



A. New File.

Step 1. Click File Menu > New.

Step 2. In the New Document dialog box, select **Web** and **Low** and click Create.

B. Draw Circle.

Step 1. Hold on the **Rectangle Tool**  and click **Oval Tool**  (O) in the toolbar.

Step 2. In the Color panel (Ctrl-Shift-F9)

Set color type to **Radial gradient**, Fig. 1.

Click **left pointer**  on Gradient Definition Bar and set RGB color to:

Click **right pointer**  and set color, Fig. 2.

Left Pointer	Right Pointer
R 255	R 127
G 186	G 54
B 44	B 30

Set **Stroke to None** , Fig. 2.

Close panel .

Step 3. Display the Info panel (Ctrl-I).

Step 4. Draw a circle with diameter around **150**, Fig. 3. Hold down Shift key when dragging to constrain shape to a circle. View the Info panel for diameter, Fig. 4.

C. Save File As 'ball'.

Step 1. Click File Menu > Save As.

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

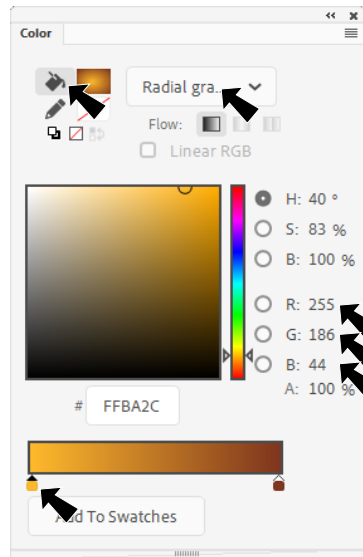


Fig. 1

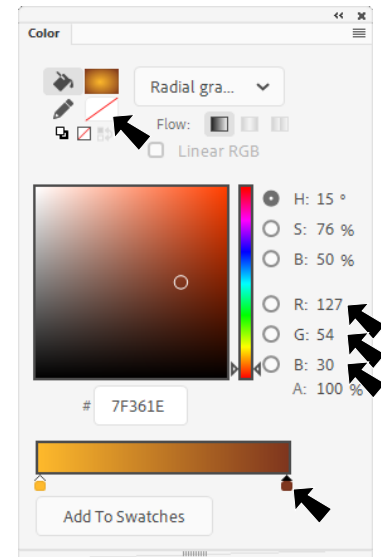


Fig. 2

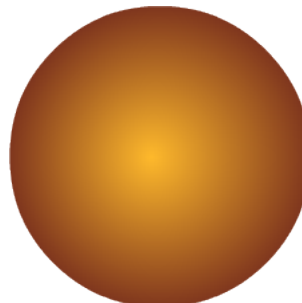


Fig. 3

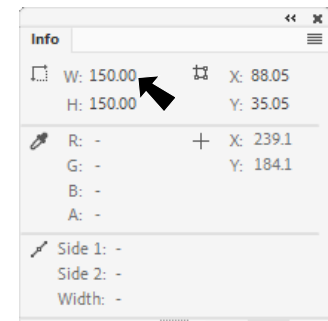




Fig. 4

D. Adjust Gradient.

Step 1. Press **Free Transform Tool**  in toolbar and click **Gradient Transform Tool**  (F) from menu.

Step 2. Click circle to display handles and drag center handle to top right of circle, **Fig. 5**.

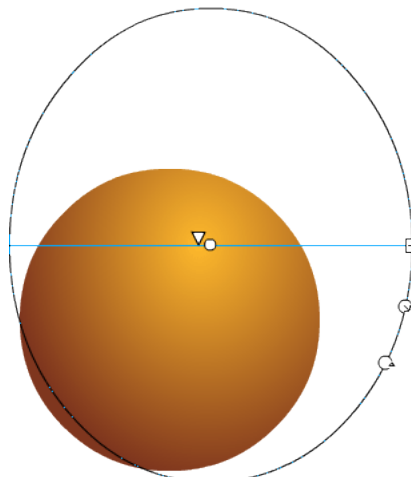


Fig. 5

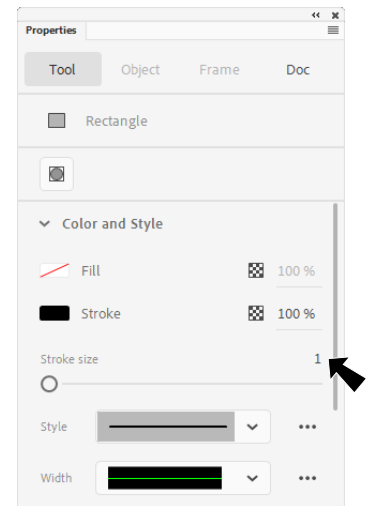




Fig. 6

E. Pencil in Curves.

Step 1. Click the **Pencil Tool**  (**Shift-Y**).

