

HOME

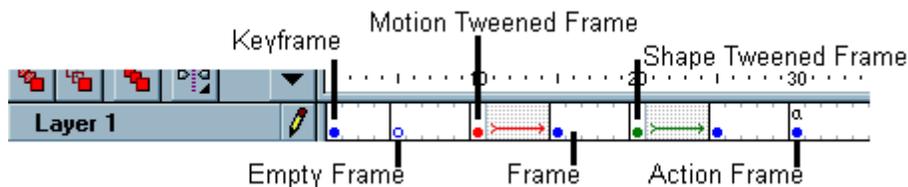
All About Frames in the Timeline

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OK. This is where things get a little complicated. But if you can catch this (and understand layers which aren't too difficult) then you've got it made!

Before we go into how to make frames, editing frames, and frame properties, I'm going to give you a picture, that describes what each frame means.

GENERAL INFORMATION ABOUT FRAMES



Empty frame - Indicated by an empty blue circle in the frame. This means there are no objects in this frame, or there is no change from the previous frame on the same layer.

Keyframe - Indicated by a blue filled circle in the frame. There are objects in this frame. **Shortcut to make a keyframe is F6.**

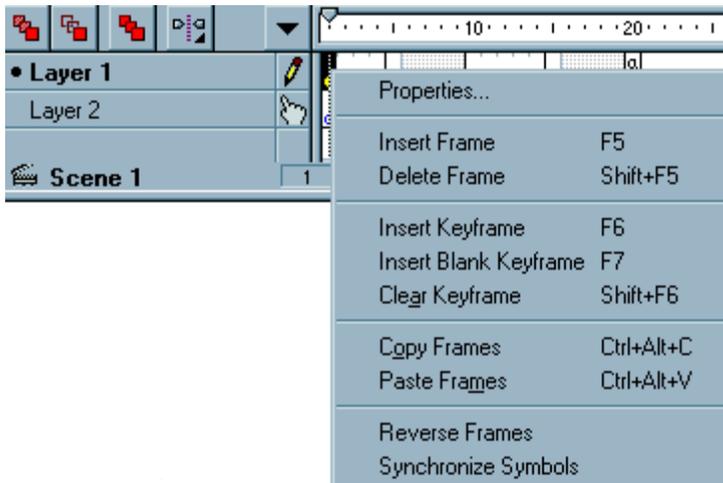
Motion tweened frame - (funky word?) OK. Here's the concept of tweening in simplest terms. You have an object that you want to move from point A to point B. In the first frame you have your object at point A. Then you make another frame (hit F6) a few frames down (or however many you want), and insert your object at point B. Now if you do a frame properties (which I will go in depth down this page) and select the 'Tweening' tab, and select 'Motion' it will automatically move your object for you so you don't have to move it frame by frame. NICE!!

Shape tweened frame - Indicated by a green filled circle. Same concept as above except your sort of morphing images together, or whatever. Also same step procedure as above except you select 'Shape' under the 'Tweening' tab instead of 'Motion'.

Action frame - Indicated by an 'a'. This shows that there are actions on this frame (we will go into this later).

Sound frame - Indicated by a sound wave across the frames it plays on.

FRAME MENU

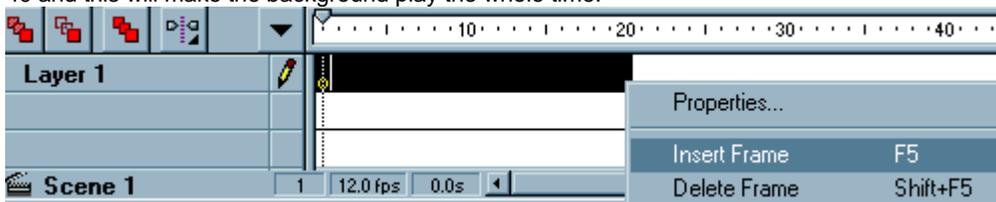


Ex. 1: Frames Menu

To get this menu all you need to do is RIGHT click on the frame itself.

Properties will bring up the dialog box in Ex. 2 (see below). Most of this stuff is self explanatory. So I won't go into detail. But I will give some general information.

Insert frame simply inserts blank frames. You can highlight multiple frames if needed and select 'Insert Frame' and it will put frames over your section. TIP: If you notice below there is a solid line after the empty frame in Layer one. This means that the objects on this layer will not show after that line. Let's say the rest of your movie goes to frame 40 and Layer one is like this, and you have objects that you need played through frame 40 (such as a background). You could add frames to frame 40 and this will make the background play the whole time.



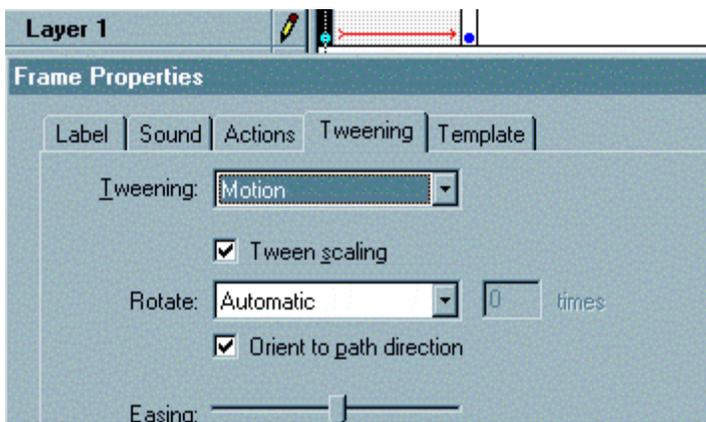
Ex. 1.1: Insert Blank Keyframe

Insert Blank Keyframe is useful for making animation appear to stop. Example: You have animation running from frame 1 to frame 25, then you need the objects to disappear. Just insert a a blank keyframe, and there ya go! Animation ceased for that layer.

You have to remember that everything is on a timeline here. Regardless of what layer your on, read from 1, 2, 3, 4, and so on. Now if you specify actions you can make your timeline jump around. Check below.

Reverse Frames - to use this feature highlight the frames you want reversed and then use your menu. Flash reads frames from left to right, so when it's reversed it will switch them so the animation

MOTION & SHAPE TWEENING



Ex. 2: Motion & Shape Tweening

This picture is crappy but I'm trying to save file size :)

To have frames motion tween, you just need to follow these simple steps.

1. Insert an object in your first frame in the left side of the movie (make sure it is grouped or a [symbol](#)).
2. Now insert a keyframe at 30. Move the object to the right hand side of the movie.
3. Select the first frame you want tweening to start at and right click ON the frame itself. A dialog window will pop up.
4. Select 'Properties' from the menu.
5. Select the 'Tweening' tab.
6. Select either Motion or from the drop down box.

For shape tweening follow the same steps as above except make sure your objects are broken apart in your frames (CTRL + B for a shortcut to break apart).

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