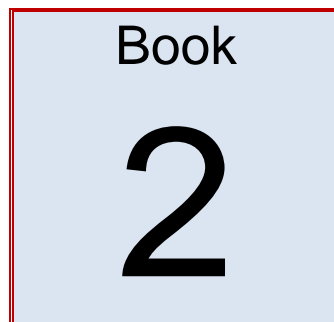




COMPUTER TECHNOLOGY

A Practical Guide

LEARN HOW TO CREATE A WALK CYCLE PART 1





HOW TO CREATE A WALK CYCLE IN ADOBE FLASH

INTRODUCTION

In this tutorial you will learn how to create a simple animated walk cycle using Adobe flash. The walk cycle will be of a caterpillar. The caterpillar will move across the screen in a realistic crawl using key frames and onion skins

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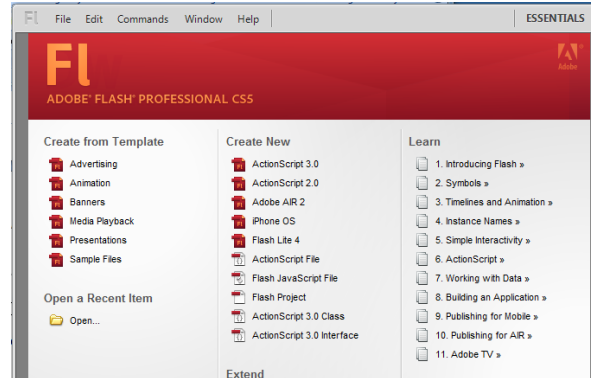
Create A Simple Walk Cycle



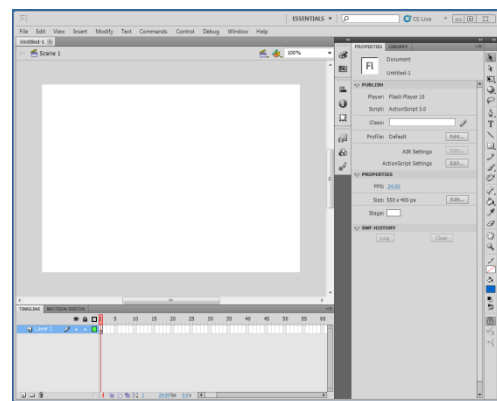
OPEN ADOBE FLASH

1. Open Adobe Flash.

Select the action script 3.0 button



2. Your screen should look like this

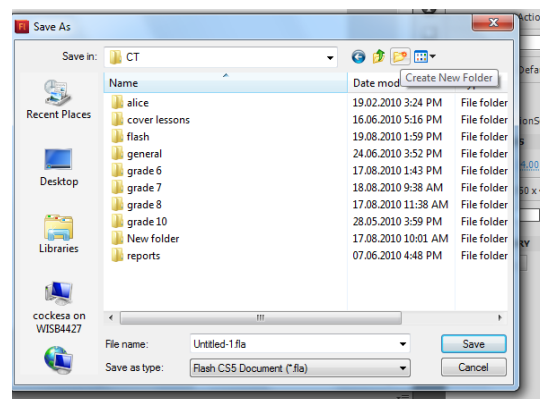


SAVING YOUR WORK

3. Go to the file tab and click on **save as**
Click on the **my documents** folder

And then the **Creepy Crawly Project** folder

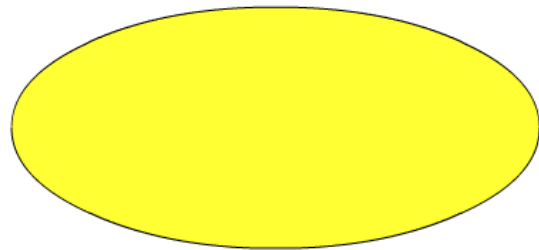
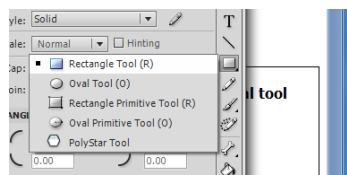
Save your document as:
SecondName_FirstName_caterpillar





