

Animation Techniques Project

Bouncing down the stairs

In this project, you will practice using motion tween, guide paths and easing.

Step 1: Label your first layer, stairs and draw three stairs and a floor. Insert a frame at about 60 frames to keep the stairs visible throughout the animation. Lock this layer. Save the project with the file name is “yourlastname_stairs”.



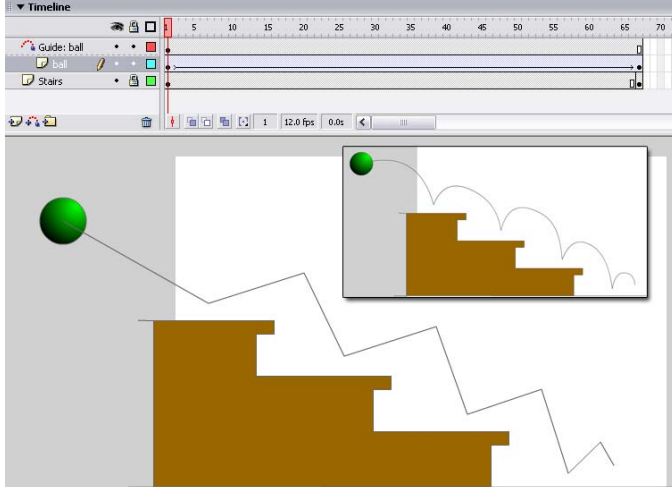
Step 2: Create a layer and label it “ball”. Create a ball with a radial gradient and a highlight with the lighting source coming from the upper right. (You don’t have to create the lighting source.) Place the ball above the stairs and off the stage.



Step 3: Right click the frame and select “create motion tween”. Then insert a key frame at frame 60.



Step 4: Create a motion path. Using the line tool, create a path for the ball to bounce down the stairs. Once you have the straight path, use the arrow tool to curve the lines.



Step 5: Right click the ball and select free transform. Edit the center point to the bottom center of the ball.

Step 6: Create keyframes on the ball layer about 5-8 frames apart for each point where the ball will either hit a stair or reach the top of its arch. Then go back and click on each keyframe and move the ball to that point. Finally, squish the ball each time it hits a stair.

Step 7: Create new keyframes one frame before each point where the ball hits a stair. Then set the ease in for the first keyframe at -100 and the second for 100.

Step 8: Save and publish the project.

Step 9: Copy all three files (.fla, .swf, .html) and paste them into the animation drop box.