Step 2. In the Properties panel (**Ctrl-F3**) under Color and Style, **Fig. 6**
Stroke size **3**
select **Butt cap** 

Step 3. Draw lines of Ball, **Fig. 7**.



Fig. 7

F. Create Ball Symbol.

Step 1. Use the **Selection Tool**  (V) and make a selection around the Ball, **Fig 8**.

Step 2. Click Modify Menu > Convert to Symbol (**F8**).

Step 3. In Convert to Symbol dialog box, **Fig 9**.
Name key-in **Ball**
Type **Graphic**
Registration **center grid**
click OK.

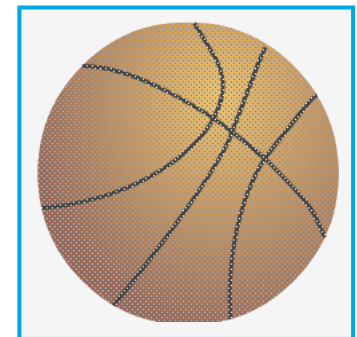


Fig. 8

Step 4. Save (**Ctrl-S**).

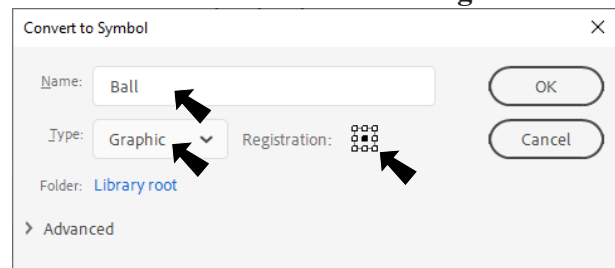


Fig. 9

G. Tween Ball.

Step 1. If necessary, move the Ball to top of stage.

Step 2. Double click Layer 1 name of the Timeline, Fig 10. Key-in Ball for the new layer name and press ENTER.

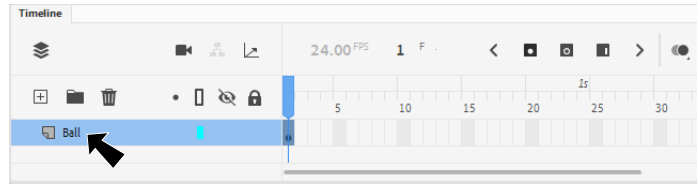


Fig. 10

Step 3. Click frame 30 of Ball layer and click Insert Keyframe (F6) from Timeline tools, Fig 11.

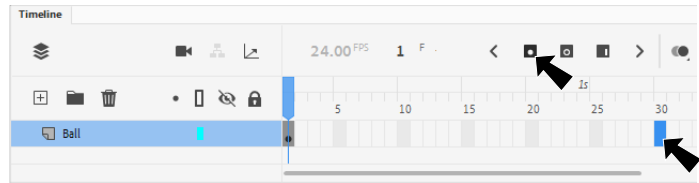


Fig. 11

Step 4. Click frame 13 of Ball layer and click Insert Keyframe (F6) from Timeline tools, Fig 12.

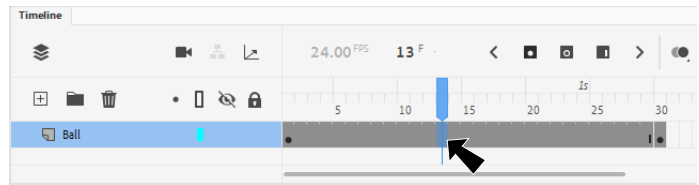


Fig. 12

Step 5. Use Selection Tool (V) or Down Arrow key to move the Ball down, Fig. 13.

Step 6. Click frame 15 of Ball layer and click Insert Keyframe (F6), Fig 14.

Step 7. Repeat and add keyframe at frame 17 (F6), Fig 14.

Step 8. Right click each span of frames and click Create Classic Tween Fig. 15.