CREATE VECTOR CATERPILLAR

4. Use the **oval tool**



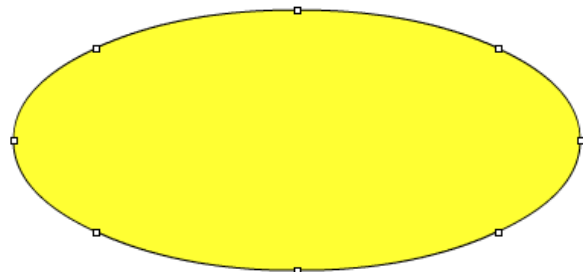
draw a simple oval shape (choose a light fill colour and a dark stroke colour).

6. Choose the **sub-selection tool**

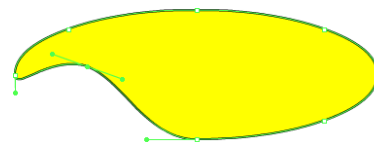


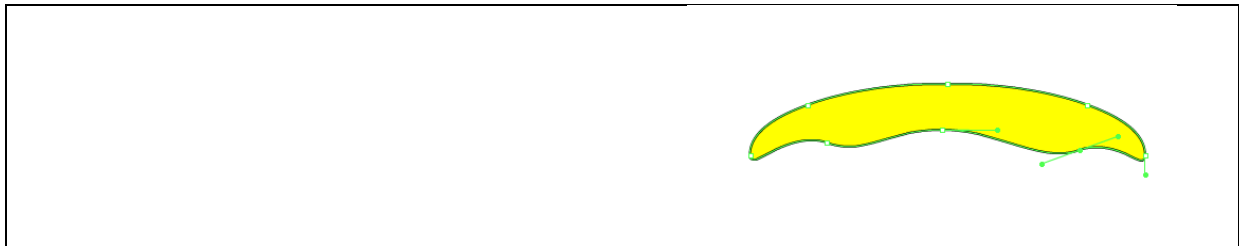
and click on the oval.

A series of small boxes will appear (anchor points).



7. Drag the anchor points at the bottom upwards to create a sausage shape .

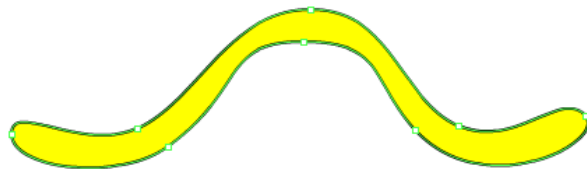




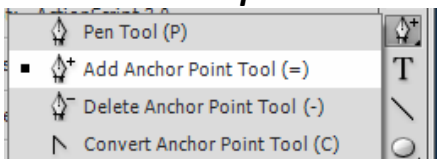
8. Drag the modifier lines at each anchor point to smooth the line



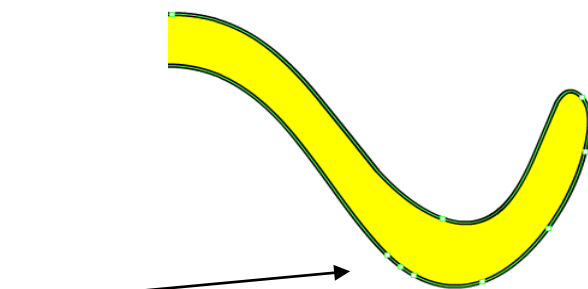
9. Continue to drag the anchor points and modifier lines around to produce a shape similar to this.



