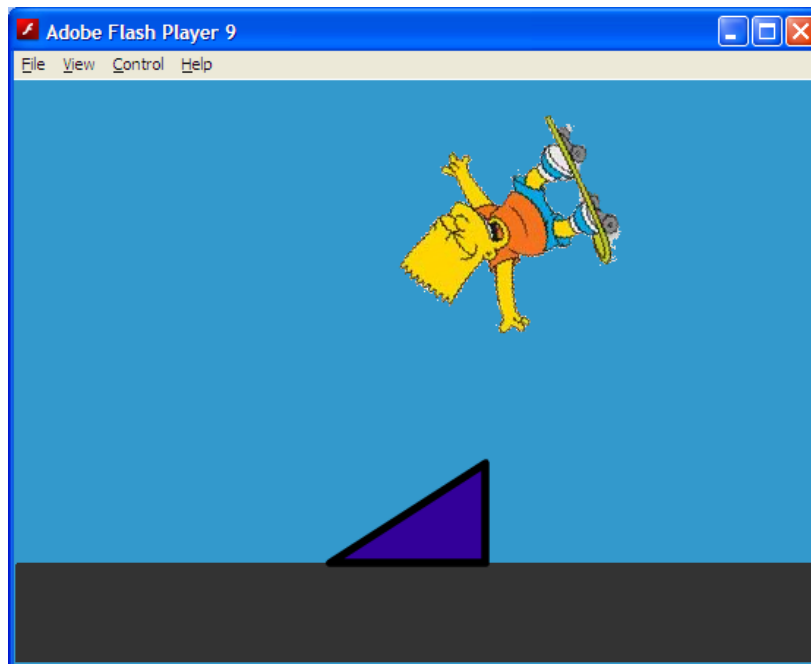


Bart Skateboard Tricks – Flash CS3 Animation

By using Flash frame by frame animation, we will make Bart Simpson skate up a jump and do some tricks, like the screenshot shown below.



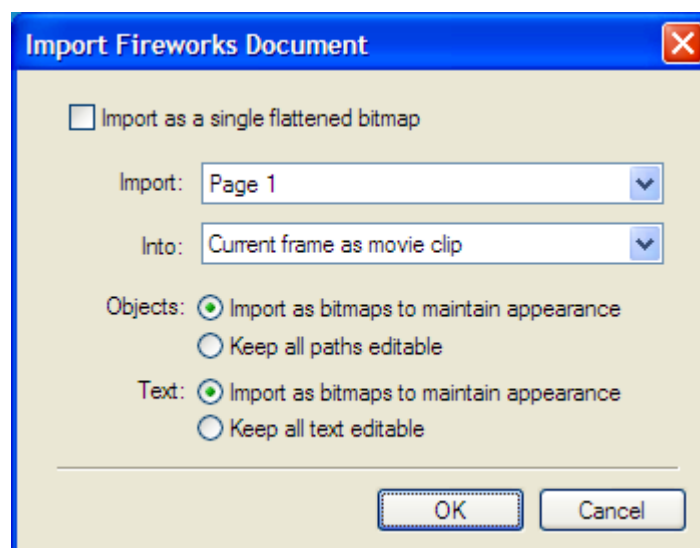
To commence work on this project, we need to start up CS3 Flash and then **Open** the “**Bart Skateboard START.fla**” file. *(not the .SWF file)*. This will give the background for the animation: (road, jump, and blue sky).

This file is contained in the “FL03 Frame by Frame” folder.

We then need to bring Bart into the Flash Document.

