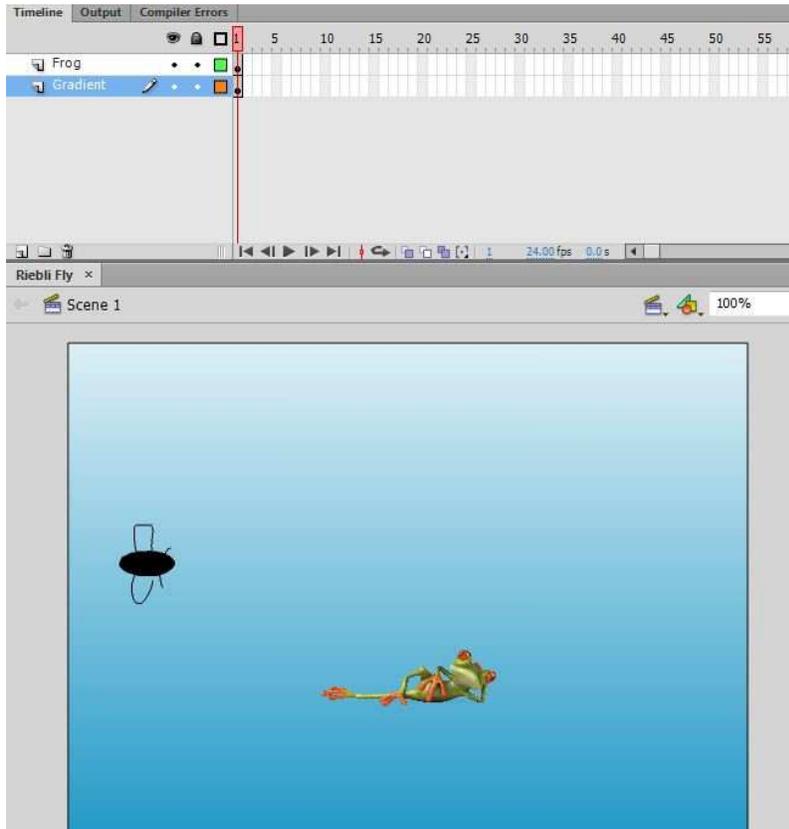


Nesting or Building an animation within a symbol.

Main Timeline:

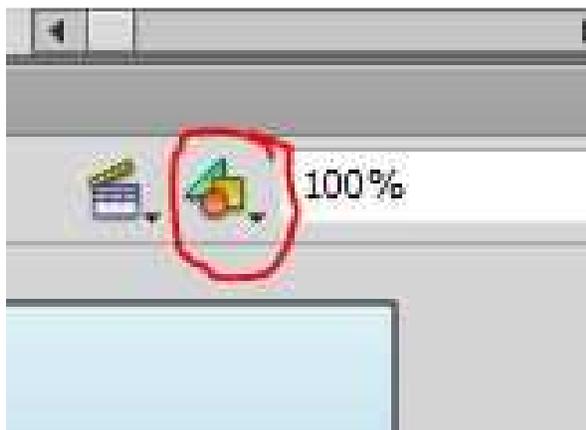


Notice in the information bar just above the Stage Window that it says "Scene 1".

This is about the Frog, but you will see the Fly on screen because it is part of the Frog symbol as it is contained within Frog.

The extra layer "Gradient" refers to the background I created to represent the sky fading to a blue for the water in the scene in case I want to float some images (like lily pads and logs) in the scene.

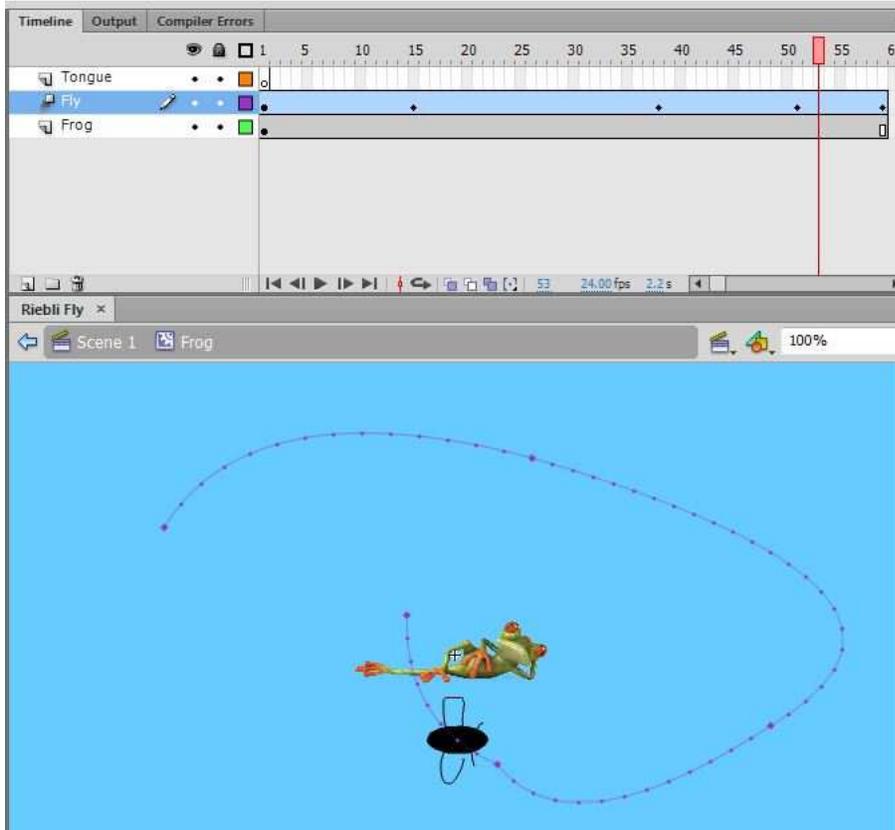
To go inside the symbol Frog click on the symbol editing icon on the right side of the information bar above the stage:



Next

We are inside the symbol. You know that because on the left side of the information bar above the stage is the address of your

location: scene1-frog.

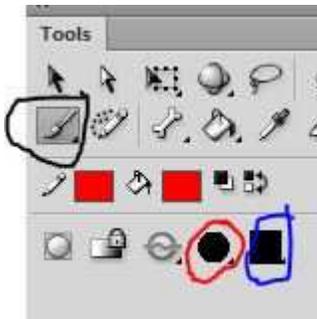
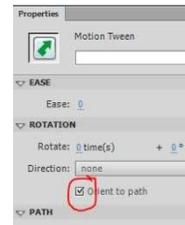


Here I have created three layers. The bottom layer is the Frog. The middle layer is the Fly. Third layer goes to Tongue. This way the fly can fly in front of the frog if I wish and the tongue can hide the fly if I wish.

I plan the path of the fly. After creating the fly as a symbol I use a normal tween and have the fly circle the frog. I could have him tease the frog to motivate a response if I wished. You will want to click on the fly mid tween

and orient him to the path. That way he will look more normal.

As you progress across the tween any place you click creates a key frame. The path between key frames can be modified with the black selection arrow.



Right click on the Tongue frame you want to start the tongue and create a key frame. Go to tools and select brush (black circle), change color of stroke to red and color of fill to red, choose the size of the brush (red circle) and select brush shape (blue).

Now start the tongue by drawing at the frogs mouth. Advance a frame, right click insert a key frame, and extend the tongue again with the brush and continue doing this until you have defined the path you want the tongue to follow and have captured the frog.

Finally, you will want to have a wait period before we see the frog and another fly. So you will enter a frame off to the right so all we see is the frog

