

## A. New File.

Step 1. Click File Menu > New.

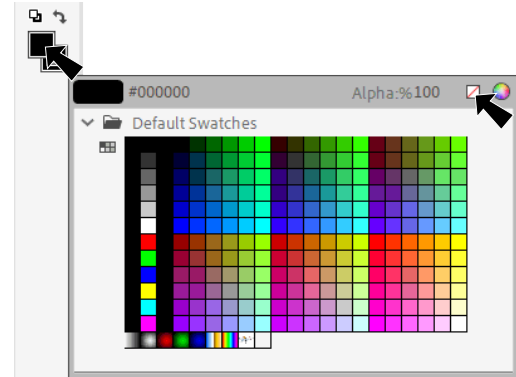
Step 2. In the New Document dialog box, select **Web** and **Low**. Click Create.

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

## B. Draw Rectangle Around Stage.

Step 1. Click the **Rectangle Tool**  in the toolbar.

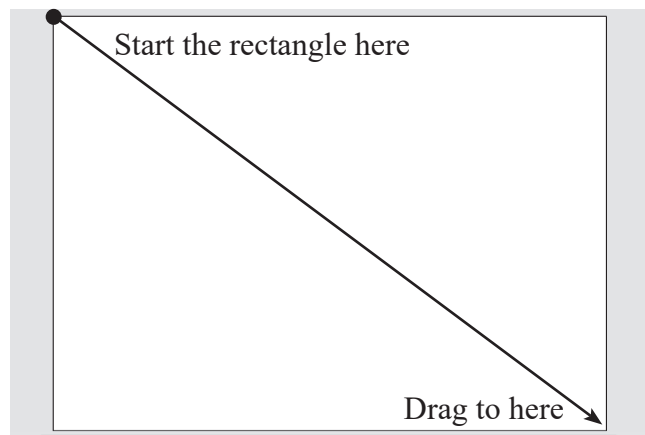
Step 2. Click the **Fill Color**  at the bottom of the toolbar to open the color pop-up panel and click the **No Color Button**  in the panel, **Fig. 1**.



**Fig. 1**



Step 3. Draw a rectangle over the white stage, **Fig. 2**.

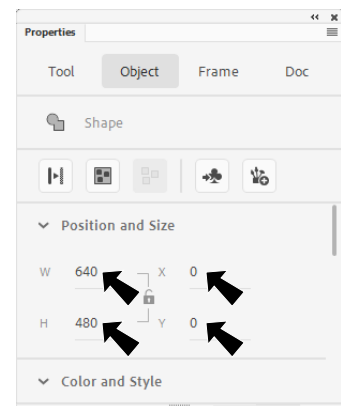
Start the rectangle in the top left corner of the stage. Drag the cursor to create the rectangle across to the bottom right corner of the stage.



**Fig. 2**

Step 4. Select rectangle with **Ctrl-A**.

Step 5. In the Properties panel (**Ctrl-F3**):  
under Position and side, **Fig. 3**  
**Unlock**  Width and Height  
**Width and Height 640 x 480**  
**X and Y 0**  
Close panel .






**Fig. 3**

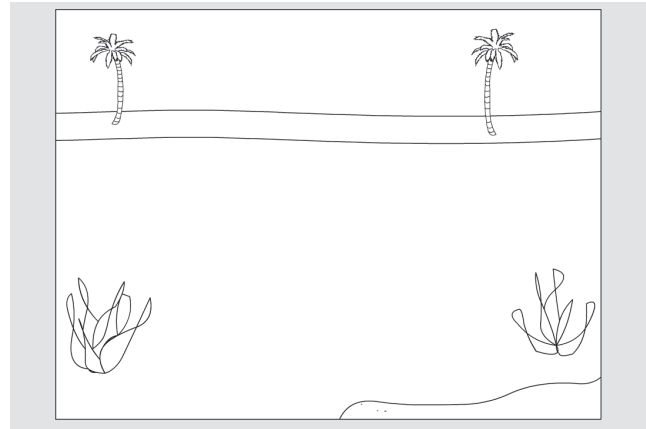
## C. Save File As 'shark attack'.

Step 1. Click File Menu > Save As.

