

A. New File.

Step 1. Click File Menu > New.

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

B. Create Text.

Step 1. Click the **Text Tool** **T** (T) in the toolbar.

Step 2. In the Properties panel (**Ctrl-F3**)
under **Character**, **Fig. 1**
Font **Aachen**
Size **48**
Letter Tracking **VA** **2**
Fill **Black**

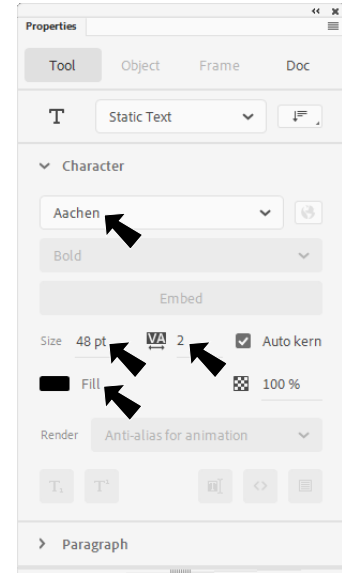


Fig. 1

Step 3. Click **Text Tool** **T** in the stage.

Step 4. Key-in CUDAS, **Fig. 2**.



Fig. 2

C. Duplicate Text.

Step 1. Click **Selection Tool** **V** (V) in the toolbar.

Step 2. Click Edit Menu > Duplicate (**Ctrl-D**).

Step 3. Move the duplicate text off the original text, **Fig. 3**.



Fig. 3

D. Create Outline Symbol.

Step 1. Click Modify Menu > Convert to Symbol (**F8**).

Step 2. In Convert to Symbol dialog box, **Fig 4**
Name key-in **Outline**
Type **Graphic**
Registration **center grid**
click OK.

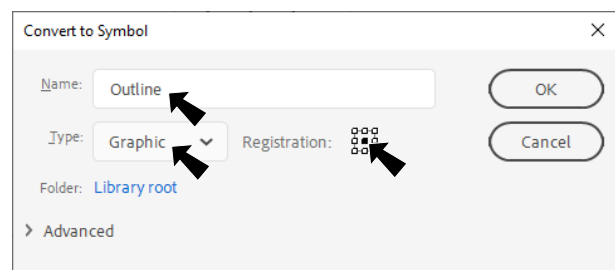



Fig. 4

E. Save File As 'color tween'.

Step 1. Click File Menu > Save As.

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

F. Add Outline to Symbol.

Step 1. Click **Edit Symbols**  at the left end of the Timeline and click **Outline**, Fig 5.

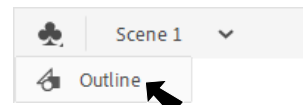





Fig. 5

Step 2. **Show All (Ctrl-3).**

Step 3. Click Modify Menu > Break Apart **twice (Ctrl-B).**

Step 4. Click the stage to deselect text.

Step 5. Press **Paint Bucket**  in toolbar and click **Ink Bottle**  (S) from pop-up menu.

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

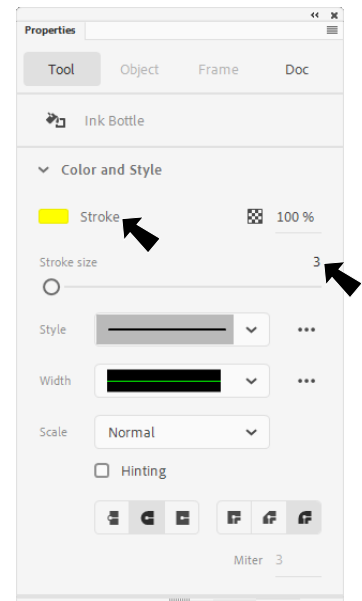


Fig. 6

Step 7. Click each letter to change the outline, Fig. 7. Outline the counters too.

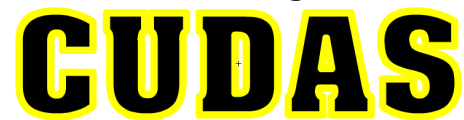


Fig. 7

G. Delete Fill.

Step 1. Click **Selection Tool**  (V) in the toolbar.

Step 2. Delete the color center fill of each letter, Fig. 8. Click the color center fill of a letter and press the Delete key on the keyboard. Repeat with each letter.

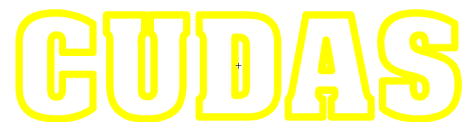


Fig. 8

H. Insert Tween Symbol.

Step 1. Click Insert Menu > New Symbol (**Ctrl-F8**).