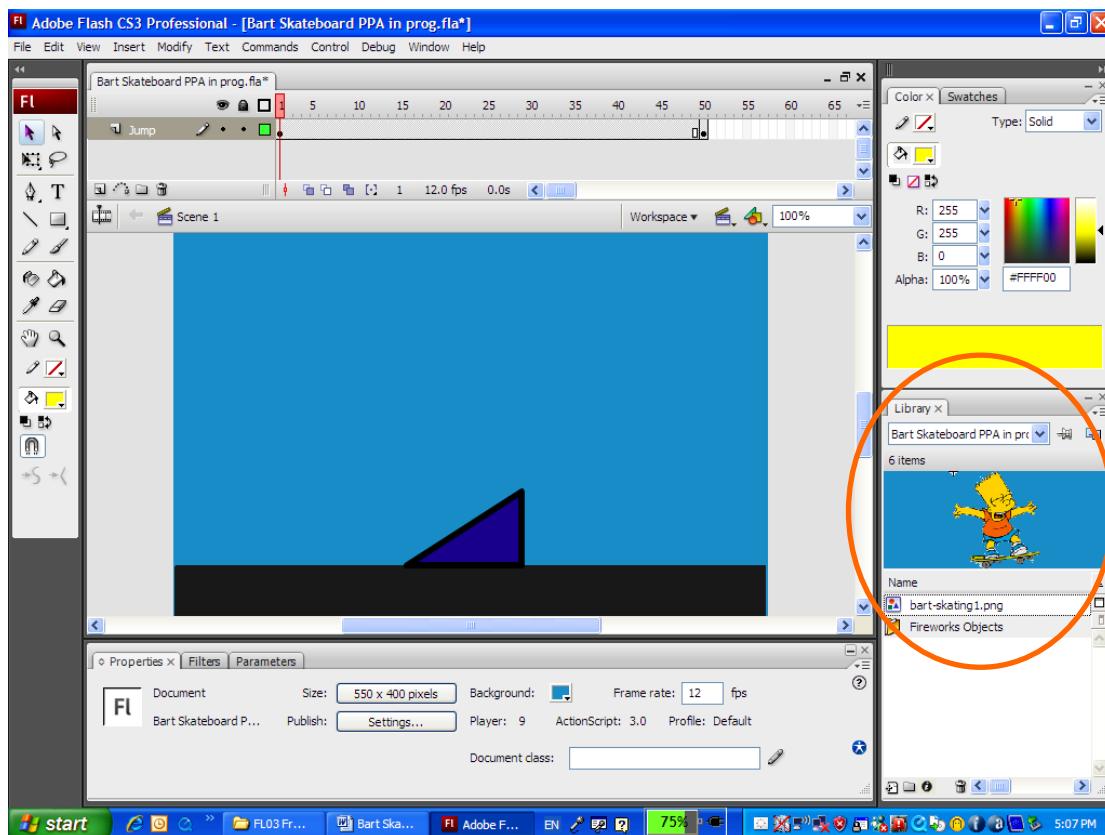
Do this by doing **File > Import > Import to Library** and then browse into the “FL03 Frame by Frame” folder, and open the image file: “**bart-skating1.png**”

On the “Import Fireworks Document” panel, shown below, just click ok:



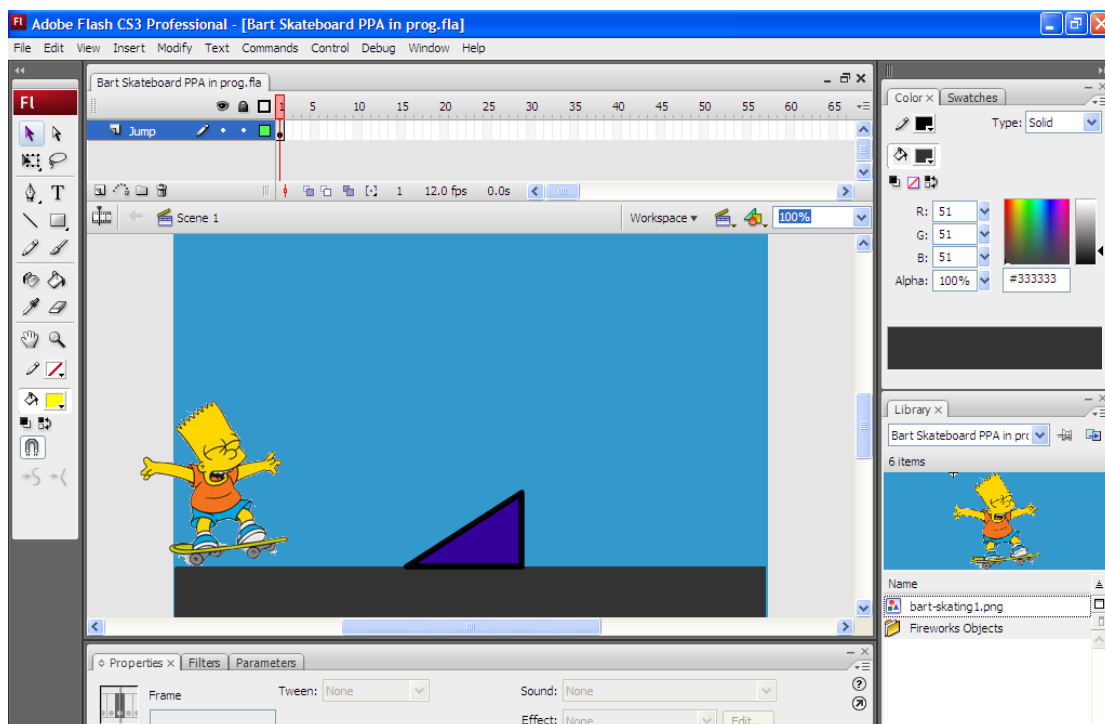
Bart Skateboard Tricks – Flash CS3 Animation

Bart should now be in the Library on your screen, and if you click onto the “**bart-skating1.png**” file, it should show a preview of the image like this:



If the Library is not being displayed, do Window > Library .

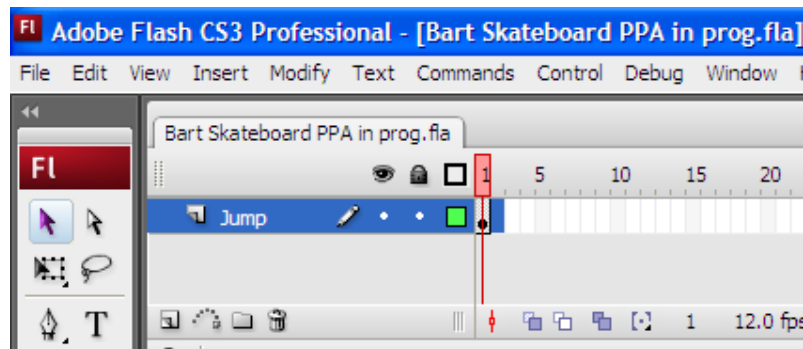
Now make sure on the timeline, you are clicked into frame 1, and then left mouse click in the Library on “**bart-skating1.png**” file and drag it over onto the “Stage” work area like this:



