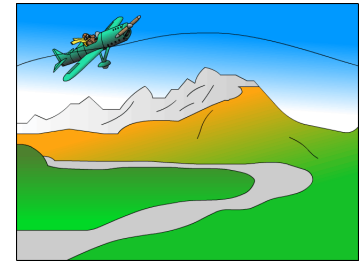


Airplane Path



A. Open 'airplane background' File.

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

B. Set Up Layers.

Step 1. Double click Layer 1 name located just to the left of the Timeline, Fig 1. Key-in **Background** for the new layer name and press ENTER.

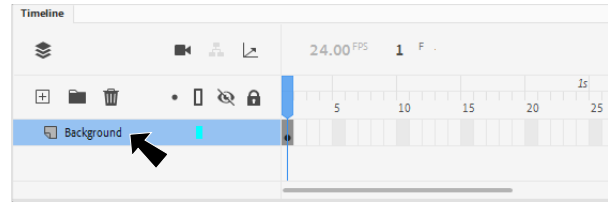


Fig. 1

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

Step 3. Double click Layer 2's name to highlight the layer name and key-in **Airplane** and press ENTER, Fig 2.

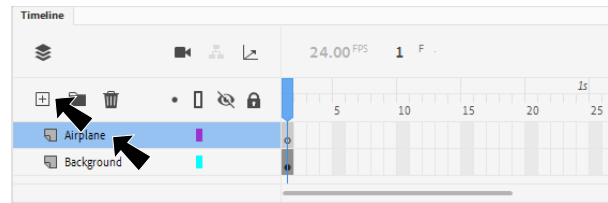




Fig. 2

Step 4. Click **Lock Layer**  of **Background** layer to lock the Background layer. The Lock Layer icon  will appear, Fig. 3.

Step 5. Keep **Airplane** layer active, Fig. 3.

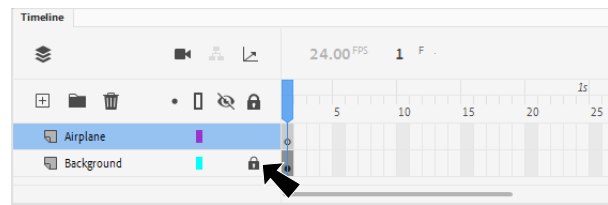


Fig. 3

C. Save File As 'airplane path'.

Step 1. Click File Menu > Save As.

Step 2. Key-in **airplane path** for the filename and press ENTER.

D. Open Airplane as Library.

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

Step 2. Select your **airplane tracing** file and open as library.

Step 3. Click the Airplane name and drag your airplane symbol from the Library panel to the stage. Position the airplane on the left side of the stage just off the stage, Fig. 4.

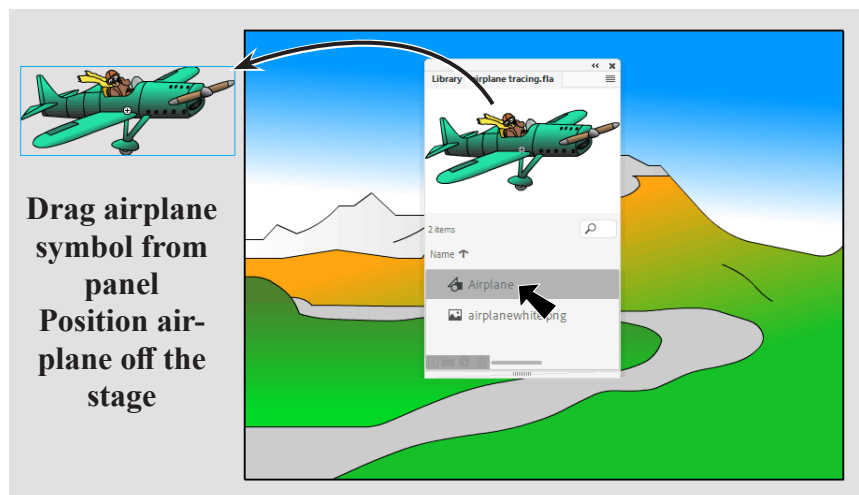



Fig. 4

Step 4. Close the Library panel .