Fig. 13

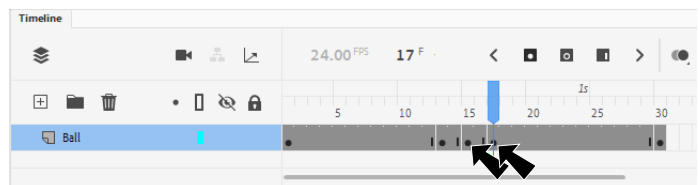


Fig. 14

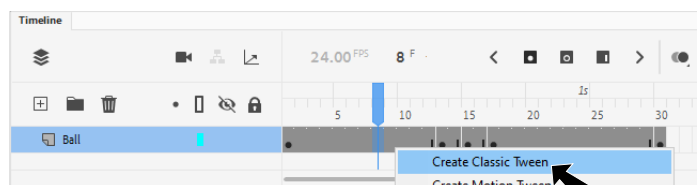


Fig. 15

Step 9. Click **keyframe 15** of **Ball layer** to select, **Fig 16**. This should be the middle of the 3 keyframes.

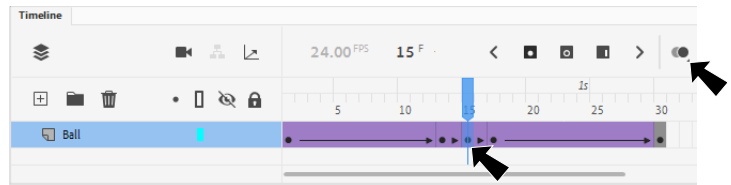



Fig. 16

Step 10. Click the **Free Transform Tool**  in the toolbar (**Q**).

Step 11. Grab the top middle handle and swatch ball, **Fig 17**.

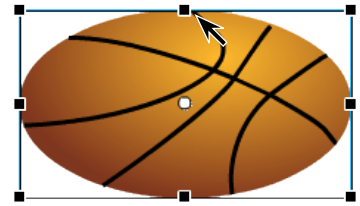


Fig. 17

Step 12. Grab the side middle handle and stretch ball, **Fig 18**.

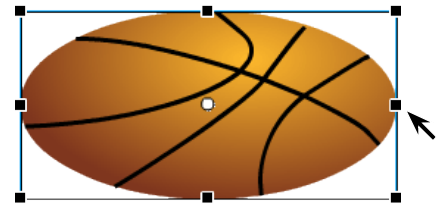



Fig. 18

Step 13. Click **Onion Skin Button**  located at top of the Timeline, **Fig, 16**.

Step 14. Use **Selection Tool**  (**V**) to move the flattened Ball to align bottom with circular Ball, **Fig. 19**.

Step 15. **Turn off Onion Skin Button** .

H. Loop Playback.

Step 1. Click **Loop Playback**  in the Timeline header.

Step 2. Drag **Frame Selectors**   to select **all frames**, **Fig. 20**.

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

Step 4. **Save (Ctrl-S)**.

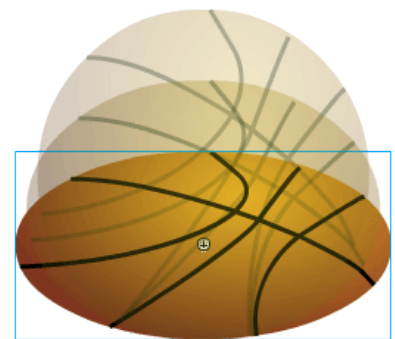


Fig. 19

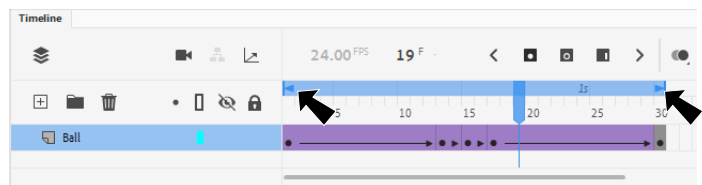








Fig. 20

I. Shadow.

- Step 1. Click the **Insert Layer**  at the top of the Timeline and rename layer **Shadow**, **Fig 21**.
- Step 2. Drag the Shadow layer below the Ball layer, **Fig 22**. To move layer position cursor on layer name and drag.
- Step 3. Hold on the **Rectangle Tool**  and click **Oval Tool**  (O) in the toolbar.
- Step 4. In the Properties panel (**Ctrl-F3**) under Color and Style, **Fig 23**
Fill Black 
Stroke None 
- Step 5. Draw oval under the Ball, **Fig. 24**.
Tip: You can move to the **Playhead**  to **keyframe 15** in the Timeline to align the Ball, **Fig. 25**. Be use to keep Shadow layer active when drawing oval.

