

Topics

- Ink bottle
- Animation
 - Frame rate
 - Easement (review & demo)
 - Guide paths
- Symbols (focus on graphic)

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What symbols get you

- Reuse, reuse, reuse
- Single edit point
- Run-time efficiency
- Can manipulate with ActionScript

- Symbols vs. Symbol Instances
- Blueprint Metaphor

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More on animation

- Appropriate frame rate
 - 12 fps – inclusive
 - 20 fps – high end
 - 26 fps – max*
 - (benchmark 24/30)
- Easement
- Guide layers
- Tween playground

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Onion skinning

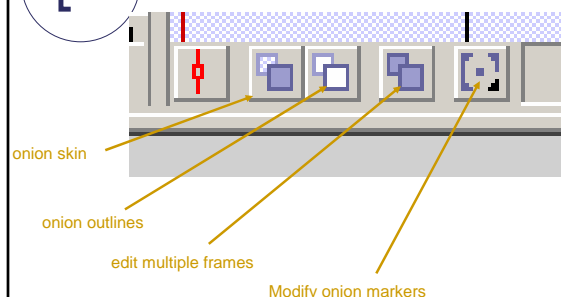
- Key frame (a list)
- “Tweens” (b list)

- Revist ball example



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Onion skinning tools



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Symbols

- Graphic
- Button
- Movie clip
- Pseudo

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