E. Scale Airplane Smaller in Frame 1.

Step 1. Click the **Free Transform Tool**  (Q) in the toolbar.

Step 2. Hold down the Shift key on the keyboard and drag a corner handles to scale the airplane smaller, **Fig 5**.

Step 3. Position the cursor on the airplane and move the airplane just off the stage, **Fig 5**.

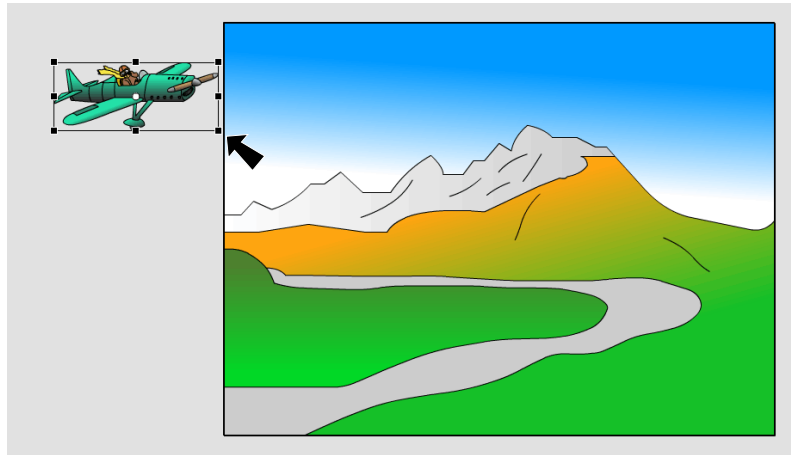


Fig. 5

F. Keyframe Airplane Move.

Step 1. **Right click frame 30** of the **Background layer** and click **Insert Frame (F5)**, Fig. 6.

Step 2. **Right click frame 30** of the **Airplane layer** and click **Insert Keyframe (F6)**, Fig. 7.

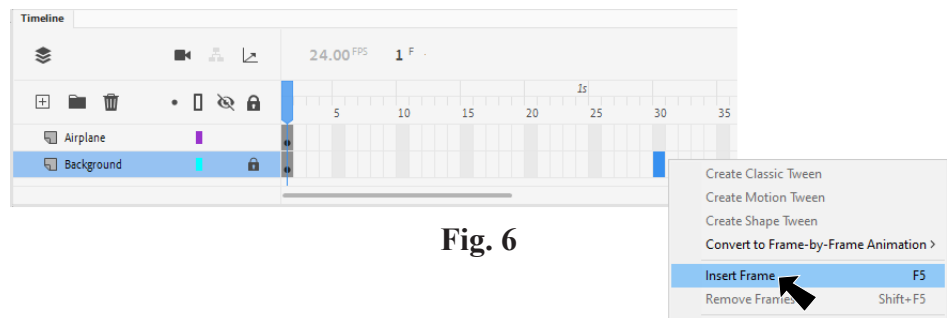



Fig. 6

Step 3. Use the **Selection Tool**  (V) to move the airplane to just off the right side of stage, **Fig. 8**.

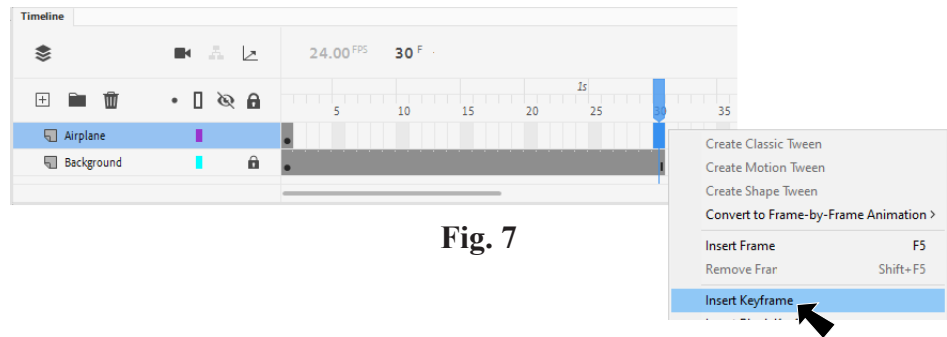



Fig. 7

Step 4. Click **Play**  in the Timeline header. The movie plays and the airplane does not move until frame 30. You need to tween the frames.

