Lens Flare *4* Tutorial
BY *FILINI*

- *DOWNLOAD THE .FLA*

- **LEVEL: INTERMEDIATE**

- KNOW HOW TO:
  - Use the drawing tools
  - Motion tween
  - Apply alpha and tint effects
  - Use instances and buttons

- WARNING: I am using a 24fps movie, so if your machine is slow try changing the timing, use 12fps and adapt it, or it will be VERY slow!

**Here you can see what you will (possibly) get :)**

LET'S DRAW WHAT WE NEED

First of all, remember that you'll really need do draw a few elements to get this flare, just 2 circles and 1 triangle. These are all GRAPHIC symbols.
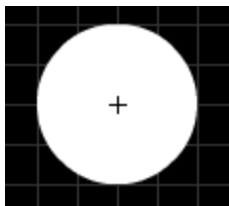
1) CIRCLE1

Make a new symbol called CIRCLE 1. Draw one circle, with no border, filled with the gradient you see in the picture. The colors I used, from **left** to **right**, are:

1 - white (255,255,255) at 100%
2 - yellow (255,255,200) at 50%
3 - white (255,255,255) at 0%
4 - orange (243,126,12) at 40%
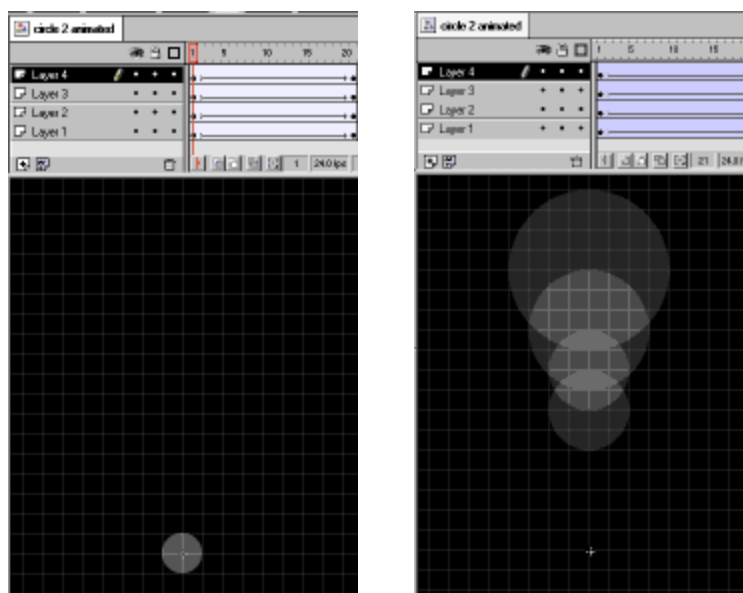5 - white (255,255,255) at 0%
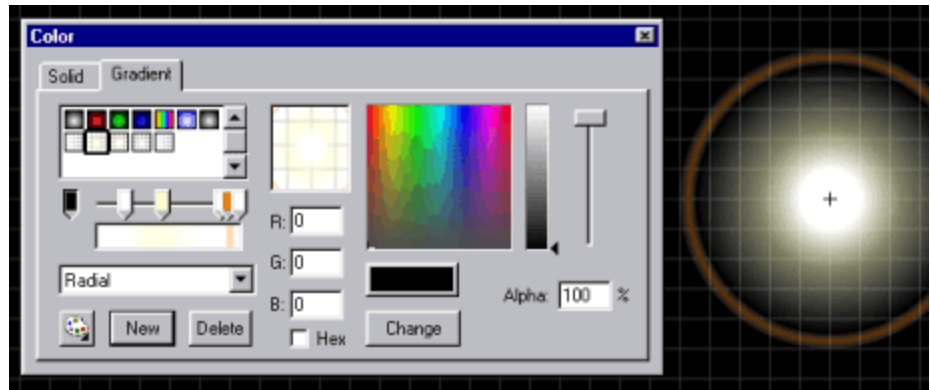
2) CIRCLE2

Make a new symbol called CIRCLE 2. Draw a
simple full white circle, like the one in the picture (I
hope you don't need any tutorial for this... lol). We
will use this circle to get the next effect.

