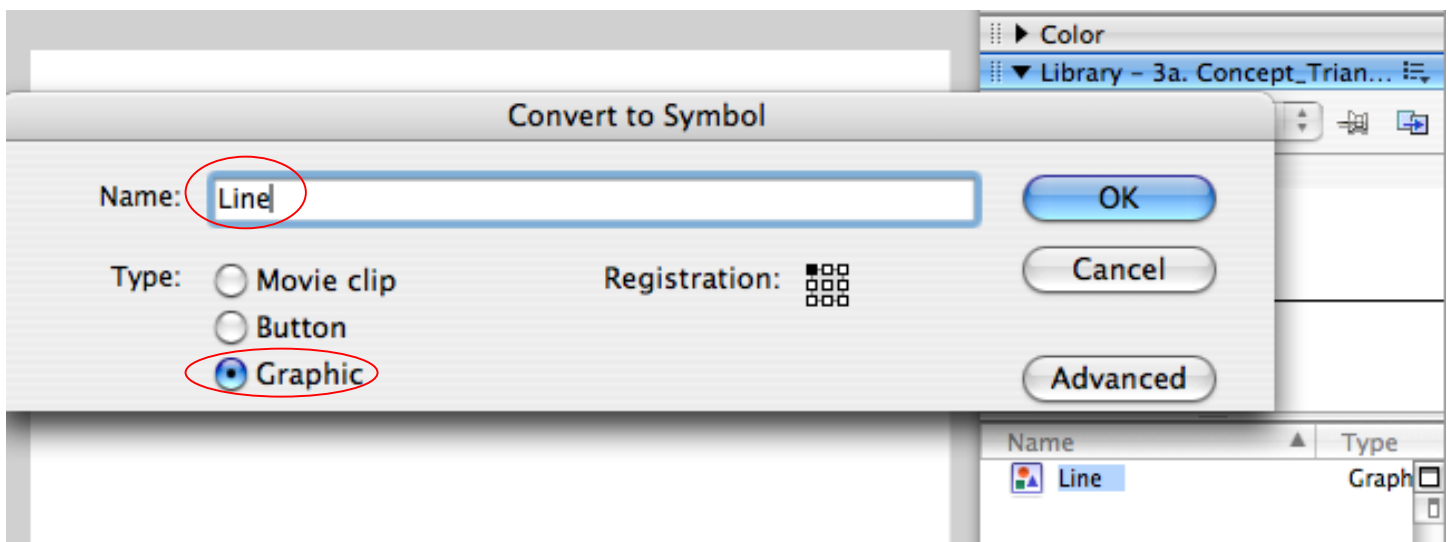


Tutorial Concept- What is a triangle?

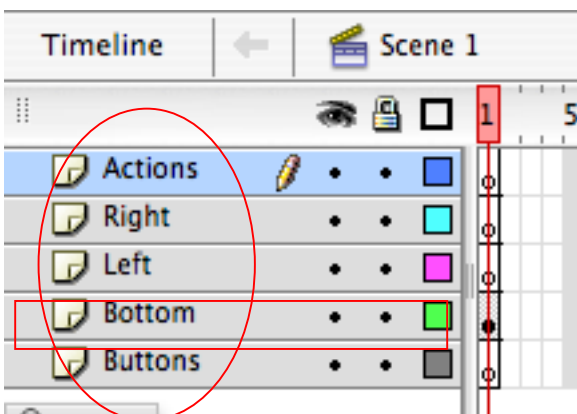
1. Open a new document. Save it as 3a. Concept_Triangle.fla
2. Draw a line across the bottom of the screen



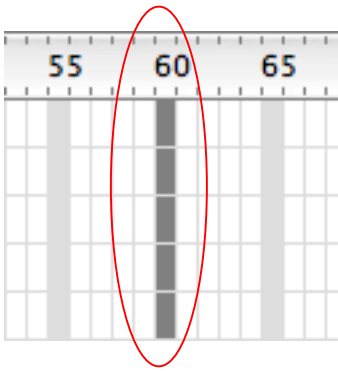
3. Select it and *Modify/Convert to Symbol*. Make it a graphic symbol and name it Line.



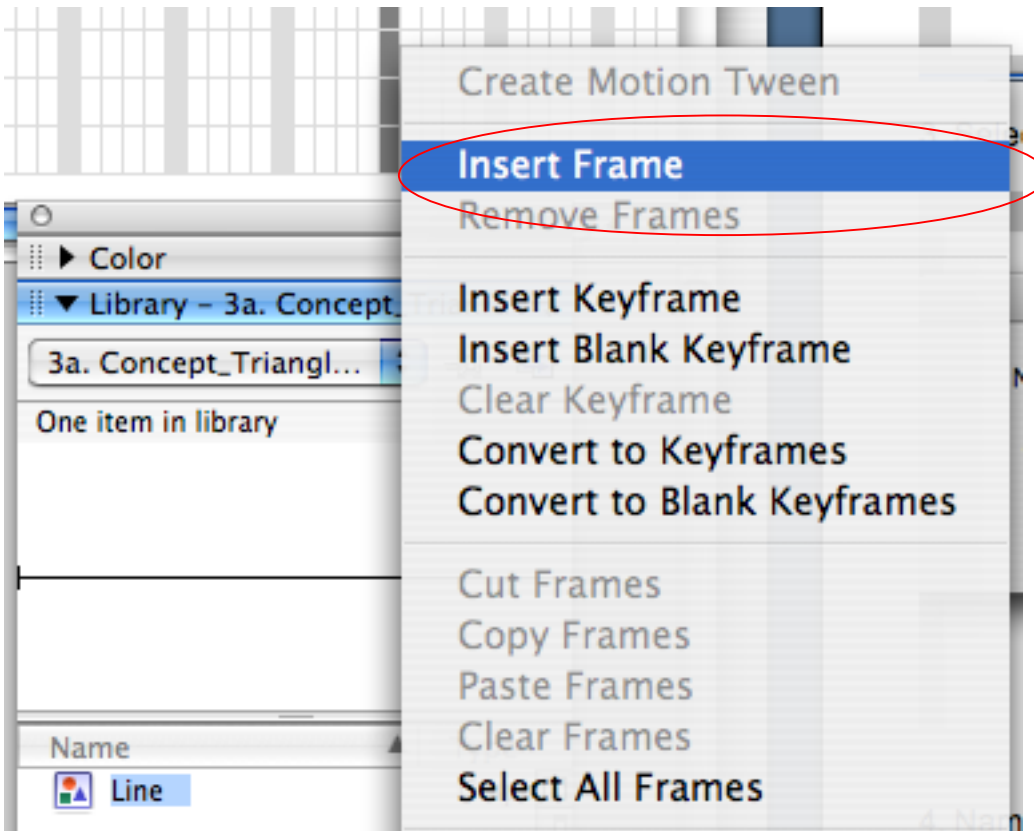
4. Name that Layer *Bottom*. Make two more and name them *Left* and *Right*. Add an additional Layer at the top for *Actions* and a Layer at the bottom for *Buttons*.



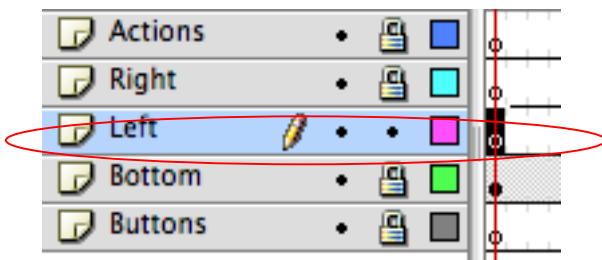
5. On frame 60, select every Layer by shift clicking to highlight them all.



