HOME   *__Movie Clips__*

Movie clips are symbols that are generally used for repititious animation. Here are a couple of common examples:

- A logo that you have fading in and out throughout the whole movie
- Mouseover animations for buttons

Movie clips are created in the 'Edit Symbols' area.   When you hit F8 to create a symbol, just make sure that you check movie clip (remember: you have three types of symbols - graphic, button, & movie clip). You would work them just like you would anything else except your focusing more on a piece of animation rather than a whole scene.

Below is an example of a movie clip being used in a button. I have the movie clip as its own symbol, and when it is finished drag it onto the button (in a seperate layer below the sphere). The movie clip is sort of treated as its own little entity, so when you run the mouse over the button the clip plays. You can do some really nice stuff with animated buttons. This is just a dorky example below.

So, how did I do it step by step? Here's the list:

1. From the movie, Hit F8 (to create button symbol), select button and name it.

2. Hit F8 again (to create movie clip symbol), select movie clip and name it.

3. You are now in 'Edit Symbols' mode (shortcut CTRL + E).   Switch to the movie clip tab, whatever you named it and start in frame 1.   Draw a small box. Fill it, and then delete the four outer sides off individually.   Now, draw a small circle and fill it. Place the circle on one side of the square, copy it and paste another until you have four circle on each side of the square.

4. Highlight all the objects and use 'Modify', 'Group' (CTRL + G) to group all of your objects.

5. Copy frame 1by right clicking the actual frame and selecting 'copy frame', go to frame 40 and paste the frame (same technique as copying frame).

6. In frame 40, select the object and using the rotate tool, rotate the object *slightly* to the left (backwards). This is setting your object up to be rotated. You are going to use tweening to do this. This can automatically rotate or scale objects for you. But if the object is in the exact same spot and you want it rotated it won't work, therefore you have to rotate it manually just a bit, so that it knows to spin.

7. Go to frame 1, right click the frame and click 'properties', then 'tweening' . In the first drop down box select 'Motion'. And in the rotate drop down box select 'clockwise'.

8. Now if you move the timeline it should show your object rotating. You are done with the movie clip. Now, let's go place the clip in the button. Switch to your button using your tabs down the right hand side of the 'Edit Symbols' screen. Make another layer. Name the layers circle & movie clip. On the circle layer draw a filled circle. Use the UP, DOWN, & OVER state to change the colors so users know when they are over the button.

9. Go to the movie clip layer in the over state and hit F6 to create a keyframe. Go to 'Window', 'Library' from the menu, and select your movie clip by dragging the thumbnail out onto the stage. Move and scale the clip so it fits nicely behind your circle. In the down state (in order to keep the movie clip smooth through both), you can clear the keframe, which sort of joins the two. If you don't do this then the clip will go off when the press it and then start back up because the mouse is still over it. It's a little nicer effect to have it smoothly playing through the over & down states in my opinion.

10. Almost done!! Now you can leave the 'Edit Symbols' mode by clicking the small arrow above your symbols tabs. This will take you back to edit the movie. You just need to put your button on the stage to test it now. As in step #9, go to your library and drag the button out onto the stage. HIT CTRL + ENTER to test the movie (long way from menu is 'Control' + 'Test Movie'). Everything should work!!