3) CIRCLE2 ANIMATED

Make a new symbol called CIRCLE2 ANIMATED. Put some layers in it (I used 4); in the center of every frame,
put a copy of CIRCLE2, then apply a 'COLOR:ALPHA to 15%' effect to every circle (you can use random values
of Alpha, ranging from 10% to 20%). Then insert a keyframe at frame 21 (or whatever you want, depending on the
timing you choose) in every layer. Motion tween every layer, move and resize every circle in a row, as you can
see in the pictures.

Try to animate them with your own immagination, you'll get better results for sure. This is just a tutorial.

4) RAY

Make a new symbol called RAY. Draw a triangle and fill it with a gradient going from white (255,255,255, 100%) to white (255,255,255,0%), then adjust the gradient and delete the border, to get the triangle in the picture (don't worry about the triangle' size)

5) WHITE RAYS

Make a new symbol called WHITE RAY. Put 5-6 RAYs in one layer, then scale and rotate them to get an irregular star, like the one you see in the picture.
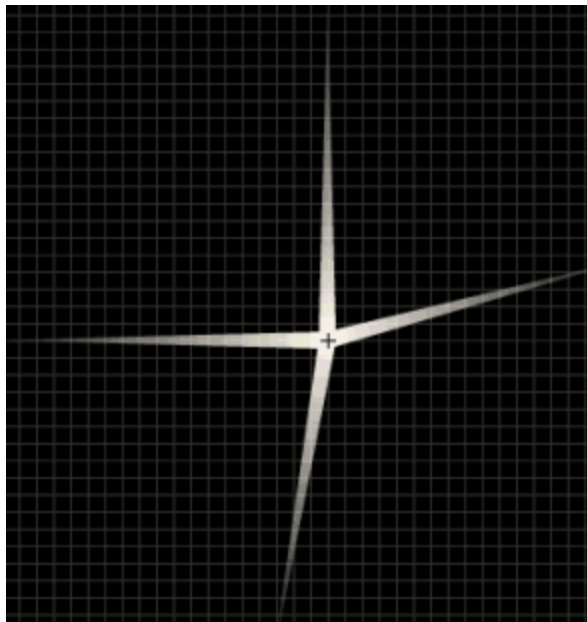
6) COLORED RAYS

Time to put some fantasy in our flare... make a new symbol called COLORED RAYS. Do it just like WHITE RAYS, and then add a different 'COLOR:TINT' effect to every ray, at about 10-20%, with the color you like more... you'll get the star in the picture.
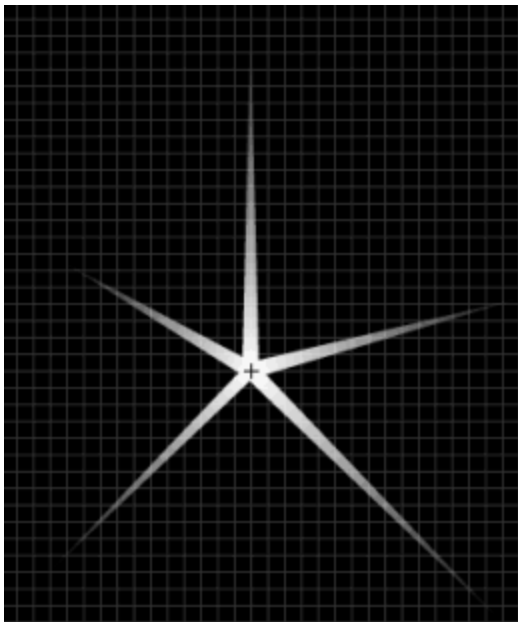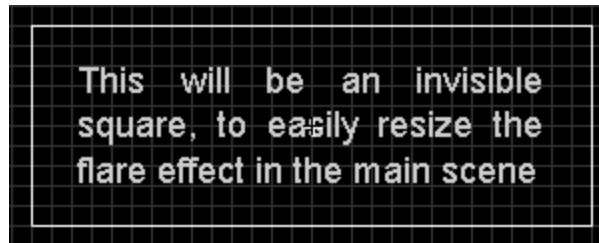
WHITE RAYS   **COLORED RAYS**

PS: Nobody will notice this TINT effect... unless they have 30/10 in their eyes... but I just felt like adding some colors, ok?

