



LEGO Flash Animation

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Outline of Presentation

- What is flash animation
- Why use it
- What you need
- A simple flash animation



What is LEGO Flash Animation

- Must meet the following criteria
 - Animation **MUST** deal with LEGO
 - Animation **MUST** be created using an application called Macromedia FLASH or a FLASH editor compatible with Macromedia FLASH
- Animations usually created in a 2D format



Why Use Flash?

- Easy to use vs. 3D Animation Applications
- FLASH is web friendly
 - It was designed for the internet
 - Animations can play **INSIDE** a web browser or from a stand-alone player



What You Need

- Software (Required)
 - Macromedia FLASH (MX is latest version)
 - Image Editor (Photoshop, Fireworks, etc)
- Software (Optional)
 - Sound Editor (Ulead Audio Editor, etc)
 - ClipArt
 - Sound Files
- Hardware (Required)
 - PC or MAC
 - FLASH works on BOTH platforms



What You Need – Hardware for Macromedia FLASH

MAC

- PowerPC or faster processor
- Mac OS 9.1 or later, OS X 10.1 or later
- 64 MB RAM (128 MB RAM recommended)
- 85 MB hard disk space
- CD-ROM drive
- 1024 x 768, 16-bit color display

PC

- Pentium 200 MHz or faster processor
- Microsoft Windows 98 SE, Me, NT 4.0, 2000, or XP
- 64 MB RAM (128 MB RAM recommended)
- 85 MB hard disk space
- CD-ROM drive
- 1024 x 768, 16-bit color display



A Simple Flash Animation Overview

- 1) Create storyboards
- 2) The FLASH Workspace
- 3) Create/Select/Edit Images
- 4) Import Images/Sound to Flash
- 5) The timeline
- 6) Adding Text
- 7) Lets Create an Animation
- 8) Testing the animation
- 9) Creating the final animation



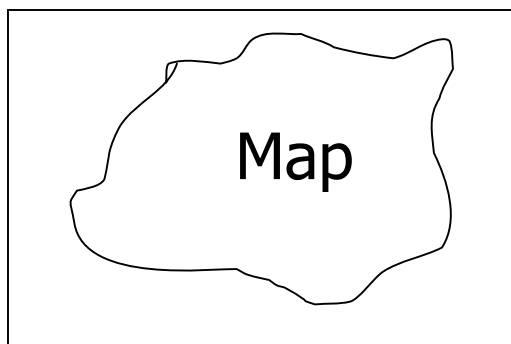
A Simple Flash Animation - Storyboarding

- Storyboards are the roadmap of how you are going to create your animation
- They can be complex works of art or simple crude stick-figure sketches
- The idea is to capture the action of what is happening in that moment in time in the animation

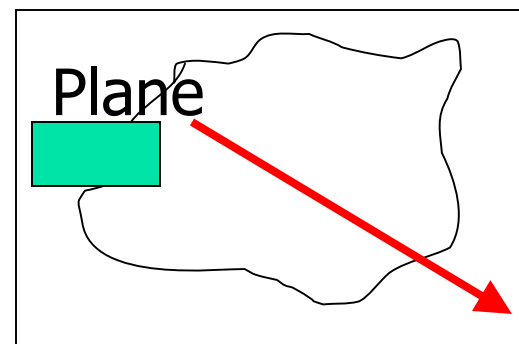
A Simple Flash Animation – Storyboarding (Cont)



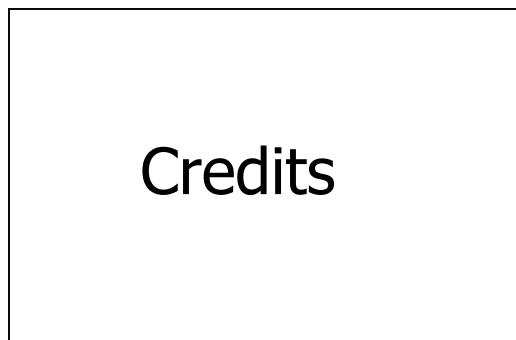
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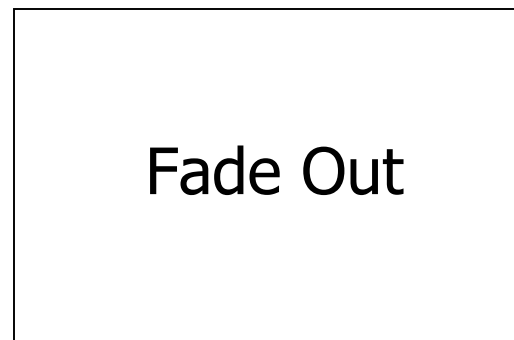
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S3



