Timeline Interface Pt. 3

Controlling the timeline and Tweening
It’s all about control!

• You must control the timeline. This means that we need to control the playhead.
• The playhead should only move when we want it to.
  – A mouse click to trigger
  – After a predetermined amount of time
• The playhead should only move where we want it to.
  – Tell it what frame to go to
Director and Flash

- We use a “hold on frame” to stop the playhead from moving in Director.
- In Flash, we use `stop();` in the actionScript window to stop the playhead on a specific frame.
- They do the same function, only the programs vary the methods.
Moving the Playhead

• Moving the playhead can be accomplished by either of two events:
  – User interaction….mouseClicks, keyPresses, etc.
  – Jump to frameX, go to next, go to previous
  – gotoAndStop(15);

• The elapse of predetermined time
  – Loop over X frames, then jump to marker X
  – This is still related to an event such as a mouse click
Tweening

- Tweening is the creation of frames between keyframes, thus creating a smooth animation or transition.
- Tweening is an old animation term meaning to create the between frames of an animation.
- The key animators would create the key frames and the inbetweeners would create the between frames.
The 6 most common tweens

- Move
- Rotate
- Resize
- Squash
- Recolor
- Transparency
The Tweens

- Move
- Rotate
- Resize
- Squash
- Recolor
- Transparent
- All 6
Steps to Tweening

• Create the object or shape that you wish to tween
• Place the object at its starting point on the stage – insert keyframe
• Move the playhead to the frame you wish the end of the tween to occur at – insert keyframe
• Alter the object on the last frame for its final appearance
Steps to Tweening

• You can change location, color, shape, etc. of the object
• Select (highlight) all frames from beginning keyframe to ending keyframe
• Select tweening option
• The program will automatically create the tween
1. Place object on stage
2. Insert Keyframe
3. Move playhead, Create 2nd keyframe
4. Alter object
Finished Director Tween
Let’s do it in Flash
Create the object and add in the keyframe
Step 2. Move the playhead and create your 2nd keyframe
Step 3. Alter your object
Step 4. Select all frames, from keyframe to keyframe
Step 5. Select Create Motion Tween
Notice how Flash indicates tweened frames
The Flash  Tween
Time and Timelines

• When tweening, the length of time it takes the tween is based on how many frames you extend the tween across.

• If the video is set to 12 frames per second, a 24 frame tween would use up 2 seconds.

• A tween can be saved as a separate Flash movie and imported into another Flash movie
Time and Timelines – Cont.

• When a 24 frame tweened Flash movie is imported into another Flash movie, it only uses up one frame, not 24 frames, yet it still requires 2 seconds to fully execute.

• Now perhaps you see why stopping the playhead on a single frame is so important.

• Stopping the playhead does NOT mean that all activity has been frozen.
Next Week

- Interacting with a timeline based presentation