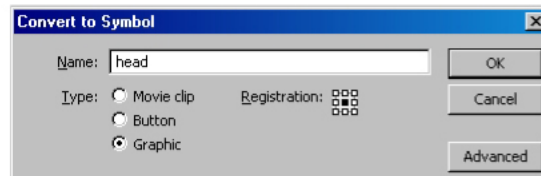# Bloo Walk Cycle Within a Symbol

Here's how to make a simple character walk utilizing motion tweens and shape tweens inside a symbol

1. On the mainstage or Scene 1, **draw a circle** using the oval tool (o).

2. **Symbolize** the circle by selecting it and clicking **F8**. Name the symbol "Head"

Convert to Symbol

Name: head

Type: ○ Movie clip Registration: ▦
○ Button
◉ Graphic

OK
Cancel
Advanced

3. Create a new layer on the timeline by clicking on the Insert Layer icon.
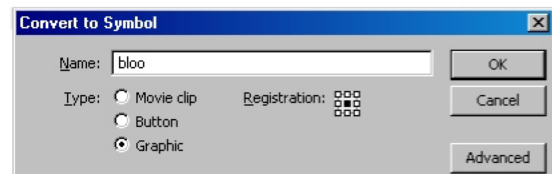
Layer 2
Layer 1

This one

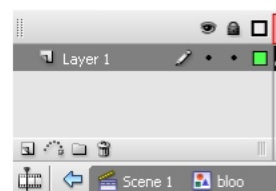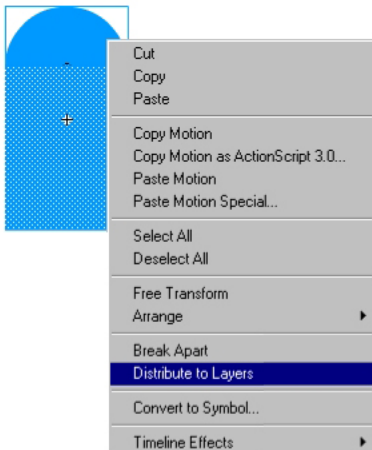4. On the new layer, **draw a rectangle** using the rectangle tool (r). **Do not symbolize it.**

5. Select both circle symbol and rectangle shape and **convert them both to a single symbol (f8)**, name the symbol "Bloo".

Convert to Symbol

Name: bloo

Type: ○ Movie clip Registration: ▦
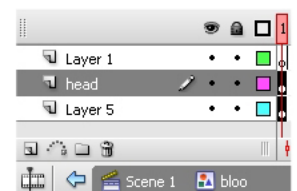○ Button
◉ Graphic

OK
Cancel
Advanced

6. Using the selection tool or black arrow (v) **double click on the bloo symbol** on the stage. This should take you inside of the symbol. Notice both the circle symbol and rectangle shape are on one layer. They will need to be on individual layers in order to later use the tween functions.

7. Inside of the Bloo symbol, make sure that both circle and rectangle are selected, then right-click the character on the stage and select **"Distribute to Layers"**. This will place each object on its own layer.

Cut
Copy
Paste

Copy Motion
Copy Motion as ActionScript 3.0...
Paste Motion
Paste Motion Special...

Select All
Deselect All

Free Transform
Arrange

Break Apart
Distribute to Layers

Convert to Symbol...

Timeline Effects

Layer 1

Scene 1 bloo

Before
Distribute to Layers

Layer 1
head
Layer 5

Scene 1 bloo

After
Distribute to Layers

8. After using Distribute to Layers, there is always another layer which is blank. In this case it is "Layer 1". On Layer 1 **create a circle for the eye**, and **symbolize it (f8)** calling it "eye"
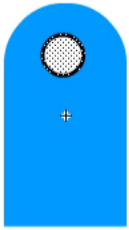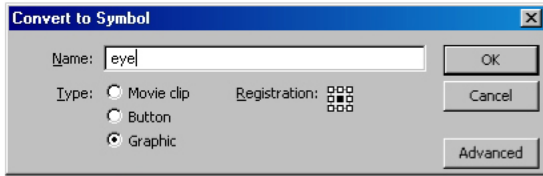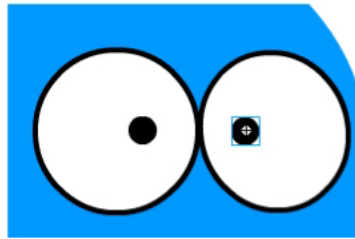

