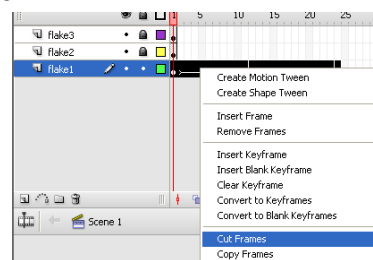


Basic Instructions for creating a animated (MovieClip) in Flash

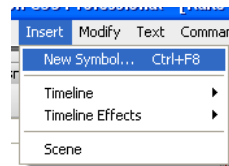
1. Draw the element (i.e. snowflake) on one frame, on its own layer.
2. Select all of the drawing. (Click inside the frame number it was drawn on).
3. **F8** to convert it to a symbol (either a movie clip or graphic). Use the naming convention **mc_ItemName**, or **gfx_itemName**. No spaces or symbols.
4. Create a simple tween animation (i.e. create a keyframe F6 on frame 12, move and rotate item), select any frame in between 1 and 12 and select **Motion** from the tween options at the bottom of the screen.



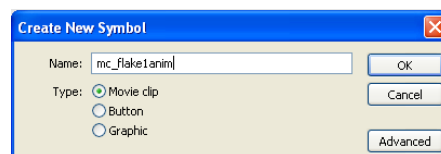
5. Select All frames that make up your Tween, Right Click, and choose cut frames.



6. Go to Insert Menu, choose New Symbol.



7. You are now creating an animated movie using the symbol created in **Step 3**. It will have its own separate timeline ready to paste in the frames cut from **step 5**. Use a name for this symbol that is at least a reference to the original (i.e. If you called the drawn symbol **gfx_flake1**, maybe call this animated version **mc_flake1anim**).



8. Paste the frames in the new timeline by right clicking on frame 1 and choose, **Paste Frames**.
9. Go back to Scene 1 and drag out, from the library (Ctrl+L), as many copies of this symbol as you need or want. Feel free to scale and rotate them to make them look more unique.