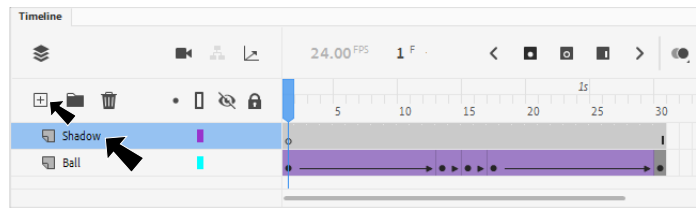


Fig. 21

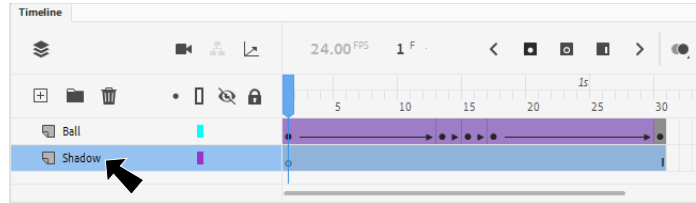


Fig. 22

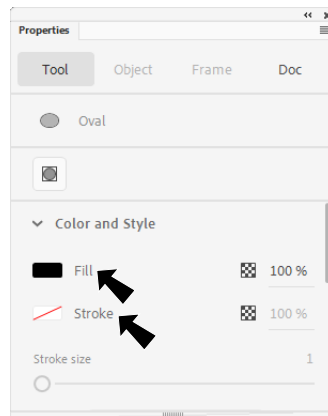


Fig. 23




Fig. 24



Fig. 25

J. Create Shadow Symbol.

- Step 1. Click the **Selection Tool**  (V) in the toolbar.
- Step 2. Click oval to select it, **Fig. 25**.
- Step 3. Click Modify Menu > Convert to Symbol (**F8**).
- Step 4. In Convert to Symbol dialog box, **Fig 26**.
Name key-in **Shadow**
Type **Graphic**
Registration **center grid**
click OK.
- Step 5. Save (**Ctrl-S**).

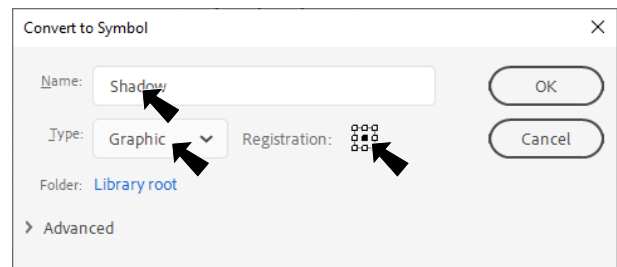


Fig. 26

K. Tween Shadow.

Step 1. Click **frame 30** of **Shadow** layer and click **Insert Keyframe** (F6) from Timeline tools, Fig 27.

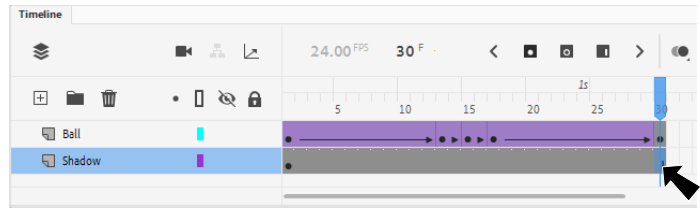


Fig. 27

Step 2. **Right click** any frame of the **Shadow** layer and click **Create Classic Tween** Fig. 28.

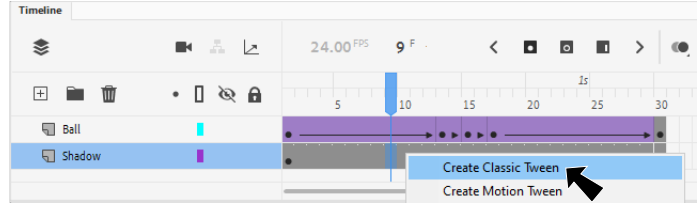


Fig. 28

Step 3. Click **frame 15** of **Shadow** layer and click **Insert Keyframe** (F6) from Timeline tools, Fig 29.