Step 2. In Convert to Symbol dialog box, Fig 9
Name **Tween**
Type **Graphic**
click OK.

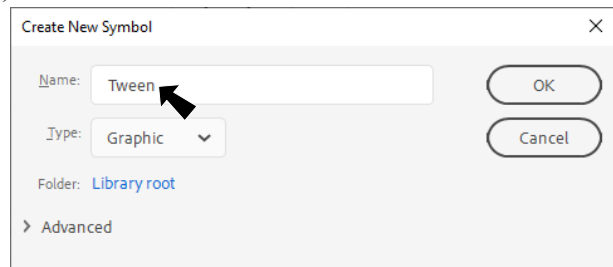


Fig. 9

Step 3. Click Window Menu > Library (**Ctrl-L**).

Step 4. Click **Outline** symbol in Library panel and drag your Outline symbol from Library panel to stage. Align the plus signs, Fig. 10. So, we have added Outline symbol to Tween symbol.

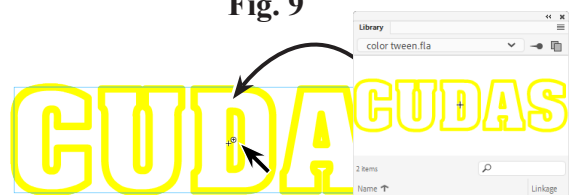


Fig. 10

Step 5. Close Library panel .

I. Motion Tween Symbol.

Step 1. Click **frame 25** of Layer 1 and click **Insert Keyframe**  (F6) from Timeline tools, Fig 11.

Step 1. **Right click any frame between 1 and 25** and click **Create Classic Tween** from menu, Fig. 12.

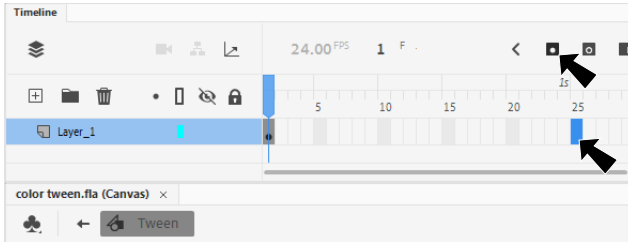


Fig. 11

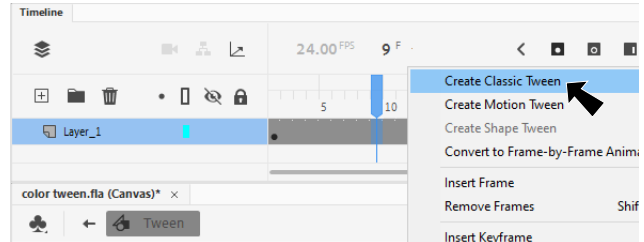



Fig. 12

J. Add Keyframe at Frame 5.

Step 1. Click **frame 5** of Layer 1 and click **Insert Keyframe**  (F6) from Timeline tools, Fig 13.

Step 2. In the Properties panel (Ctrl-F3) click **Object** tab, Fig. 14 under Color Effects

Color style **Tint**

Tint **100%**

Tint color **Red** 

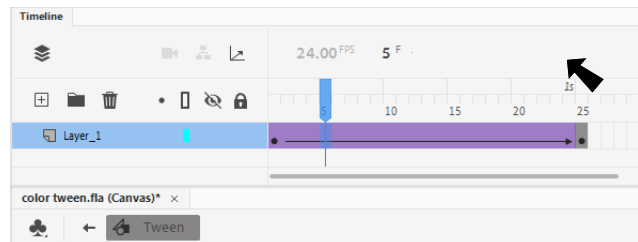


Fig. 13

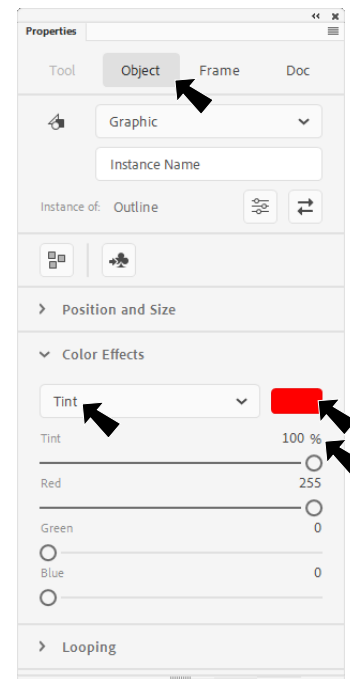



Fig. 14

CUDAS

Fig. 15

K. Add Keyframe at Frame 10.

Step 1. Click **frame 10** of **Layer 1** and click **Insert Keyframe**  (F6) from Time-line tools, **Fig 16**.