Bart Skateboard Tricks – Flash CS3 Animation

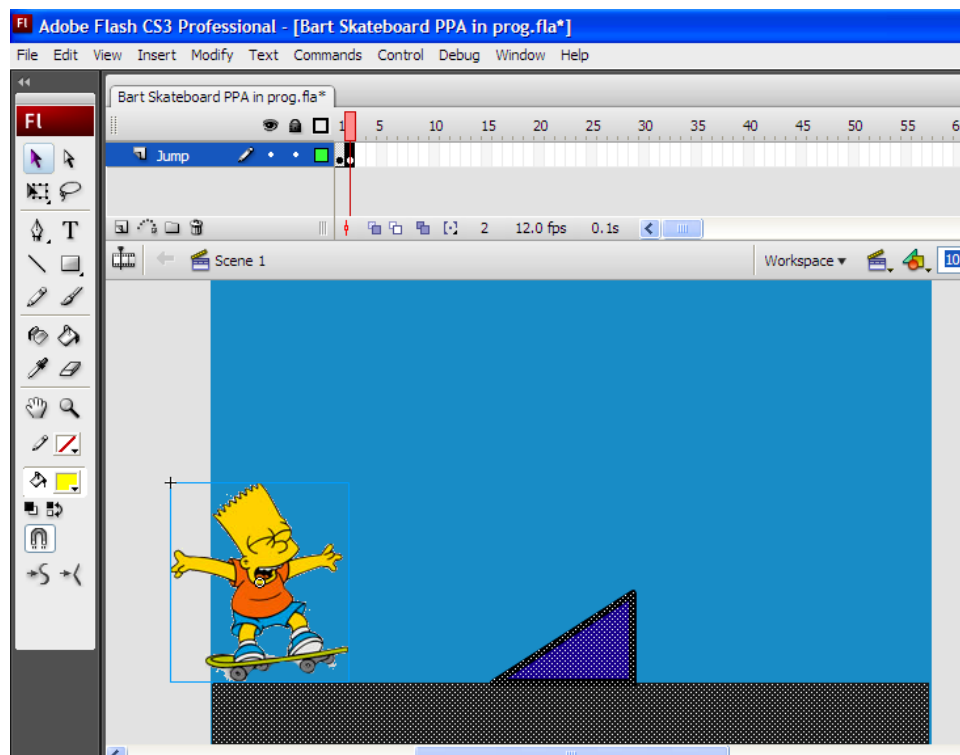
Now we need to create more images of Bart in frames 2 onwards.

Use the mouse to be clicked into frame 2 on the timeline at the top of the screen, with the layer also highlighted in blue like this:



Now press function key F6, to get a copy Bart placed into frame 2.

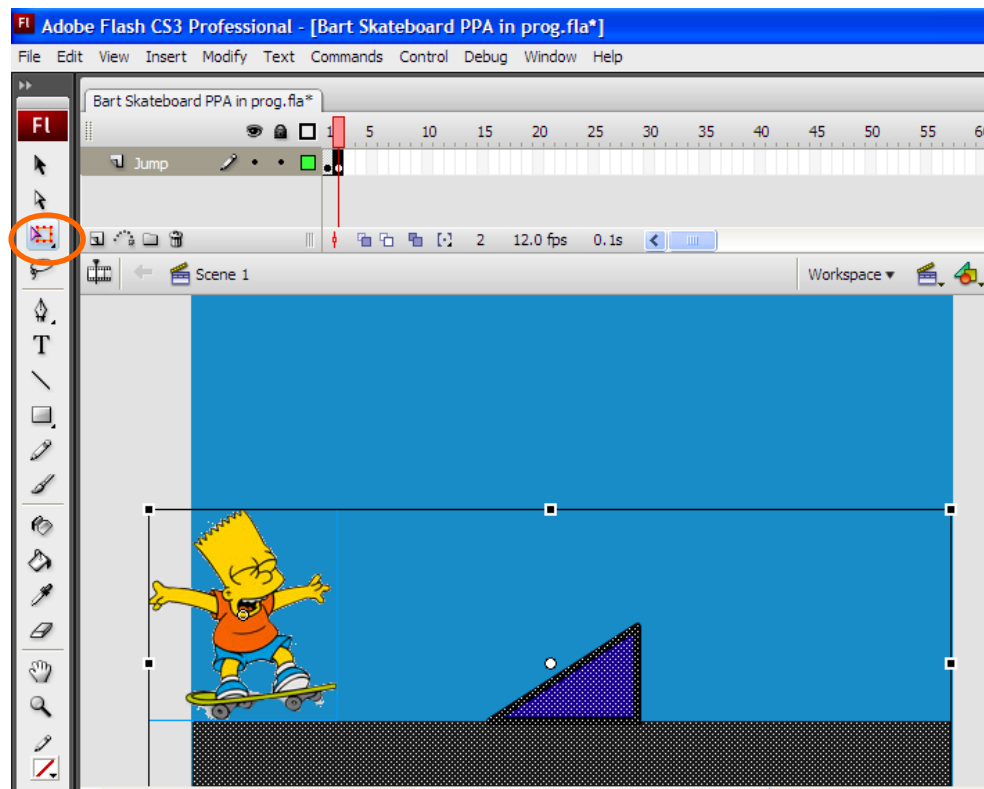
The timeline should then contain a solid black dot, and the screen will look like this:



We now need to adjust Bart so that he is moved a bit to the right.

