

11. Introducing Flash to your Filmmaking – Making a Tween

Once students have grasped that stills can be extracted and played with, it opens up limitless creative possibilities and Photoshop is indispensable here.

Flash has an undeserved reputation as being a difficult package to learn. Some key points:

As with all software, you don't need to learn everything. Students can go a very long way with a rudimentary knowledge of this package and the right attitude.

There is always more than one way to do anything

Everything in Flash is built around tweening. Tweening is simply when you move or change an object on the 'stage'. The term comes from the hey day of Disney when the expensive artists were hired to draw the keyframes but the frames in between were drawn by cheaper artists known literally as 'inbetweeners' or 'tweeners'.

There are two types of tween and the first thing your students should learn is the sequence of steps for each. Have them repeat these steps until they know them by rote. After that these relatively simple skills offer huge potential.

References

Tutorial 4 - Making a motion tween

Tutorial 5 - Making a shape tween or morph