

TITLE: - ILLUSTRATE THE CAR ANIMATION USING MACROMEDIA FLASH

CONCEPT

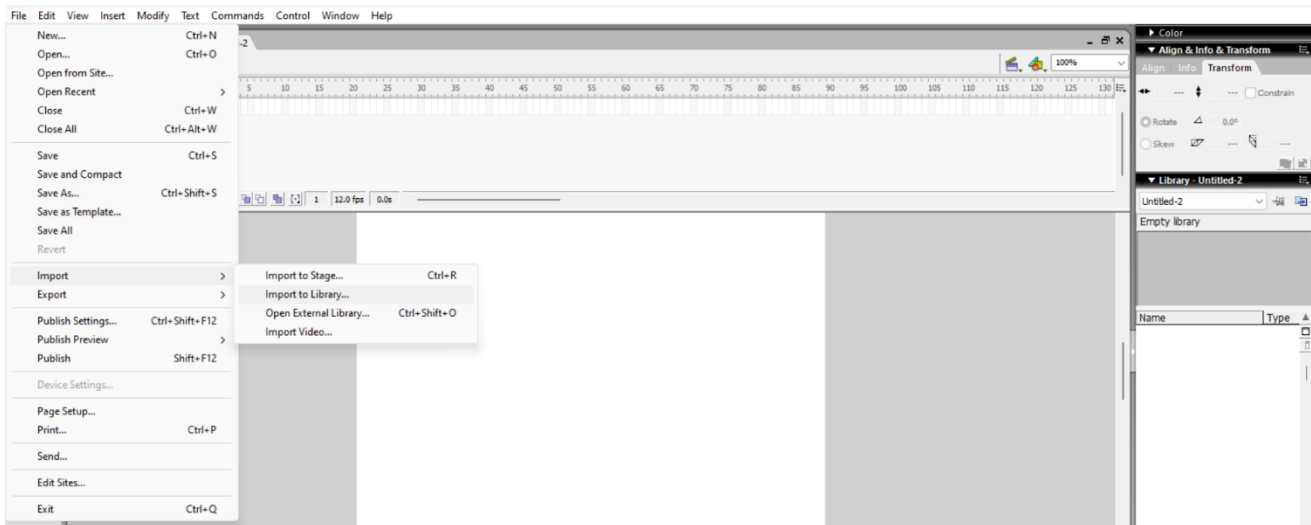
In this car animation, we use car, wheel and a background image in different layer. We insert images in key frame and create motion tween to make the effect of movement. We change the position of car in different key frame. In this way we can animate the car in macromedia flash.

PROCEDURE

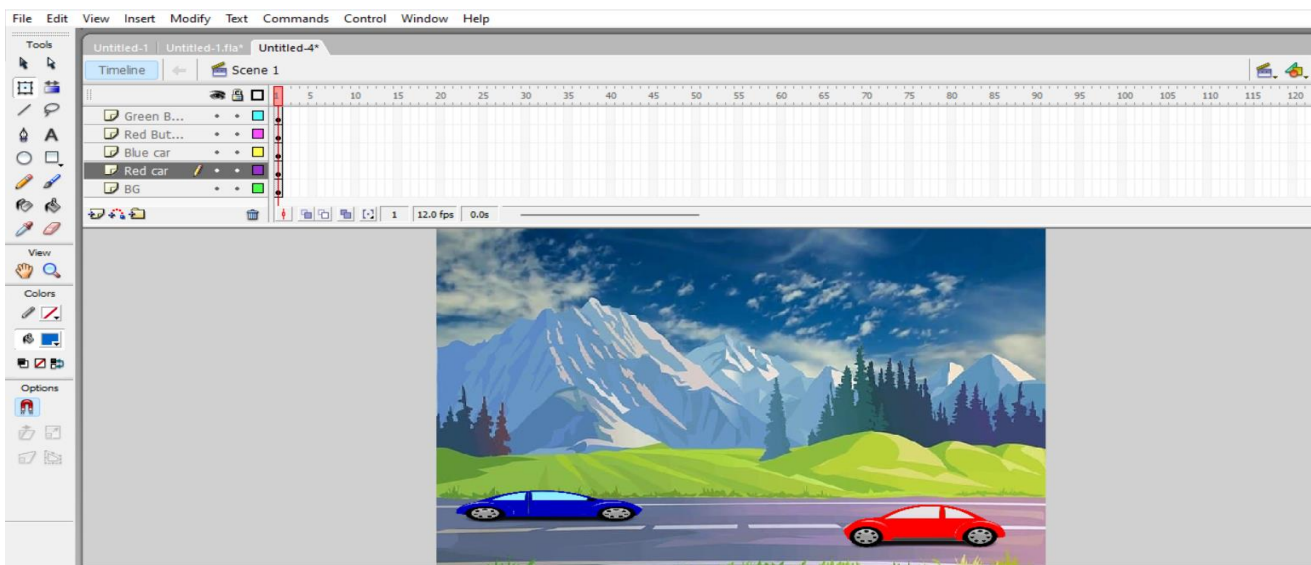
Step 1: Open a new document to work & adjust the stage size of document according to need.