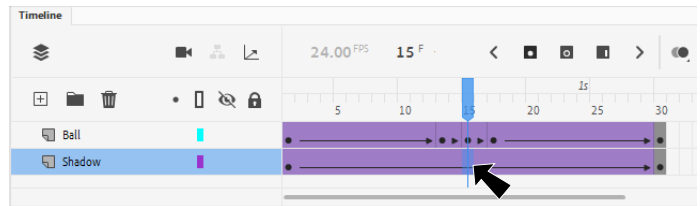


Fig. 29

L. Keyframe 15 Alpha 50%.

Step 1. Click **keyframe 15** of **Shadow** layer, Fig 30.

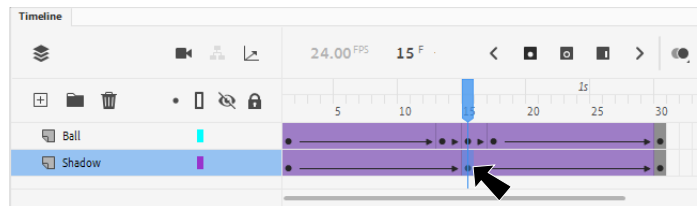


Fig. 30

Step 2. In the Properties panel (Ctrl-F3) click **Object** tab, Fig. 31 under **Color Effects**
Color style Alpha
Alpha 50%



Fig. 32

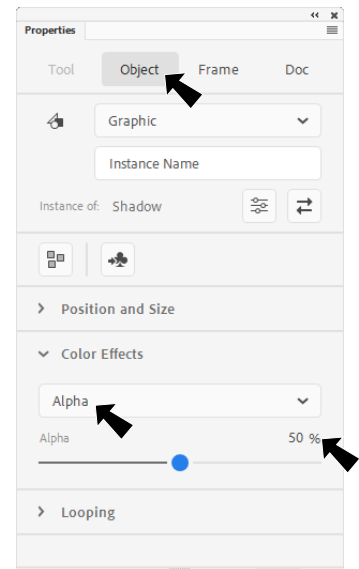


Fig. 31

M. Keyframe 1 Alpha 10%.

Step 1. Click keyframe 1 of Shadow layer, Fig 33.

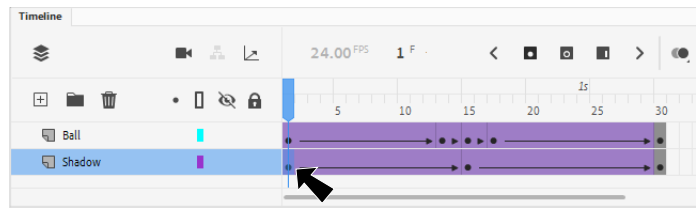


Fig. 33

Step 2. In the Properties panel click Object tab, Fig. 34 under Color Effects
Color style Alpha
Alpha 10%



Fig. 35

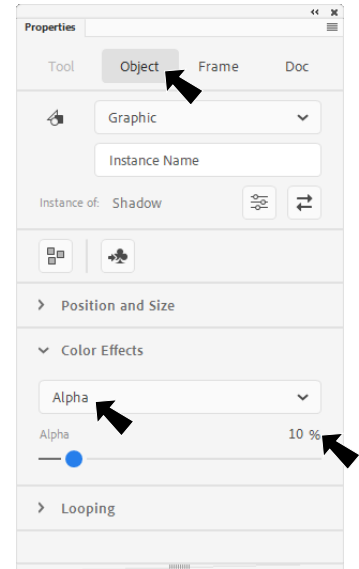


Fig. 34

N. Keyframe 30 Alpha 10%.

Step 1. Click keyframe 30 of Shadow layer, Fig 36.

Step 2. In the Properties panel click Object tab, Fig. 34 under Color Effects
Color style Alpha
Alpha 10%

Step 3. Click Loop Playback  in the Timeline header.

Step 4. Play .

Step 5. Save (Ctrl-S).

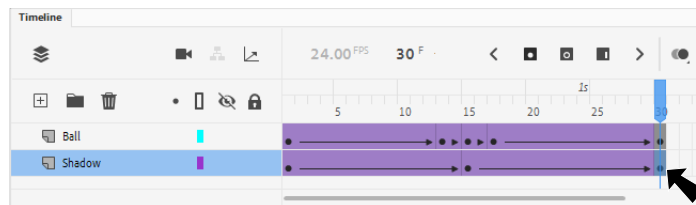


Fig. 36

O. Ease In.

Step 1. Click any frame in **first tween span of Ball layer**, Fig 37.

