HOME

MOTION PATHS/GUIDES
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- Know about tweening before beginning this section

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WHAT IS A MOTION GUIDE?
Motion Guides/Paths are lines that you can draw to have a grouped object or symbol follow that path during tweening. Usually when you just tween, the objects move in a straight line. By putting a motion guide on that object you can make it follow a curvy path, zig zag, loops, etc.

HOW DO THEY WORK?

Looking at the picture to the left... you can see how the motion guide layer has the icon next to it. To do this you need to click on the layer of the object you want to follow a path (in this picture I wanted the 'image' layer to follow a path). When you click the layer properties, you select 'Add Motion Guide'. This will insert a layer directly under the other layer.

There will be a step by step tutorial below... but in summary... The layer that IS the motion path will only contain a 'pencil drawn line' to which the object will follow. There should be nothing else on this layer. On your original TOP layer with the object you will make sure the 'Snap' (Under View Menu) is on.. and on the first frame you will snap your object to the beginning of your drawn line. On the last frame you will snap it to the end. Then you will do a motion tween and your object should then follow your path.

WOW... if that didn't make any sense :) then follow this tutorial below.... I know this Flash stuff can be a little confusing at first, but hang in there. You just gotta hit it right a couple of times, and then you'll know it after that.

BASIC TUTORIAL
The shockwave below will be the tutorial we will work.

1. Create a symbol (F8) *OR* you can just create a object and group it.
2. On your main movie insert the object into it's own layer.
3. Move to frame 30 and insert a new keyframe (Insert>>Keyframe)
4. Select the layer and select "Add Motion Guide".
5. On the motion guide layer use the pencil tool to draw a path along which your object will follow. This can be up down, side to side, zig-zag, curves, loops, etc.
6. Now on the Flash menu make sure the 'Snap' feature is on (View > Snap)
7. On the layer with your object in the first frame you will Snap your object to the very beginning of your line that your drew for the motion guide. You will know it is snapped because a little black circle will show up and automatically pop into place at the tip of the line :)
8. Now, about 30 frames down on your oject layer (not the motion guide), (where you previously added your other keyframe
   :))...you will do the same thing *except* you will be snapping your object to the end of the line.
9. Lastly, go back to the first frame with your object, double-click, and do Tweening > Motion and check 'Orient to Path Direction'.
10. You should be able to now test your file and make sure it plays. If you choose can just make the motion guide layer hidden and test it in the development area.

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