Step 2: Import images from the computer

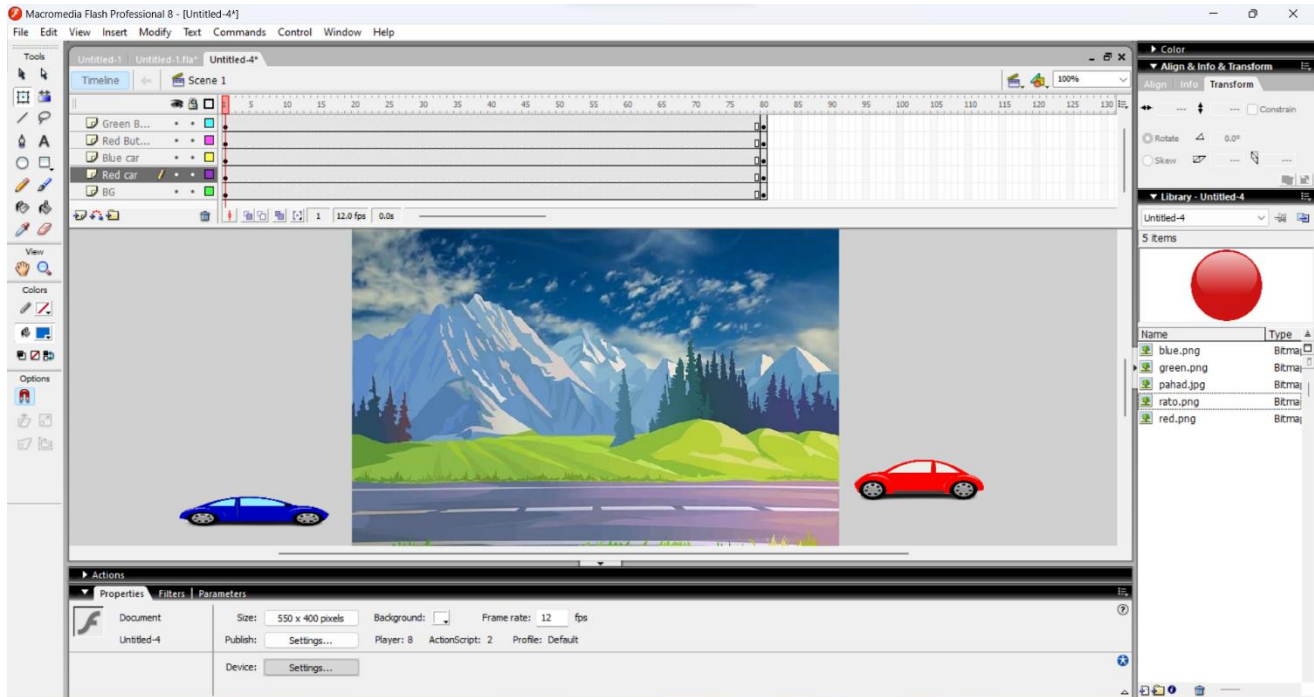
➤ Click on File then click on import to library and import any two images



