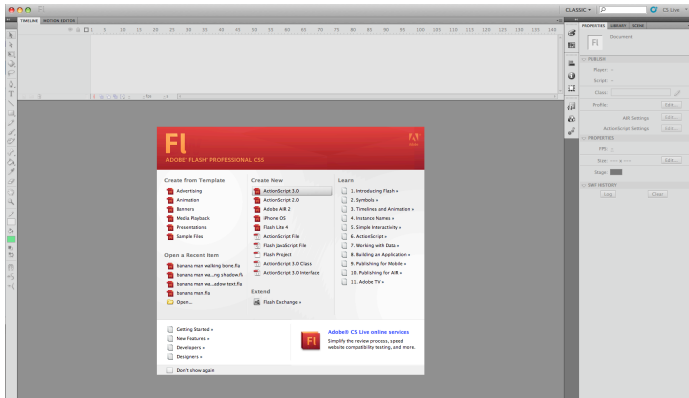
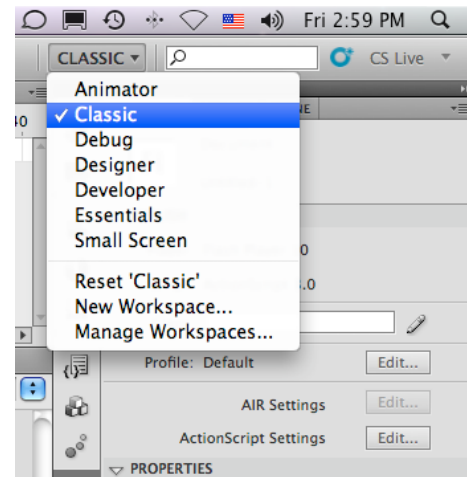


Flying text

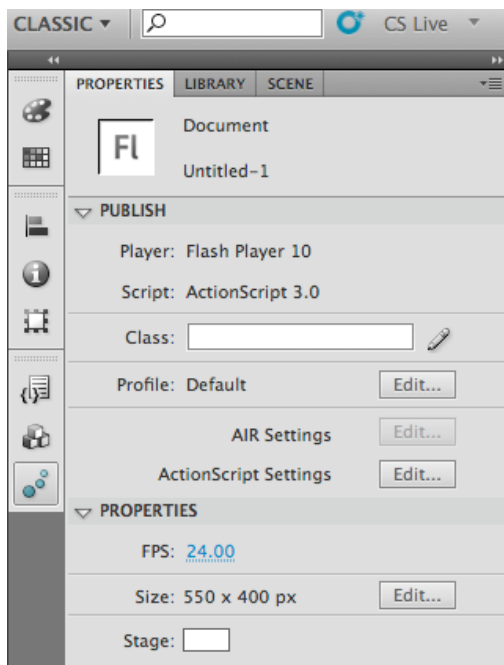
-Open New Flash ActionScript 3.0



-Choose Classic as the Design type located in the upper right corner



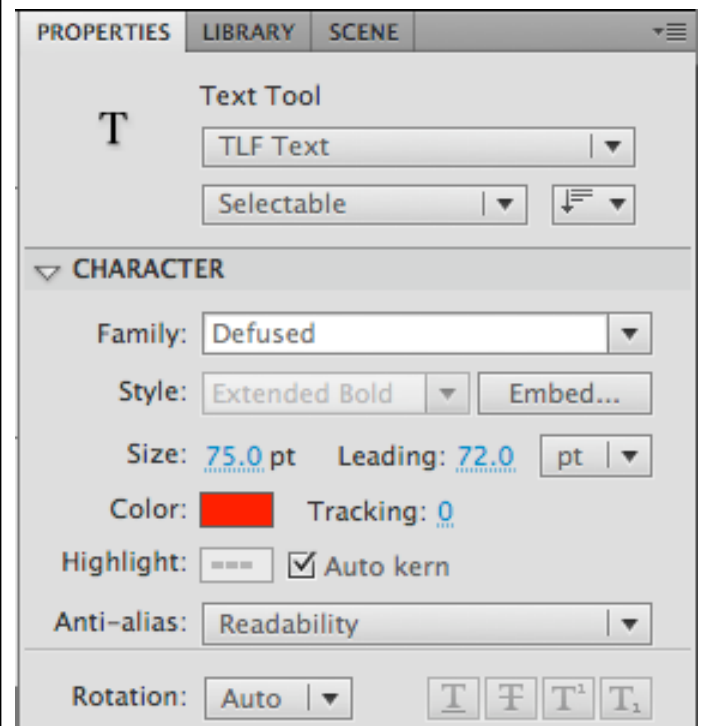
- The Properties window is located on the right
- Set the size to 550 x 400 pixels
- Set the frame rate (FPS) to 24
- Select a Stage color other than white



