

Rising Sun




A. Open 'car path' File.

Step 1. Open your 'airplane path.fla' file from the File Menu.

Step 2. Zoom 100% (Ctrl-1).

B. Add Tools to Timeline Tools.

Step 1. Click **Timeline Hamburger Menu**  located in the upper-right corner of the Timeline and click **Customize Timeline Tools** pop-up menu, **Fig. 1**.

Step 2. In Customize timeline panel, click **Insert Keyframe** , click **Insert Blank Keyframe**  and click **Insert Frame**  to add tools to Timeline tools, **Fig. 2**.

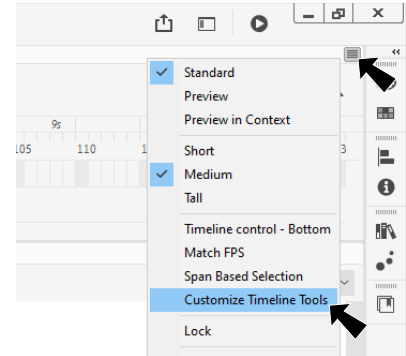


Fig. 1

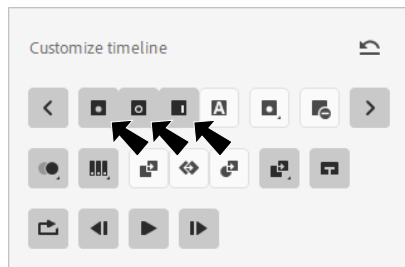


Fig. 2

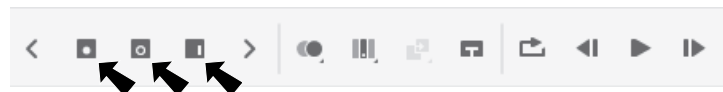




Fig. 3

C. Insert Sky Layer.

Step 1. Click the **Background layer's** name to make it active.

Step 2. Click the **Insert Layer**  at the top of the Timeline, **Fig. 4**.

Step 3. Drag down the bottom edge of the Timeline to display 5 layers. Place the cursor on the bottom gray edge of the Timeline. When the cursor changes to a double headed arrow  drag the cursor down. Expand the Timeline to display 5 layers.

Step 4. Double click the new layer name and key-in **Sky** for the new layer name and press ENTER.

Step 5. Click the **Lock Layer**  of the **Background layer** to unlock the Background layer.

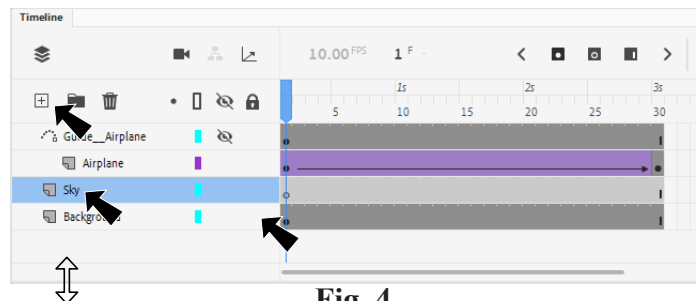


Fig. 4

Step 6. Click the **Selection Tool** (V) in the toolbar.

Step 7. Click the sky to select it, **Fig 5**.

Step 8. Click Edit Menu > Cut (**Ctrl-X**).

Step 9. Click **Sky layer** to make the sky layer active, **Fig 6**.