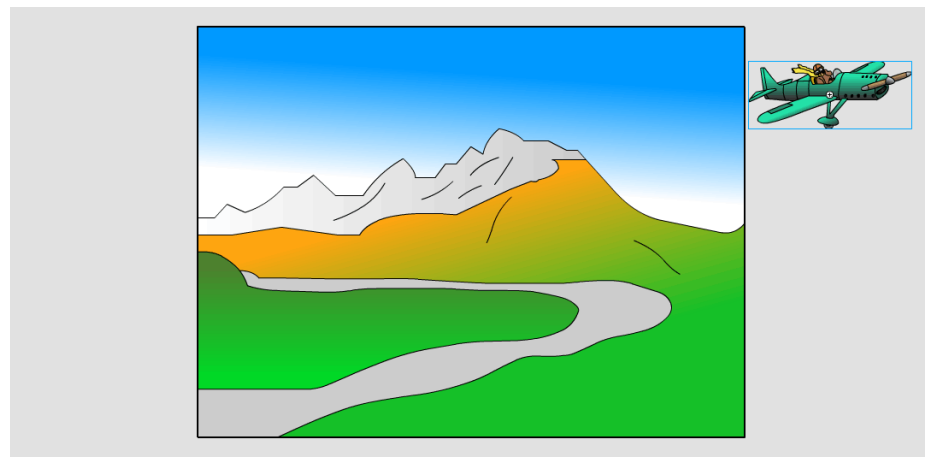


Fig. 8

G. Motion Tween.

Step 1. Click and hold **Step Back One Frame**  in the Timeline header to **rewind** to frame 1.

Step 2. **Right click** any **frame** of the **Airplane** layer and click **Create Classic Tween**, **Fig. 9**.

Step 3. Click **Play**  in the Timeline header.

Step 4. Save (Ctrl-S).

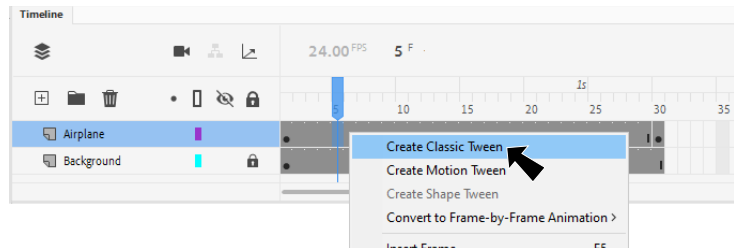




Fig. 9

H. Insert Motion Guide.

Step 1. Click and hold **Step Back One Frame**  in the Timeline header to **rewind** to frame 1.

Step 2. **Right click** **Airplane** layer **name** and click **Add Classic Motion Guide**, **Fig. 10**.

Step 3. Click the **Pencil Tool**  in the toolbar and confirm **Smooth Mode**  modifier.

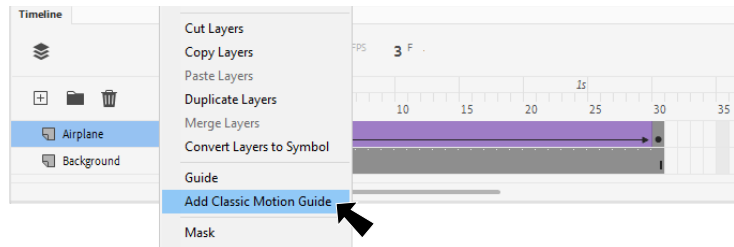


Fig. 10

Step 4. Draw a curved path for the airplane to follow, **Fig. 11**. Start the curved path in the center of the airplane. Draw the curvy path across and off the stage. Confirm airplane symbol snaps to the guide path.