9. While holding the **alt key**, click and drag the eye symbol **to make a copy**. You can then **scale and skew** the new eye with the **Free Transform Tool (q)**, this will make the pose look better.
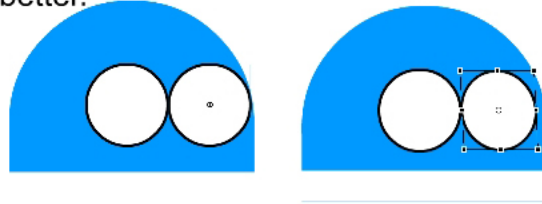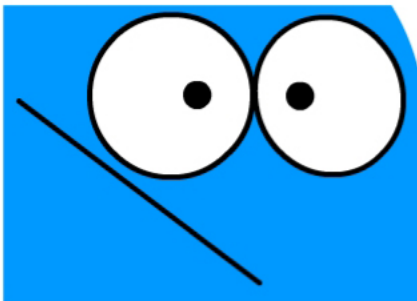

10. **Make a new layer** above Layer 1, **create a black circle (o)** for the pupil and **convert it to a symbol (f8)**.
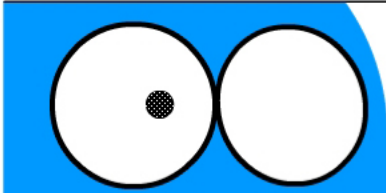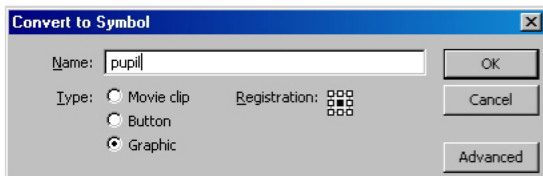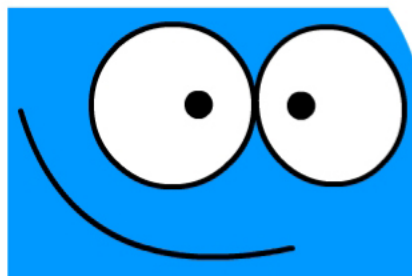

11. Holding down the alt key again, click and drag the pupil symbol to make a copy.
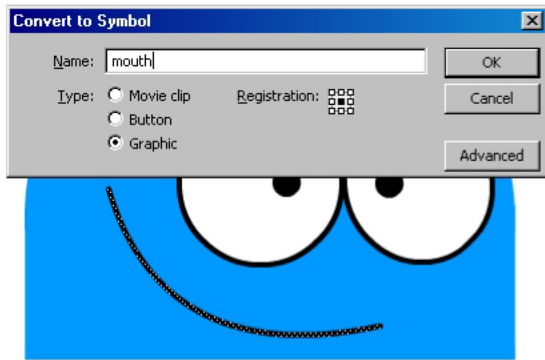

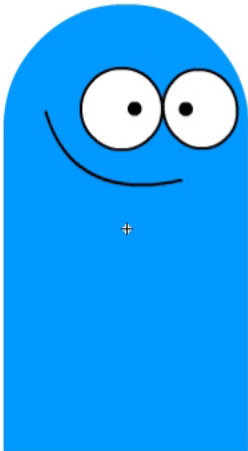12. For the mouth create a line using the Line Tool (n).

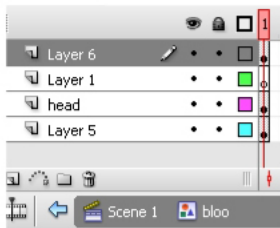
13. Using the **black arrow (v)**, bend the line to **create a curve**, so he looks happy

14. Symbolize the mouth (f8)

15. Select all of the assets for the face and convert them to a single symbol. **Make sure each of the assets are symbolized before making the face symbol**, otherwise it will flatten the artwork as a solid piece.
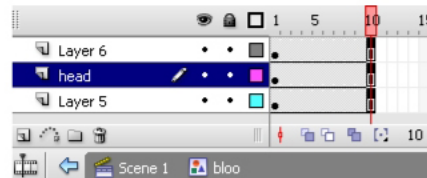