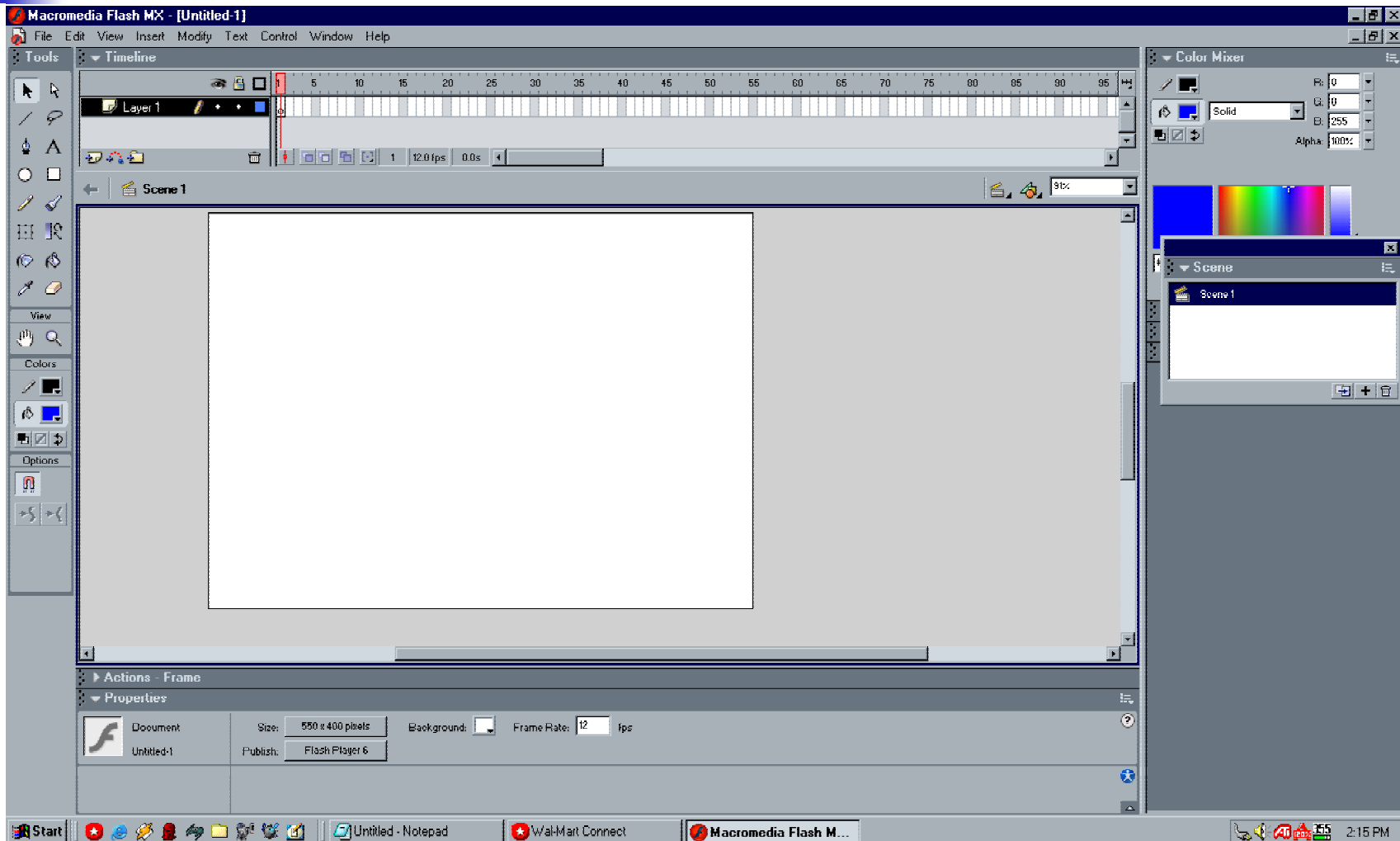
S4



S5



A Simple Flash Animation – The FLASH Workspace





A Simple Flash Animation – Creating/Selecting/Editing Images

- In our storyboards we have 2 images
 - A map of a continent
 - Star Wars TIE Intercept POD
- The Map
 - Download from the internet (www.worldatlas.com)
 - Edited with Macromedia Fireworks
- The TIE Intercept POD
 - Created by Jamie Neufeld
 - eMail: faraday81@hotmail.com