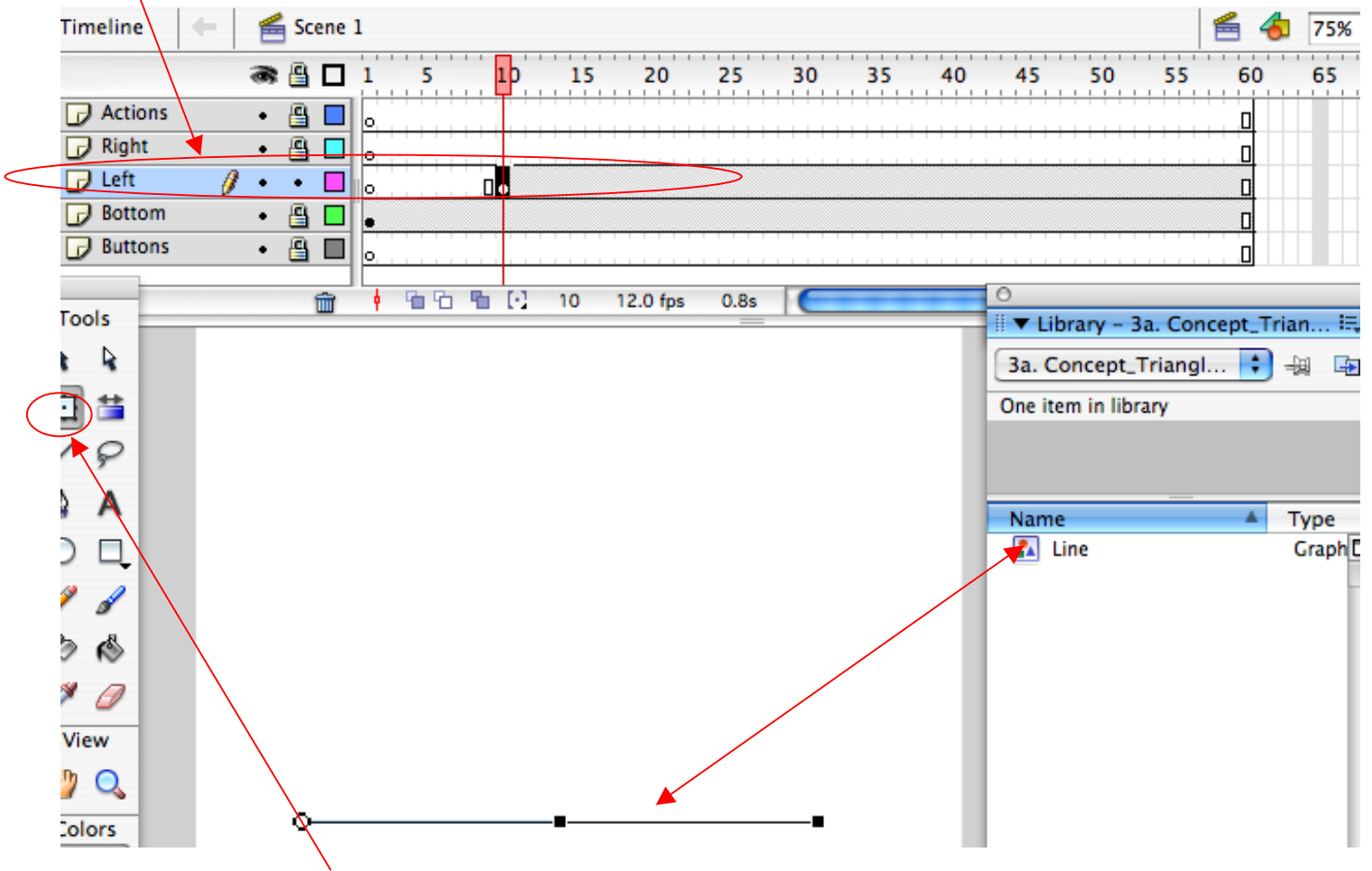
6. and then, while still selected, insert a frame (shift-click), not a keyframe, on every layer.



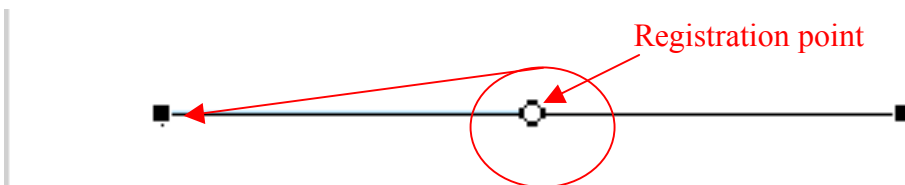
7. Lock the all the Layers except for *Left*



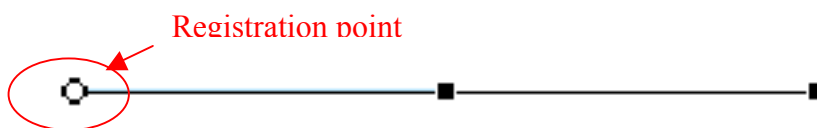
8. On the Left Layer click on frame 10 and insert a keyframe. Then drag the line symbol from the Library and make sure it goes completely over the bottom Layer (locked). While the symbol is selected you can use the left and right arrow keys for precision positioning. You should see the symbol represented on the Left Layer on the timeline.



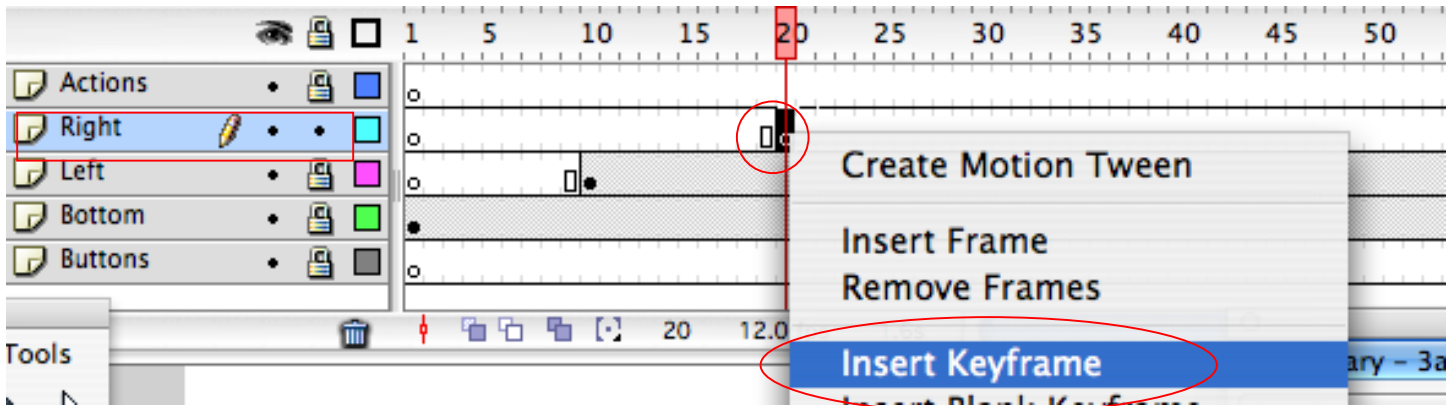
9. Click on the Free Transform Tool. Move the registration point to the left end on the line by clicking down on it and then drag it over to the end.