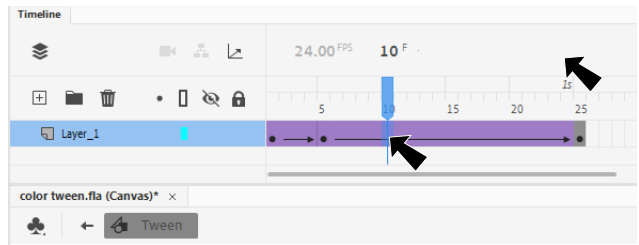


Fig. 16

Step 2. In the Properties panel (Ctrl-F3) click **Object** tab, **Fig. 17** under Color Effects

Color style **Tint**

Tint **100%**

Tint color **Green** 

CUDAS

Fig. 18

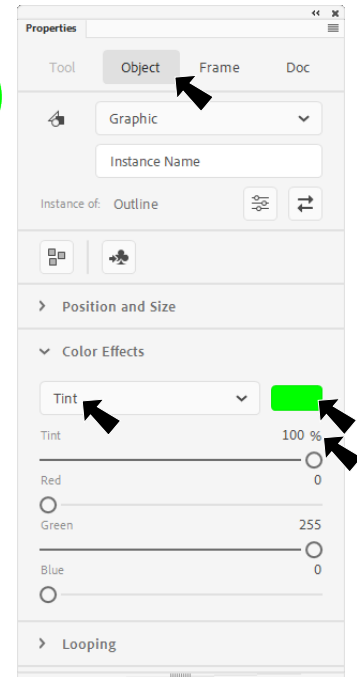



Fig. 17

Step 3. Repeat and:

Insert **keyframe at frame 15** – **Blue** outline .

Insert **keyframe at frame 20** – **Magenta** outline , **Fig. 19**.

Step 4. Click Control Menu > Loop Playback.

Step 5. Play  in the Timeline header.

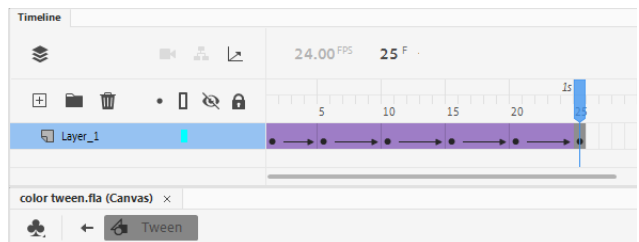


Fig. 19

L. Create Linear Gradient Black - White - Black.




- Step 1. Click **Back**  to return to scene. (Ctrl-E).
- Step 2. Click **Selection Tool**  (V) in the toolbar.
- Step 3. Delete the Tween symbol, **Fig 20**.
- Step 4. Click CUDAS text to select.
- Step 5. Click Modify Menu > Break Apart **twice** (Ctrl-B).
- Step 6. Click stage to deselect text.
- Step 7. In the Color panel (Ctrl-Shift-F9)
Color type **Linear Gradient**, **Fig 21**.
Add **pointer**  on Gradient Definition Bar
Click below bar to add pointer.
Pointer colors to Black-White-Black
Double click pointer for color window.