 - Rendered with L3PAO & Pov-Ray

A Simple Flash Animation – Creating/Selecting/Editing Images (Cont)

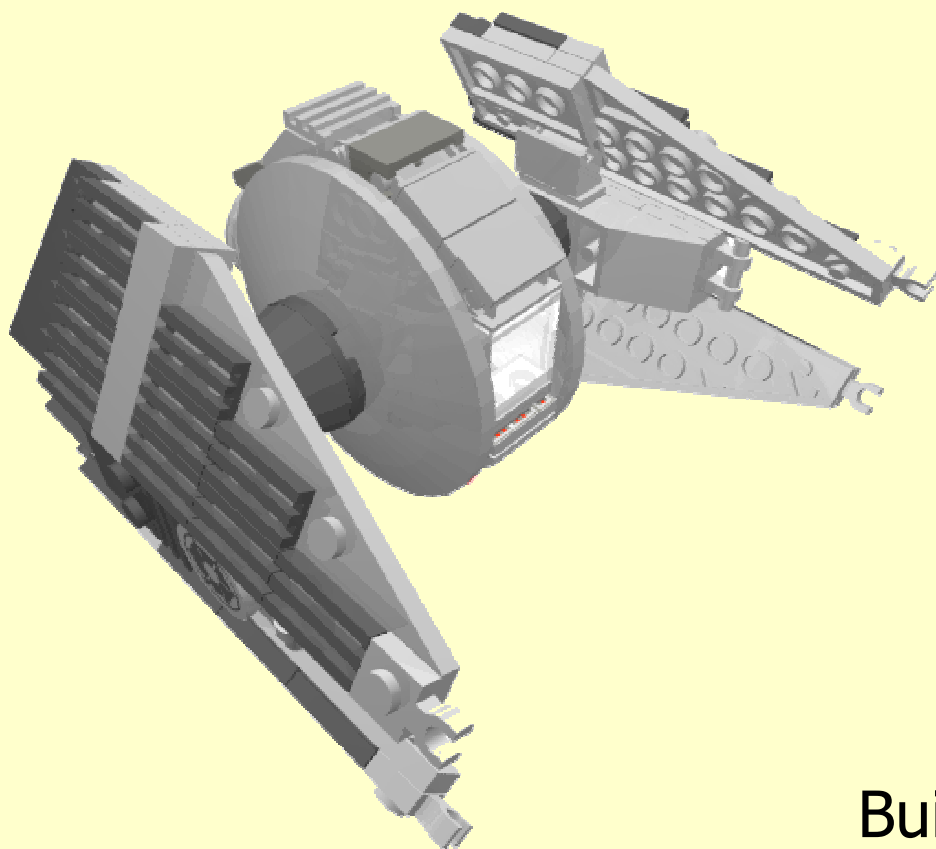


Original file
Bluish color
White Background



Edited File
Greenish color
Transparent Background

A Simple Flash Animation – Creating/Selecting/Editing Images (Cont)



Star Wars TIE Interceptor POD
By Jamie Neufeld

Building Instruction available at
http://www.ozbricks.com/jediagh/a_downloads/bi2.htm



