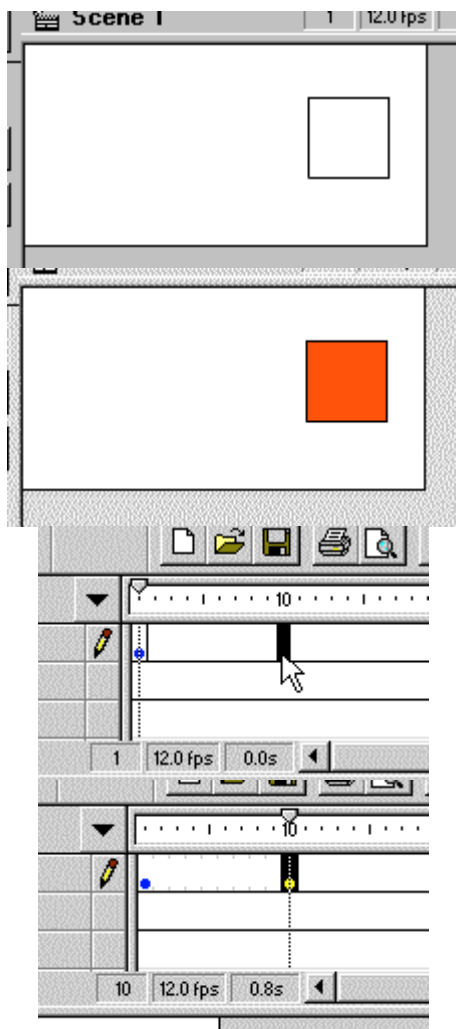





Moving Objects

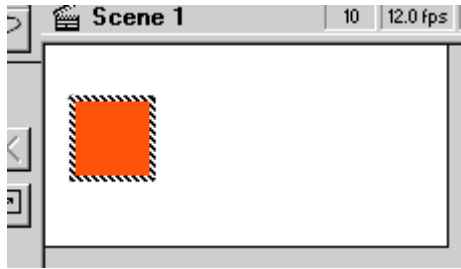
1 Start up Flash, Create a new document/Movie. Make the work area a comfortable size or just use the default setting its fine. To change the work size go to **Modify>Movie** then enter desired width and height and click OK (I used 200 wide by 100 high).



2 Select the pencil tool  and choose the Rectangle from the pencil mode  pop down menu. Draw out a small square to the right of the work area.

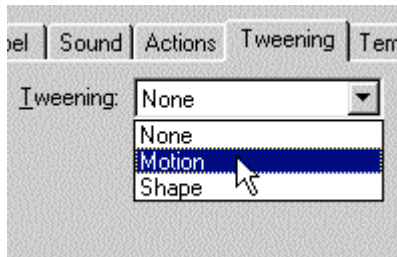
3 Click a color from the color pallet. Now fill the square with that color with the Paint Bucket . Go to **Edit>Select All** , Now **Ctrl-G (Mac: Command-G)** to group the square.

4 Click frame 10. Now right click and choose "Insert Key Frame", this will be are ending point for this movement.



5 While your square still selected, Push and hold down the left arrow key on your keyboard until the square reaches the left side of the work area like shown to the left.

Option: You can really drag the square anywhere with the mouse now, Where ever you drag to, this will be the ending point.



6 Now click on frame 1, Go to **Modify>Frame** and choose the "Tweening" tab. Then choose "Motion" and click OK.

7 Press enter on the keyboard to see the animation play.

To loop this movie, Click on frame 10, Go to **Modify>Frame** and choose the "Actions" tab, and add a action to this frame by clicking the left "+" and set to "Go To", Then make control "Go to and play" on your current scene/frame and click OK.