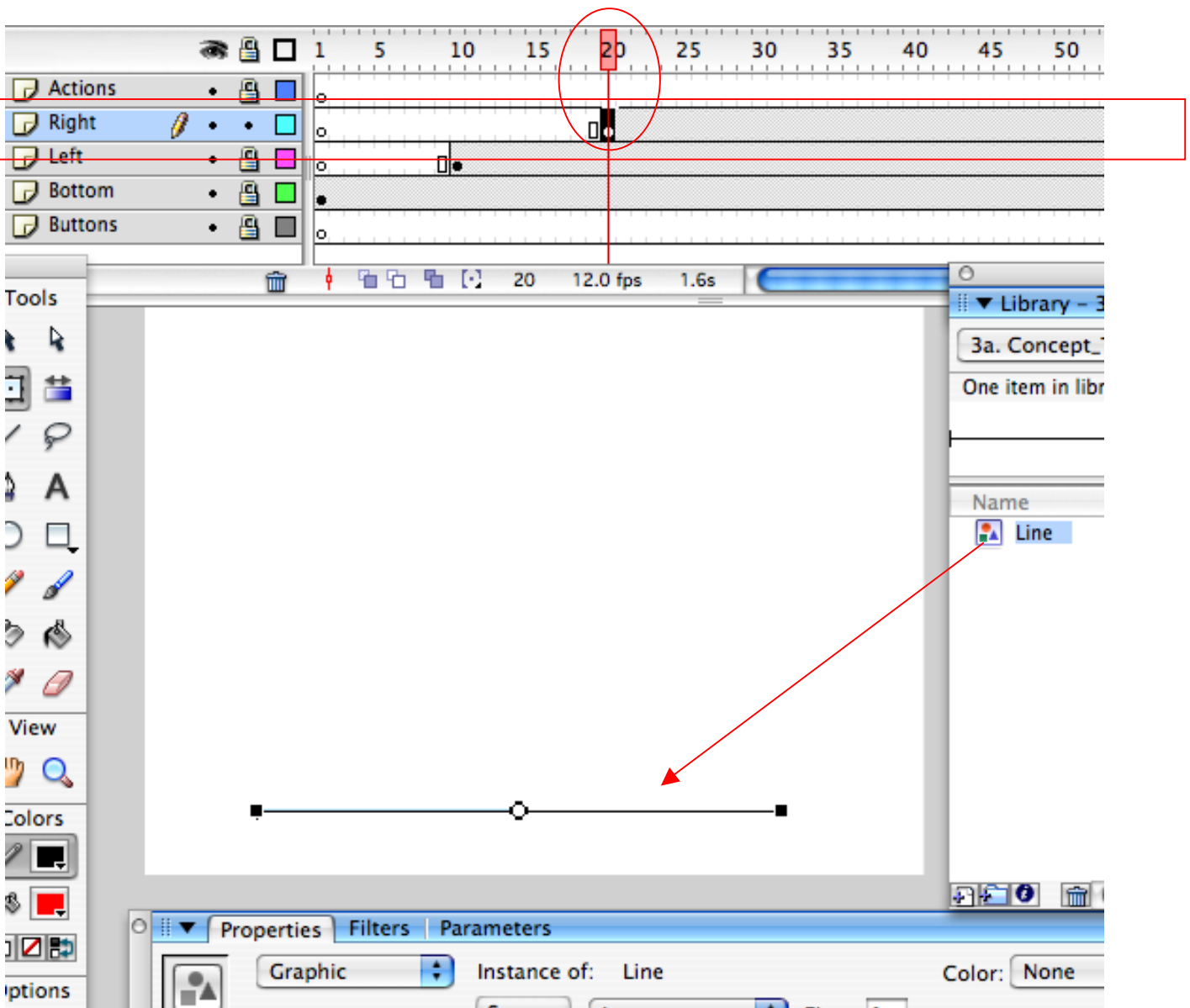
It will look like this.



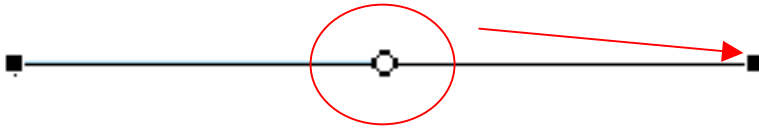
10. Lock the Left Layer and unlock the Right Layer. At frame 20 insert a keyframe.



11. (same as step 8) Then drag the line symbol from the Library and make sure it goes completely over the bottom Layer (locked). While the symbol is selected you can use the left and right arrow keys for precision positioning. You should see the symbol represented on the Right Layer on the timeline.



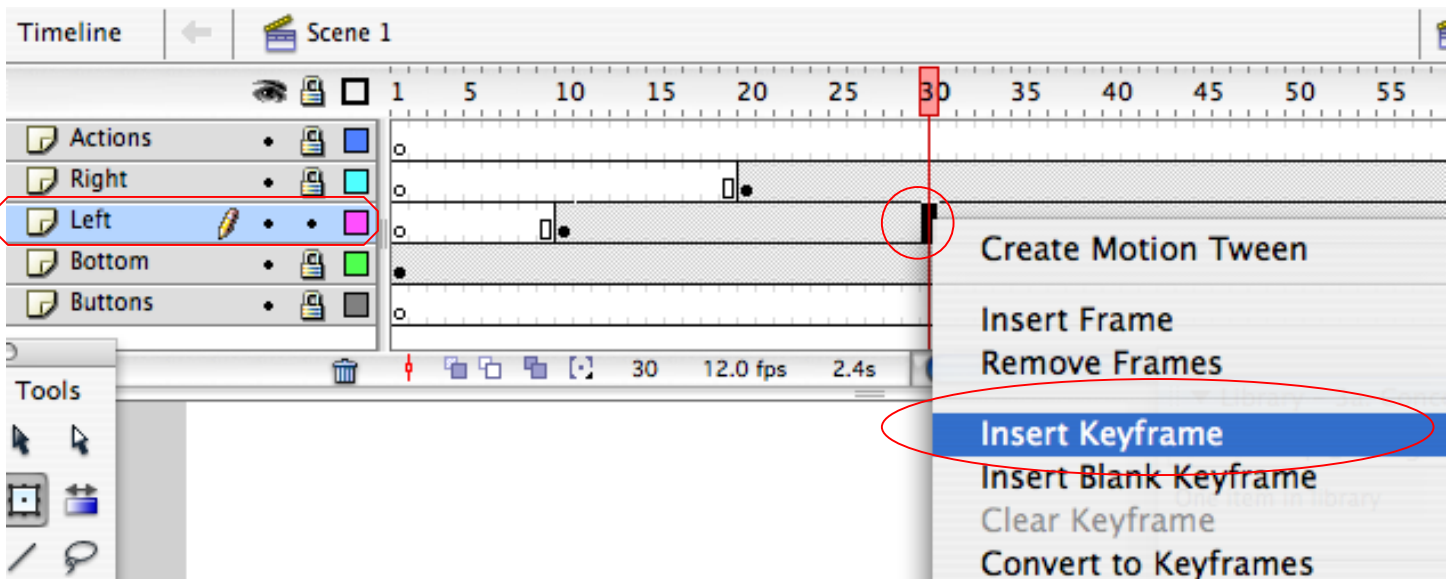
12. Make sure Free Transform Tool is selected or select it. Move the registration point to the left end on the line by clicking down on it and then drag it over to the end.