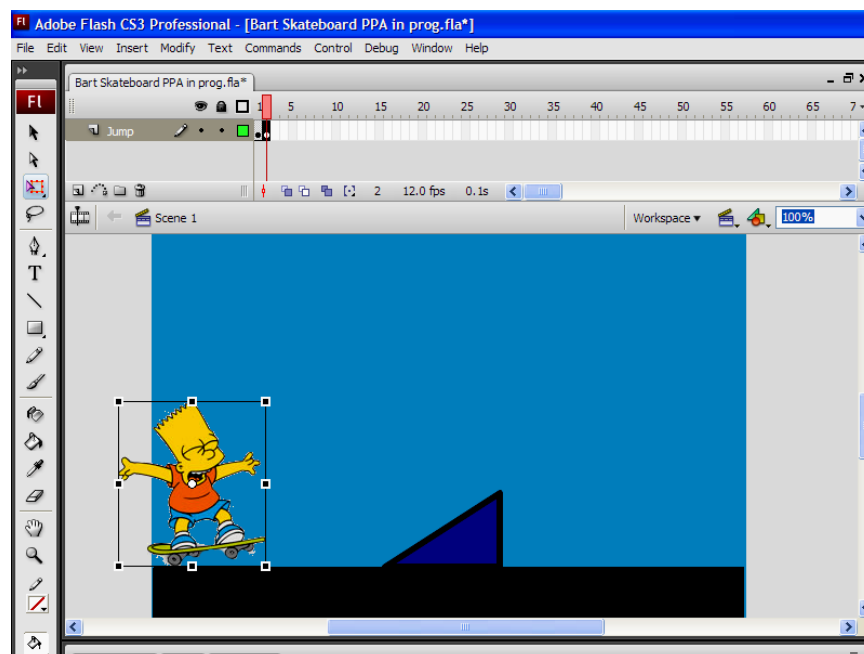
It is best to first change onto the third tool down, which is the "Free Transform" tool, as shown in the next screenshot:

Bart Skateboard Tricks – Flash CS3 Animation



We now have everything selected, and if we move Bart we will move the ramp and road as well.

