

Macromedia Flash 5.0

Types of Animation:

Animation is a process of creating an effect either in movement or change over time. For example, movement of an object from one place to another place, or change in colour or size or morphing or shape over a period of time.

There are basically two methods of animations in flash; i.e. Frame by Frame & Tweened Animation.

Frame by Frame Animation: It is achieved by changing the individual contents of each of any number of successive frames. The main drawback is that, it is very tedious and time taking procedure to draw uniquely on each frame.

Tweened Animation: It is achieved by defining the contents of the end points of an animation, and then allowing Flash to interpolate (alter) the contents of the frames in-between. In this Tweening Animation, we have Shape Tweening and Motion Tweening. The advantage of this Tweened Animation is that, it does not save the contents of the each frame. Flash supports two types of animations, they are, Shape Tweening and Motion Tweening.

Shape Tweening: It is useful for morphing basic shapes between two end points. Flash can only shape tween shapes. Don't try on shape or any group or symbol or editable text.

Motion Animation: It is very useful for moving a shape or object from one point to another point. In this type, rotation, changing of colour sizing can be achieved.