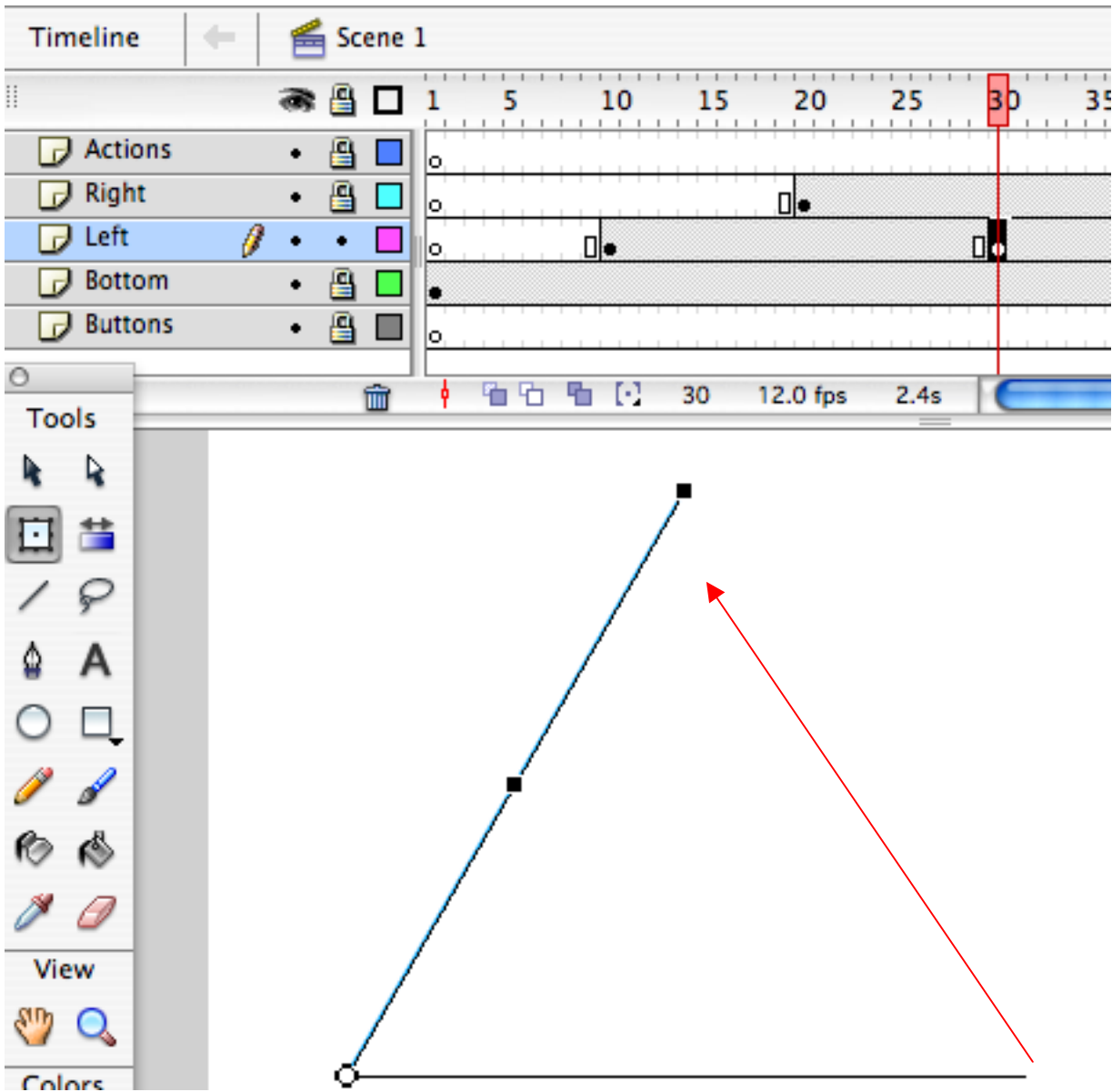
It will look like this.



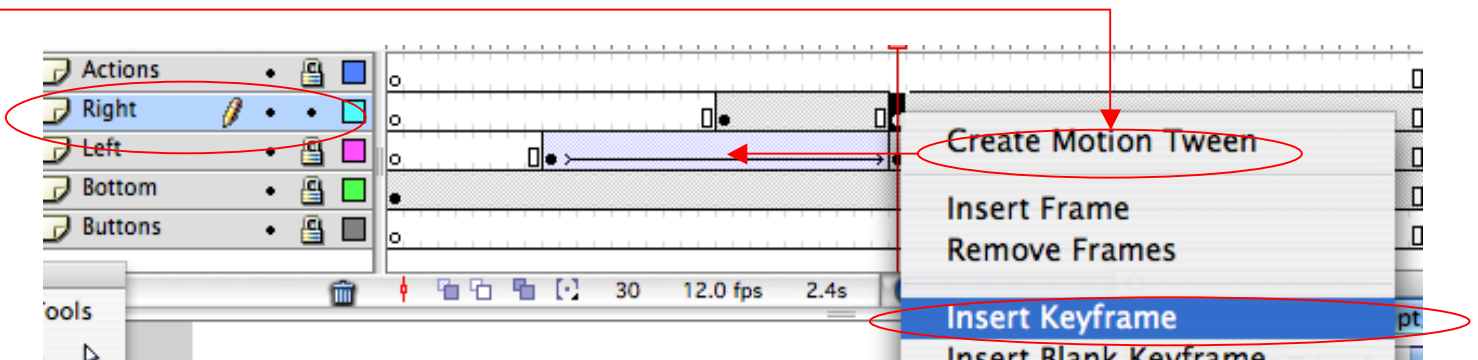
13. Lock the Right Layer. Unlock the Left Layer. On frame 30 of the Left Layer, Insert a keyframe



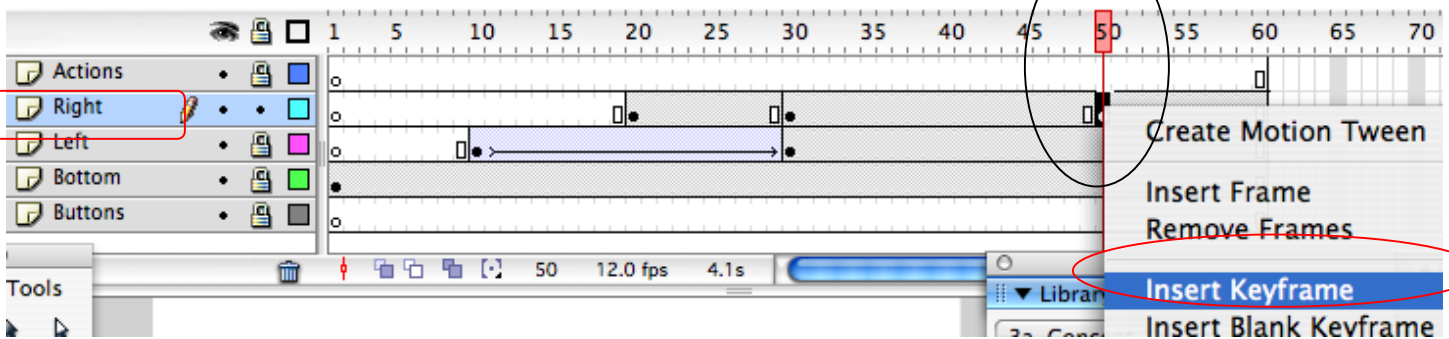
14. Make sure the Free Transform tool is still selected. Put the cursor next to end of the line opposite the registration point . You will see the circled arrow (not pictured, but visible in the video). Then lift the line above to form the left side of the triangle.



