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Easy Orbit
by Dave Mauriello

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- *DOWNLOAD THE .FLA*
- This tutorial requires knowledge of tweening and basic Flash knowledge.
- No previous tutorials are required.

This tutorial is just an easy way to have something seem to orbit (ie. - pass in front and behind) something else.

Ingredients:

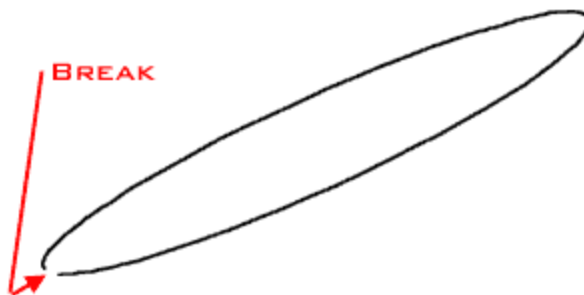A ball   An Elipse   A stationary object to be orbited.

Step By Step:

1) Make a ball by creating a circle and using a radial gradient fill to
give it that 3D look

2) Make this ball a symbol

3) With the ball layer selected, choose Insert/motion guide.

4) Draw an elipse on this layer. (Use the circle tool with no fill)

5) Rotate the elipse and create a break at the bottom corner using the eraser (as shown).

6) Use this elipse as the motion guide for your ball. Snap it to start of the elipse. Create a keyframe at 30 and move the ball so that it snaps to the end of the elipse.
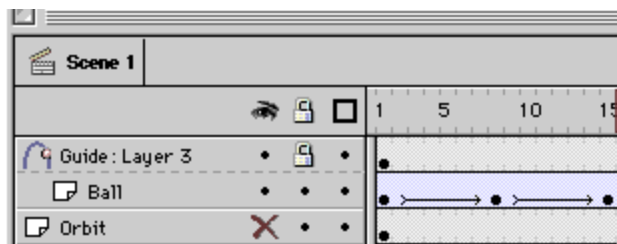Note - **DO NOT CHOOSE "Orient to path"!!!**
Your ball will roll and the highlight will seem to move, which wouldn't happen in real life unless your light source is moving, which we're assuming it's not. Otherwise your animation wont seem 3D.

7) The ball seemed to be at it's closest at frame 8 and furthest at frame 23, so I put keyframes there. I also put keyframes at 15 & 16 (you'll see why in a moment)

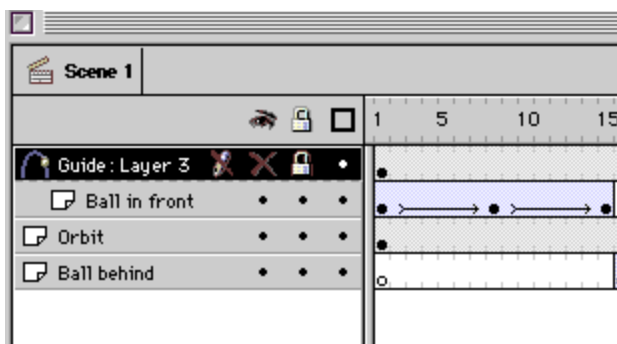8) Scale the ball to 150% at frame 8 and 75% at frame 23.

9) You can include your stationary object on a separate layer now if you want. Then your timeline should look like this ---------------->

10) Okay, create a new layer and put it below "orbit". If it makes it easier, name it "ball behind" and rename your original ball layer "ball in front".

11) Copy frame 16 from "ball in front" and paste it into frame 16 of "ball behind". Repeat for frames 23 and 30.

12) Delete frames 16-30 from "ball in front".

That's it! Pretty easy, huh?

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Last Updated 03/15/2000