-Click the Text Tool on the toolbar



-In the Properties window on the right, choose a font type from the Family, a size, and a color for your text



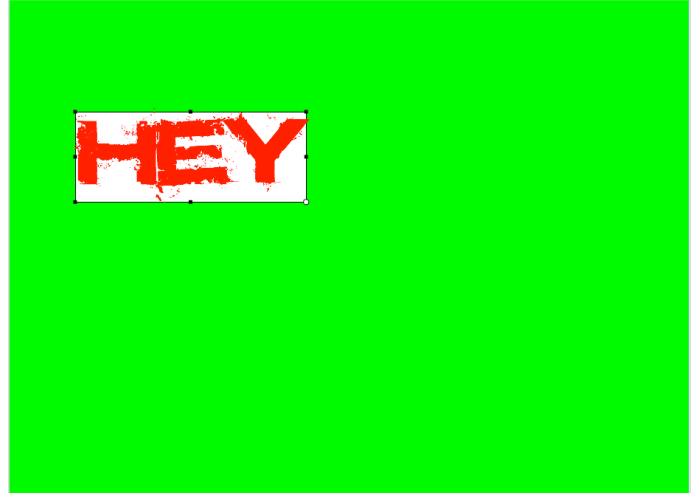
Flying text

-Click on the Stage and you will get a flashing cursor text box

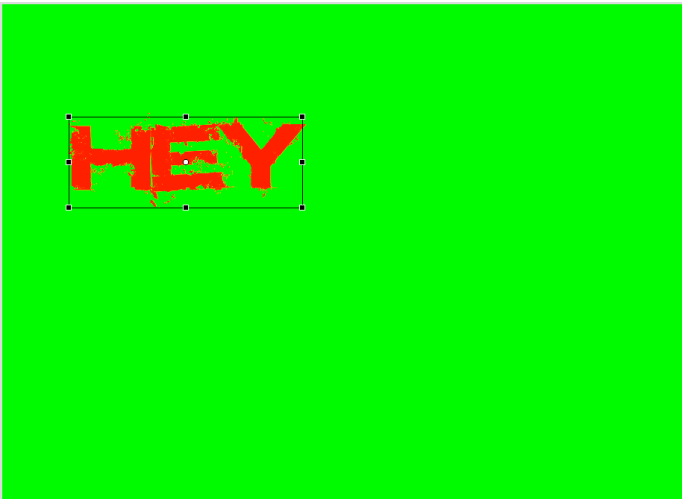


-You will be typing a 3 word phrase for the project, but only do one word at a time.