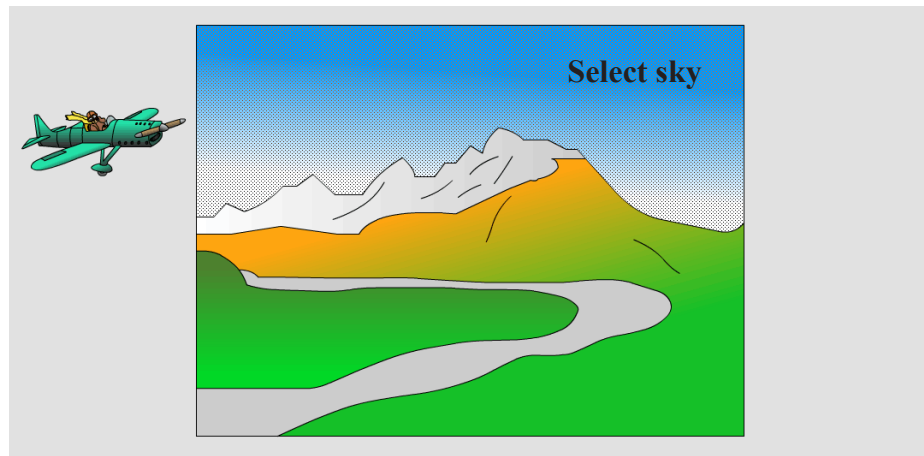


Fig. 5

Step 10. Click Edit Menu > Paste in Place (**Ctrl-Shift-V**). The sky is now on its own sky layer. With the sky pasted into the Sky layer the first frame should be a Keyframe and not Blank Keyframe, **Fig 6**.

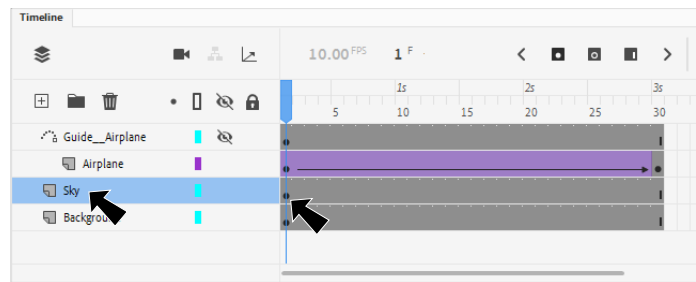


Fig. 6

D. Save File As 'rising sun'.

Step 1. Click File Menu > Save As.

Step 2. Key-in **rising sun** for the filename and press ENTER.

E. Insert Sun Layer.

Step 1. Insert Layer (+) and rename layer **Sun**, **Fig 7**.

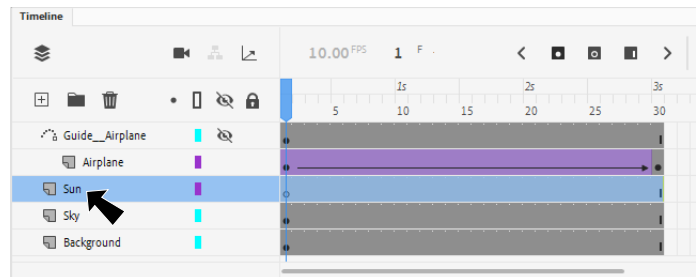



Fig. 7

F. Arrange and Lock Layers.

Step 1. Arrange the layer to Background, Sun and Sky with Background on top and Sky on bottom. To move Sky layer down, position the cursor over layer name and drag down, **Fig 8**.

Move Sun layer down. The positioning of the layers allows the sun to “come up” from behind the Background layer and the sun will be on top of the sky.

Step 2. Click **Lock All Layers**  and **unlock Sun layer**. Or **right click the Sun layer** and click **Lock Others** on menu, **Fig 9**.

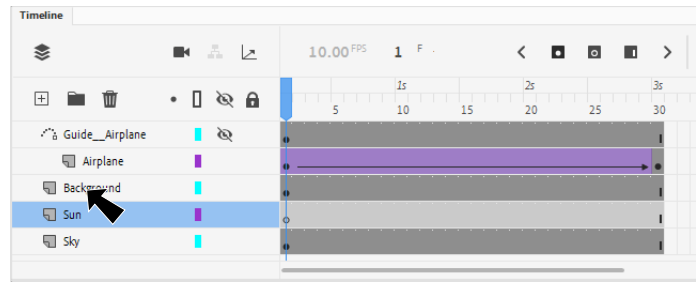


Fig. 8

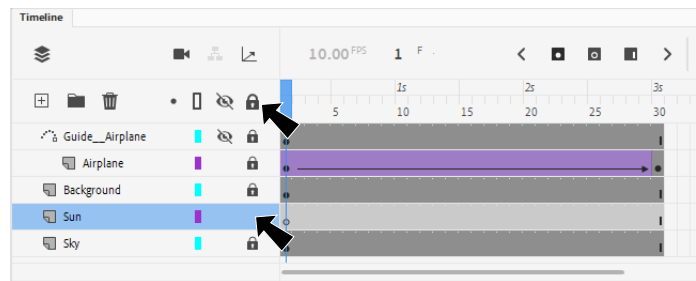


Fig. 9

G. Insert Keyframe at Frame 10.

Step 1. Click **frame 10** of **Sun layer** and click **Insert Keyframe**  (F6) from Timeline tools, **Fig 10**.