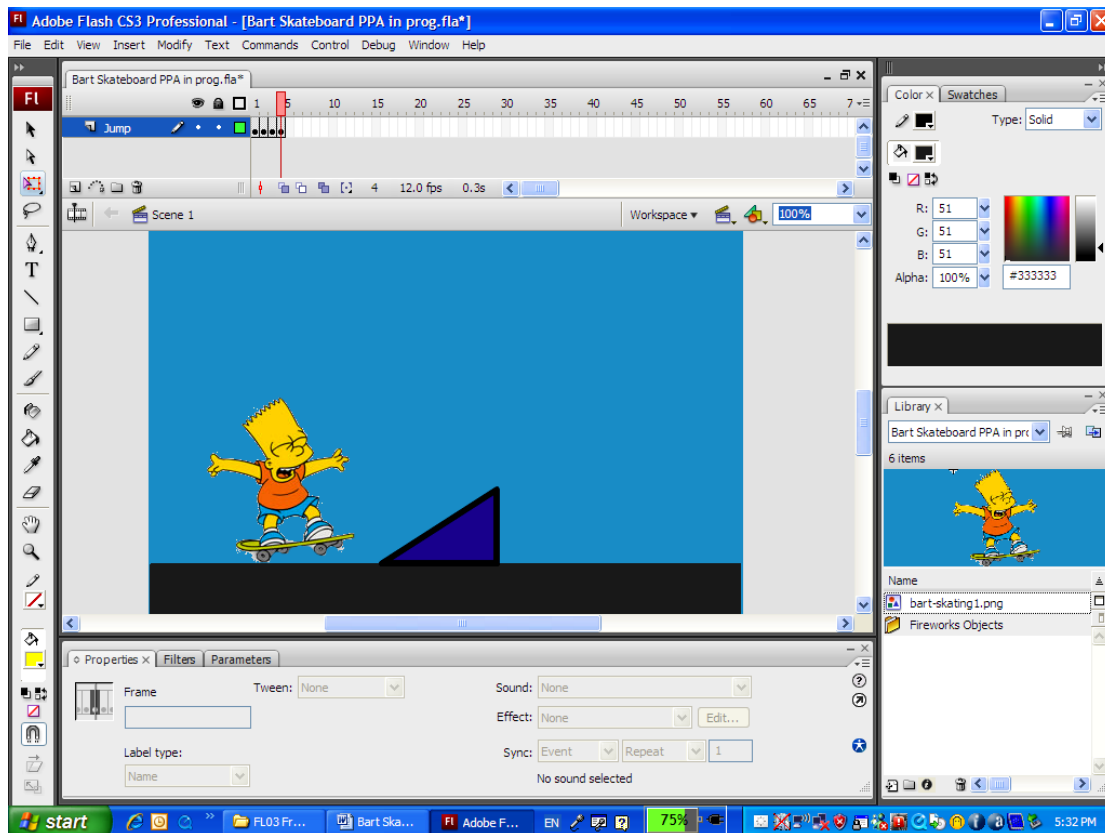
Click onto the sky above Bart, and then click onto Bart, and things should be rearranged so that we only have Bart selected like this:



We can now move Bart using the cursor key, slightly to the right.

Bart Skateboard Tricks – Flash CS3 Animation

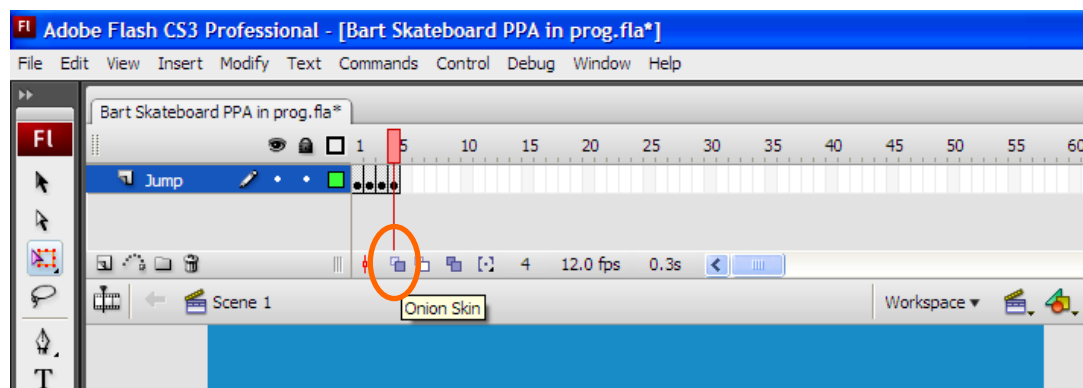
Now click onto frame 3 and then F6, and then click the sky, click Bart, and move Bart a bit further to the right. Do the same in frame 4 and make Bart get close to the Ramp like this:



Using Onion Skinning

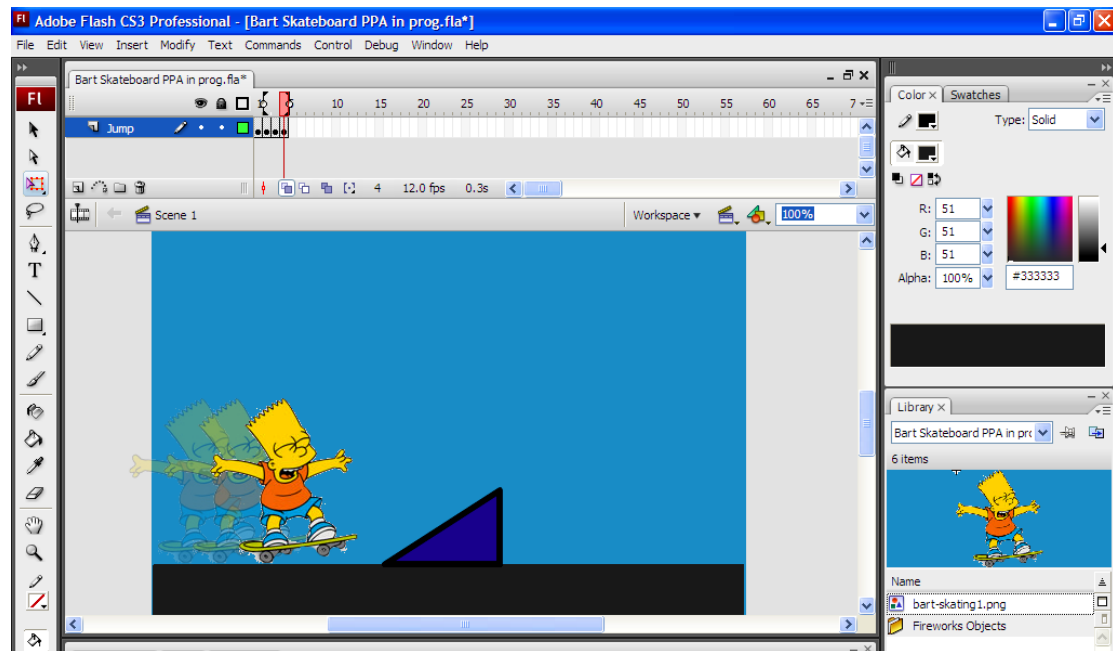
To help us to see where Bart is in the current frame, and where he was in the frames before this, we can turn on a Flash function called “Onion Skinning”. This will give us shadow images of Bart so we can see where we are going with our animation.

To turn Onion Skinning shadows on and off we use a small white and blue square button at the bottom of the timeline:



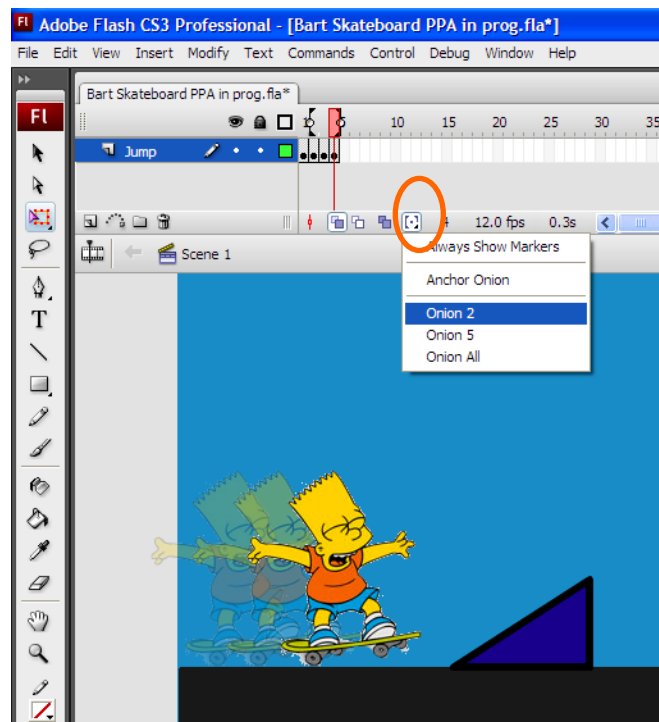
Bart Skateboard Tricks – Flash CS3 Animation

When we click this on, we will see shadows of Bart like this:



These shadows will help us make sure that as we F6 create frames and move Bart along, he will keep heading in the right direction.

Note that there are some additional onion skin controls, along the bottom of the timeline. With one of these we can set the number of shadows we want to see like this:



Keep making frames using F6, and adjusting Bart, to finish the animation.