

# Topic Support Guide

Cambridge  
International  
AS & A Level

## Cambridge International AS & A Level Information Technology

9626

For examination from 2017

### Topic 17 Animation

#### Task 3 – Adding motion tweens

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## Animation task – A space animation

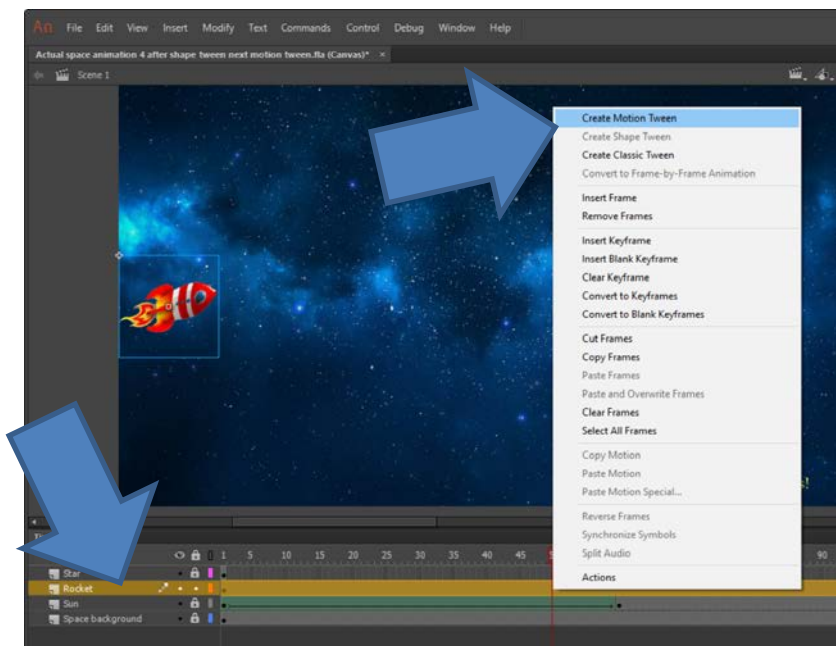
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### Part 3. Adding a motion tween to the rocket

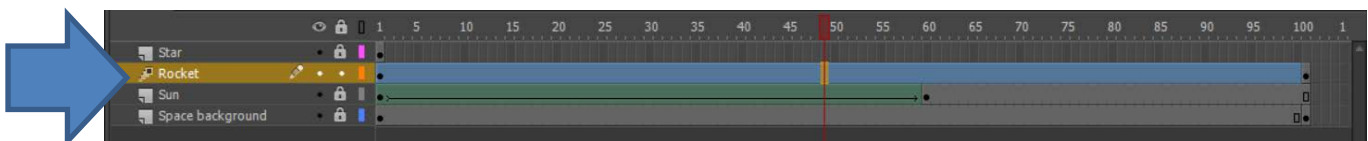
Before you start take care to make sure that you have selected the rocket layer.

**Tip:** Remember it is good practice to lock the other layers to prevent accidentally editing them.

First, insert a key frame in frame 100. Then right click on a frame in between frame one and 100. In this example frame 50 has been chosen. Then selected **create motion tween**.

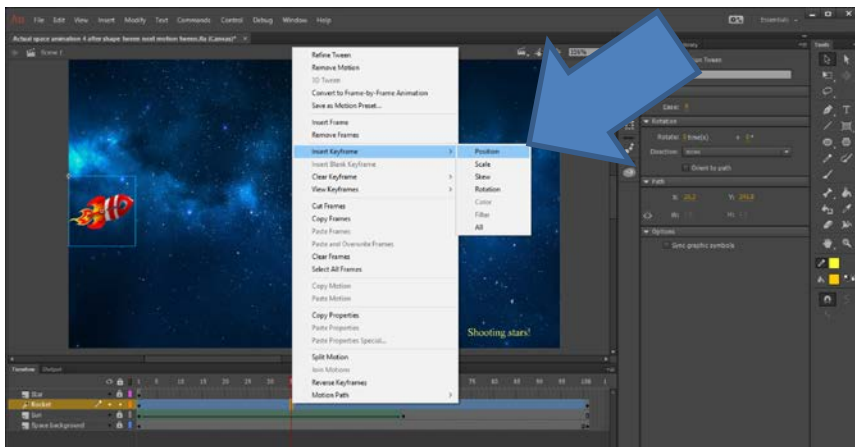


You will notice that the rocket layer now turns a blue colour which indicates that a **motion tween** has been added to this layer. This can be seen in the picture below.



