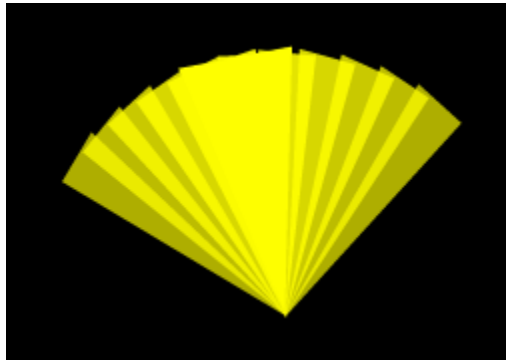


## Flash CS3 Fan or Onion Skin Effect – by L. Kranenburg and R. Berdan 1999



This effect creates a number of trailing objects with varying amounts of opacity. It can be used to provide a sense of motion. This technique was first used by a student of mine in 1999 to create the A Channel logo – a TV station no longer in business in Calgary. I have simplified the script and use a simple rectangle which will sweep 90 degrees and leave a trailing fan behind it. This effect also works in older versions of flash down to version 4.

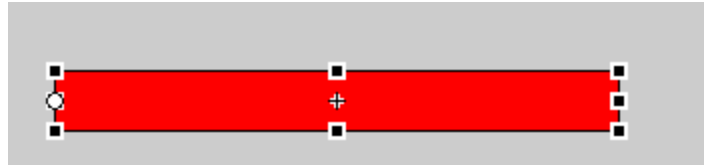
1. Start Flash CS3 and on the screen draw a narrow rectangle with a solid fill in the vertical position and place on the left side of your movie . Select the rectangle > Modify> Convert to symbol – graphic.



I used a gray back ground here to make it easier to see the movie stage.

2. Insert a keyframe in the time line at 20.

3. In order to allow the object to move about its base we need to move the registration point which is currently in the middle of the rectangle. Select the Free transform tool in the toolbar select the central registration point (white dot in the center) and drag it to the bottom of the rectangle. This is the spot about which the object will rotate. Then place your cursor outside the top and pull the rectangle down 90 degrees. With the free transform tool selected you will see a small circle with an arrow when you position your cursor just outside the top of the rectangle.



Drag the object on to its side as show above – but the base should not move.

4. Select the first keyframe and then in the properties box select motion tween. When you play the movie the object falls over.

5. Select keyframe 1 and then select the rectangle, from the properties box, select the Color drop down menu and select alpha. Set the alpha value to 9% so the rectangle is transparent in keyframe 1. Play the movie it appears and falls down.

5. Place your cursor on frame 2 and press F6 to insert a keyframe, continue until you have created a total of 20 keyframes. Then add another single keyframe in the time line at 30 – this is to allow the fan time to catch up. See layer 1 below.



6. Now the work begins to create trailing images. Create a new layer 2 above Layer 1. Create a new keyframe in the time line at 2 and another one at 11.

7. Select the 2<sup>nd</sup> keyframe in layer 1 and Edit>copy. Then select the 2<sup>nd</sup> keyframe in layer 2 and go Edit>Paste in place.

8. Create a 3<sup>rd</sup> layer and in layer 3 create a keyframe in the time line at 3 and 12. Select the 3<sup>rd</sup> keyframe in layer 1, Edit copy, then select the 3<sup>rd</sup> keyframe in layer 3 and Edit>paste in place.

You continue doing this until you have copied all the keyframes into new layers that are offset 1 frame each time.

The end result looks like the screen shot below. The technique can be used with any animated object to give it a feeling of motion.