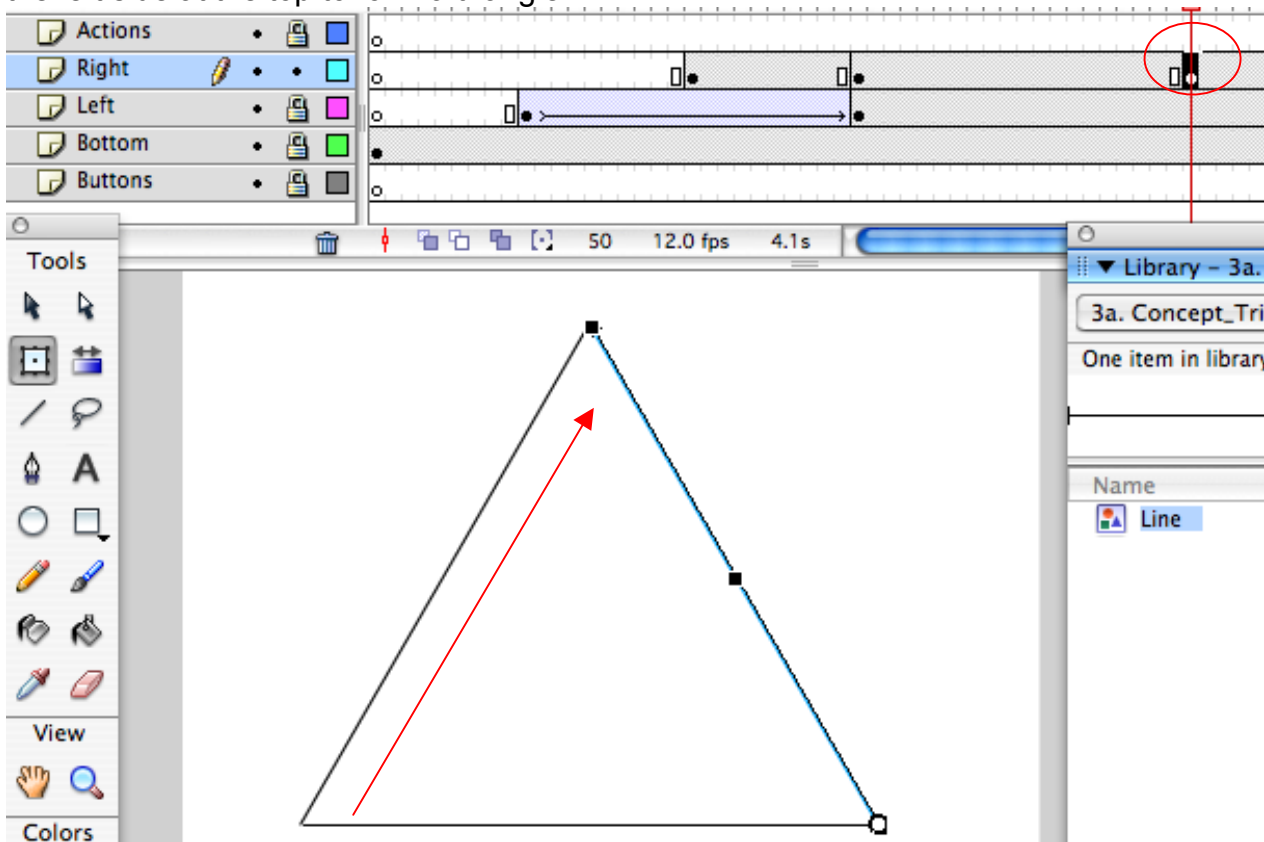
15. (two steps) Click on any frame between 10 and 30 on the left Layer and Create a Motion Tween (either right click or use the Property Inspector). Insert a keyframe at frame 30 so the Right side will begin to move when the Left side reaches its top point.



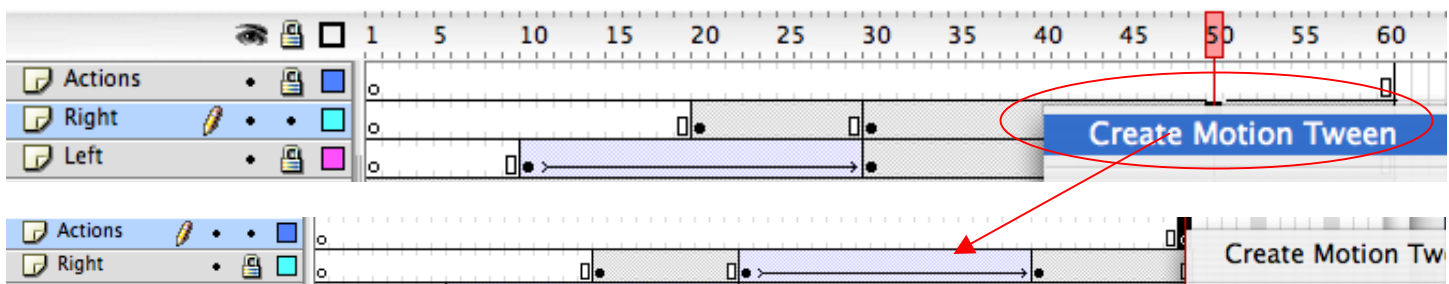
16. Then, on frame 50 of the Right Layer insert a keyframe. Unlock the Right layer and Lock the Left.



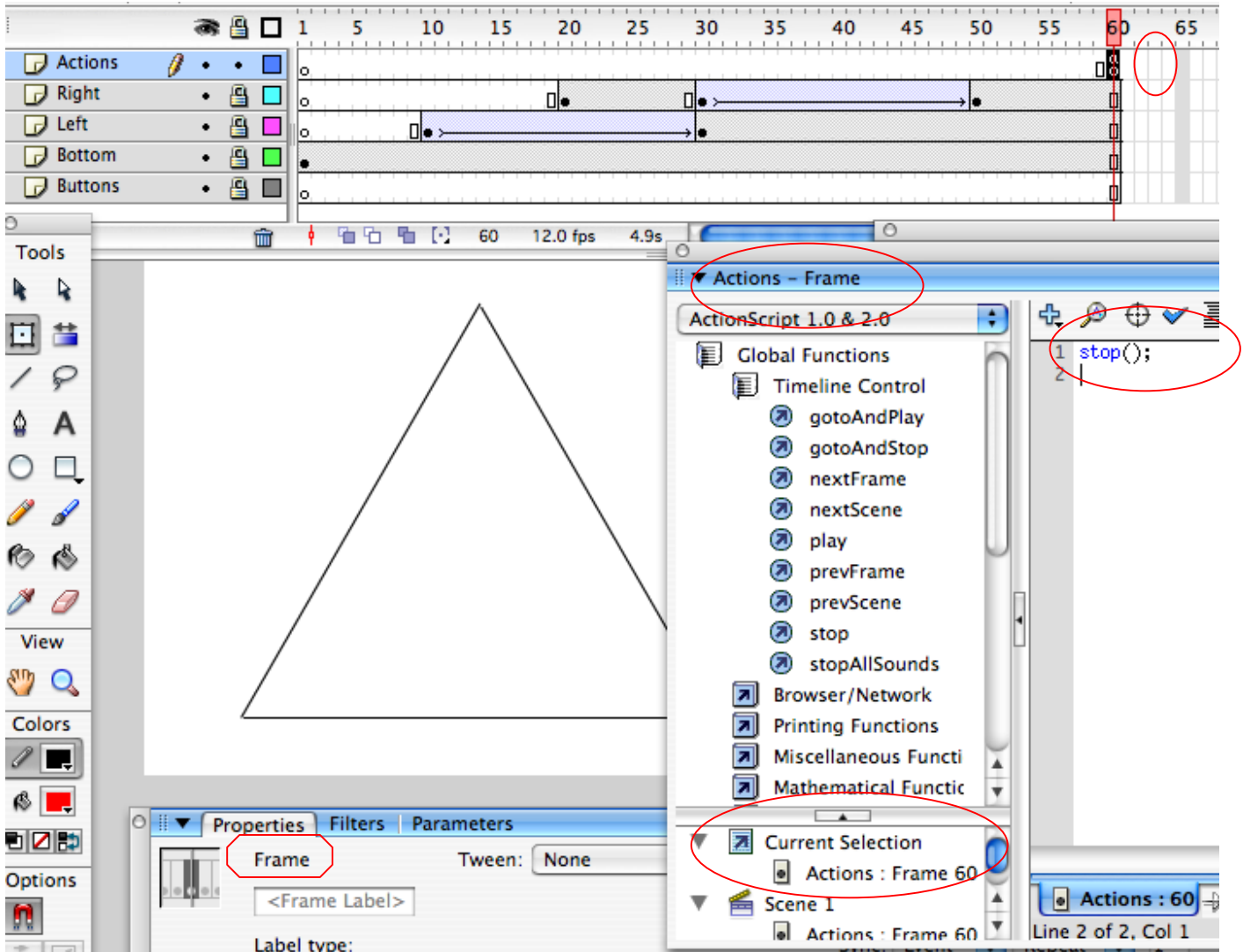
17. Then, following the same procedure in step 15, click on the line in frame 50, make sure the Free Transform tool is selected. Then, using the circled arrow (not pictured), raise the right side to meet the left side at the top to form a triangle.



