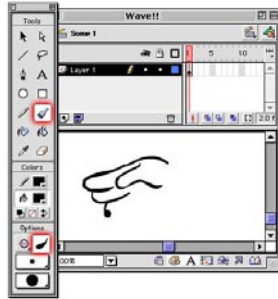


Make a Flash Animation



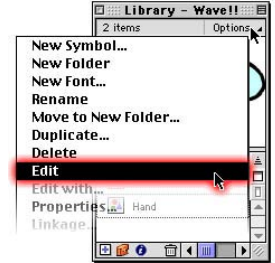
Step 1

I'm going to start by quickly drawing a cartoon hand — the Wacom tablet makes the Flash paintbrush pressure sensitive. Press harder, and I get a thick stroke — softer for a thinner one. (The cursor grows and shrinks depending upon pressure — something I wish other graphics applications did).



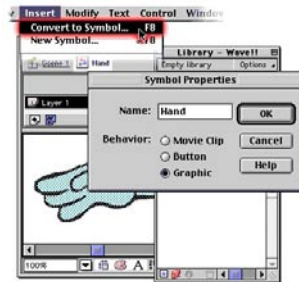
Step 4

...we need to change the center point to a joint. Click on the image in the Library palette, and click on Edit from the Options...menu.



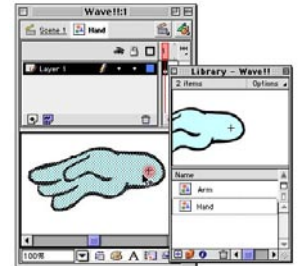
Step 2

To make an animation, I need to convert my Hand to a symbol — it's automatically entered in the library when it's converted. I'll draw an arm and make it into a symbol after this.



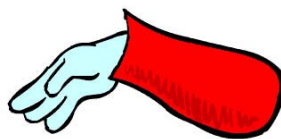
Step 5

Select all of the hand, and then slide it to the left. You can see that the center point stays where it is, so you can position the hand where you want it.



Step 3

But as you see, when I create a motion tween, my animation...bites. The wrist keeps popping out of the sleeve. So...



Step 6

And now we're doing the Wacom Wave! There's even more great tips in the Flash 5 Cartoons and Games book. As it says in chapter 2, "A Wacom tablet is essential in drawing. Until we have direct neural input via brain waves, a tablet is the best mechanism we have for expressing ourselves through the vehicle of the cartoon."