-Type the text of your first word

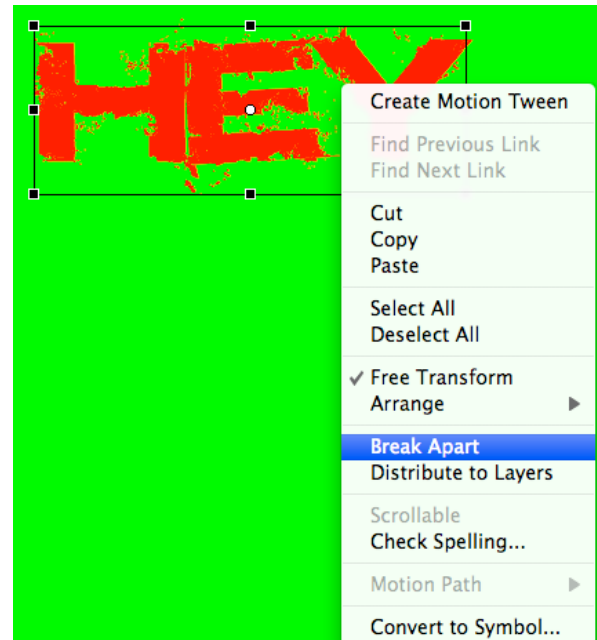


-Select the Free Transform tool on the toolbar



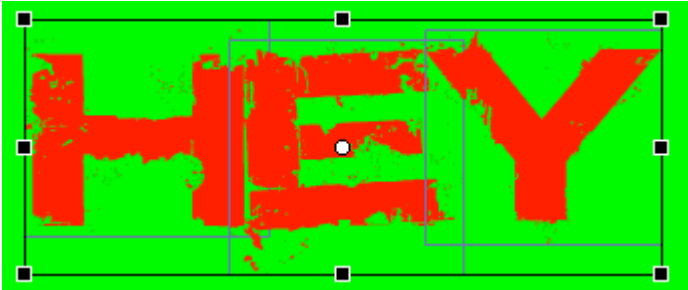
-Place the mouse inside the transform box on the stage

