

Macromedia Flash 2D Animation – Practical Study Guide

Practical Question 1: Animate a Character Walking

Task:

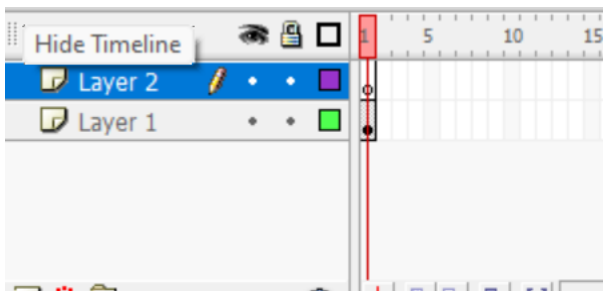
Create a simple character and animate the character moving from the **left side of the Stage** to the **right side**.

Instructions:

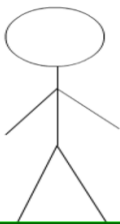
1. Open **Macromedia Flash** and create a new document.
2. Draw a floor using rectangle tool



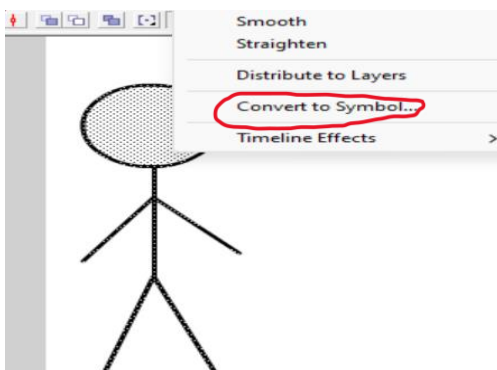
3. Right click on layer one and Create another layer



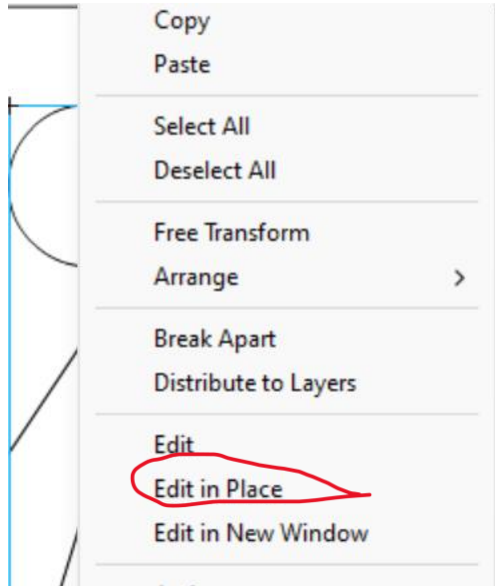
4. Draw a simple stick man using basic shapes.



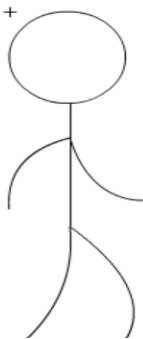
5. Place the character on the left side of the Stage.
6. Place the character on the **left side of the Stage**.
7. Right click on the stick man and click convert to symbol



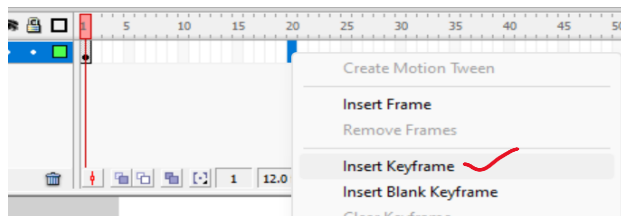
8. Right click on the stick man and choose edit in place option.



9. Curve the leg and hand like a man is moving.



10. Go to **Frame 1** and make sure the character is in the starting position.
11. Insert a **Keyframe** at Frame 20.



12. Move the character slightly to the right.
13. Insert another **Keyframe** at Frame 40.
14. Move the character farther to the right and change the hand and leg position.
15. Insert another **Keyframe** at Frame 60.
16. Move the character to the **right side of the Stage**.
17. Play the animation. (click ctrl and enter together)
18. Observe the character moving from left to right.

