These instructions will be show you how to create an animation using Flash. This Flash creation can be easily put onto websites.

- First create a ball
  - Name layer ball
  - Make a symbol for the ball
- Create a new layer
  - Name layer eyes
  - Create eyes
  - Make a symbol for the eyes (F8)
- Create a new layer
  - Name layer mouth
  - Create Mouth
  - Make a symbol for the mouth (F8)
- Create a new layer
  - Name layer lever and block
  - Create lever and block
  - Make symbol for fulcrum, lever and block separately (F8)
  - Select and cut the fulcrum
    - Select both the lever and block
    - Create one symbol for both (F8)

Now we will move on to creating motion
  - Select the face
    - Group
      - Highlight the whole ball and use the short key (ctrl+G)
    - Make the face one symbol (F8)
  - Double click to isolate the face
    - Select the face and copy (ctrl+C)
    - Insert blank keyframe (IBF)
    - Paste in place (ctrl+Shift+V)
      - Move the face up (1/3 of total jump height)
    - Copy (ctrl+C)
    - IBF
    - Paste (when ever I say paste I mean paste in place (ctrl+Shift+V))
      - Move the ball up a little less then the previous movement
    - Copy (ctrl+C)
    - IBF
    - Paste (ctrl+Shift+V)
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Creating Mr. Ballhead
By: Mike Rust, Former DLC STAR

- Move face up half the distance as previous movements

Note: The + sign serves as a point of reference

- IBF
- Copy the second movement
- Paste in new frame
- IBF
- Copy the first movement
- Paste into new frame
- IBF
- Copy original frame
- Paste into new frame
- Control>test movie

○ Next we will be bouncing the ball onto the lever and launching the block
  - Select your face
  - Copy
  - IBF
  - Paste
    - Move the face 1/3 of the desired height for whole jump
      - Using the free transform tool rotate the face 1/4 turn
  - Copy
  - IBF
  - Paste
    - Move face up and to the right a little less than the previous movement
      - Rotate another 1/3 turn
  - Copy
  - IBF
  - Paste
    - Move to peak height
    - Rotate to just past 180° from original position
  - Copy
  - IBF
  - Paste
    - Move head down and to the right
      - Go about 1/3 of the distance of the lever
      - Rotate face
  - Copy
  - IBF
· Paste
  · Move the face down to the lever and also finish rotating to 360˚

· Copy
· IBF
· Paste
  · Move the ball down to the point that the lever would be about flat

· Copy
· IBF
· Paste
  · Move head down to where the lever would be all of the way down

· Copy
· IBF
· Paste
  · Move head up and to the left 1/2 of desired height

· Copy
· IBF
· Paste
  · Move ball to peak of bounce
· Copy original position
· Paste

· Take note what frame the ball first hits the lever

· Now we need to go back and isolate the lever and block
  · Find the frame that the head reaches the lever
    · Insert frames up to this point
  · Copy both lever and block
  · IBF
  · Paste
    · With the free transform tool
      · Center the object to the peak of the fulcrum
    · Rotate lever to just past flat
  · Copy
  · Paste
    · Rotate to all the way down
  · Copy
  · IBF
  · Paste
• Now select only the block
• Move the block up and to the left and rotate a little over a 1/4 turn
  ◦ Copy both lever and block
  ◦ IBF
  ◦ Paste
    ◦ Move block to peak of arc
    ◦ Rotate again
  ◦ Copy both lever and block
  ◦ IBF
  ◦ Paste
    ◦ Move block 1/2 distance to the ball head
      ▪ Rotate
  ◦ Copy both lever and block
  ◦ IBF
  ◦ Paste
    ◦ Move block to the point that it is covering a small portion of the ball

• Take note of what frame the block strikes the ball
  ◦ Go out and isolate the ball
    ◦ Go to the frame noted
      ▪ Insert frames up to that point
      ▪ Copy
      ▪ IBF
      ▪ Paste
        ◦ Using the free transform tool
        ▪ Create the look that the ball is being smashed
        ▪ Insert frame
          ▪ Copy original ball
          ▪ IBF
          ▪ Paste original

  ◦ Go out and isolate the lever and block
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- Using the previous frames complete the reverse motion of the block bouncing off the ball back to the lever and to the lever in the original position.

Now to tween
- Highlight all frames involved in the motion
- In the properties menu select motion in the tween box
- Do this for all of your motions

- Now go back and make sure each object is synchronized
- Test your movie
  - It should repeat without losing its timing