16. Here is how the timeline looks inside of the character symbol. Layer 6 is the face symbol, **Layer 1 is empty and can be deleted**, Layer 5 is the rectangle shape.
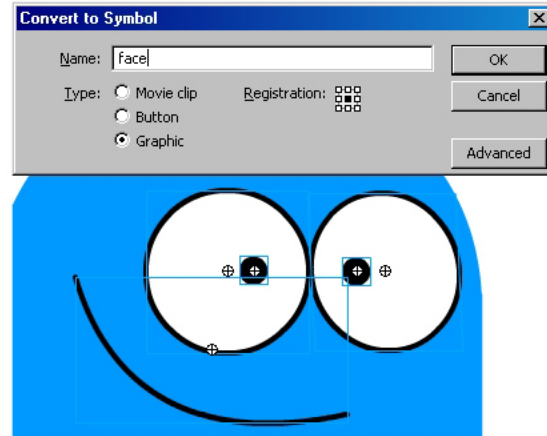
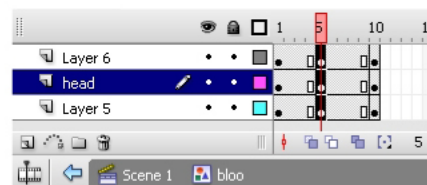17. After deleting Layer 1 by clicking the Trash Can icon, **extend the timeline** to frame 10 by clicking **f5** inside the Bloo symbol.
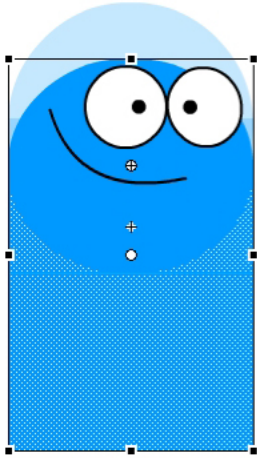

18. On frame 10 add a column of keyframes (f6) on all three layers. This will make a "copy" of the first pose so the cycle will loop.
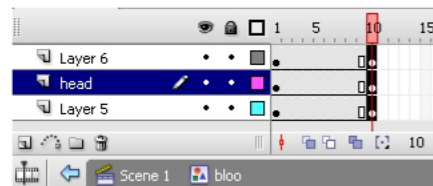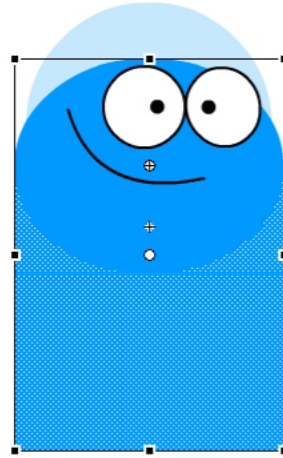

19. On **frame 5 add keyframes (f6) on all three layers**. This is where we will change the pose and make Bloo squash down.

20. On frame 5, select the circle symbol and rectangle shape and squash them down using the Free Transform Tool (q).

21. Still on frame 5, select the circle symbol and rectangle shape and stretch them horizontally using the Free Transform Tool (q).

22. Since the rectangle is not symbolized, it can be modified without effecting the other rectangle poses. Using the Black Arrow (v), pull out the sides of the rectangle and adjust the corner points to create the illusion that the circle and rectangle are one shape.
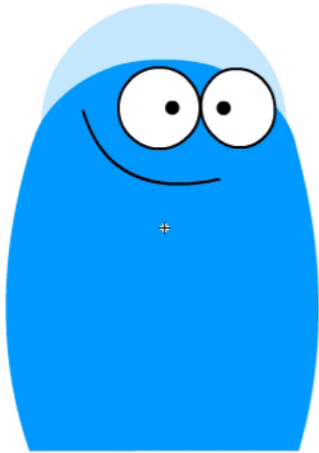
23. Now lower the face symbol and slightly squash and stretch (q) it just enough to make it look good. That's it, both poses are complete, now it's time to add tweens!
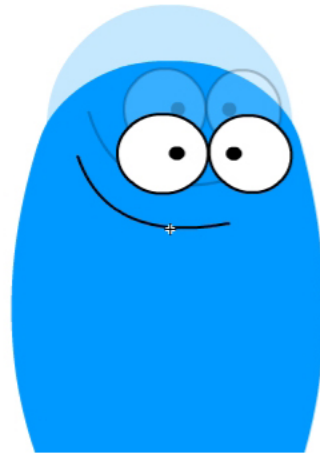
24. First add the motion tweens. Remember, **motion tweens only work on symbolized objects**. Select the layers containing the head and face symbols and in the properties panel, create motion tween.
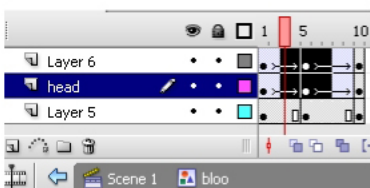
25. Now add the shape tween. Select the layer containing the rectangle. In the properties panel, create a shape tween.
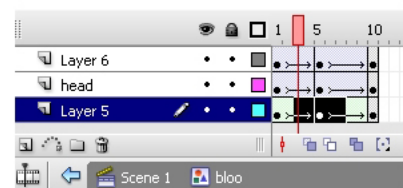
26. Usually the shape tweens don't work so well...