A Simple Flash Animation – Importing Images/Sound to Flash

- The FLASH Library
 - All images, sounds, movies and animations (tweens) for a FLASH file are placed in a library
- To Import
 - FILE -> Import to Library
- To see Library
 - Windows -> Library
 - Hotkey F11



A Simple Flash Animation – Importing Images/Sound to Flash (Cont)

The screenshot shows a library panel with a central preview area containing a green map of Europe. Below the preview is a table listing imported assets:

Name	Kind	Use Count	Linkage	Date Modified
a_Background_Fade	Graphic	-		Tuesday, April 02, 2002 9:00:34 AM
Europe.png	Bitmap	-		Friday, December 27, 2002 10:06:44 AM
g_Fader	Graphic	-		Wednesday, December 11, 2002 10:22:28 PM
g_land	Graphic	-		Friday, December 27, 2002 10:07:08 AM
s_europe.wav	Sound	-		Saturday, December 28, 2002 8:22:30 PM
s_spaceship.wav	Sound	-		Friday, December 27, 2002 3:28:02 PM
SpaceShip.png	Bitmap	-		Friday, December 27, 2002 9:59:10 AM
Tween 1	Graphic	-		Monday, December 23, 2002 10:58:56 PM
Tween 2	Graphic	-		Friday, December 27, 2002 12:15:58 PM
Tween 3	Graphic	-		Tuesday, April 02, 2002 11:41:22 AM
Tween 4	Graphic	-		Friday, December 27, 2002 10:10:10 AM
Tween 5	Graphic	-		Wednesday, December 11, 2002 10:21:49 PM

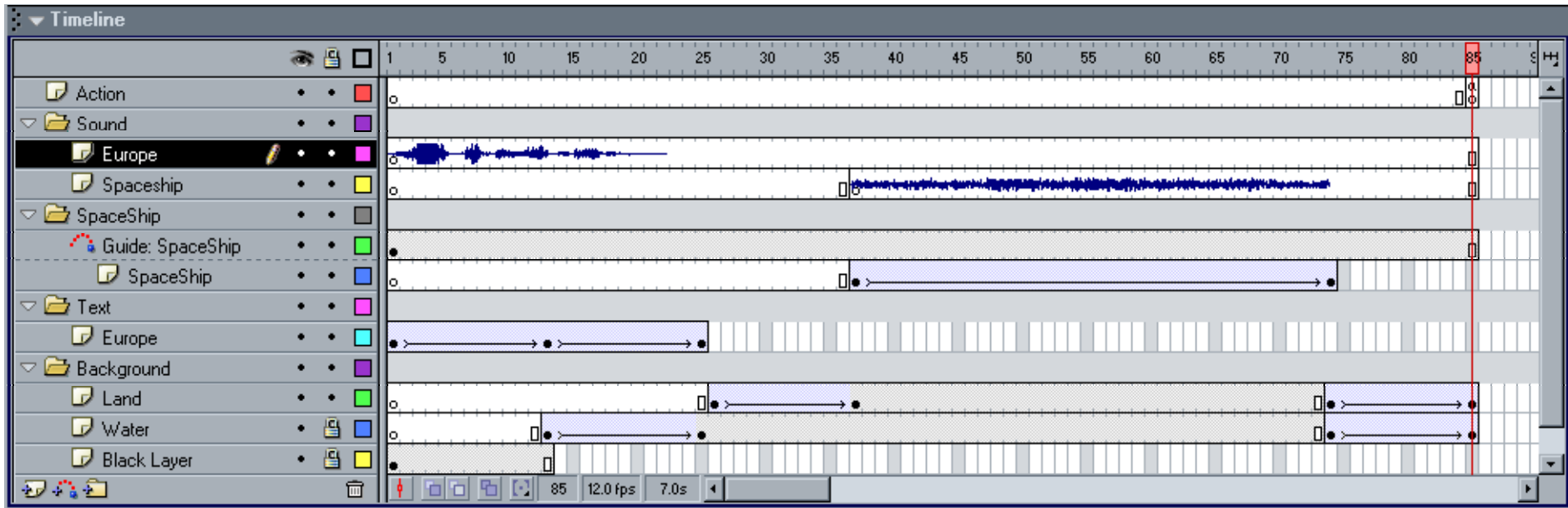


A Simple Flash Animation – The timeline

- Represents how events/actions occur over time
- It IS the storyboards in FLASH
- Each element (image, sound, etc) should have its own entry
- Tween “Aniamtion” are shown in light blue
- Static images are shown in grey
- No action appears as white
- Entries are stackable and represented from top to bottom on workspace.
 - Entry #1 will be placed ON TOP of Entry #2 in animation