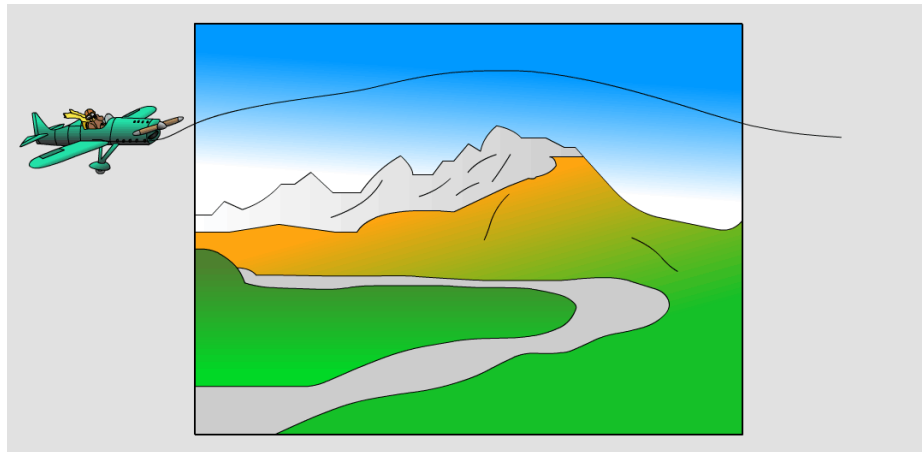


Fig. 11

Step 5. Click the **Selection Tool** (V) in the toolbar.

Step 6. Click **keyframe 30 in the Airplane layer**, Fig. 12.

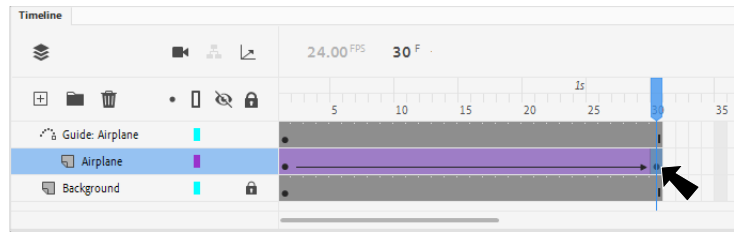


Fig. 12

Step 7. Snap airplane symbol to the path for the end keyframe. Position the very tip of the arrow cursor over the + in the middle of the airplane symbol and move the airplane until it snaps to the curved path, Fig 14. A black ring appears at the center point when the airplane is locked to the motion guide.

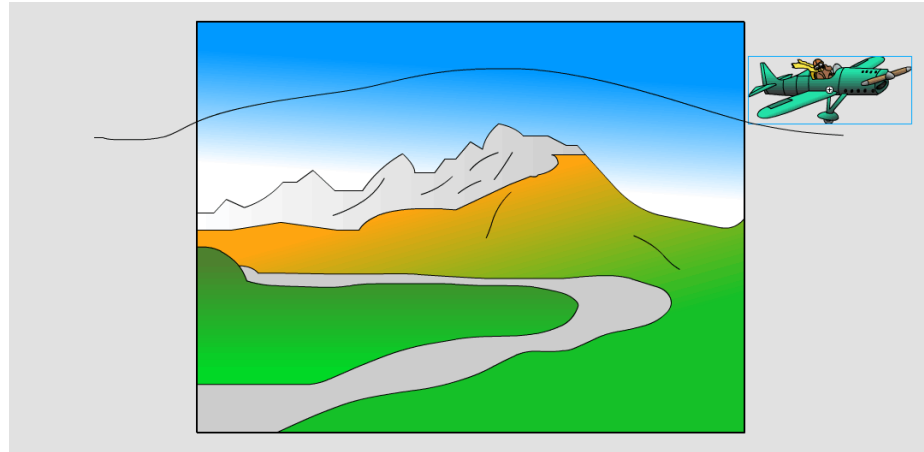


Fig. 13

Step 8. Click **Play** in the Timeline header.

Step 9. Save (Ctrl-S).