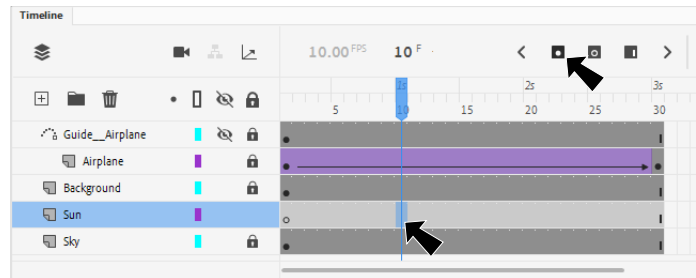


Fig. 10

H. Open 'sun' as Library.

Step 1. Click File Menu > Import > Open External Library.

Step 2. Find your **sun** file and open as library.

Step 3. Drag your sun symbol from the Library panel to the drawing area. Position the sun in the middle of the sky, **Fig. 11**.

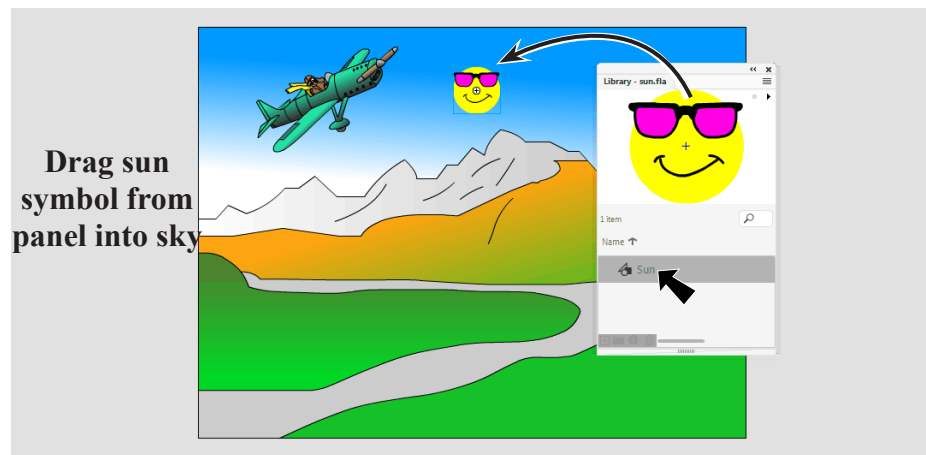


Fig. 11

Step 4. Close the Library panel .

I. Insert Keyframe at Frame 20.

Step 1. Click **frame 20** of **Sun layer** and click **Insert Keyframe** (F6) from Timeline tools, **Fig. 12**.

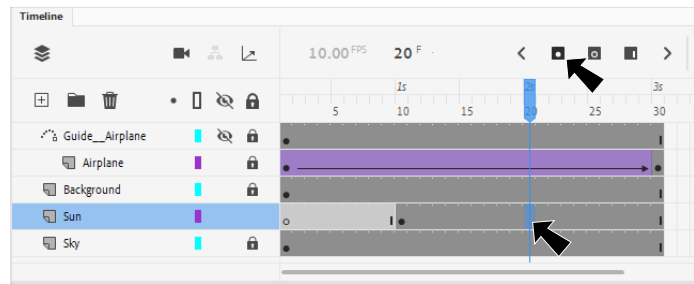


Fig. 12

Step 2. Click **keyframe 10** of the **sun layer** in the Timeline, **Fig. 13**.