A Simple Flash Animation – The timeline





A Simple Flash Animation – Adding Text

- Use the TEXT Tool on the Toolbar menu
 - HotKey "T"
- Text can be static or animated
- Text can be resized, colored, font changed all via the properties panel



A Simple Flash Animation – Lets Create an Animation

- Open the WIP_Animation.fla file
- Things we need to complete
 - Have TIE Intercept POD fly thru screen
 - Provide TIE Intercept POD Sound
 - Have Europe continent fade to black



A Simple Flash Animation –

Lets Create an Animation – Placing the TIE Intercept

- Having TIE Intercept POD fly on screen
 - Two entries needed:TIE Fighter & Guide
 - The Guide (purple line) does NOT show up in final animation
 - Guide is used to move an object along a path
 - Think of it as a wire that the TIE will guide on
 - Guide can be any path (simple or complex)
 - NOT needed but useful to see movement of object
 - Object using guide will show a small round ball with a cross-hair on it



A Simple Flash Animation –

Lets Create an Animation – Placing the TIE Intercept (Cont)

- Create a new keyframe in spaceship layer
 - Insert -> KeyFrame or F6
- In new keyframe (frame 24) insert the spaceship.png file from the library
 - Resize spaceship to W:253, H:229
 - Use an image viewer to know what to resize to so you keep aspect ratio
 - Place on guideline in upper left hand corner of screen
- Add more frames for the TIE POD
 - Use F5 to add more frames
 - Stop at frame 61



A Simple Flash Animation –

Lets Create an Animation – Placing the TIE Intercept (Cont)

- To animated the TIE POD convert the static frames to animated tween frames
 - Use Insert -> Create Motion Tween
 - Notice that the timeline changes to light blue
- To complete the animation of TIE POD you must provide an end-point (a new key frame)
 - Add a key-frame at frame 61
 - Place the TIE POD at the bottom right hand side of the screen
 - Use the arrow keys to make TIE POD move on the guideline or drag with mouse



A Simple Flash Animation –

Lets Create an Animation – Sound for the TIE Intercept

- On the spaceship layer in the Sound Folder add a new keyframe at frame 24
 - Insert -> KeyFrame or F6
- Extend this new keyframe by adding additional frames using F5
 - Stop at frame 61
- Open the library an insert the s_spaceship.wav file into the work area anywhere
 - Ensure you are at frame 24 of spaceship layer in the sound folder
 - A sound wave image will show up on the spaceship layer



A Simple Flash Animation –

Lets Create an Animation – Europe fades to black

- Locate the Land layer in the background folder
- Add a new keyframe at frame 62
- Extend the new keyframe by adding additional frames using F5
 - Stop at frame 73
- Create Motion Tween
- Create end-point of motion tween
 - Insert a new keyframe at frame 73
- Select frame 73 of land layer
- Choose ALPHA = 0% under the color options



A Simple Flash Animation – Testing the Animation

- Two options: Test or Debug Movie
 - Debug provides a log file with errors that occur
 - Recommend test movie for simple animation testing
- Both option found under Control menu
- Both options show more than the actual work-area screen



A Simple Flash Animation – Creating the final animation

- Command located under file menu -> Export Movie
- Many options to choose from
 - Flash Movie, .AVI, Quicktime, Animated Gif, etc.
 - Use .swf (Flash movie) for best results



Final Thoughts

- FLASH provides is an easy to learn 2D animation tool
- FLASH was created with the web in mind so final files are relatively small when compared to other animation files
- FLASH has a powerful language called *actionscript* that can create POWERFUL interactive animations

Questions?



Animation Sea