27. To fix the shape tweens, on frame 1 add four **Shape Hints** for each corner of the rectangle. Go to **Modify>Shape>Add Shape Hint**.
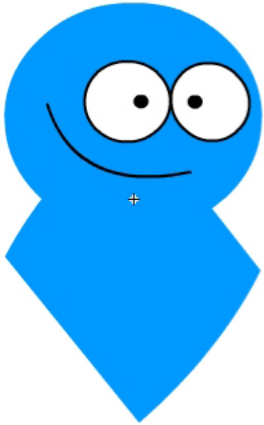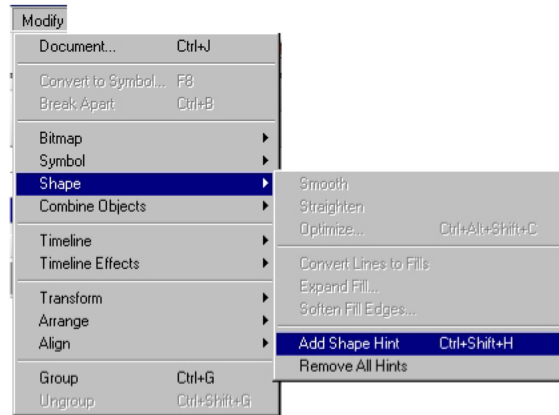
Modify

Document...	Ctrl+J
Convert to Symbol...	F8
Break Apart	Ctrl+B
Bitmap	▶
Symbol	▶
Shape	▶
Combine Objects	▶
Timeline	▶
Timeline Effects	▶
Transform	▶
Arrange	▶
Align	▶
Group	Ctrl+G
Ungroup	Ctrl+Shift+G

Shape submenu:

|	
Smooth	
Straighten	
Optimize...	Ctrl+Alt+Shift+C
Convert Lines to Fills	
Expand Fill...	
Soften Fill Edges...	
Add Shape Hint	Ctrl+Shift+H
Remove All Hints	

28. Place each shape hint over each corner of the rectangle on frames 1 and 5, make sure they match identically.
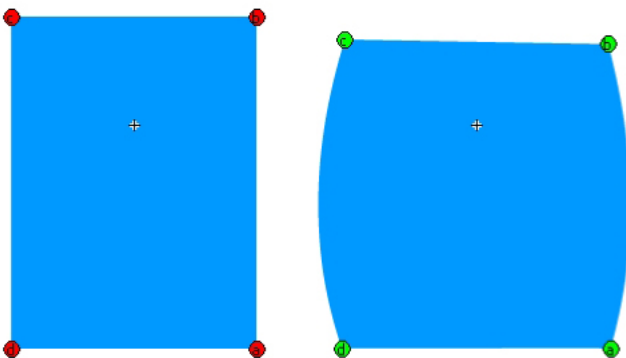
29. On frame 5, add four more shape hints and place them on each corner, and also match them on frame 10. Now the shape tweens should work. If not, try reordering the letters.
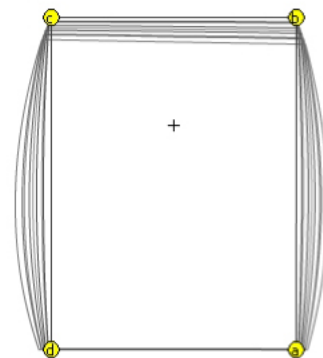
30. The animation is close to being complete. However the timing is too even. **Add Eases** to your tweens by **selecting the layers** between frames 1 and 5, and in the **properties panel** click and drag the ease controller down to **-100 to Ease In.** You will have to select the motion tweens and shape tweens independently in order to adjust them.

Tween: Motion   ☑ Scale
Ease: -100 in Edit...
Rotate: Auto 0 times
☐ Orient to path ☐ Sync ☐ Snap
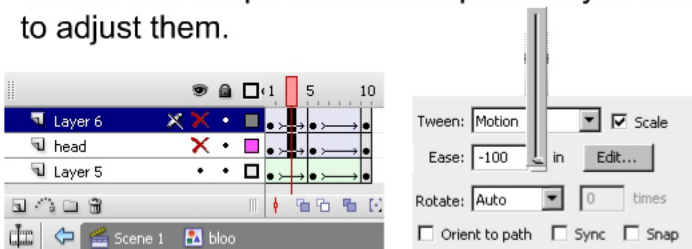
31. Now apply an **Ease Out** between frames 5 and 10. First select the motion tweens on the circle and face layers and **set the ease controller to 100**, then select the shape tween on the rectangle shape layer and set the ease to 100. Our cycle is now complete, time to animate the walk on the main stage/timeline.