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

## D. Draw Beach and Under Water Scene.

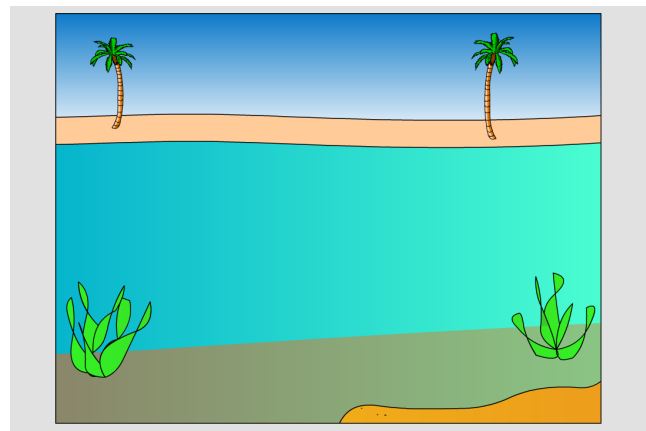
- Step 1. Click the **Pencil Tool**  in the toolbar.
- Step 2. Click the **Pencil Mode**  in the toolbar options and **Smooth Mode**  modifier.
- Step 3. Draw beach and underwater scene, **Fig. 4**.



**Fig. 4**



## E. Fill with Paint Bucket Tool.

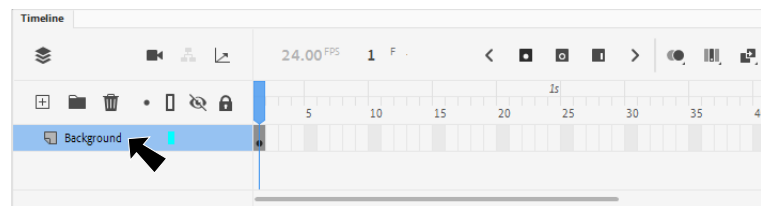
- Step 1. Click the **Paint Bucket**  in the toolbar **Fill Color**  to fill everything, **Fig. 5**.



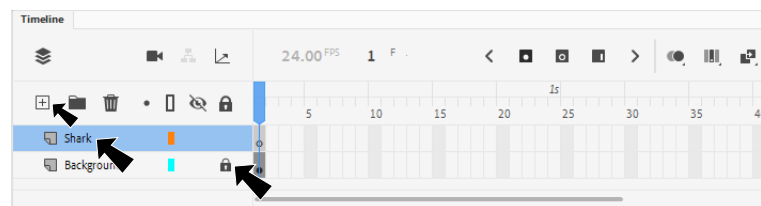
**Fig. 5**

## F. Set Up Layer.

- Step 1. **Double click Layer 1** name of the Timeline, **Fig 6**. Key-in **Background** for the new layer name and press ENTER.
- Step 2. Click the **Insert Layer**  at the top of the Timeline, **Fig 7**.
- Step 3. Double click Layer 2's name and rename **Shark**, **Fig 7**.
- Step 4. Click **Lock Layer**  of **Background** layer.
- Step 5. Keep **Shark** layer active.
- Step 6. Save (**Ctrl-S**).



**Fig. 6**



**Fig. 7**

## G. Open Shark as Library.

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

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

Step 3. Click the **Shark** name and drag **shark** symbol from the Library panel to the stage. Position the **shark** on the left side of the stage just off the stage, **Fig. 8**.

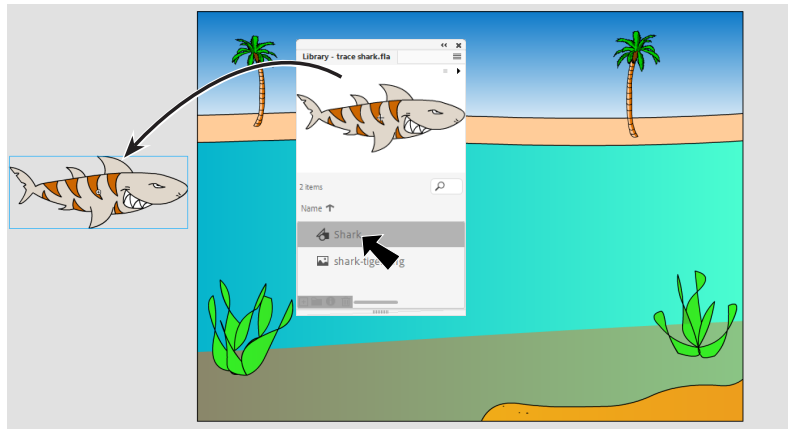



Fig. 8

Step 4. Close the Library panel .

## H. Tween Shark.

Step 1. Click **frame 60** of **Background layer** and click **Insert Frame**  (F5) from Timeline tools, **Fig 9**.

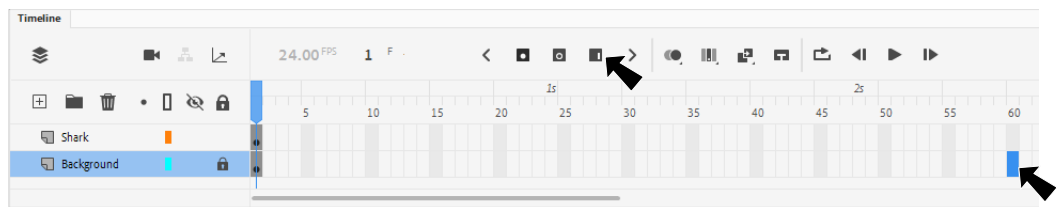


Fig. 9

Step 2. Click **frame 60** of **Shark layer** and click **Insert Keyframe**  (F6) from Timeline tools, **Fig 10**.