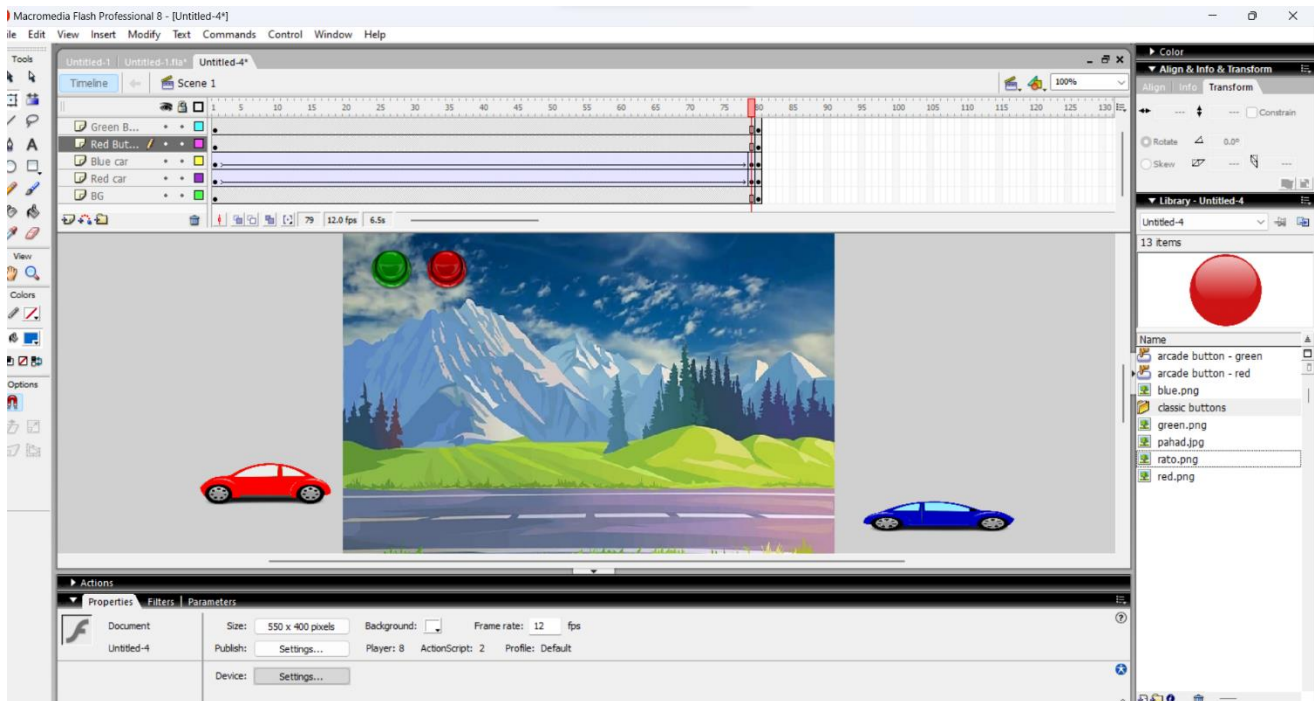
Step 3: On the first frame of layer 1 named as 'BG', drag the background image from library to the stage. Adjust the size of image using free transform.



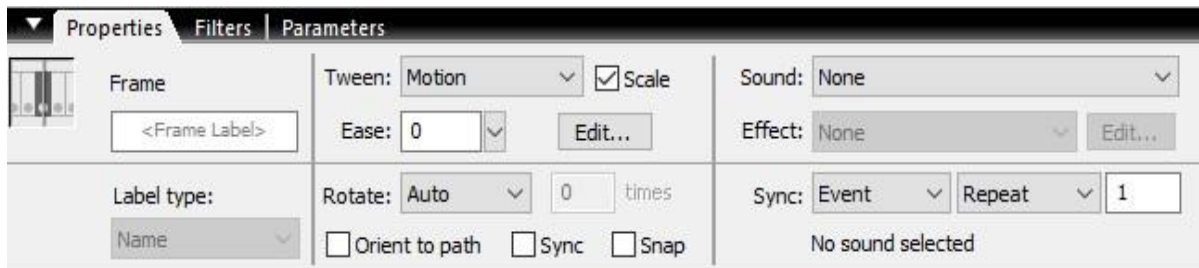
Step 4: Similarly on the first frame of layer 2, layer 3 and layer 4 named as car, drag the image of car from the library to the stage in given position as shown in figure below. Adjust the size of images using free transform.



