# Motion Tweens, Guides and Sounds

This is a short little introduction to some more functions included in Flash. In the first tutorial we saw the method of tweening used to animate simple graphics imported from a file. Our bombing run was ended with a little bit of drawing that we did on our own, the explosion.

This section takes us through a tween that has the graphic follow a path and we'll put in some sound to go with it.

1.	To begin this exercise, start with a new flash file. We are going to start by importing the graphic of an overhead shot of a car. You will find the file in Students Common. Place the car in the bottom left corner of the stage as follows:
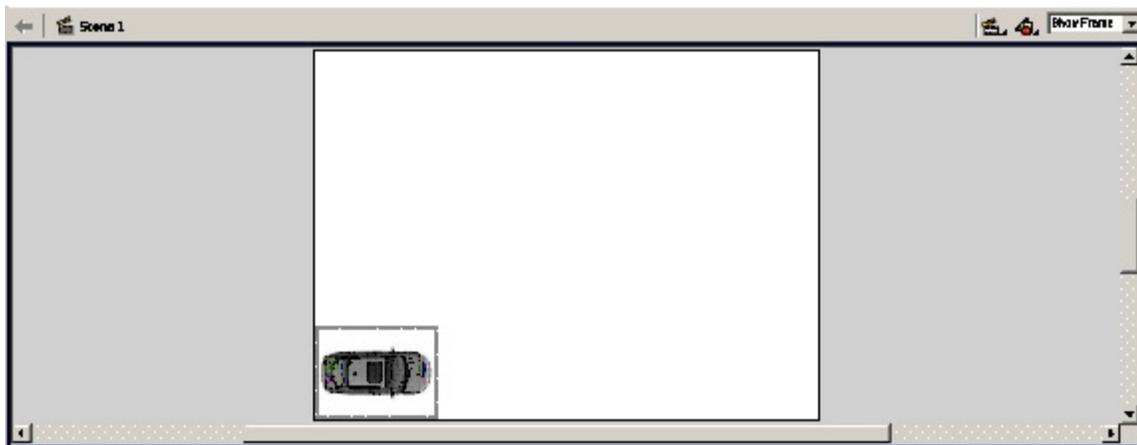

2.	As in our previous exercise, you will want to insert a keyframe in the timeline at about position 40 or so.
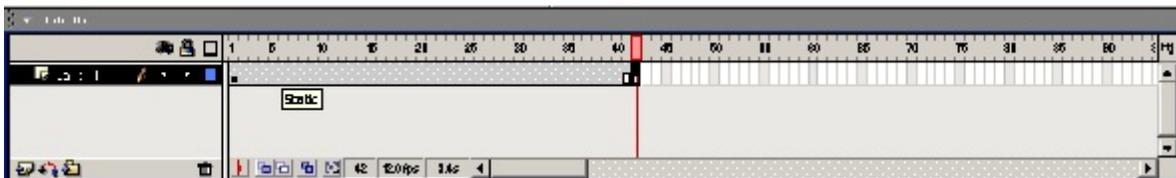
3.	In this keyframe, move the car to the upper right corner. Go back to the first keyframe in the layer and right click on that keyframe. Choose to Create Motion Tween.