10. Click on the **pen tool**

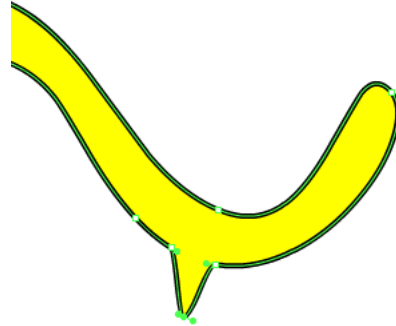


Create three new anchor points

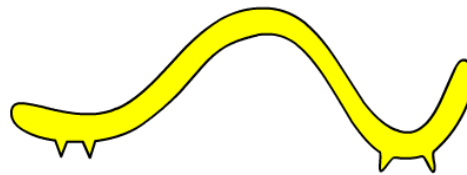




11. Pull the center point down this will become a leg.



12. Repeat three more times, to produce four legs. Two at the front and two at the back of your caterpillar.



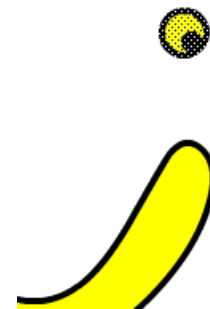
ADD DETAILS

13. Using the oval tool to create one eye.

use the
Selection tool

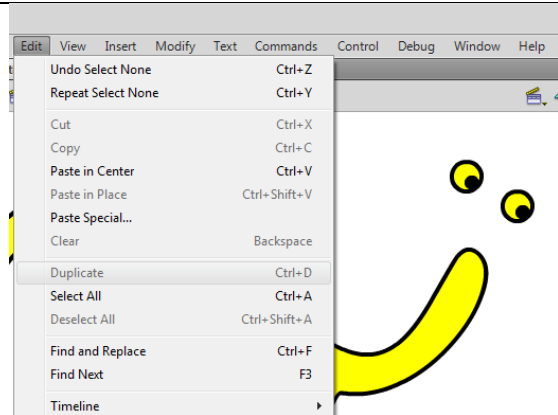


to highlight the eye

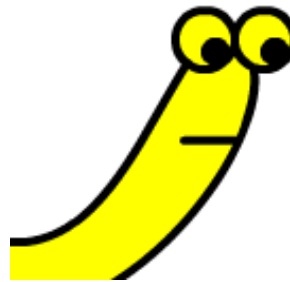




14. duplicate the eye

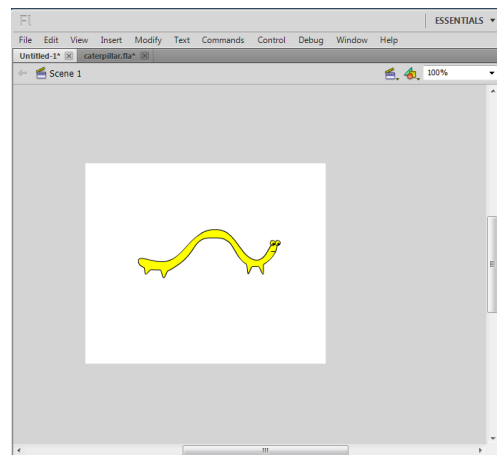


15. Reposition the eyes to create your character.



16. Using the line complete the face with a mouth

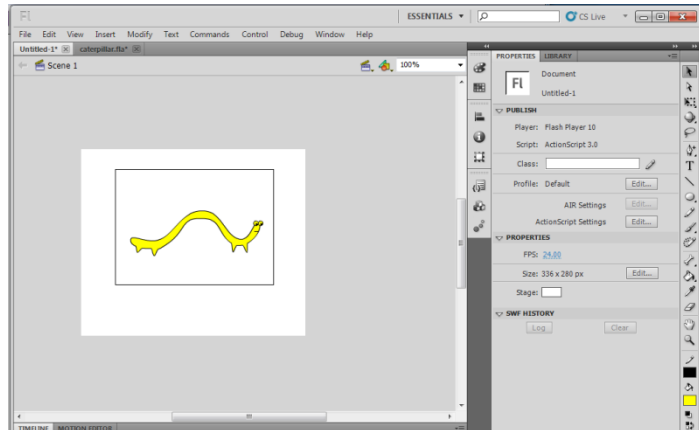
17. Your finish character should look something like this.