-Right Click > Break Apart



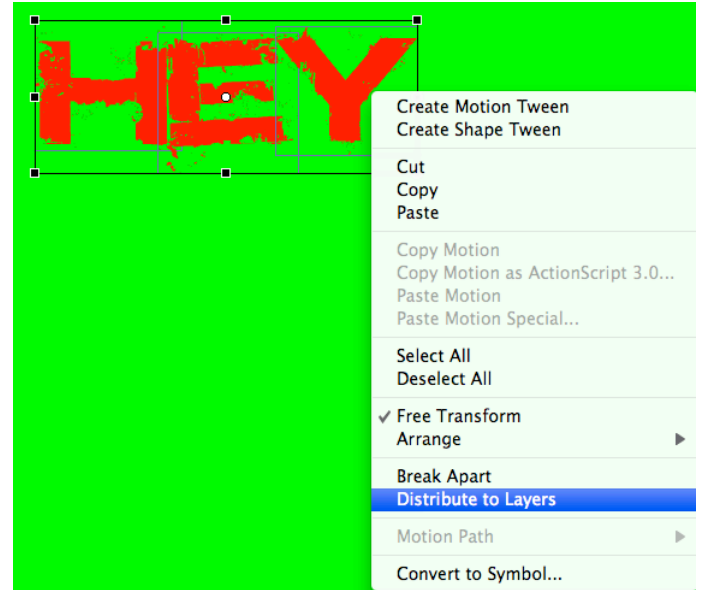
Flying text

-Inside your transform box you will see individual boxes around each letter

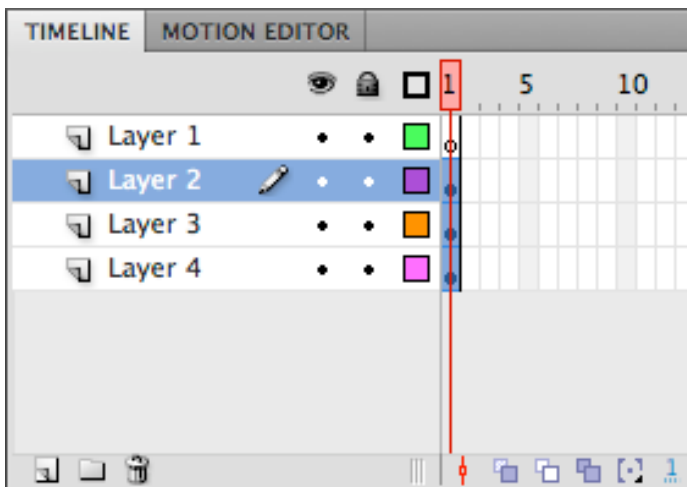


-Place the mouse inside the transform box on the stage

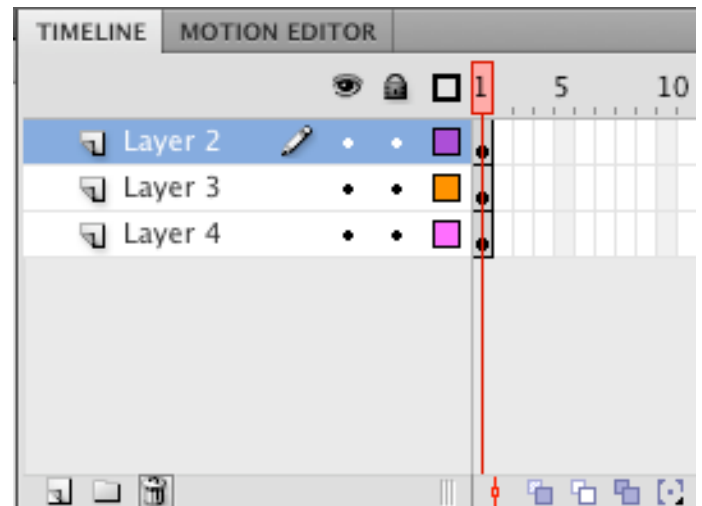
-Right Click > Distribute to Layers



-In the Timeline, there will be multiple new layers. The original layer (Layer 1) will now show a blank keyframe (clear dot), and the other new layers will only have one letter of the word.
-Each letter will have a separate layer

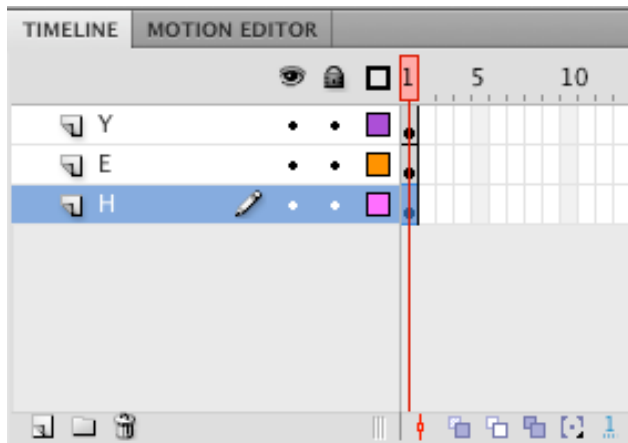


-Delete the original layer where you typed the full word (Layer 1)

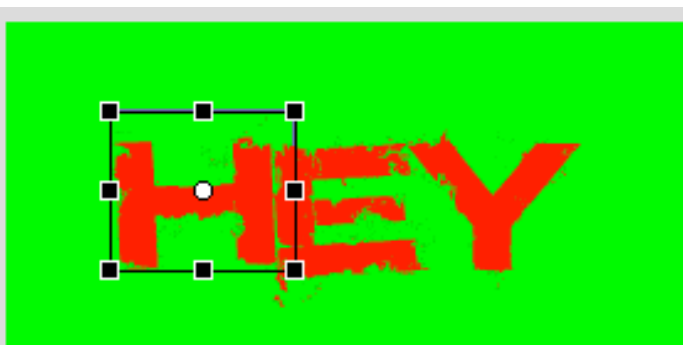
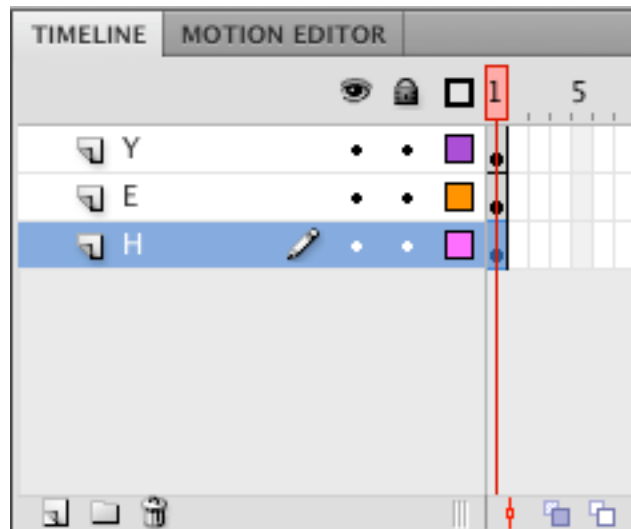