Step 5: Insert the key frame on 80th frame of each layer. Click on car layer and change the position of car and wheel as shown in figure below.

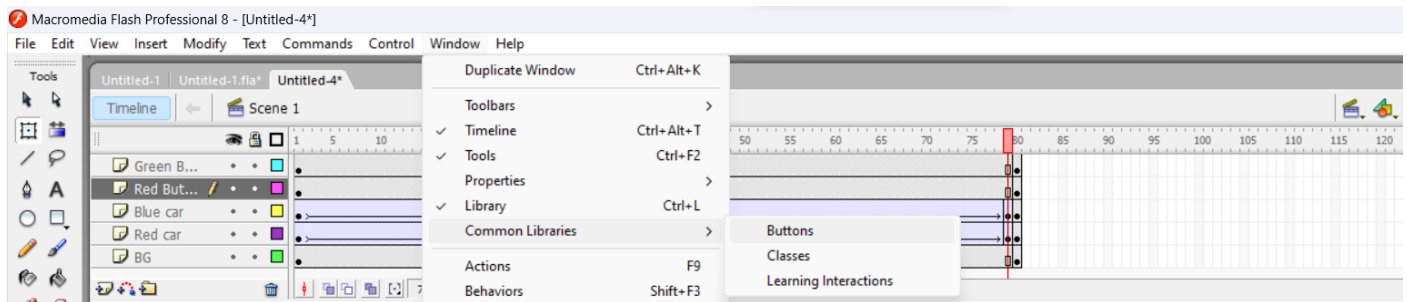


Step 7: Click on first frame of car layer, change the properties as shown in figure below i.e., select motion for Tween only.

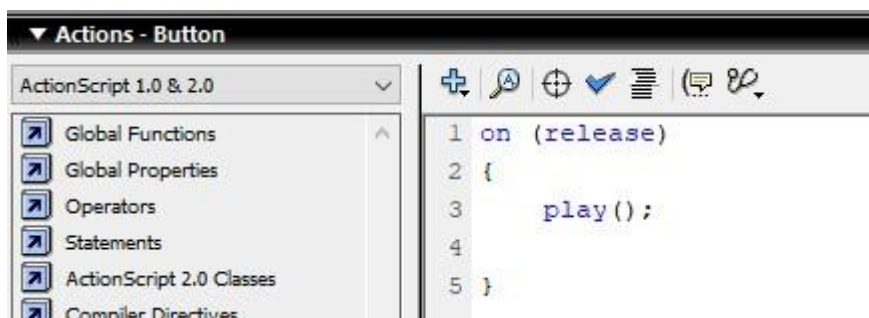


Step 8: Insert layer 5 and 6 named as 'Red Button' and 'Green Button'.

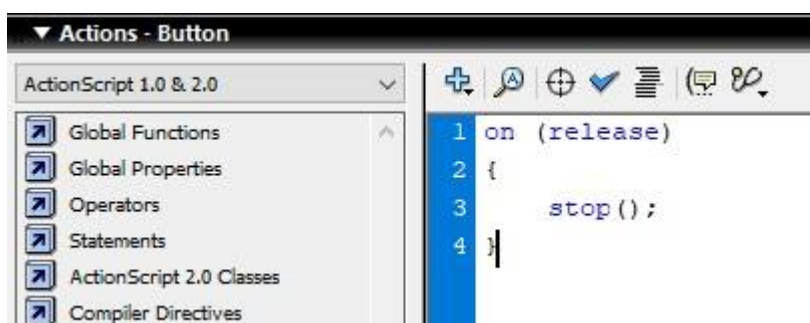
- Click on window
- Click on command libraries
- Click on buttons
- Click on classic buttons
- Drag arcade button-green and arcade button-red on the stage & adjust the size and position as shown below.



Step 9: Right click on green button, click on Action and write the function for play as shown below.



Step 10: Similarly, right click on red button, click on Action and write the function for stop as shown below.



OUTPUT

The position of car changes and buttons are working properly as shown below.

1) The position of car at first image



2) The position of car at second image



CONCLUSION

From the above experiment, we concluded that we can animate the car using play button and stop the car using stop button.