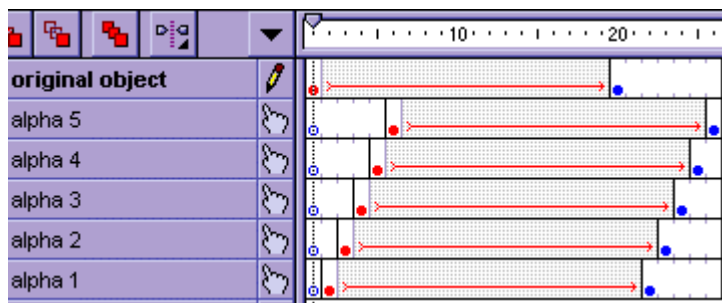# HOME

HOW TO CREATE AN ONION EFFECT

NOTE:
To create an onion effect you have to do it manually. Using the onion skins buttons does not create this effect for you. It simply aids you in your animation process to line images up. It *won't* export it. Here I will show give you an example of how to create an onion effect that <u>will</u> export in Flash.
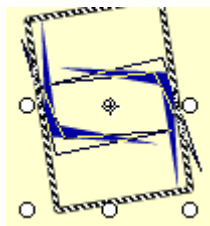

- • *------>* *DOWNLOAD THE .FLA FILE*
- • **SKILL LEVEL: EASY/INTERMEDIATE**
- • Know how to tween
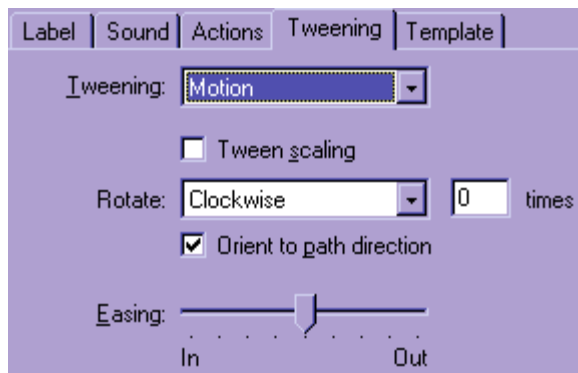- • Know how to use Alpha (transparency)

TUTORIAL

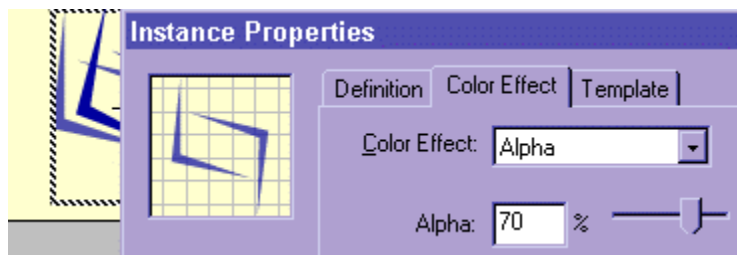Before we start here is a shot of the frames below

1. Okay, first start by making your object and making it a graphic symbol, by selecting the object and hitting F8. Name the layer it's in 'Original'.

2. In Frame#1 put your object where you want it then in Frame#20 place you object where you want it ending up.
    <u>Optional Rotation:</u>   If you choose to have your object rotate (like above), then in Frame #20 use the rotate tool (Learn about <u>tools here</u>) and rotate it slightly backwards like in the picture below:

3. Now go to Frame#1 and double click the frame. Select the Tweening tab, make sure it is set to Motion, Orient to path Direction, and Rotate > Clockwise.

4. Now, copy ALL 20 frames on the first layer. Create 5 new layers, with layer name 'Alpha 1' right below 'Original' and down through 'Alpha 5'.   (We will switch them later). In the 'Alpha1' layer copy you frames *starting at* Frame #2. Do this for every layer and start copying 1 more frame after the layer before it. Confused?? Look at the screen shot of my frames at the top of this page. It will help you!!

5. **TIP:** To make this step easier you may want to use the 'Lock Others' feature for the layers. It will help you to work in each layer, so you don't keep selecting other objects.
    Now, on the 'Alpha1' layer select your object in it's first frame. Double click it and go to the Color Effect tab and choose Alpha from the menu and set it to 70%. Do the same thing with the object on the last frame it is in.
    Go to 'Alpha2' layer and select the object and set it to Alpha 60% on the first and last frame.
    'Alpha3' layer object set to 60%, etc.....

6. Lastly, to get your onion skins looking correct just reverse your layers keeping the original on top. To move layers just grab & drag the layer text up or down. So now you should have in this order:

Original layer
Alpha 5 layer
Alpha 4 layer
Alpha 3 layer
Alpha 2 layer
Alpha 1 layer

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Last Updated 04/29/1999