Flying text

-Label each layer the letter of the word. Click the keyframe of each layer to see the letter.



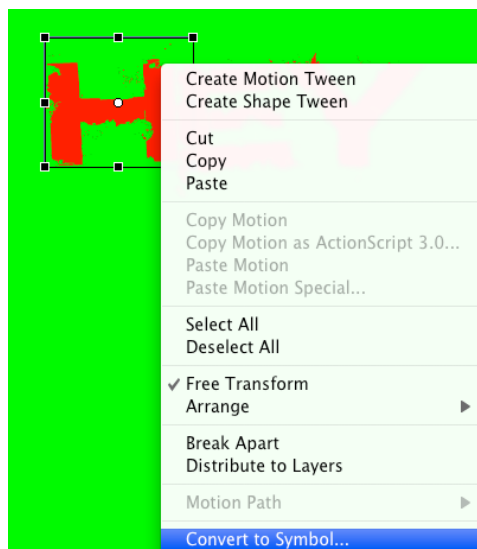
-Click on keyframe 1 of the first letter layer



***Make each letter a Symbol before you animate it and before you make any additional keyframes.**

-Place the mouse inside the transform box on the stage

-Right Click > Convert to Symbol

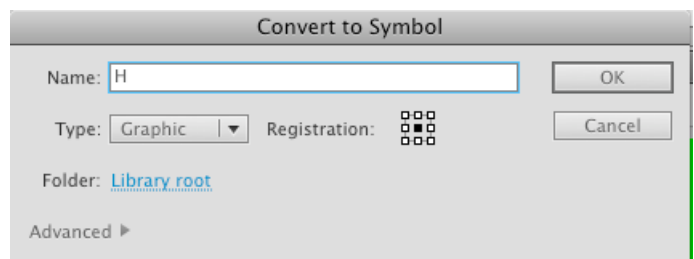


-Convert to Symbol window appears

-Type the name of the letter. If you have multiple letters of the same letter (ex. there are 2 E's in your word) then put a number behind the letter (ex. E1 and E2)

