

Name:

# FLASH HELPSHEET

Class:

## Keyframes

A keyframe is a frame where you define changes in the animation. Keyframes that contain content are indicated in the Timeline by a solid black circle. Frames that you add have the same content as the previous keyframe. Remember to always select a keyframe to make changes to your animation.

## Layers

Layers are used to separate objects so they don't erase, connect, or segment each other. Typically, the background layer contains static artwork, and each additional layer contains one separate animated object.

1. To insert a new layer select "Insert...Timeline...Layer".
2. To change a layers name click on the name until it is highlighted then rename it.
3. To change the layer order, click and drag a selected layer.
4. To hide or lock a layer click the "eye" or "lock" icon located above the layers. A red X will appear in the column you chose and all layers will be either hidden or locked. Click each red X to show or unlock individual layers.

## Useful Information

1. New keyframe – F6
2. Delete keyframes - right click... "remove frames"
3. Copy/paste keyframes – highlight keyframes and then right click... "copy/paste"
4. You can move keyframes – click first to highlight, *then* click and drag
5. Use the "<" and ">" keys to move forward/backward one frame at a time
6. Any objects that go off the stage will not be seen or will be cut off
7. Use "Ctrl + Alt + R" keys to reset playback to the beginning
8. Test in a web browser – F12
  - Check off "Don't show this message again" on the Information Bar pop-up window and then click "Close"
  - Click the yellow bar (not on the "x") near the top of the web browser and select "Allow Blocked Content..."
  - Click "Yes"
  - Your scene will play in the top left corner and keep looping