

HOME

Onion Skins

[What are Onion Skins?](#) | [Where are they located at?](#) | [What does each do?](#)

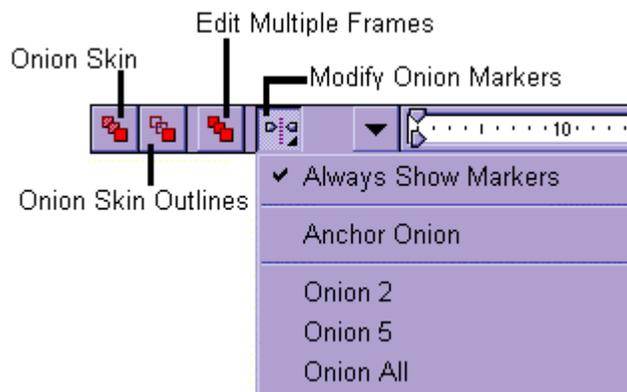
This is for information purposes. There is NO tutorial here. But technically you really don't need a tutorial for this section anyways. If you have problems understanding this please post suggesting to the [Messageboard](#) so I can try to fix it.

WHAT ARE ONION SKINS?

Onion skins are basically tools to help you view/make your animation easier. They can provide you with the ability so see more than one of your frames at a time. They can also provide you with the ability to *edit* more than one frame at a time. I will give screen shots and more explanations below.

WHERE ARE THEY LOCATED AT?

Onion skins are those 4 little buttons directly to the left of your timeline (see below) that you may have never payed attention to *grins*



They are simply tool buttons to aid in your animation process. For example if you have a hand waving and you want to see the motion of it to make sure it is even, you can use the Onion Skins markers to show you a small preview of the hand in each frame. More detailed explanation of each button and what it does and screen shots are below.

WHAT DOES EACH BUTTON DO?

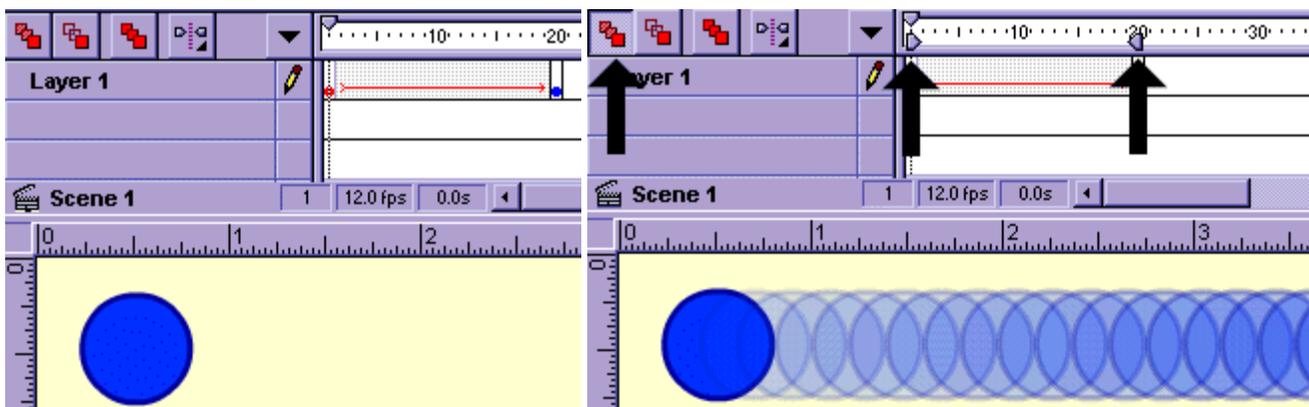
Onion Skins are up to you on whether you would like to use them or not. I never used them (Flasher for about 10 months) until now. Actually I wasn't even sure how to really use them until I wrote this tutorial. So, if you find them useful by all mean use them. If not, then don't. SIMPLE.

ONION SKIN BUTTON

If you notice below the Onion Skin button is being used. Then you also see two markers on the timeline that appear (notated by the arrows). These are like 'guides' as to how many onion skins it will show. In this picture they are set to show all 20 frames of my movie.

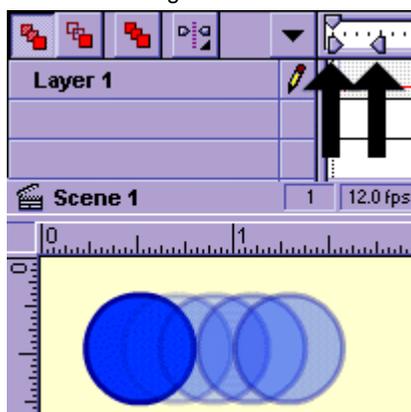
Here is what your normal scene and timeline looks like.

NOTE: When you Onion Skin the first frame is the lightest and as you go to the end frame the skin gets darker.



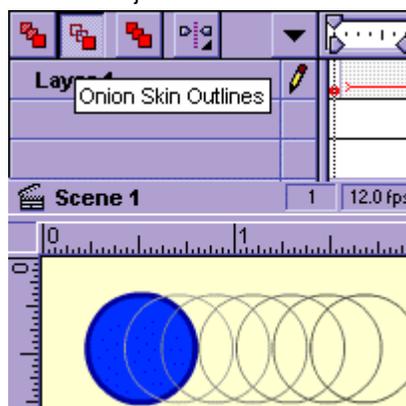
ONION SKIN MARKERS

If you move the markers closer together then you get less onion skins showing.



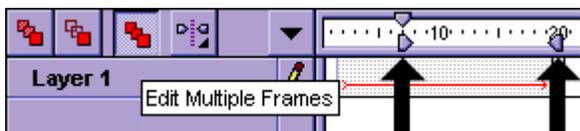
ONION SKIN OUTLINES

Same thing as the regular Onion Skins *except* it *just* shows you outline: than the colored object or filled object.



EDIT MULTIPLE FRAMES

Flash allow you to edit multiple frames at one time * the best thing on earth *. Just select the 'Edit Mutiple Frame' button, modify the amount of frames you want to edit at that one time (see the markers) and select what you want to move. This is mostly useful when you start working and then your realize you need to move your whole movie further into a corner or so. You can just Select All and then move everything at once.



MODIFY ONION MARKERS

In each one of these phases the timeline adds markers. The 'Modify O Markers' simply does what it says. If you want the markers to always sf when you aren't using Onion Skins) the check 'Always Show Markers'.

The Anchor Option simply anchors the markers. Usually if it's not chec you move the timeline marker the markers move the onion skins as you way they only show you the certain area you are in.

Onion 2, 5, & All moves the markers to show that many onions. Either 5, or it shows them all.