-Set the Type to Graphic

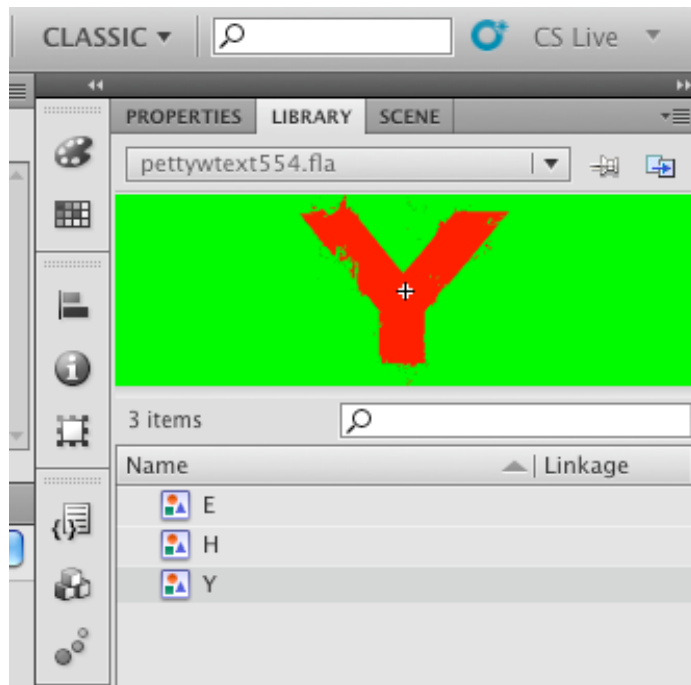
-Hit OK



Flying text

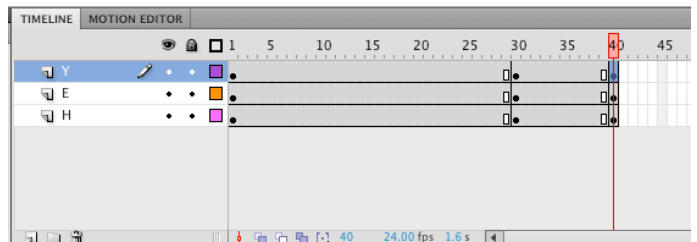
-Convert each letter to a Symbol

-Check the Library to make sure each letter appears. If it does not show then you did not make that letter a symbol.

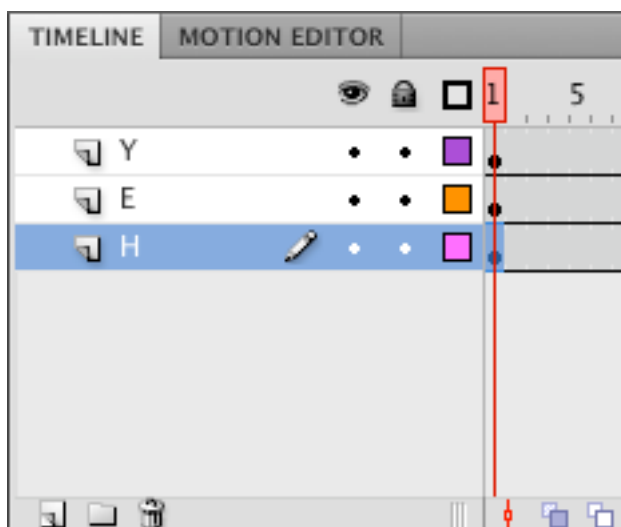


***The completed animation will have each letter of each word move and fly about the screen and then spell the phrase at the end. In order for this to take place, you need to set keyframes at the end for the words to align correctly and so that the word sets on the screen long enough to read.**

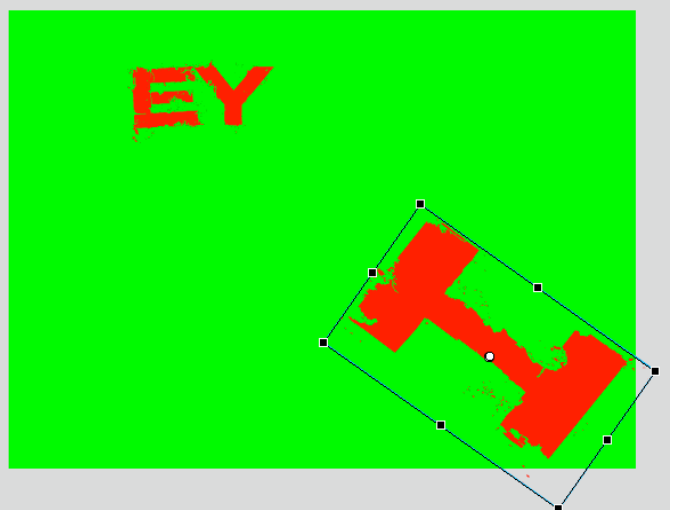
-Set a keyframe at frame 30 and frame 40 (F6) for each layer. Once created, **DO NOT** change or move the letters on keyframes 30 or 40.