4.	Try out your tween to see that you are successful.

5.	Next, we are going to create a path for your car to travel. Not a straight line like the tween has created for you.
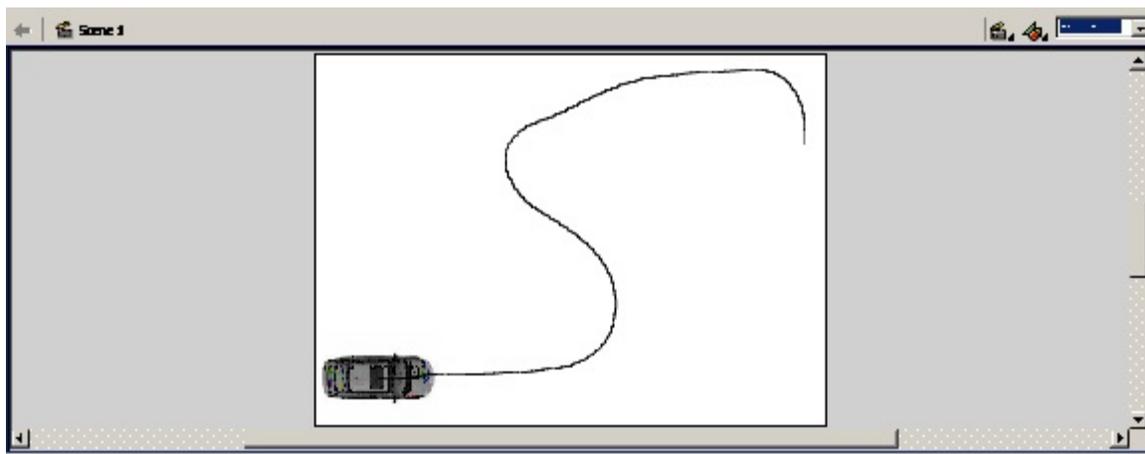
6.   From the insert menu, choose Motion Guide. A new layer will show above your current layer.
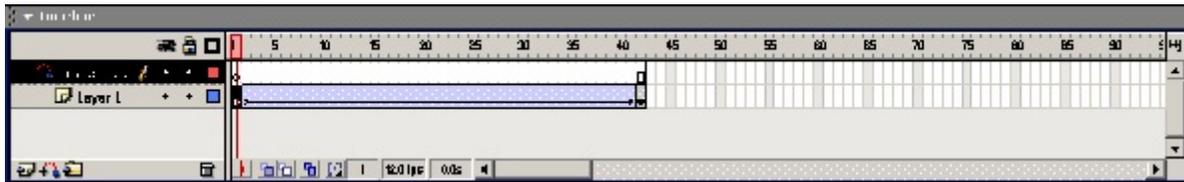
7.   Choose the Pencil tool to draw a line for the car to follow as shown below. Make sure Options for the pencil tool is set to smooth.


Here is the line on the stage.

8.   In both your first and last keyframes, the car must be snapped to the beginning and end of the line. The snap setting looks like a magnet in the tool bar at the top of the flash screen.


This allows for objects to be "joined". The car has a center and the line has an end so we are going to join the center to the end. You must move the car to the ends of the lines in both keyframes.

9.   Try to play your movie. The car should follow the path but it will look odd.

10.   We need to have the car turn as it follows the path. This is called "Orient to path." Click on the first keyframe and then look at the properties window at the bottom of the flash screen. It should look like this:
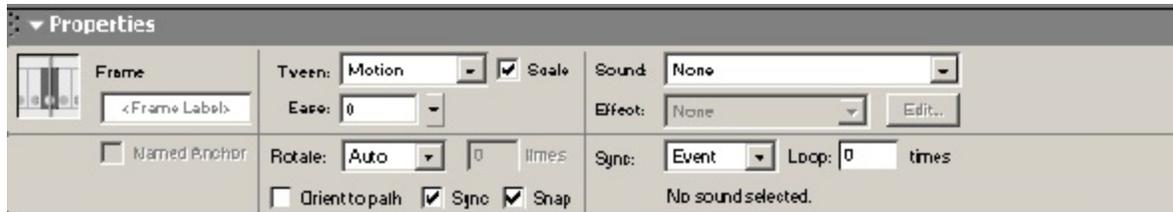
11.   All the settings for your tween are here. You will need to select the "Orient to path" check box.

12.   Replay your movie and the car should now follow the path properly. (More or less) It does take a fair bit of effort to pull this off really well.

13.   Next we will add some sound. I have provided a sound file in Students Common. It is called "spinout.wav". Under the file menu, choose import to bring this file into your library.

14.   You do not normally see the contents of your library, so you will need to open it. Under the Window menu of flash, choose Library. (Or you can push F11) The sound file should appear in your library list.

15.   Before we can add sound, we must have a layer on which the sound will sit. So, under the Insert menu at the top, choose Layer.

16.   Make sure the new layer is the active layer. Now all we have to do is drag the sound file from the library window onto the stage. Click and hold the mouse and you drag the file.
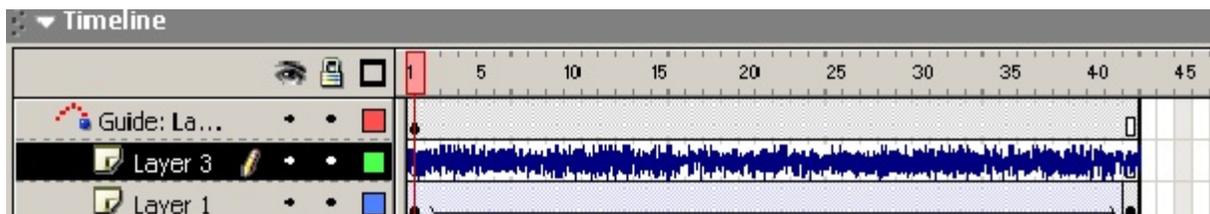
17.   Here is how your layers will look.
18.   Now, try your new movie with sound.