Step 2. In the Properties panel (Ctrl-F3)
under Tweening, Fig. 38
Effect click **No Ease**
click **Ease in** and **double click Quad** to apply

P. Ease Out.

Step 1. Click any frame in **last tween span of Ball layer**, Fig 39.

Step 2. In the Properties panel (Ctrl-F3)
under Tweening, Fig. 40
Effect click **No Ease**
click **Ease out** and **double click Quad** to apply.

Step 3. Save (Ctrl-S).

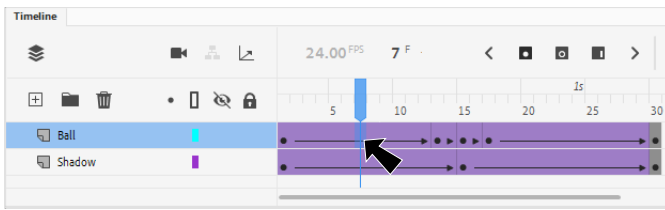


Fig. 37

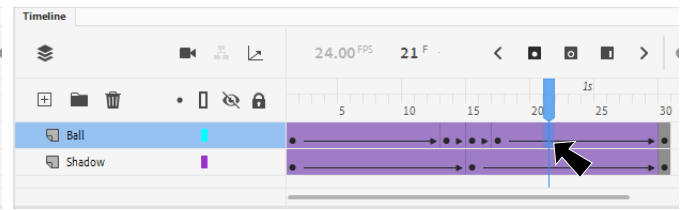


Fig. 39

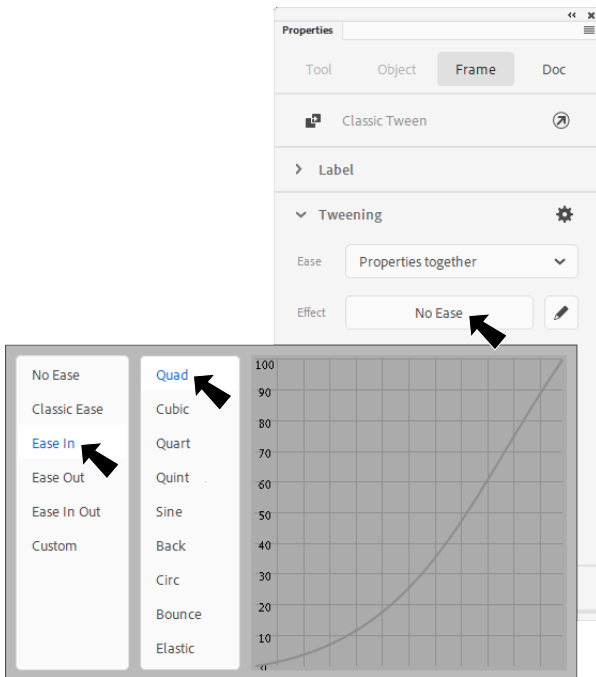


Fig. 38

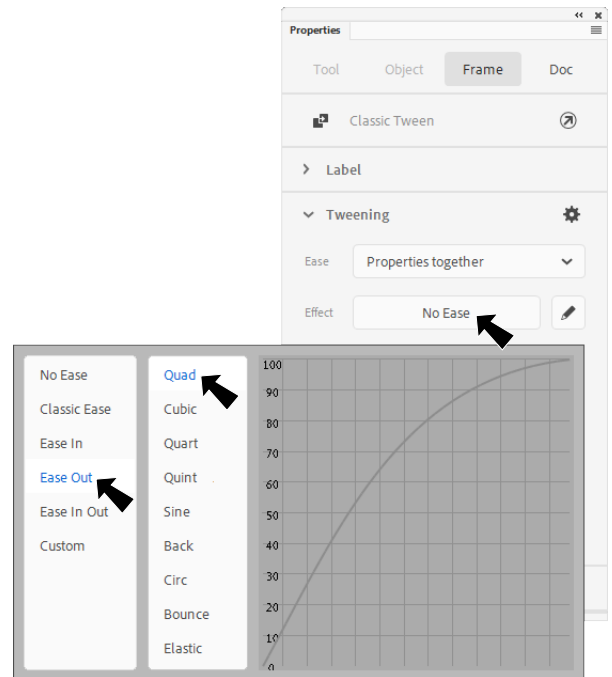


Fig. 40

Q. Background.

Step 1. Click **Insert Layer**  and rename layer **Background**, **Fig 41**.

