Ripple Effect
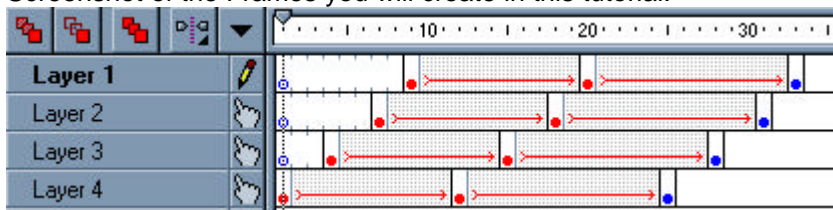
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http://www.flasherx.com (Coming Soon)

- ***DOWNLOAD THE .FLA***
- **SKILL LEVEL: EASY**
- Know how to use tweening
- Know how to scale objects
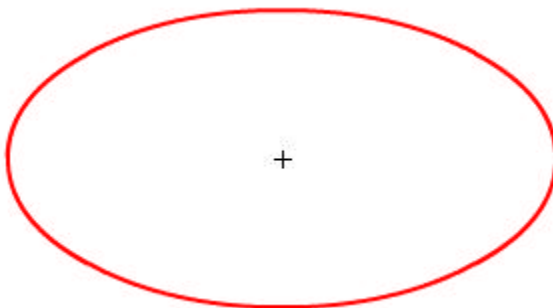- Know how to use keyframes

TUTORIAL

Screenshot of the Frames you will create in this tutorial:

1. Create an oval circle and make it a graphic symbol.
2. When finished place the object into your main movie/movie clip at Frame1. Make sure to scale it so that it is fairly small like below:

   On the same layer insert a keyframe at Frame25 and scale the circle object much larger in that frame like below:
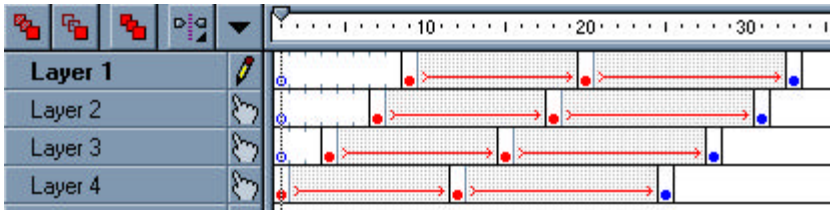
3. Go back to Frame1 and double click the oval. Under the Instances tab set the TINT to the color of your

movie background at Tint Amount 100%.   Go to Frame25 and do the same thing. This should make your object look completely transparent.

4. On the same layer insert a keyframe at Frame12 and double click the object. Go to the instances tab and set the Tint amount back to 0%.   This will make the object it's original color.

5. Now apply Motion Tweening to both Frame1 and Frame12.

6. Copy all the frames and Lock That layer. Insert Another layer on topof it. About 3 frames over from Frame1 paste the frames you just copied. Do this to about 2 more layers. At the end you should have something that resembles this:

And there ya have it! Enjoy.