-Click on keyframe 1 of the first letter layer



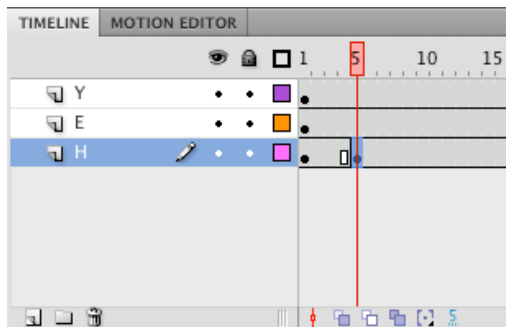
-With the Free Transform tool selected, move the letter to a different position on the screen, stretch and distort it, and rotate and pull through.



Flying text

-Click on frame 5 of the same layer

-Insert a Keyframe (F6)

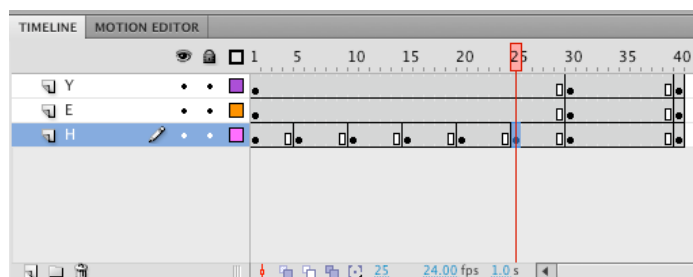


-Move the letter to a different position on the screen, stretch and distort it, and rotate and pull through.



-Repeat this process by adding keyframes and then moving and altering the letter on frames 10, 15, 20, 25.

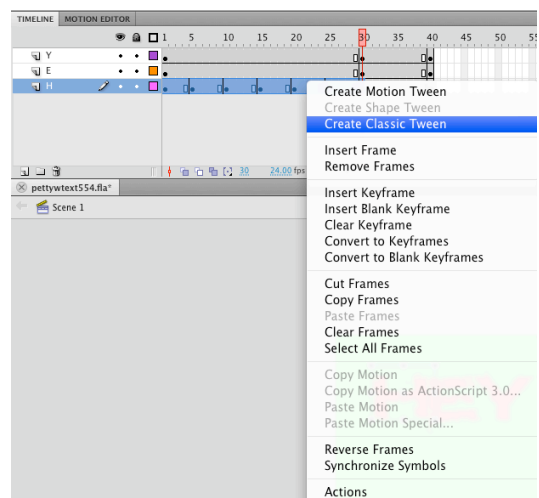
***Remember DO NOT alter keyframes 30 or 40**



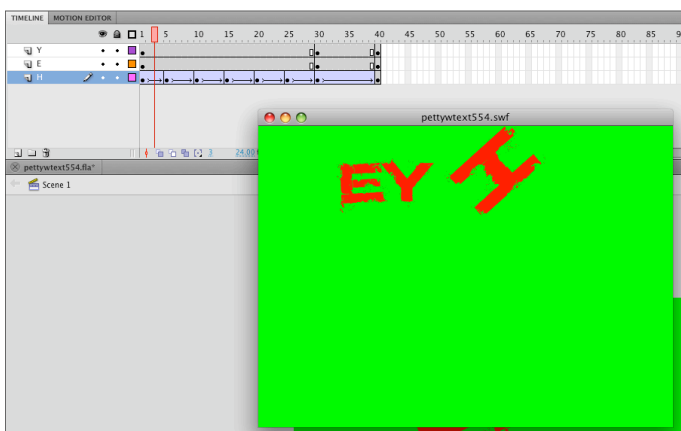
-Click on the keyframe on frame 1, hold Shift and click on the keyframe for frame 30.

-Place the mouse in the highlighted area of keyframes in the Timeline

-Right Click > Create Classic Tween



-Command + Enter to preview the animation



-Repeat this process for the every layer for every letter of your first word.

***Remember, DO NOT alter frames 30 & 40**

-Create a new Layer

-Type your 2nd word of your 3 word phrase

-Repeat the process to break apart, distribute to layers, delete the original layer, convert to symbol, insert keyframes, move and alter.

-If you forget, just follow the tutorial again!