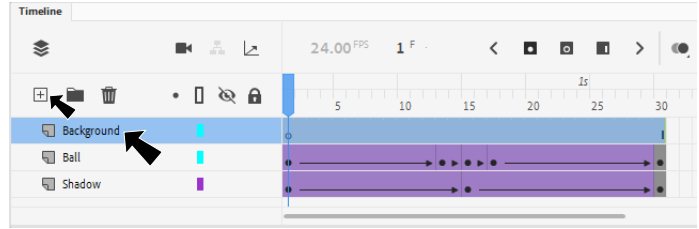


Fig. 41

Step 2. Drag Background layer to the bottom layer, **Fig 42**.

Step 3. **Turn on Snap to Grid (Ctrl-Shift-')**. View Menu > Snapping > Snap to Grid.

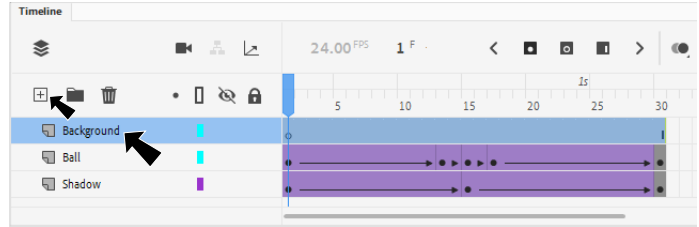


Fig. 42

Step 4. Click the **Rectangle Tool**  in the toolbar.

Step 5. In the Properties panel (**Ctrl-F3**) under Color and Style, **Fig. 43**

Fill None 
Stroke Dark Green 

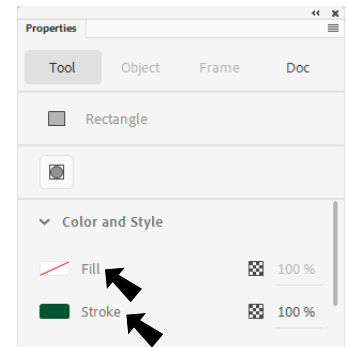




Fig. 43

Step 6. Draw a rectangle to stage corners, **Fig. 44**.

Step 7. **Turn off Snap to Grid (Ctrl-Shift-')**. View Menu > Snapping > Snap to Grid.

Step 8. Use **Pencil Tool**  (**Shift-Y**), and **Paint Bucket**  (**K**) to complete your background.

Step 9. Save (**Ctrl-S**).

