

MOTION GRAPHIC DESIGN



REVIEW

- » Flash Animation Techniques: 3 Different Ways to Tween
 - » Shape Tween (with shapes)
 - » "Classic" Tween (with symbols)
 - » Limited Easing
 - » New CS4 Motion Tween (with symbols)
 - » Advanced/Complex Easing
- » Animation Principles
 - » Squash & Stretch
 - » Timing
 - » Slow-in and Slow-out (easing)



NEW TECHNIQUES

- » Rotation
 - » How to control rotation in Flash
- » Adding Sound to Flash
 - » When syncing, be sure to set your audio keyframe to "stream"
 - » Lesson: Flash Streaming what is it?
 - » Syncing tips for kinetic typography:
 - » Consider adding blank keyframes as markers
 - » work backwards (design your final type layout FIRST!)
- » Animated Masks
 - » Intro to the power of animating Masks
- » Motion Guides
 - » Time permitting, we will go over two ways to animate on a guide, or bezier curve in Flash