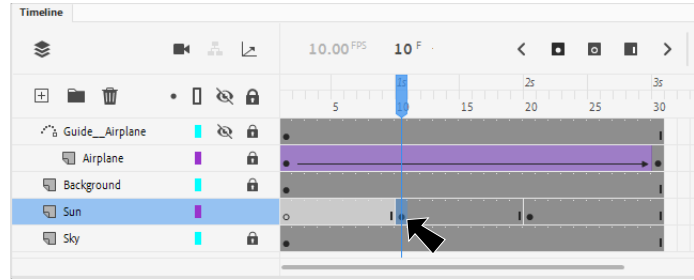


Fig. 13

Step 3. In the Properties panel (Ctrl-F3):
under **Frames**, **Fig. 14**

Click **Create classic tween**

Step 4. Move the sun down below the horizon, **Fig. 15**.

Step 5. Click **Play** .

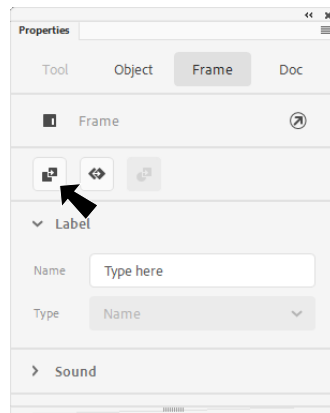


Fig. 14

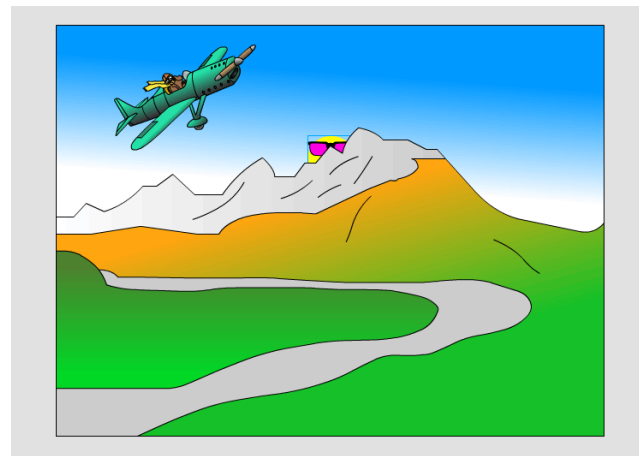


Fig. 15

J. Rotate Sun.

Step 1. Click **keyframe 10** in **Sun layer**, **Fig. 16**.

Step 2. In the Properties panel (Ctrl-F3):
under **Tweening**, **Fig. 17**
set Rotate **Clockwise**

Step 3. Click **Play** .

Step 6. Save
(Ctrl-S).

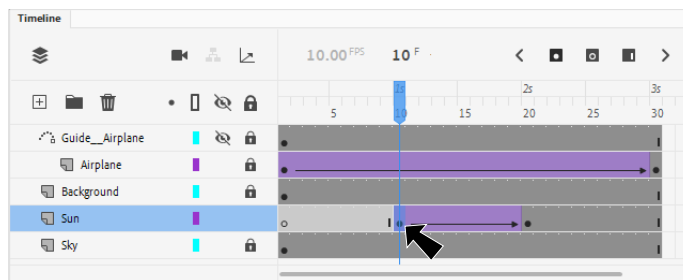


Fig. 16

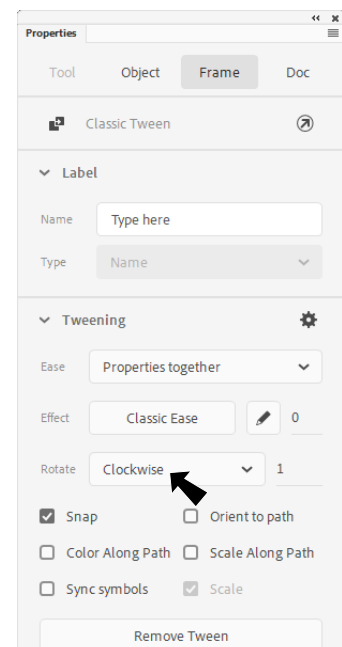


Fig. 17