Fig. 20

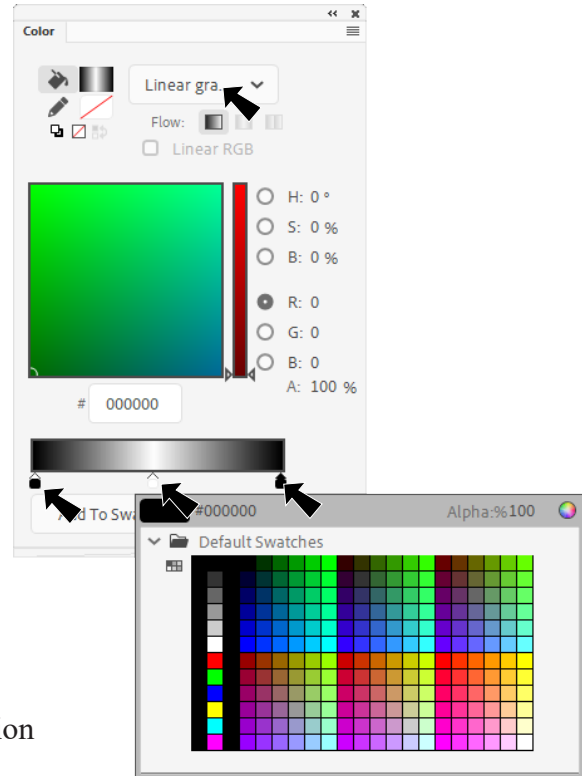


Fig. 21

M. Fill Text with Linear Gradient.






- Step 1. Click the **Paint Bucket**  in the toolbar.
- Step 2. **Turn off Fill Lock**  switch in toolbar option (button not depress).
- Step 3. Click **letter C** to fill with gradient, **Fig. 22**.
- Step 4. **Turn on Fill Lock**  switch in toolbar option (button depress).
- Step 5. **Fill the other letters** with gradient - you will not see any change until rotate gradient.
- Step 6. Press **Free Transform Tool**  in toolbar and click **Gradient Transform Tool**  (F) from menu.
- Step 7. Click text to display Handles, **Fig. 23** and drag round handle in the bottom right corner of the letters, **Fig. 24**.
- Step 8. Drag square handle at bottom of text up to bottom edge of text, **Fig. 25**.



Fig. 22



Fig. 23

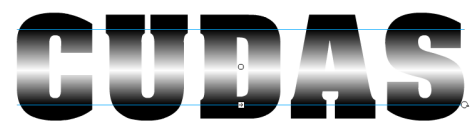


Fig. 24



Fig. 25

N. Group Black White Gradient Fill.


- Step 1. Click Selection Tool  (V) in the toolbar.
- Step 2. Show All (Ctrl-3).
- Step 3. Click Edit Menu > Select All (Ctrl-A).
- Step 4. Click Modify Menu > Group (Ctrl-G).



Fig. 26

O. Send Gradient Fill to Back of Tween Symbol.





- Step 1. Click Window Menu > Library (Ctrl-L).
- Step 2. Drag your Tween symbol from Library panel to stage, Fig. 27.
- Step 3. Close Library panel .



Fig. 27

P. Align Outline and Fill.

- Step 1. Click Edit Menu > Select All (Ctrl-A).
- Step 2. Click Window Menu > Align (Ctrl-K).
- Step 3. In the Align panel:
 - uncheck Align to stage, Fig. 28
 - Align horizontal center 
 - Align vertical center 
 - Close panel .

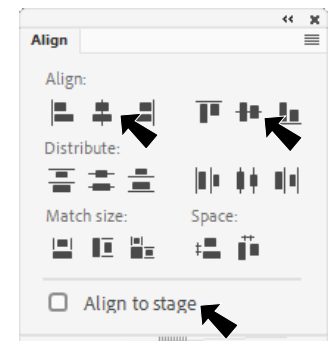


Fig. 28

Q. Group Outline and Fill.

- Step 1. Click Modify Menu > Group (Ctrl-G). This will group both the fill and outline together, Fig. 29.



Fig. 29

R. Change Stage Size and Background Color.

- Step 1. In the Document Setting panel (**Ctrl-J**)
Click **Match contents**, **Fig. 29**
Stage color **Black**
click OK.

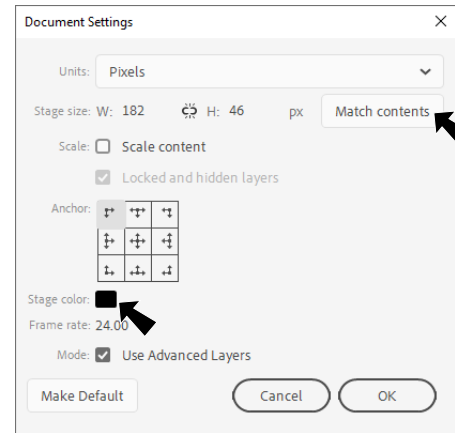





Fig. 30

S. Play Movie.

- Step 1. Click Control Menu > Loop Playback.
- Step 2. Test your movie. Click Play . You can't! You need to add frames.
- Step 3. Click **frame 25** of **Layer 1** and click **Insert Frame**  (**F5**) from Timeline tools, **Fig 30**.
- Step 4. Click Play .
- Step 3. Save (**Ctrl-S**).

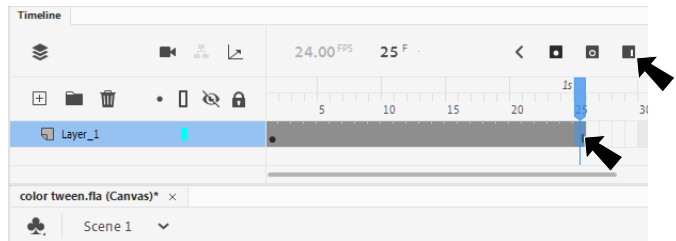


Fig. 31



Fig. 32