

3D Rotating Button Effect

~[Luke Short](#) @ [348khz](#)~

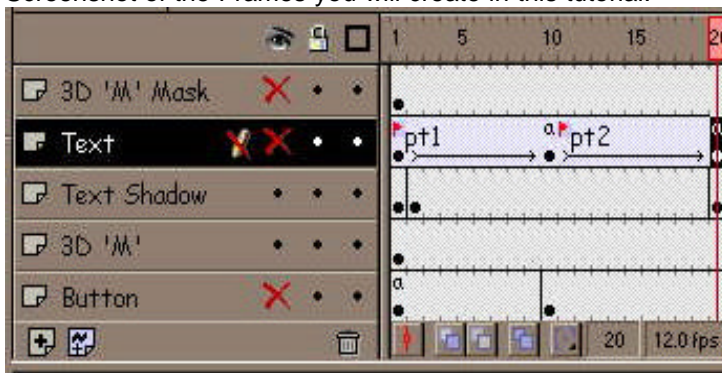
- [DOWNLOAD THE .FLA](#)
- **SKILL LEVEL: ADVANCED**
- You'll need basic knowledge of Buttons, Skewing, Tinting & Masking
- And a two third party programs:
 - 1) to create 3D animated text ([Xara 3D](#)) and
 - 2) to create text that fits to a curve ([Coreldraw](#) or [Freehand](#))



click here

TUTORIAL

Screenshot of the Frames you will create in this tutorial:



[PART ONE - CREATE 3D OBJECT](#)

First create your 3D object

Okay, it's up to you how you go about creating the 3D object that you're going to revolve the text around. I used [Xara 3D](#), you can download a demo copy from the net. It exports the letter as an animated .Gif

Import the Gif into Flash

First create a new symbol, and make it a movie clip, then import into frame 1 your animated Gif.

Converting the Gif to a vector graphic

Simply click on each frame and use the Trace Bitmap function from the Modify menu. Once done, you can call up your Library (CTRL + L) and delete all the bitmap files.

You now have a 3D graphic that swings or spins, or whatever. Call this 'm-anim'.

PART TWO - CREATE ORBITING GRAPHIC

Now you need to create the circular text that you want to revolve around the 'M'. You'll need something like [Coreldraw](#) to do this. And then drag it into Flash.

Rotating the text

Once created, convert the text to a symbol, and name it 'text-graphic'. Then import the symbol into a movie clip named 'text-anim'. You now need to rotate it, the text will have to be moving quite slow, so that you're able to read it when it's actually running. So put a keyframe in around about frame 200, and Create Motion Tween, then edit the Motion Tween Properties (Left mouse click on one of the tweened frames, then Properties) and in the Rotate section select 'Clockwise' and '1' times. Now name this Movie Clip 'text-anim'.

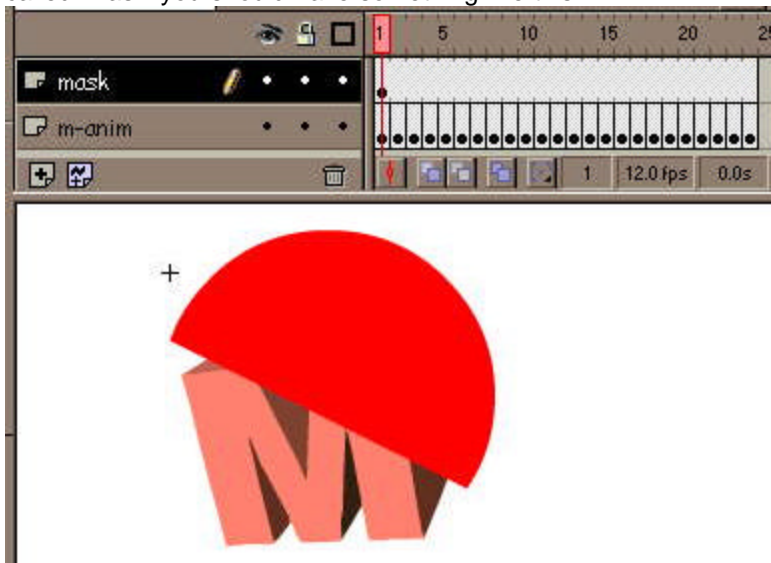
PART THREE - CREATE THE BUTTON

This being an intermediate tutorial, you should know how to create a basic button.

