

Timing: 2 to 4 hours

Level: Ages 15 and up

# Getting started with animation

## Activity Overview

Animating your content will make it come to life and creating animations is a core functionality of Adobe Flash Professional. Use this activity to introduce the basics of animation, specifically understanding frames and keyframes, how to work with animations on the timeline, and how to create and work with tweens, including easing tweens, classic tweens, and motion tweens.

**Note:** Portions of this activity align to the Adobe Certified Associate objectives. Within the instruction steps and technical guides, the specific learning objectives for the exam(s) are referenced with the following format: <sup>1.1</sup>

## Activity Objectives

### Technical Skills

#### Flash

- Using animation methods
- Creating Timeline effects
- Working with frames and keyframes
- Creating motion tweens
- Easing tweens

## Project Assets

- *Flash guide:* Understanding frames and keyframes <sup>4.10</sup>
- *Flash guide:* How to create animations <sup>3.6, 4.10</sup>
- *Flash guide:* How to ease tweens <sup>3.6, 4.10</sup>
- *Flash guide:* How to use a motion guide with a motion tween animation <sup>4.10</sup>
- *Electronic file:* path\_anim\_sample.flaswf
- *Electronic file:* path\_anim\_sample.swf
- *Electronic file:* ease\_sample\_classic.flaswf
- *Electronic file:* ease\_sample\_classic.swf
- *Electronic file:* ease\_sample\_motion.flaswf
- *Electronic file:* ease\_sample\_motion.swf

## Background preparation resources

[Technical and content information](#)

[ISTE NETS\\*S Standards for Students](#)

[Adobe Certified Associate objectives](#)

## Activity Steps

1. Like films, Adobe Flash Professional documents divide lengths of time into frames. In the timeline, you work with these frames to organize and control the content of your document. You place frames in the timeline in the order you want the objects in the frames to appear in your finished content. In this project, students will gain a thorough understanding of how to work with content in frames and keyframes in the Timeline in order to create animations in Flash.
2. Introduce masking, path animation, eases, and character animation by showing students some sites that use these specific techniques. As you go through sites, point out the animation techniques used. When you feel your students are ready, ask them to point out the animation techniques they see being used.
3. Distribute the technical guides, and to help you introduce basic animation skills, use the sample electronic files to discuss and demonstrate the following Flash animation techniques:
  - Understanding frames and keyframes
  - Working with animation on the timeline
  - Types of tweens and how to work with tweens
  - How to ease tweens
  - How to create motion tweens and work with motion guides

*Flash guide:* Understanding frames and keyframes <sup>4.10</sup>

*Flash guide:* How to create animations <sup>3.6, 4.10</sup>

*Flash guide:* How to ease tweens <sup>3.6, 4.10</sup>

*Flash guide:* How to use a motion guide with a motion tween animation <sup>4.10</sup>

*Electronic file:* path\_anim\_sample.flc

*Electronic file:* path\_anim\_sample.swf

*Electronic file:* ease\_sample\_classic.flc

*Electronic file:* ease\_sample\_classic.swf

*Electronic file:* ease\_sample\_motion.flc

*Electronic file:* ease\_sample\_motion.swf

4. Ask students to re-create any or all of the animations from the sample electronic files, including the animated face from the *Getting started with Flash Professional* activity. Alternatively, ask students to take some of the graphics and content they created in the *Creating content by using Flash Professional* activity and turned into symbols in the *Organizing content in Flash Professional* activity and using what they've learned apply animation to them.

## Assessment

	0 – Does not meet expectations	3 – Meets expectations	5 – Exceeds expectations
Animation	Absent or incomplete.	Graphic or text-based content is animated using a motion tween, classic tween, or shape tween.	Several pieces of content are animated using a motion tween, classic tween, or shape tween. At least one piece of content employs the use of easing a tween or a motion path.

## Background preparation resources:

- To view video tutorials aligned with the skills required to complete this project, visit Adobe TV: <http://tv.adobe.com>.
- For more teaching and learning resources on the topics in this project, search for resources from the community on the Adobe Education Exchange: <http://edex.adobe.com/>
- For an overview of the interface and for more information on the technical aspects of *Adobe Flash Professional*, see *Flash Help*.

## ISTE NETS\*S Standards for Students

This project is aligned to the ISTE NETS\*S Technology Standards. Depending on the subject and content area the student selects you may research your own state content standards to see how this project aligns to your state requirements.

### ISTE NETS\*S: Curriculum and Content Area Standards – NETS for Students

1. Creativity and Innovation  
Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology. Students:
  - a. apply existing knowledge to generate new ideas, products, or processes.
6. Technology Operations and Concepts  
Students demonstrate a sound understanding of technology concepts, systems and operations. Students:
  - a. understand and use technology systems.
  - b. select and use applications effectively and productively.
  - c. troubleshoot systems and applications.
  - d. transfer current knowledge to learning of new technologies.

## Adobe Certified Associate Exam Objectives

### Adobe Certified Associate, Interactive media objectives

3.6 Use the Motion Editor

4.10 Create animations (changes in shape, position, size, color, and transparency).

### For more information

Find more teaching materials for using Adobe software in your classroom on the Adobe Education Exchange: <http://edex.adobe.com/>.



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