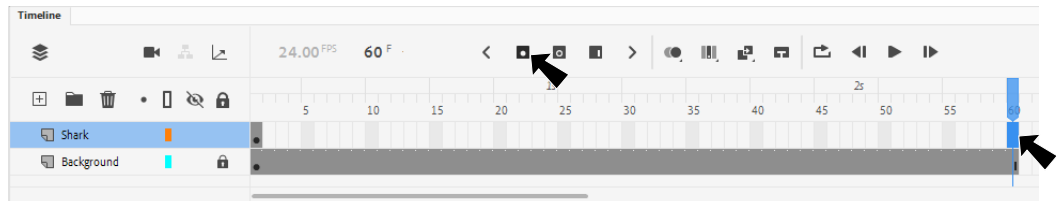


Fig. 10

Step 3. **Right click frame 30** of the **Shark layer** and click **Create Classic Tween** **Fig. 11**.

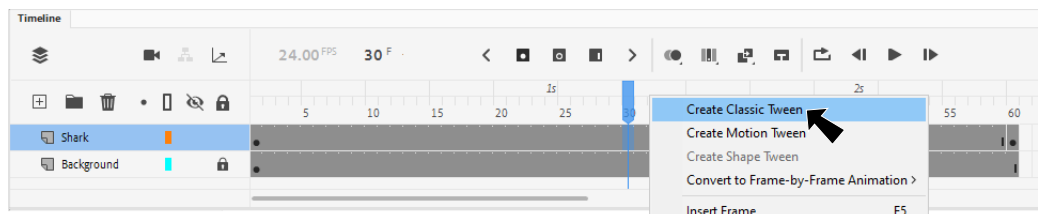
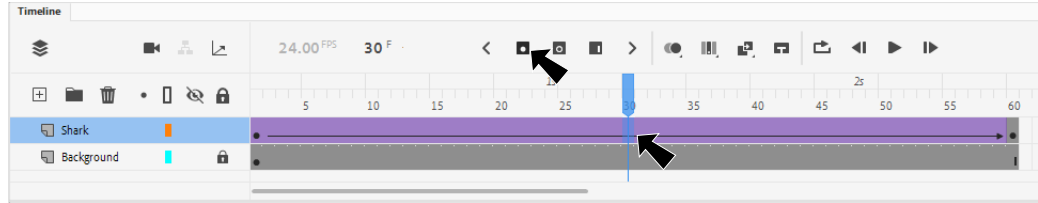



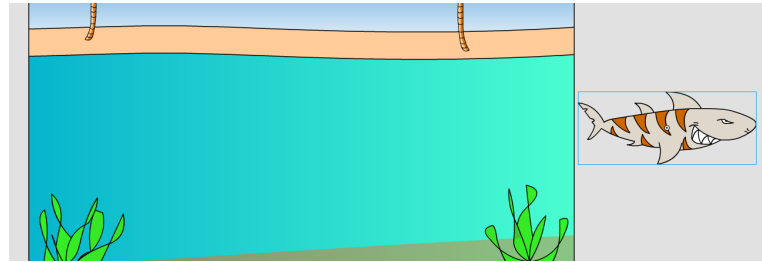
Fig. 11

Step 4. Click **frame 30** of **Shark layer** and click **Insert Keyframe**  (F6) from Timeline tools, **Fig 12.**




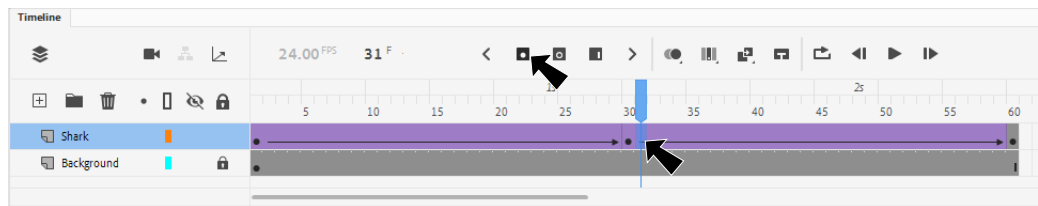
**Fig. 12**

Step 5. Use **Selection Tool**  (V) to move the shark to right off stage, **Fig. 13.**