Key concepts to remember:

- Stage
- Timeline
- Frame
- Keyframe
- Position
- Animation

Expected result:

The character should move from the **left side** → **middle** → **right side**.

Task:

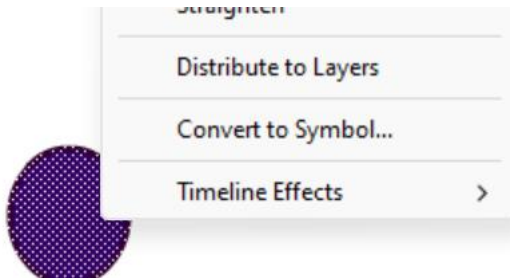
Create a simple animation in which a ball bounces up and down.

Instructions:

1. Open a new Flash document.
2. Use the **Oval Tool** to draw a ball.
3. Draw a simple **stairs** near the bottom of the Stage.

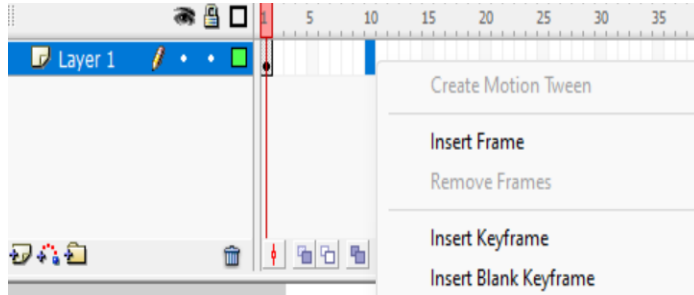


4. Place the ball **above the ground**.
5. Select the ball and Convert the ball to symbol by right clicking on the ball.



6. Go to **Frame 1**.
7. Keep the ball at its starting position above the ground.

8. Insert a **Keyframe at Frame 10**.



9. Move the ball **next step**.

10. Insert another **Keyframe at Frame 25**.

11. Move the ball **next step**.

12. Insert another **Keyframe at Frame 40**.

13. Move the ball downward until it reaches the ground.

14. Create the animation between the keyframes.

15. Play the animation and observe the bouncing movement by clicking ctrl and enter together.

Expected result:

Ball starts above → Ball moves down → Ball moves up → Ball moves down → Ball moves up → Ball moves down

Key concepts to remember:

- Timeline
- Frames
- Keyframes
- Oval Tool
- Object movement
- Position change
- Motion Tween
- Animation

Reference: [Ball bouncing\](#)

★ Important Points to Remember for the Practical Exam

Frame: A single position or moment in the animation.

Keyframe: A frame where you define a change in the animation.

Timeline: The area used to control the sequence and timing of the animation.

Stage: The area where you create and view your animation.

Position change: Moving an object from one location to another using different keyframes.

Animation: The movement or change created between different frames/keyframes.

1. What is the Stage?

Answer: The Stage is the area where you create and see your animation.

2. What is the Timeline?

Answer: The Timeline is used to control the sequence and timing of the animation.

3. What is a Frame?

Answer: A frame represents one moment or position in an animation.

4. What is a Keyframe?

Answer: A keyframe is a frame where you make a change in the animation.

5. What is position change?

Answer: Position change means moving an object from one place to another.

6. Which tool is used to draw the ball?

Answer: The Oval Tool is used to draw the ball.

7. Where is the ball placed at the beginning?

Answer: The ball is placed above the ground.

8. Why do we use keyframes?

Answer: Keyframes are used to set different positions of the ball.

9. How is the bouncing movement created?

Answer: The bouncing movement is created by changing the ball's position up and down.

10. What do you see when you play the animation?

Answer: You see the ball moving up and down like it is bouncing.