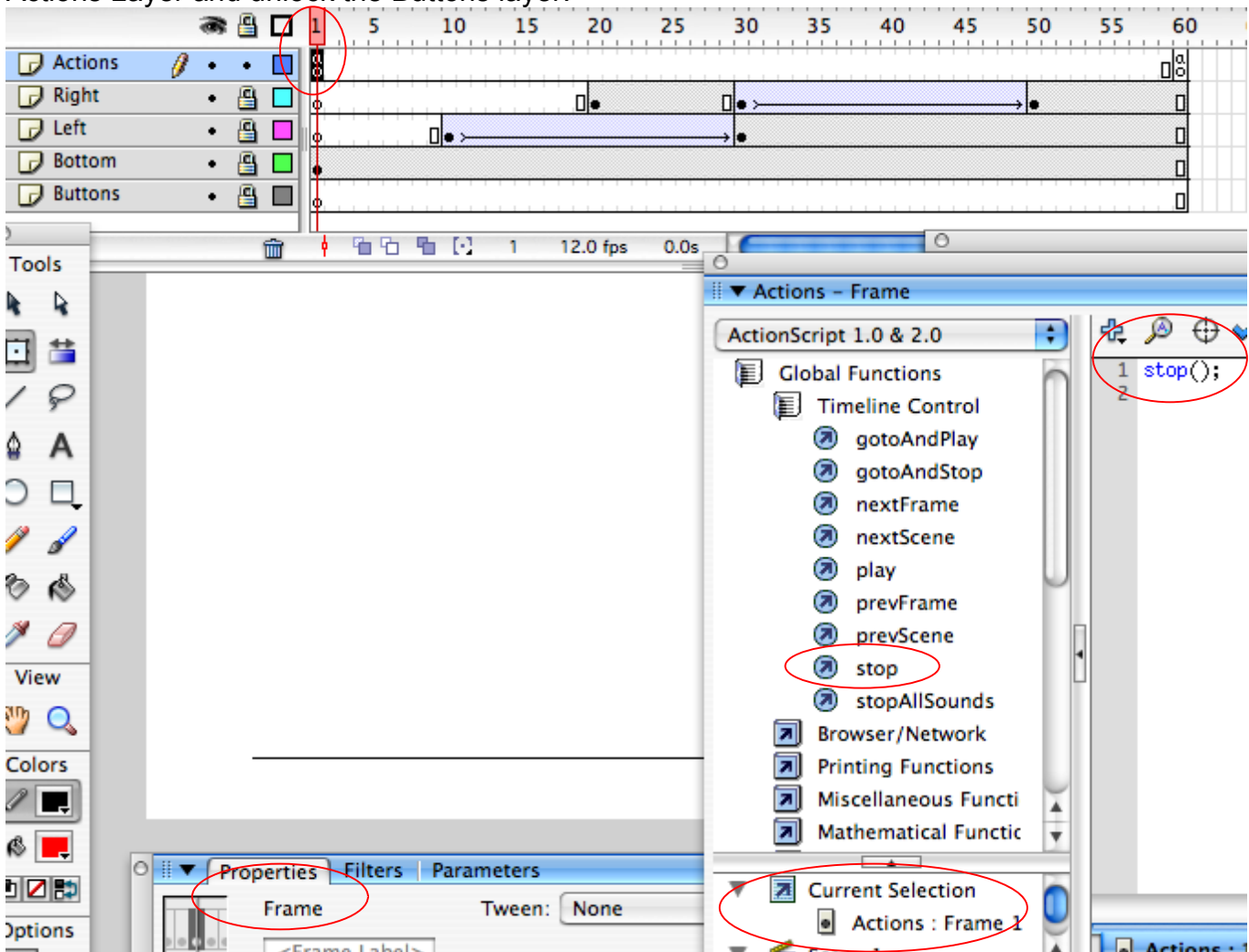
18. Then create a Motion Tween by right clicking (or click and use the Property Inspector) on any frame between 30 and 50 on the Right layer and create a Motion Tween.



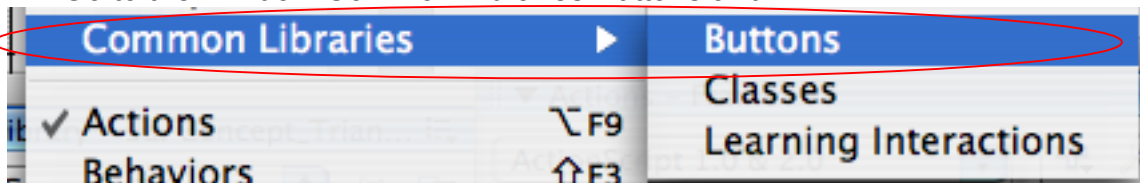
19. You can test your movie to see how it looks. Should be pretty neat. Next, Lock all the other Layers and unlock the Actions Layer. Click in frame 60 and, using the Actions Panel, Insert a *stop* action.



20. Do the same for frame 1 so that both frames 1 and 60 will have stop actions. Then lock the Actions Layer and unlock the Buttons layer.

