

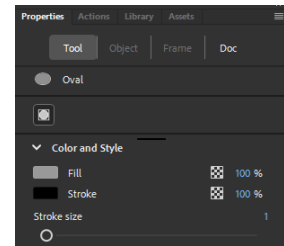
# Driving Animation

1. Create a new project: 800px X 600px with a 24fps.

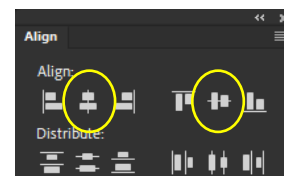
- a. File / New
- b. **Ctrl / CMD N**

2. Creating the wheels of the car

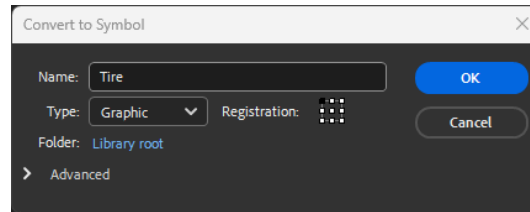
- a. Select the Oval tool (**O**)
- b. Properties Panel / Tool tab set -Fill to Light Grey  
-Stroke to Black  
-Stroke size to 10
- c. Draw a circle. Hold Shift to constraint the proportions.
- d. Select the Selection tool (**V**).
- e. Select the circle-
- f. Using the Properties Panel /Object
  - i. Adjust the width of the Stroke to make the circle look like a tire.
- g. Select the Line Tool (**N**).
- h. Above the tire, draw a line that spans the width of the tire fill color.
- i. Above the tire, draw raw another line that spans the height of the tire fill color.
- j. Adjust the thickness of the lines so they can be spokes of the tire.



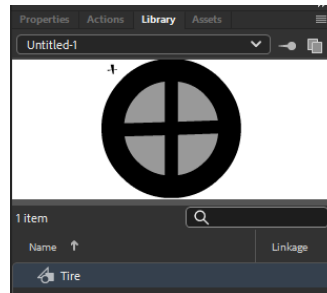
- k. Select all the shapes (**Ctrl/ CMD A**).
- l. Open the Align panel by going to Window in the main menu and choosing Align.
- m. Click the Align Center and Middle buttons.



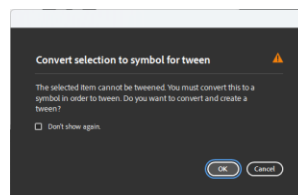
- n. Right-click the selected shapes and choose Convert to Symbol (**F8**).
- o. In the Symbol window choose set the Type: as Graphic and name it Tire.



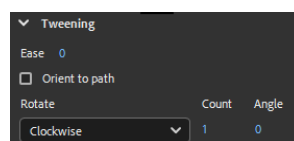
- p. Open the Tire symbol by double-clicking the symbol in the library.



- q. Select the shapes, if necessary.
- r. Right-click on the shapes and choose Create Motion Tween.
  - i. A message opens telling you that a new symbol will be created by doing this, tap the OK button.



- s. Open the Symbol1 and add the Motion Tween again.
- t. The layer shows the tween as a gold bar, 24 frames long.
- u. In the Properties Panel / Object tab, in the Tweening group set the Rotation to Clockwise and the Count to 1.



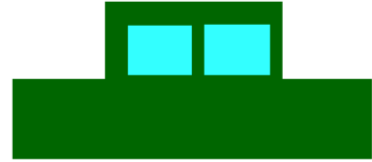
- v. Exit the symbol by clicking the back arrow in the upper left corner.



- w. Select and delete the tire from the main stage.

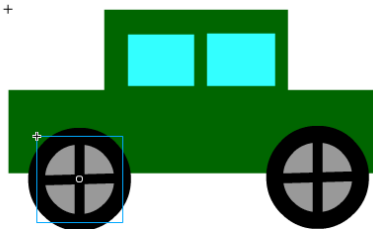
## 3. Building the car.

- a. Select the Rectangle tool. **(R)**
- b. Set the fill color of your choice.
- c. Set the stroke color to None.
- d. Draw a wide short rectangle, the body of a car
- e. Draw a second rectangle, this will be the top of the car.
- f. Change the color to a light blue and draw rectangles to make windows for the car.
- g. Select all the shapes **(Ctrl/CMD A)**.
- h. Right-click the selected shapes and choose Convert to Symbol **(F8)**.
- i. In the Symbol window choose set the Type: as Movie Clip and name it Car.



## 4. Putting the wheels on the car and give it motion.

- a. Open the Car symbol from the library.
- b. Double-click the symbol icon.
- c. Drag the two instances of the Symbol1 symbol onto the Wheels layer.
  - i. Position those on the car.



## 5. Create the rumble motion for the car.

- a. Select Frame 24, right-click and choose Create a Classic Tween.
- b. Click Ok to convert to Symbol when the Warning window opens.
- c. Go to Frame 6, Insert a keyframe **(F6)**, and tap the Up arrows twice.
- d. Go to Frame 12, Insert a keyframe **(F6)**, and tap the Down arrows four times.
- e. Go to Frame 18, Insert a keyframe **(F6)**, and tap the Up arrows four times.
- f. Go to Frame 24 and tap the Down arrows twice.
- g. Exit editing the symbol.

## 6. Creating the road for the car.

- a. Select and delete the Car symbol from the stage.
- b. Select the Rectangle tool **(R)**.
  - i. Set the fill color to a mid to dark gray.
  - ii. Draw a short rectangle that spans the entire stage.
- c. Right-click the shape and choose Convert to Symbol **(F8)**.
  - i. Set the Type to Movie Clip and name it Road.
- d. Open the new Road symbol.

- i. Select Frame 24 and add a frame (**F5**).
- ii. Add a new layer and name it Lines.
- iii. Select the Line tool (**N**).
  1. Set the Fill color to Yellow
  2. Set the Stroke size to 5.
  3. Set the style to Dashed. Click the Ellipses button to the right of the Style: drop-down and choose Edit Stroke Style.
    - a. In the Stroke style window, set the Dash: to 25 and Spacing: distance to 75.
    - b. Tap the OK to complete editing the stroke.
- iv. Zoom out so the road is small and you can see a large empty area to the left of it.
- v. Draw a line from the right to the left at least twice the length of the road. (Hold the Shift key to constrain the line to perfectly horizontal.)



- vi. Select Frame 24 on the Line layer and add a keyframe.
- vii. Add the Classic Tween and reselect Frame 24.
- viii. Slide the lines across the road, hold the Shift key to constrain the lines plane.
- ix. Add a new layer and name it car.
- x. On frame 1 drag and instance of the Car symbol to the left of the road shape.
- xi. Add a keyframe at Frame 24 and then Create a Classic Tween.
- xii. At Frame 24 move the car to the right side of the road.
- xiii. Exit editing the symbol.

7. Test your movie.

- a. The entire scene of the car driving across the road with wheels and the lines all in motion on a single frame is possible due to Movie Clip symbols having independent timelines.