7) SQUARE

Make a new symbol called SQUARE. Then draw a square. Look at the pic... no explanations needed, ok? Don't worry about the size.
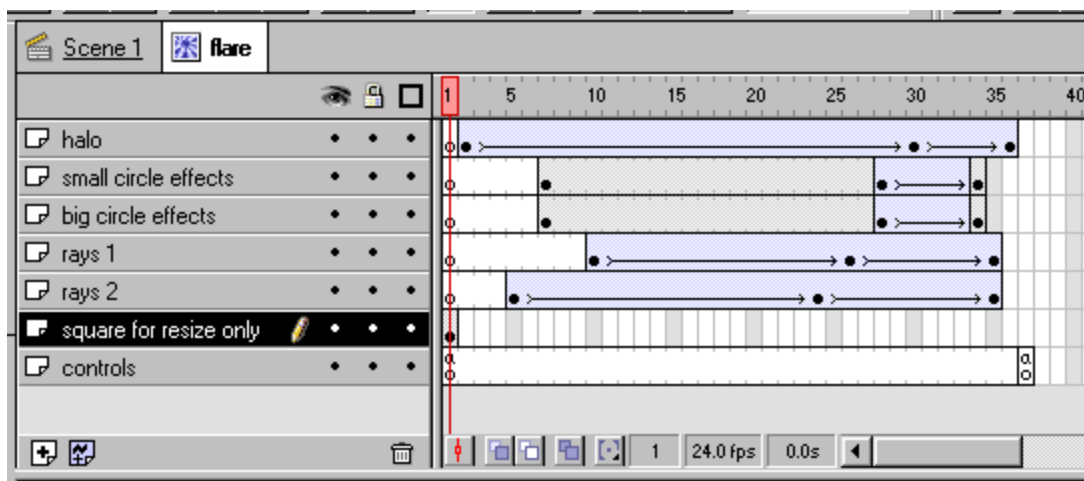
This will be an invisible square, to easily resize the flare effect in the main scene

AND NOW, LET'S PUT IT ALL TOGETHER!

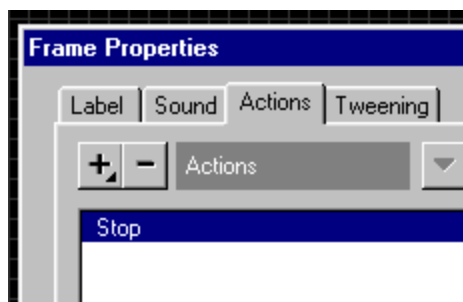## 1) Make a new MOVIE CLIP, called FLARE.
2) Create 7 layers

like the ones you see in the picture, and rename them so that you can easily work. My example is quite clear. We'll analyze them from bottom to top.

3) 'CONTROLS' layer

Just 2 blank keyframes, at frames 1 and 37 (the last frame, depending on your timing). In frame 1, put a STOP action, and in frame 37 put a GOTO AND STOP (1) action.

FRAME 1 PROPERTIES

Frame Properties

Label | Sound | Actions | Tweening

+ − Actions ▼

Stop

FRAME 37 PROPERTIES

Frame Properties

Label | Sound | Actions | Tweening

+ − Actions ▼ ▲

Go to and Stop (1)

4) 'SQUARE FOR RESIZE ONLY' layer

Just 1 frame on this layer. Put your SQUARE symbol in the center of the scene, apply a 'COLOR:ALPHA 0%' effect, then leave it alone for now... we will finish it later. As self explaiend, this is a cool way to let you control the size of your FLARE.