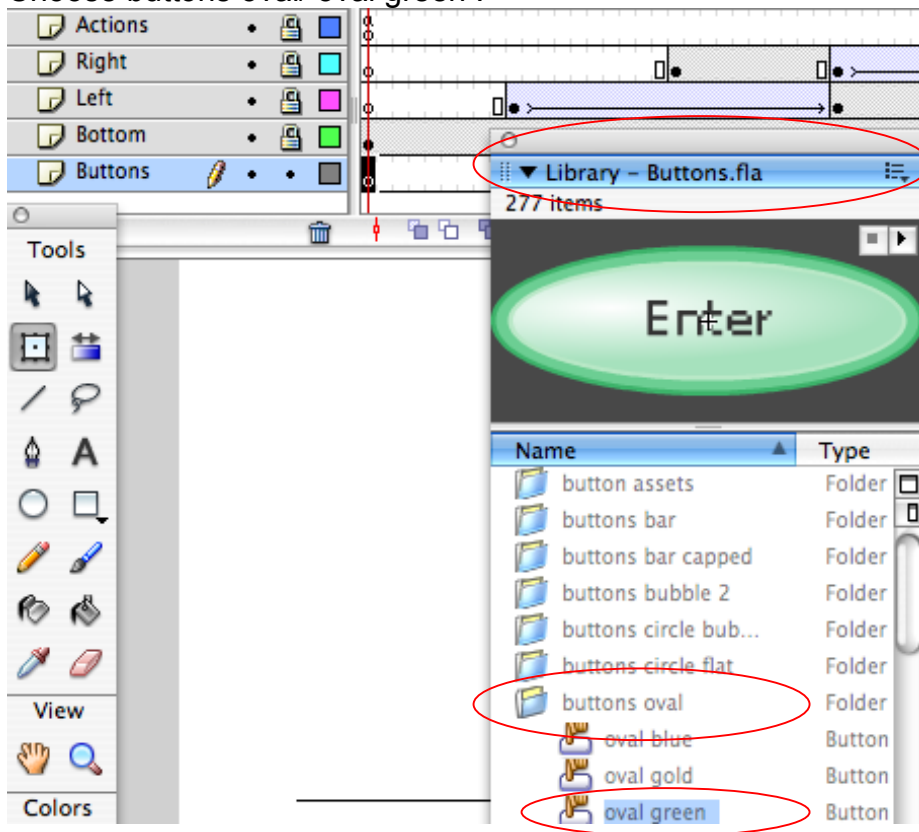


21. Go to the Window/Common Libraries/Buttons and

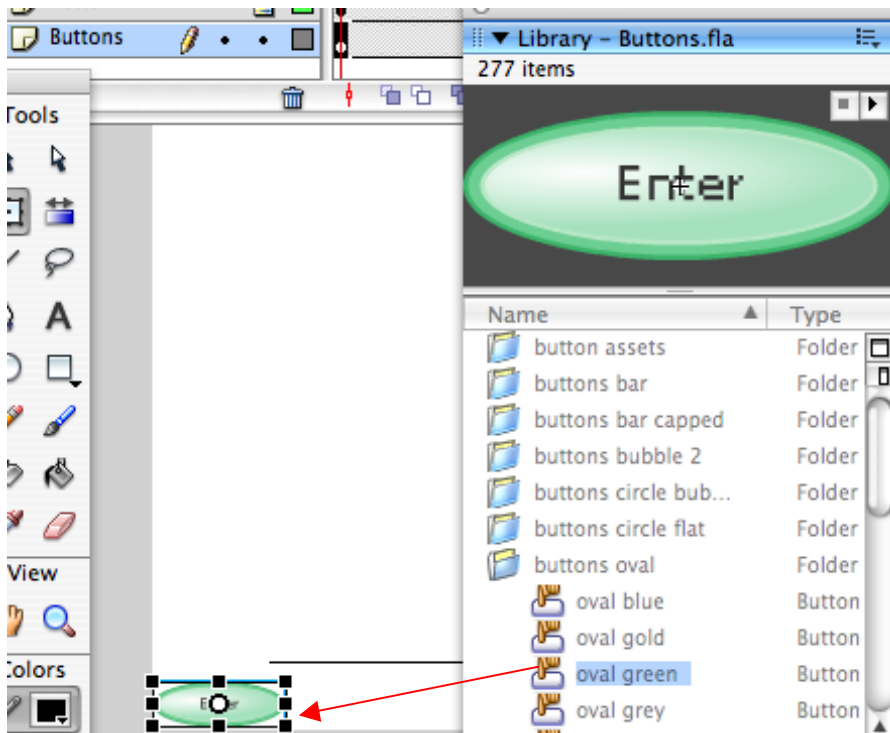


22. Have you been saving? No? Do it!

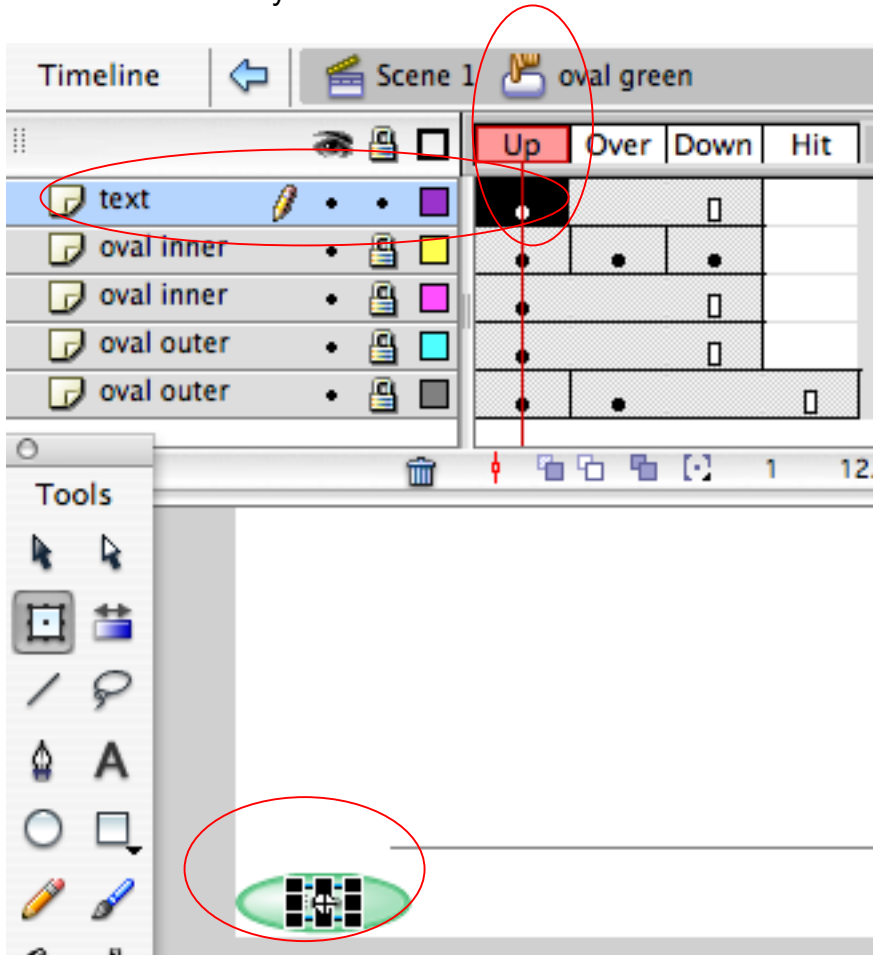
23. Lock the Actions Layer and unlock the Buttons layer and Click in frame 1. Choose buttons oval/ oval green .