Tween: Motion   ☑ Scale
Ease: 100 out Edit...
Rotate: Auto 0 times
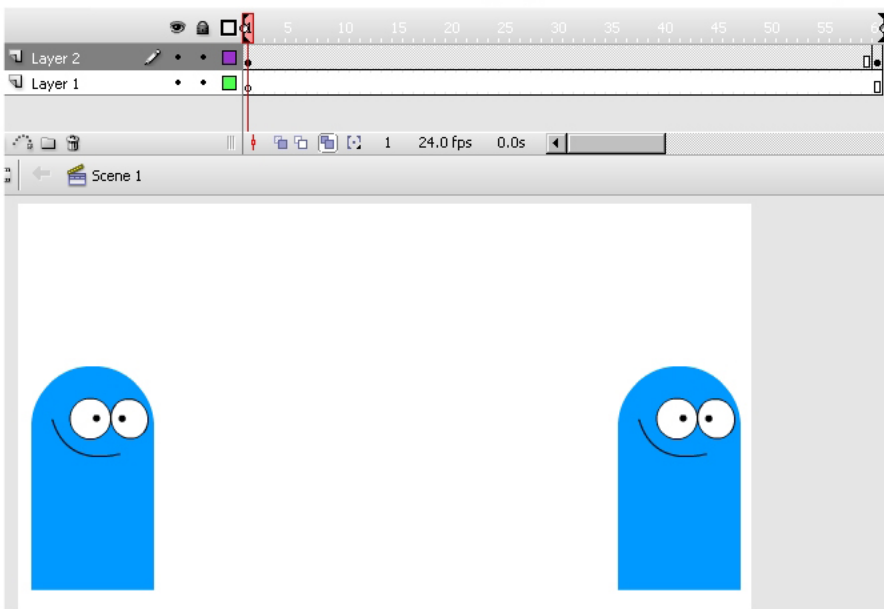☐ Orient to path ☐ Sync ☐ Snap
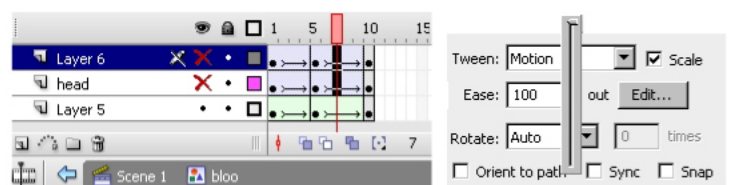
32. Exit the Bloo symbol by double-clicking anywhere on the stage or by clicking on the Scene 1 tab. On the mainstage/timeline, **extend the timeline (f5)** to frame 60. You can ignore or delete Layer 1, which is probably empty.
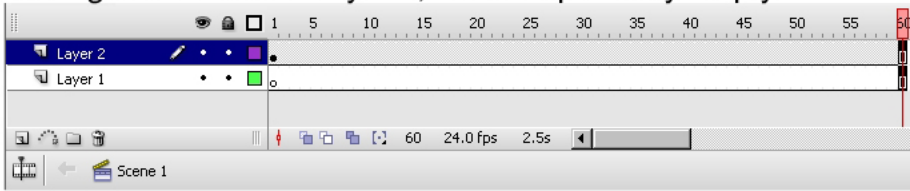
33. On frame 60 create a keyframe (f6)
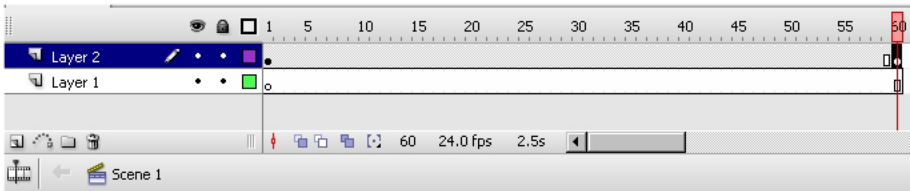
34. On frame 60, on the mainstage position Bloo to the right.

35. Select anywhere between the first and last keyframe on the mainstage timeline and create a motion tween in the timeline properties. Now you should have a Bloo walk cycle.