18. Your next job is to change the size of your caterpillar.

Use the selection tool and select the whole of the caterpillar

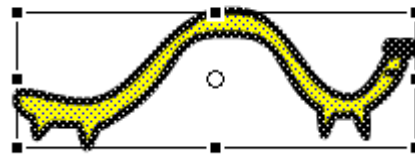


19. The caterpillar will become shaded.

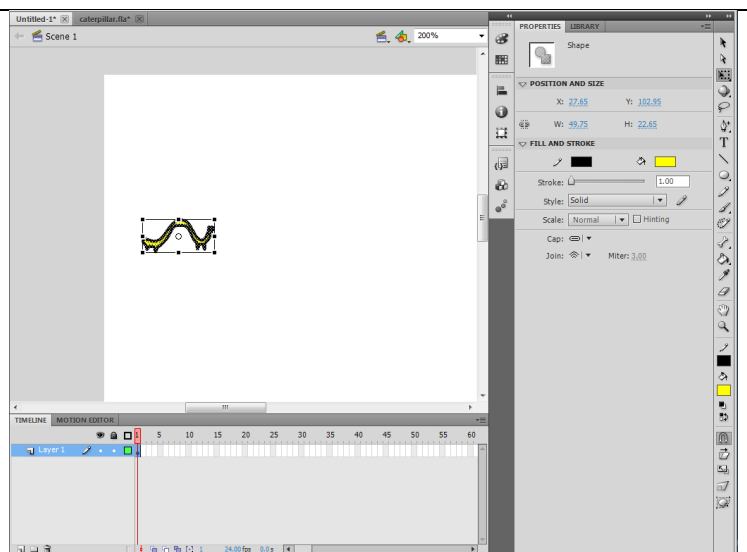
Click on the **Free Transform tool**



You will now be able to change the size of the caterpillar.



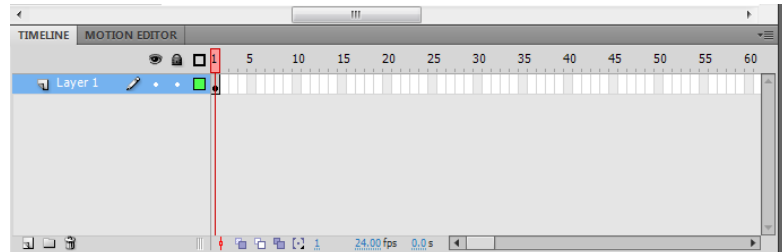
20. Move your caterpillar to the left side of the canvas and increase the view to 200%



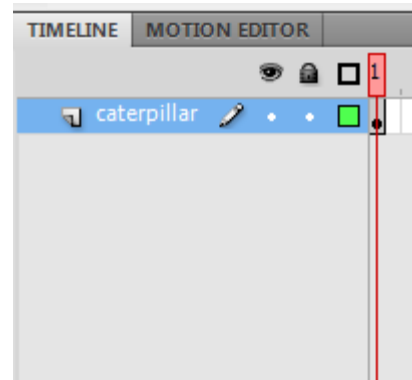


ANIMATING THE CATERPILLAR

21. At the bottom of the screen are the timeline and motion editor tabs make sure the timeline is on top.



22. Change the layer name to **caterpillar**

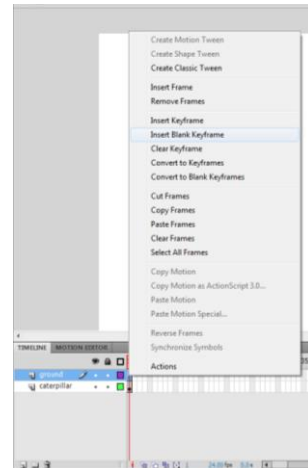


23. At the bottom of the timeline window are these three icons the left hand one is the new layer icon. Click on the icon and add a new layer call this one **ground**