5) 'RAYS 2' layer

Put your WHITE RAYS symbol in the center of the scene at frame 5, create a Motion Tween between frames 5, 24 and 35, make your rays rotate clockwise and scale them to make them bigger. Apply a 'COLOR:ALPHA' effect to each keyframe:
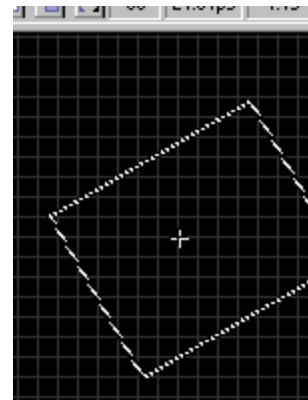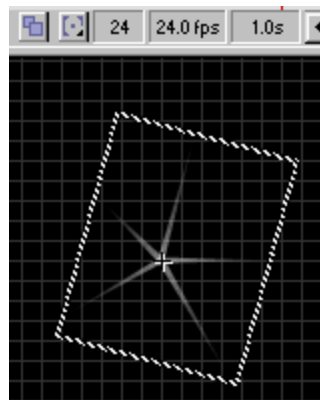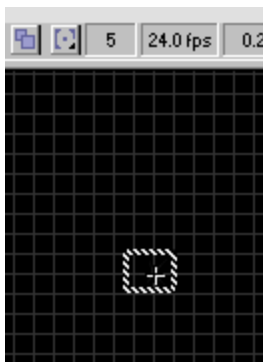
ALPHA   **FRAME 5**   **FRAME 24**   **FRAME 35**

frame 5: 25%
frame 24: 50%
frame 35: 0%

6) 'RAYS 1' layer

Repeat all you just did for 'RAYS 2', but now use COLORED RAYS, and different values of scaling and rotating.

7) 'BIG CIRCLES' layer

Put your CIRCLE2 ANIMATED symbol at frame 7 and make it PLAY ONCE, then scale it and rotate it to your favourite angle. If you move your frame indicator from frame 7 to 28, you will see that your circles now animate, and they'll stop at frame 28 (since we did an animation of 21 frames in CIRCLE2 ANIMATED, ok?). Now insert a keyframe at frame 28 and 34, create a motion tween so that your circles will disappear. I just reduced the size and applied a 'COLOR:ALPHA 0%' effect at frame 34, but you can do it in any way you like.
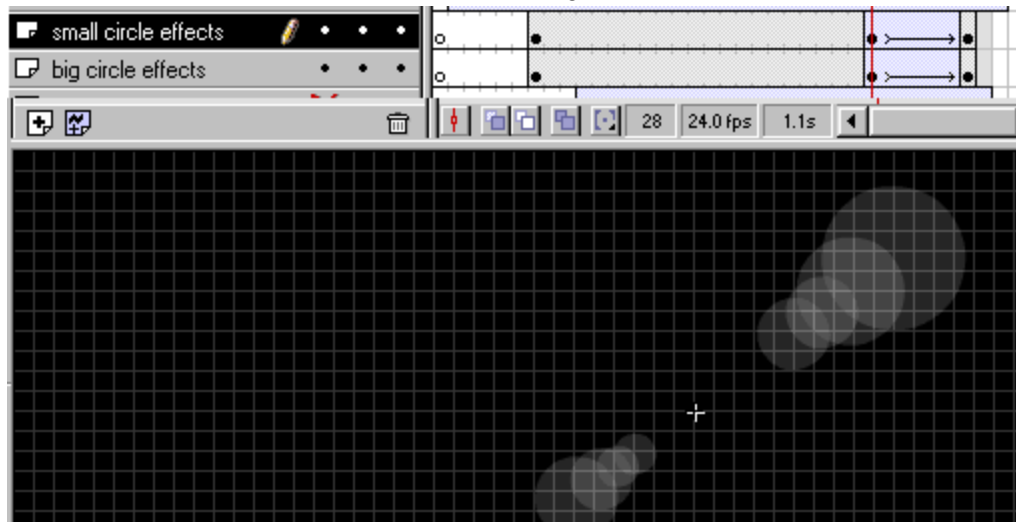
8) 'SMALL CIRCLES' layer

Repeat what you just did for the 'BIG CIRCLES' layer, but now make your circles smaller, and make them point to the opposite direction of your 'BIG CIRCLES' ones...

