

Art 382: Introduction to Interactive Media

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Lecture 10, Feb 26

schedule

- take roll
- tweens

review: making a tween

- make an object
- turn it into a symbol: f8
- make two keyframes on the time line
- make sure the symbol is present in both keyframes
- add a tween between the keyframes

tween gotchas

- only one tween per velocity
 - make more layers
- don't delete a keyframe -- clear it

Folders for Layers

- A way to hide/show layers
 - use logically
 - organize by character
 - organize by character component
- Maya kids: folders != groups
 - no transforms, can't animate them
 - useful, like the outliner

Shape Tweens

- Tweening
 - Object tweening : position, color, rotation
 - Shape Tweening : alters component curves
- Demo: Make two shapes and shape tween them

What is a shape tween?

- take two shapes
- number the points of their curves
- the "tween" moves the points of one to the points of the other

the problem with shape tweens

- Flash doesn't know what it's drawing
 - points are just points
 - no labels: "this is the nose!"
- if it matches up the wrong points, the drawing is destroyed during interpolation
- demo

proper shape-tween setup

- make the drawing
- break off whatever parts won't be moving & separate into a new layer
- make your keyframes
- paste copies of the drawing onto different keyframes
- add shape tweens
- verify that there is initially no motion!
- move points on each to animate

shape tweens and topology

- don't add holes
- difference between "h" and "b"
- shape tweens don't change the number of curves
- cut the shape to connect holes



Shape Tweens Trouble?

- Tween less of the shape
 - Select all the stuff that is not moving
 - Take it out of the layer/tween
- Watch topology
- It will still fail

Shape Hints

- Allows you to attach labels to parts of curves
 - two labels for one hint: first and last keyframe
 - turn green when "properly attached"
 - watch out for needing to hint consecutive tweens
- It still fails a lot anyway

practice: h to b

- make a shape tween from h to b
 - make h and b with text
 - break apart
 - shape tween; observe total fail
- slice the "b" to fix topology
 - still fail!
- add shape hints to corners
 - gradually less fail

The edit ease dialog

- Edits how you move between two
 - No separation of transforms
 - Not a general tool
 - Very useful if your sequence involves only one of translate, rotate, or scale

animation in symbols

- symbols have time lines, layers, keyframes-- just like the stage!
- animating symbols allows re-use
 - remember those 12 crazy monkeys
- to add animation via symbols
 - animate in the symbol
 - use the properties dialog
 - make the symbol a "graphic"
 - set the animation to loop

practice: jet-pack robot

- make a robot
- make foot-jet flames (animated)
- make a parallax background
- go home