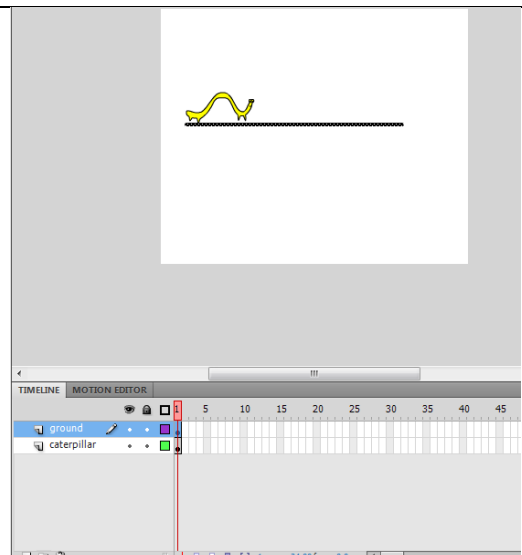




24. Right click on the first frame of the ground layer and insert a blank keyframe.

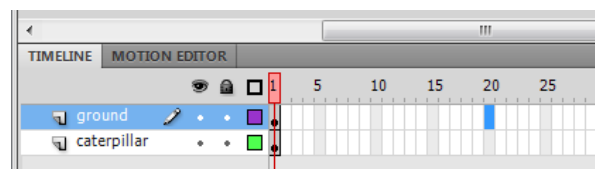


25. Make sure you have the ground layer still highlighted. Use the line tool and add the ground.



You will notice the frame will now be shaded

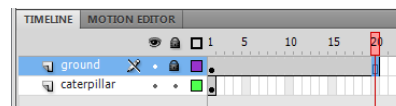
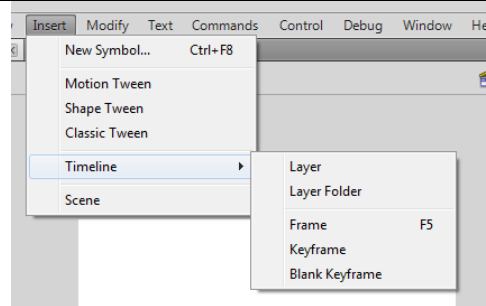
26. Select frame 20 of the ground layer



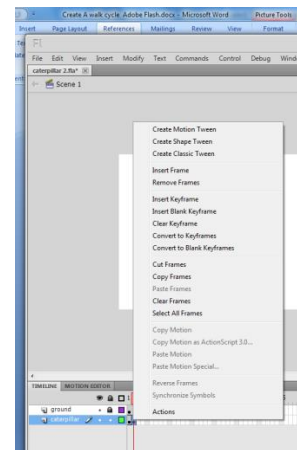


27. Choose the **insert** tab, **timeline**, **frame (f5)** this will add the ground to all 20 frames

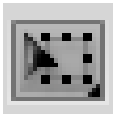
Lock the ground layer by clicking the **padlock icon**



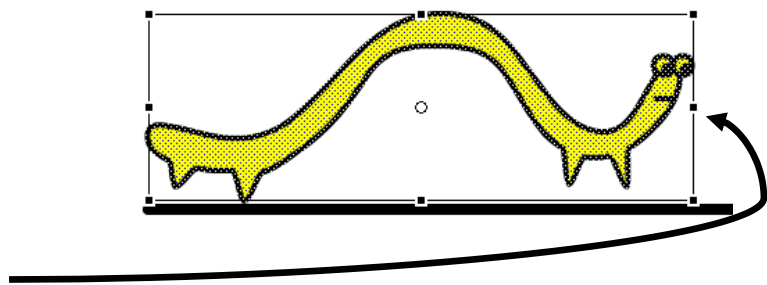
28. Right click on frame 2 of the caterpillar layer and add key frame. Your caterpillar will now be in both frames



29. Make sure that frame 2 of the caterpillar is still highlighted and select the **free transform tool**

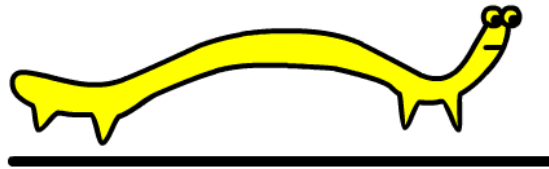


Lengthen your caterpillar by dragging the square on the right of the transform box