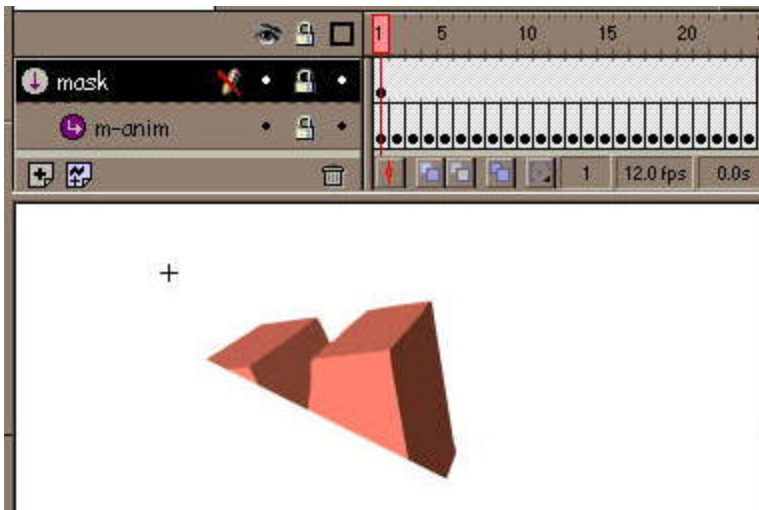
PART FOUR - CREATE 3D MASK

Duplicate 'm-anim'

First duplicate the original 3D animation and name it '3d-anim-mask'. Edit this version of it and insert a new layer, called 'mask' you should have something like this:

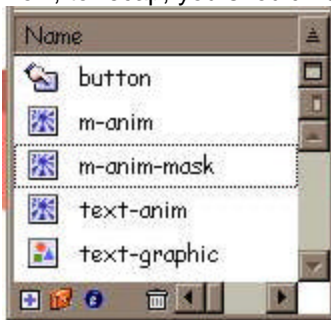


Now make the 'mask' layer into an actual mask. Now the only portion of the graphic you should be able to see will be something like this:



PART FOUR - PUTTING IT ALL TOGETHER

Now, to recap, you should have a library with the following objects in it:



Now create the following layers in this order (Top to bottom) '3D M Mask', 'Text', 'Text Shadow', '3D M' and 'Button'.

Layer '3D M'

First place your 'm-anim' into this layer, and centre it to the middle of the page.

Layer 'Text'

Now you're going to create the tweened animation that triggers off when you click the button. To begin with, place 'text-anim' on the page so that it's surrounding the M, like this:



First Copy the text into memory (CTRL+C). Then 'skew' and 'rotate' the text until it looks like this:



Now create Keyframes in:

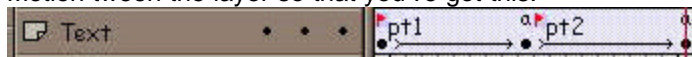
Frame 1, label it 'Pt1', insert 'Stop' action.

Frame 10, label it 'Pt2', insert 'Stop' action.

Frame 20, insert 'Go to and Stop - Pt1' action.

Now go to frame 10, delete the text-anim, and then Paste-in-place the non-skewed version from your memory (SHIFT+CTRL+V).

Motion tween the layer so that you've got this:



Layer '3D M Mask'

Now place on the page 'm-anim-mask' and take some time in making sure that it matches up exactly with 'm-anim' a couple layers beneath it. It should be becoming clear now. And if you've placed the layers in the correct order, the text should give the impression it's going behind the M.

Layer 'Text Shadow'

Copy the skewed text from the 'Text' layer, and paste it into this layer, but make sure it's a few pixels below the original text. So as to create a drop shadow effect. Now edit the properties of this instance and select 'Special' 'Color Effect', drop all the colors (R,G&B) to '-256' and reduce the Alpha to about '50'. This should give you a grey transparent color.

Insert Keyframes at:

Frame 1

Frame 2

Frame 20

Now edit the instances properties in Frame 2 and change the Alpha to -256 as well.

Note:- even though you can't see frames 2-19, they need to be there, otherwise when the text returns from it's unskewed state the shadow becomes out of sync with the main text.

Layer 'Button'

Place the button wherever you want it, and create two Keyframes:

Frame 1: Edit the buttons properties and create an 'On(Release) Go to and Play "Pt1"' action.

Frame 10: Edit the buttons properties and create an 'On(Release) Go to and Play "Pt2"' action.

That, as far as I can tell, is all you need to know. If this tutorial's been helpful, please feel free to drop me an email.