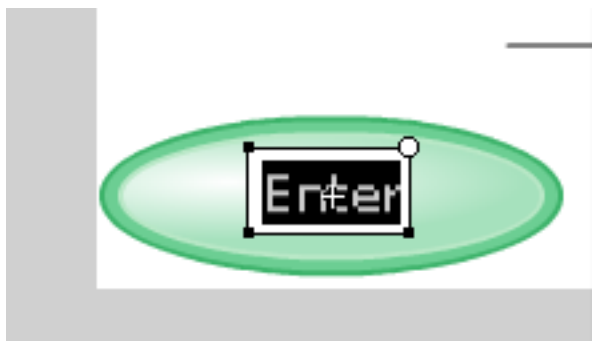
24. Drag the button to the lower left portion of the screen.



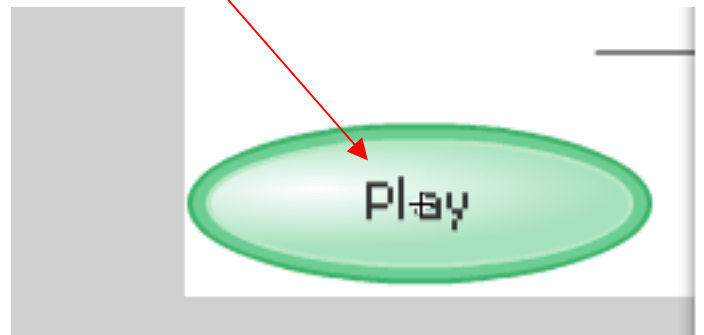
25. Click twice on the button to see its timeline. Make sure the text Layer is unlocked. Click in the Up frame of the text layer.



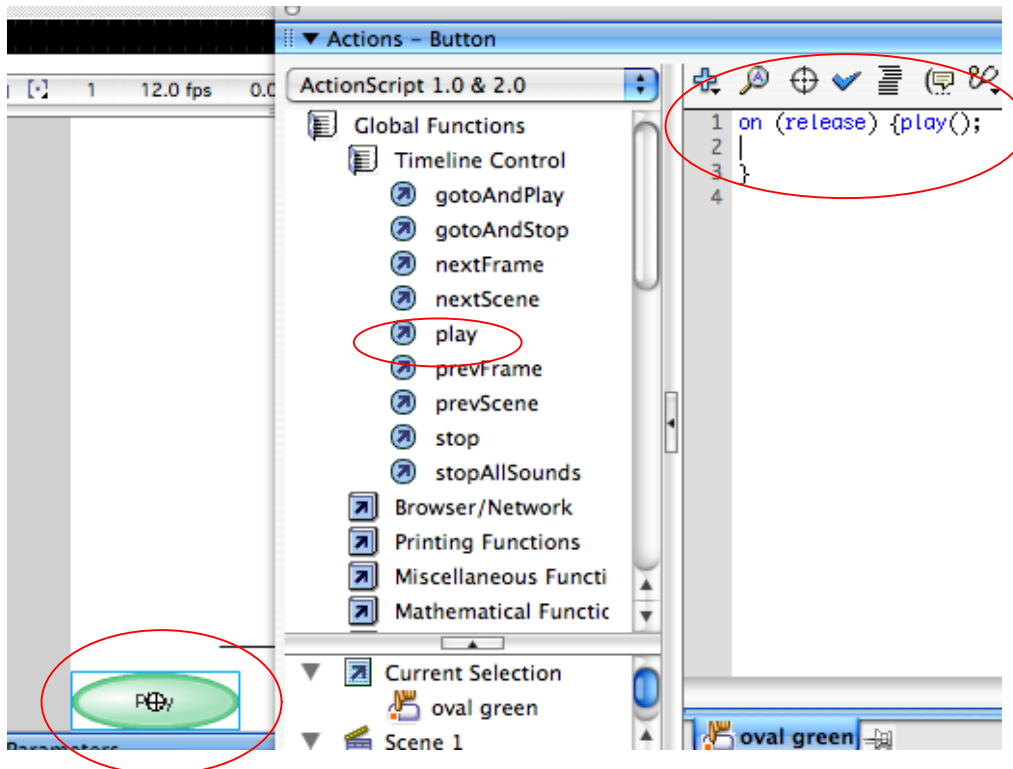
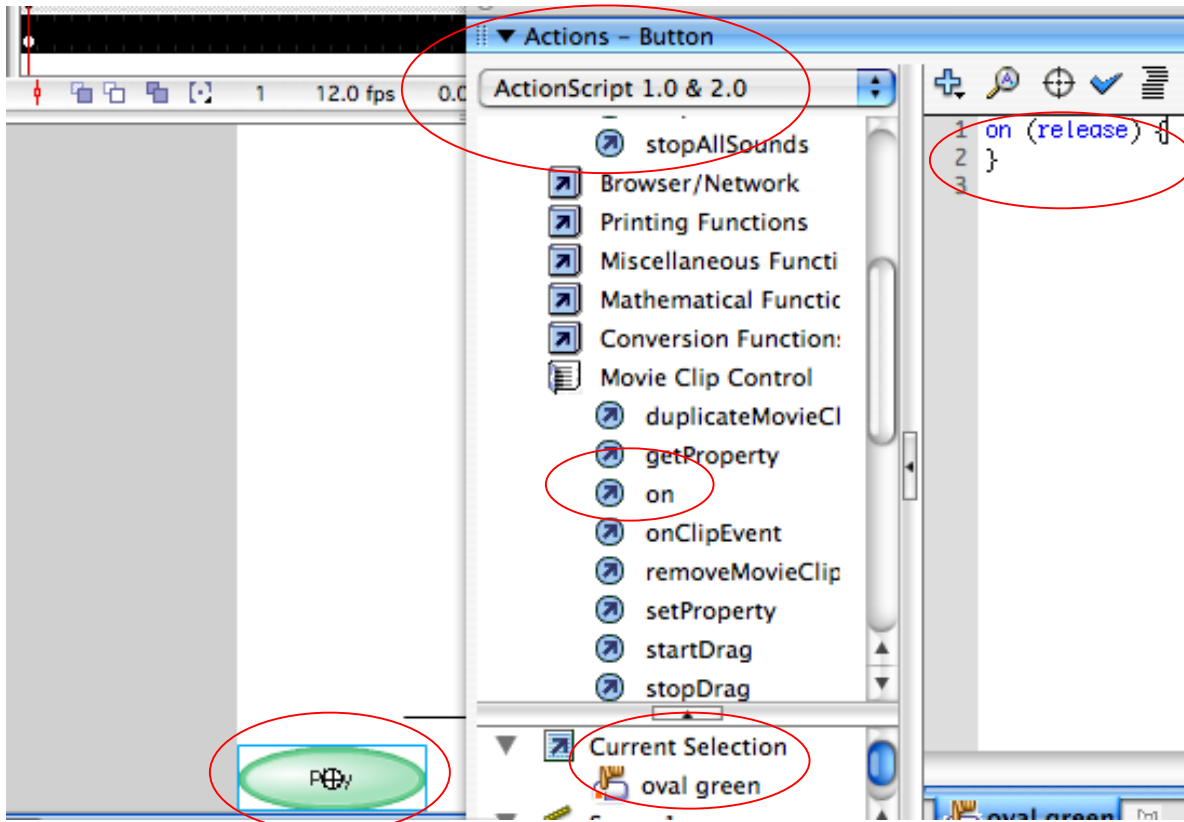
The text will be selected.



Then type *Play* over it.



26. Go back to the Main Timeline! Click on the Play button on Frame 1 and then enter this script:



27. Using the same button-making process, Go to the Common Library. Use a red oval button and make a *stop* button. Put in on the Buttons layer, to the right of the *Play* button. Give it a *stop* action.