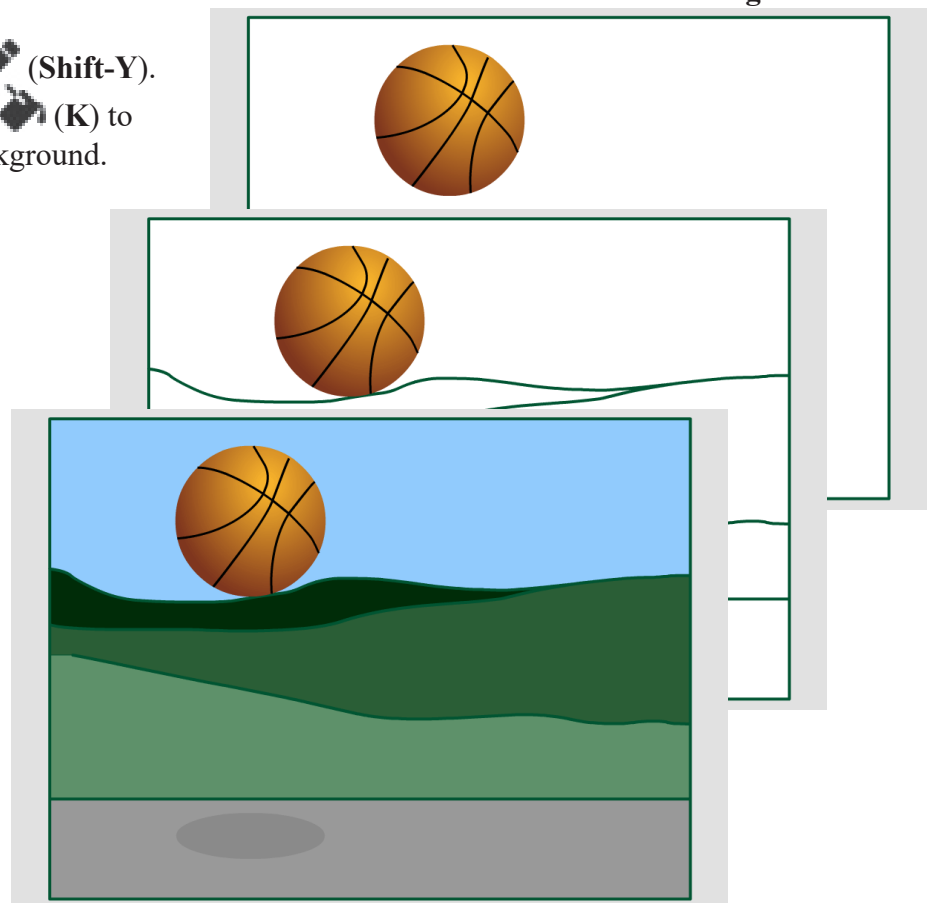






Fig. 44

R. Sun.

Step 1. Click **Insert Layer** , rename **Sun** and **move to top** of layers, **Fig 45.**

Step 2. Press the **Rectangle Tool**  in toolbar and click **PolyStar Tool** .

Step 3. In the Properties panel (**Ctrl-F3**) under **Color and Style**, **Fig. 46**
Fill Light Yellow 
Stroke Light Orange 
under **Tool Options**
Style Star
Number of Sides 12
Star point size .4

Step 4. Draw sun, **Fig. 48.**

Step 5. Save (**Ctrl-S**).

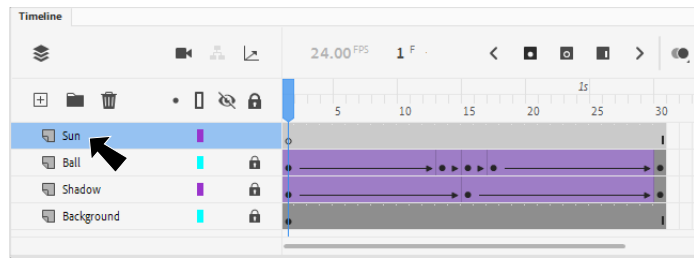


Fig. 45

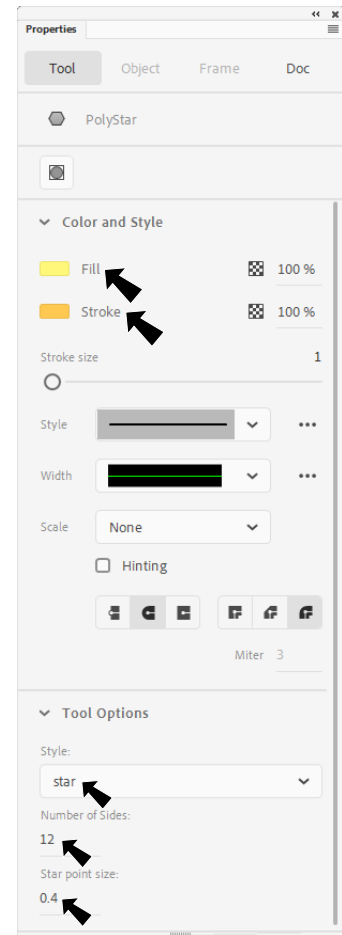


Fig. 46

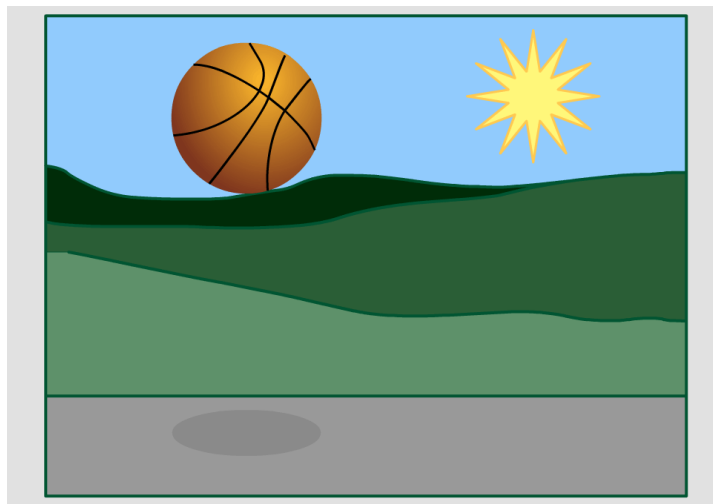


Fig. 47