**Fig. 13**

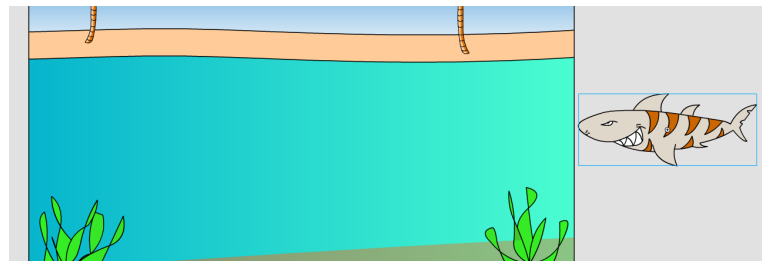
Step 6. Click **frame 31** of **Shark layer** and click **Insert Keyframe**  (F6) from Timeline tools, **Fig 14.**




**Fig. 14**

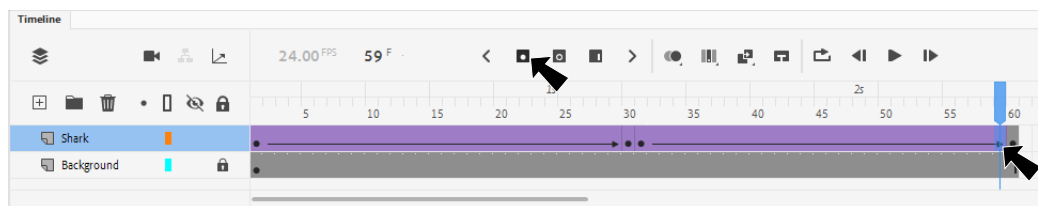
Step 6. Click the shark to select it.

Step 7. Click Modify Menu > Transform > Flip Horizontal, **Fig 15.**



**Fig. 15**

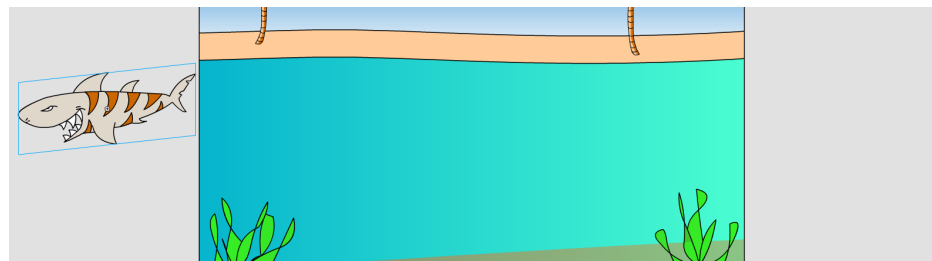
Step 8. Click **frame 59** of **Shark layer** and click **Insert Keyframe**  (F6) from Timeline tools, **Fig 16.**



**Fig. 16**

Step 9. Click the shark to select it.

Step 10. Click Modify Menu > Transform > Flip Horizontal, **Fig 17.**



**Fig. 17**

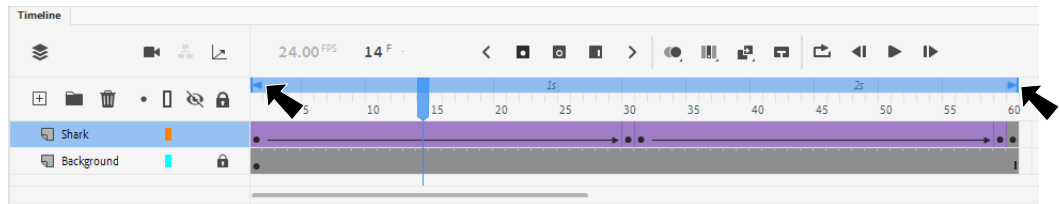
## I. Loop Playback.

Step 1. Click **Play**  in the Timeline header.

Step 2. Click **Loop Playback**  in the Timeline header.

Step 3. Drag **Frame Selectors**   to select **all frames**, **Fig. 18**.

Step 4. Click **Play**  and click **Pause** .



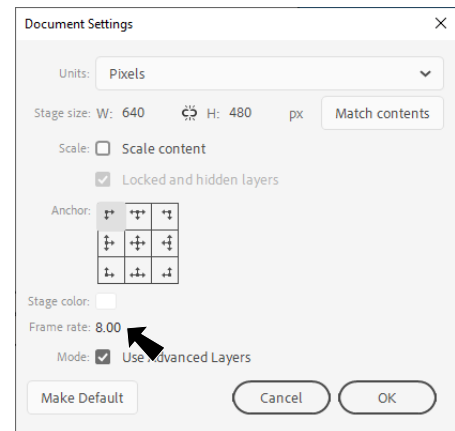
**Fig. 18**

## J. Frame Rate.

Step 1. In the Document Setting panel (**Ctrl-J**)  
**Frame rate 8, Fig. 19**  
click OK.

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

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



**Fig. 19**