

IFRN – Instituto Federal de Educação, Ciência e Tecnologia do RN

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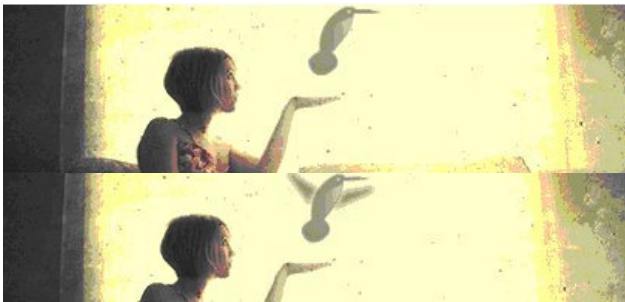
Student's name: _____ .

Date: _____ / _____ / _____ .

Bird Flight Animation

(Adapted by Sandro Sousa from: <http://www.toxiclab.org>)

This thoroughly explained, detailed tutorial will show you how to create full bird flight animation using some special flash tips and tricks. You don't have to use action script code to make this tutorial. You can use this animation for any flash banner, header... You will also learn how to draw bird using a flash tools for drawing, how to animate wings of bird and much more. Let's go!



Step 1

Open Flash. Then click on File > Open and search for the image *woman* in your Professor's account and **place** it on the center of the stage.

Name the layer 01 as *Image*.

Now, **Create** a new Flash document. Press Ctrl+J key on the keyboard (Document Properties) and set the dimensions of your document as whatever you like. **Select** white color as background color and **Set** your Flash movie's frame rate to 38 and click *ok*.

Click on Insert > Timeline > Layer and name it *bird*.

Step 2

Take now the Pencil Tool (Y). For line color, choose black and in the options tool, **Choose** smooth. After that, above the woman's hand, Draw this:



Then, draw this:



and this:



Step 3

Take now the Paint Bucket Tool (K) and paint the body of bird.



Now, we have a body of bird and it's time for the wings.

Step 4

Create a new layer above the layer bird and name it *wings*.

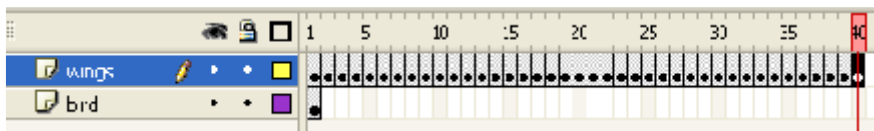
Step 5

Select the wings layer and draw the wings like it is shown on the picture below.



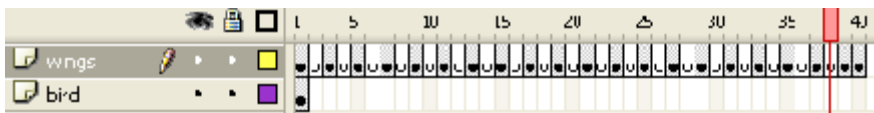
Step 6

Select now the first frame of the *wings* layer and press the F6 key forty times.



Step 7

Select now every second frame except the last two frames and press the delete key on the keyboard.



Step 8

Click now on frame 40 of the layer *bird* and press F5 key.

On Frame 15, **Insert** a Keyframe and **move** the bird a little bit down. Insert Motion Tween.

On Frame 25, insert another keyframe and move the bird a little bit up.

Test your movie and enjoy! (*Control+Enter*).

Save your work as *Bird_Animation*.

Call your facilitator to check your activity.