HOME

STAR WARP EFFECT

- **SKILL LEVEL: ADVANCED/INTERMEDIATE**
- Know how to use tweening
- Know how to use frames and layers
- Basic Flash 'logic' in the timeline area

DOWNLOAD THE .FLA

In this tutorial we will be creating 3 symbols total.   A graphic with set 'stars'. A movie clip that tweens those stars from small to large. And then another movie clip that creates the warp effect. This will be done step by step to create almost the exact effect I have above.

THE TUTORIAL

1. First off you need to create a 'graphic' symbol that will be the base stars (if you wanna call it that :) Name it 'star graphic'. With the paintbrush tool on the *smallest* setting draw little dots into your graphic with some white & grey colors.
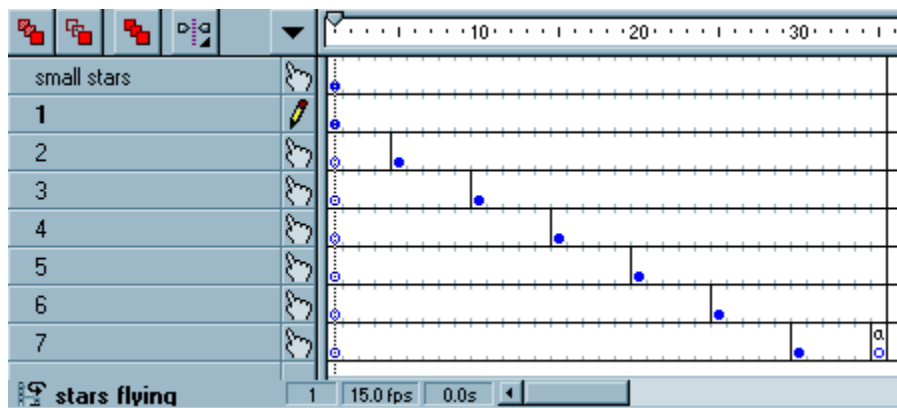NOTE: Make sure that you add enough dots so that they will cover your entire movie when you drop them onto your main stage. If you want you can even add the graphic symbol to the stage just to see if you are making enough stars.

2. Create a new movie clip symbol and call it "star tween". This is where you will make the movie clip of the stars getting smaller to bigger. Go to frame #1 and insert the star graphic you create in Step #1.   Copy that frame and paste it at Frame #30. Go *back* to Frame #1 and shrink the stars down very small. Double click the frame in the timeline and select Tweening > Motion. Make sure tween scaling is checked.

 >>>>>

3. Ok here's where the work comes in. We are gonna have 1 movie clip that has the total animation of the stars flying effect in it. Here is a picture of my frames so you'll see what you are trying to shoot for:

Create the movie clip symbol and name it "stars flying". Create all the layers you see in the above picture.
In Layer 1 at Frame #1 insert your 'star tween' movie clip from Step #2. Align it to the crosshairs. Copy the stars you just inserted. Now, on every layer at every 5th frame (look above) use the 'Paste in Place' feature to insert the stars into those layers. Do this until you get to frame 30 on the 7th layers. **NOTE:** Make sure you have the layer selected and a keyframe made before you paste in place, otherwise your gonna stick it somewhere else and have a tough time finding it later on :)

4.   Insert empty frame on ALL the layers to Frames 35 in the timeline.
On Layer #7 insert a *blank keyframe* at Frame #35 apply an action that tells it to:
Go To & Play Frame #20

5.   We're almost done :) Go to the small stars layer you created and drop 2-3 of your base 'star graphic' into the movie clip so it looks more realistic. Spread them out and rotate them or whatever until they look nice to you.

6.   Now on the odd numbered layers, you should go into the keyframe where the star graphic is and just rotate it a little. This is so all of your stars do not look the same. I personally just flipped the image horizontally on every other layer.

© Amanda Farr
Last Updated 04/17/99