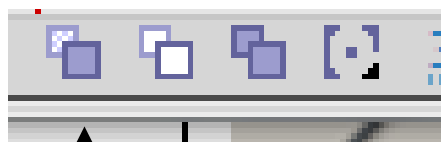
30. you will now need to use the sub selection tool again to slightly flatten the caterpillar Use the skills you learnt at the beginning to make your caterpillar something like this



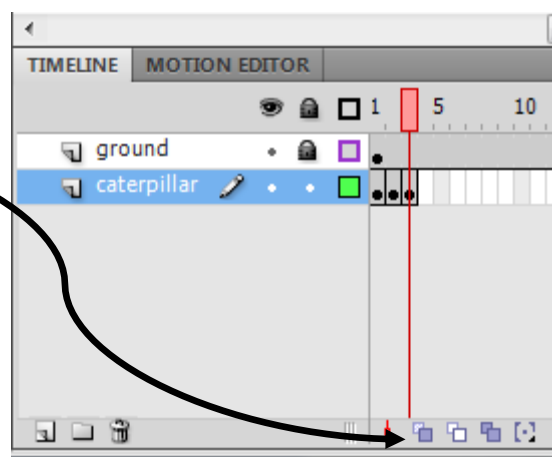
31. Click frame 3 right click and add a blank key frame. Click frame 1 right click and copy frames go back to frame 3 and paste. Frame 3 will look exactly the same as frame 1



32. At the bottom of the timeline are 4 icons these are the **onion skins**

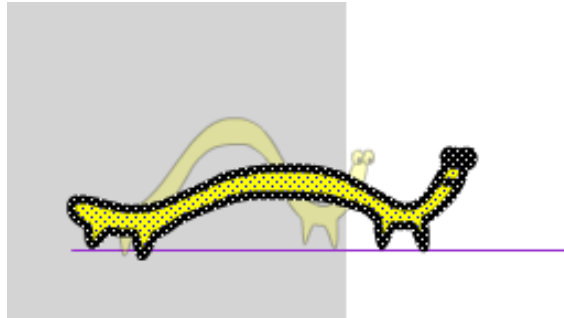


Click on the icon on the left

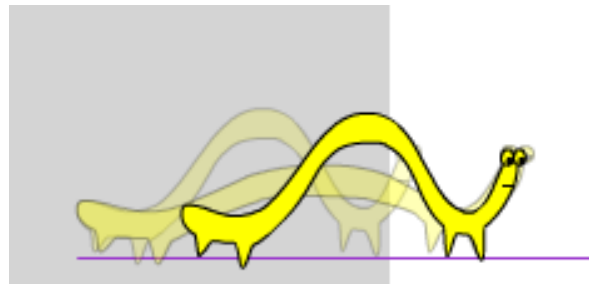




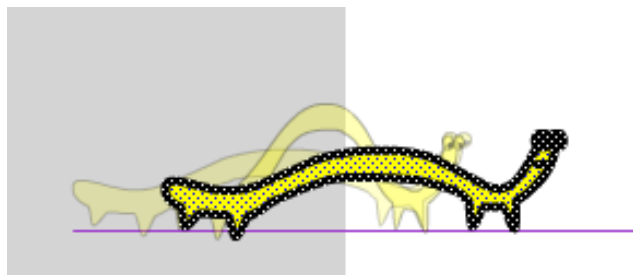
33. your caterpillar will now look like this



34. click on frame 3 and move your caterpillar so that the back legs are where frame 1 front legs are you can do this using the keyboard arrow keys



35. Click frame 4 right click and add a **blank key frame**. Click frame 2 right click and **copy frames** go back to frame 4 right click and **paste frames**. Move frame 4 caterpillar so that back legs are in line with front legs of frame 1 caterpillar





36. Continue with adding frames alternating the two shapes of caterpillar until you have reached frame 20



37. Congratulations you can now test your movie.

Ctrl+ enter