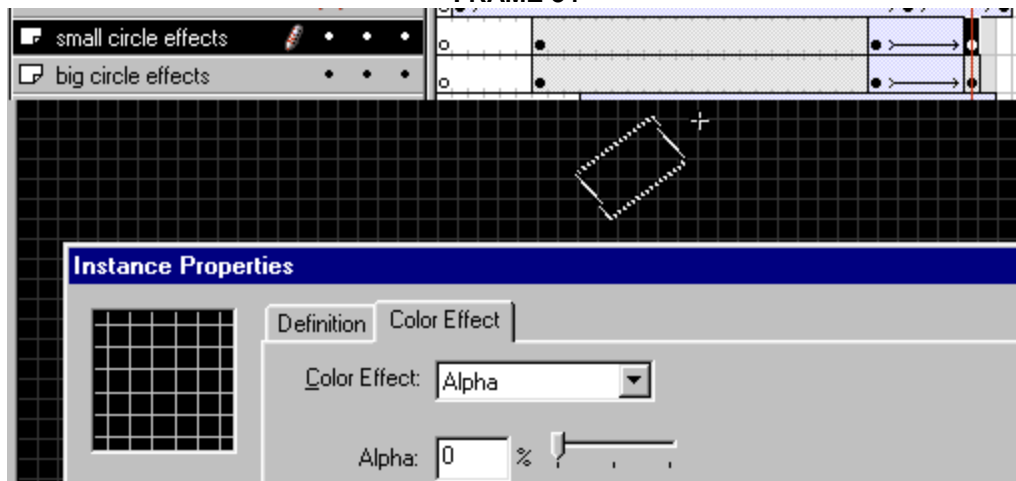In this pictures you can see the 2 effects combined.
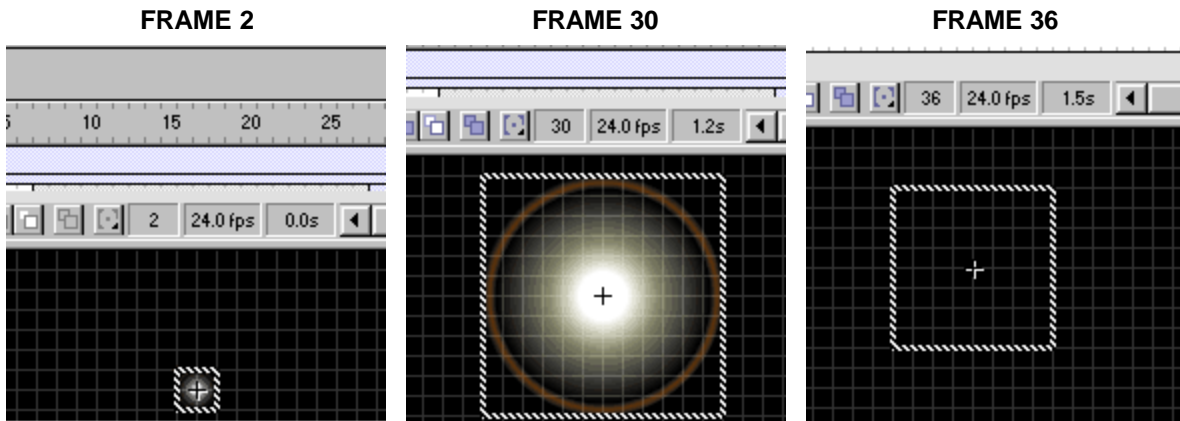
FRAME 7
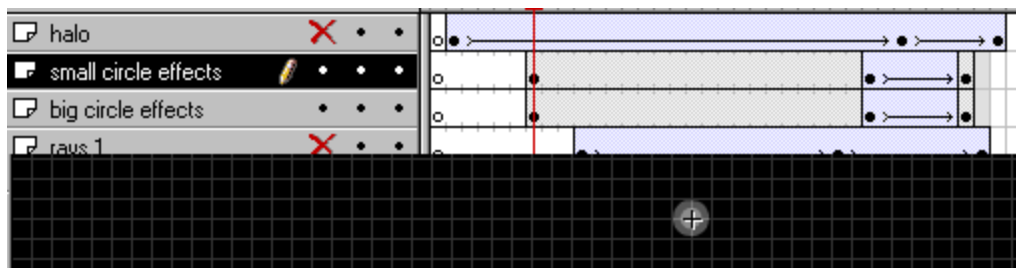
FRAME 28