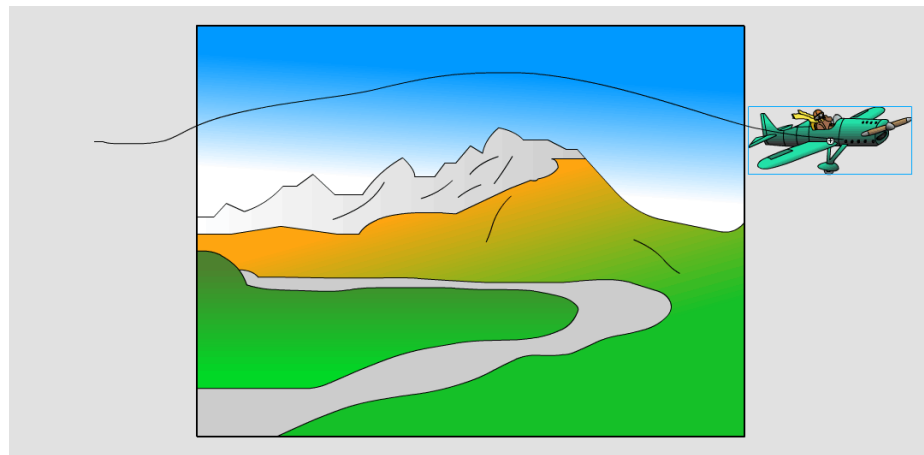


Fig. 14

I. Orient Airplane to Path Direction.

Step 1. Click **keyframe 1** of the **airplane layer** in the Timeline, **Fig. 15**.

Step 2. In the Properties panel (**Ctrl-F3**) under Tweening, **Fig. 16** check **Orient to path**.

Step 3. Click **Play** in the Timeline header.

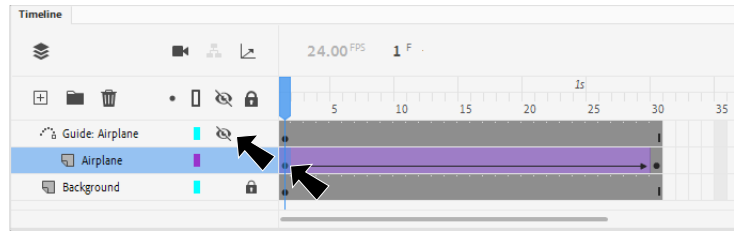


Fig. 15

Step 4. **Hide** the **Guide layer**, **Fig. 16**

Step 5. Save the file. Use **Ctrl-S**.

J. Frame Rate.

Step 1. In the Document Setting panel (**Ctrl-J**) **Frame rate 10**, **Fig. 17** click **OK**.

Step 2. Click **Play** in the Timeline header.

Step 3. **Save (Ctrl-S)**.

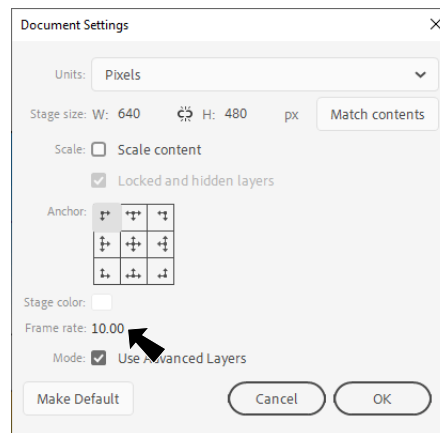


Fig. 17

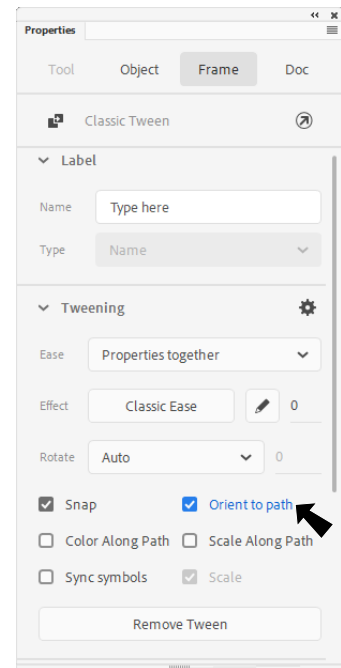


Fig. 16