FRAME 34

9) 'HALO' layer

Put your CIRCLE1 symbol in the scene, and make it Motion Tween in frames 2, 30 and 36. Clear frame 1, since we want it empty to control the Movie Clip. At frame 2, make the circle very small and apply a 'COLOR:ALPHA 80-70%' as you like. At frame 30 make the circle big and don't use any other effect. At frame 36, make your circle disappear, reducing its size and applying a 'COLOR: ALPHA 0%' effect.
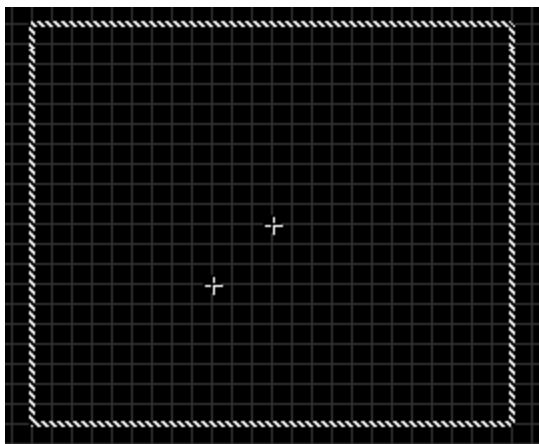
You can see this effect in the pictures:

**FRAME 2**   **FRAME 30**   **FRAME 36**

10) Cool sizing...

Now we've finished, but if you try to use your flare in the main scene, you will find it hard to control the size...
that's why we created that stupid invisible SQUARE. In the square layer, at frame 1 (only this frame on this layer,
ok?) scale the square so that it has the size of the flare at his maximum size (ie: when the flare is at frame 28,
as you can see in the picture).
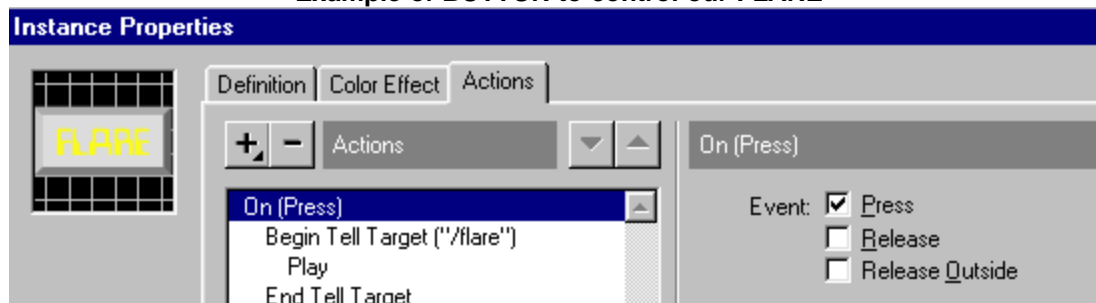
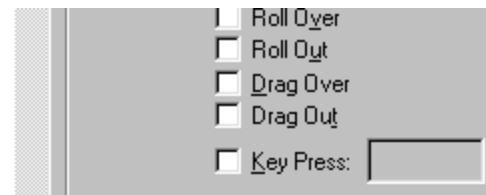**RESIZED INVISIBLE SQUARE AT FRAME 1**   **FLARE AT FRAME 28**
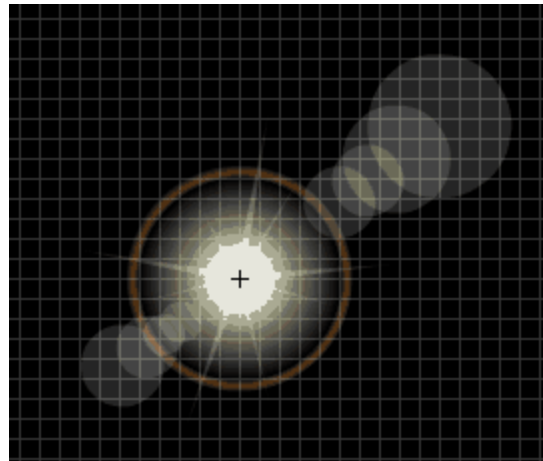
11) Controlling your flare

To control your flare, just give in an instance name (I would use 'flare'), then use a button or an action making it to
PLAY. That's all, remember that when your flare comes to frame 37 it goes back to frame 1 and stops, so it will
always be ready to be played again.

Example of BUTTON to control our FLARE

Instance Properties

FLARE

Definition | Color Effect | Actions

+ − Actions   ▼ ▲   On (Press)

On (Press)
  Begin Tell Target ("/flare")
    Play
  End Tell Target

Event: ☑ Press
        ☐ Release
        ☐ Release Outside

End On

Roll Over
Roll Out
Drag Over
Drag Out
Key Press:

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