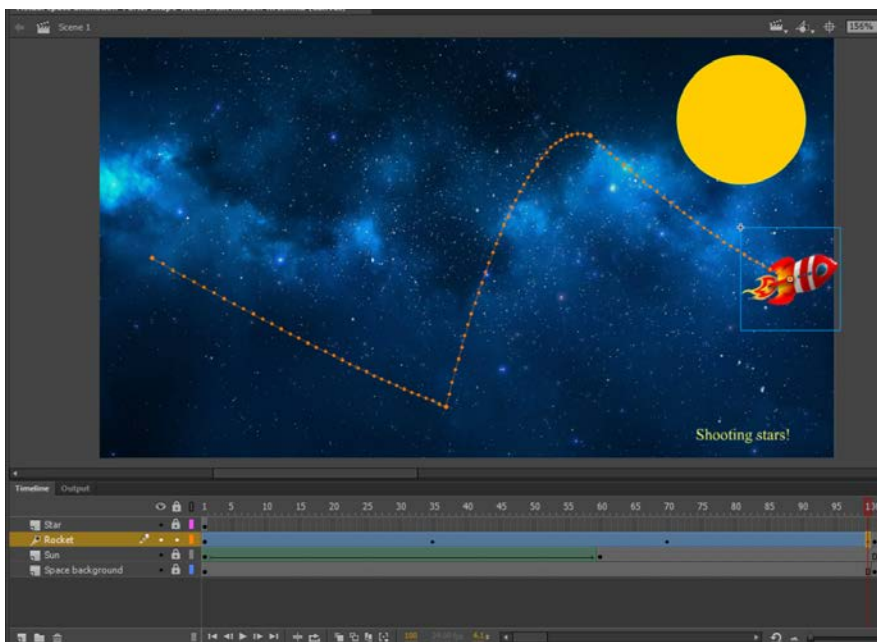
However, if you play the animation at this point the rocket will not be animated. *There is an extra stage which is required.* On the timeline you will need to show the software where you would like the rocket to be placed throughout the animation. To do this you need to add **positional key frames** along the timeline.

Follow a process like the following to add these additional key frames. In the screenshot below, frame 35 has been selected, then the mouse has been right clicked to reveal a menu. Go to **insert key frame**, but then select **position** from the second expanding menu. Move the rocket with the **selection tool** to a new position on the stage.



**Note:** It is important to remember to actually select the rocket and move it to its new position each time you add a new positional key frame.

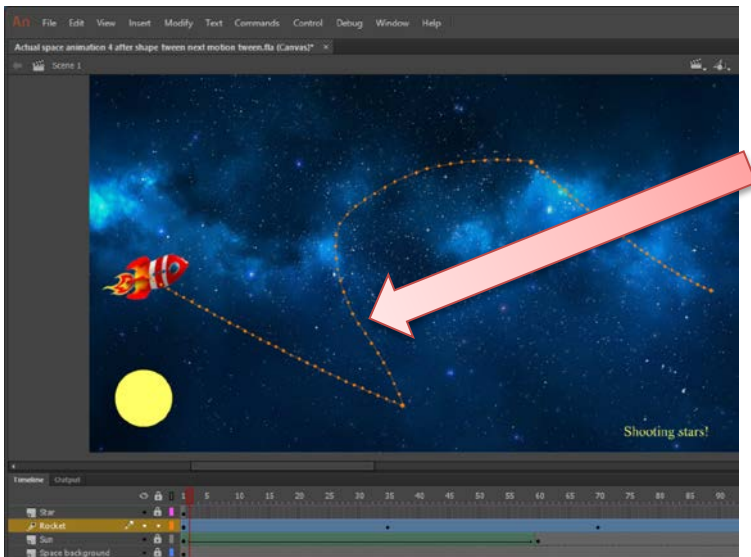
Next, repeat this process again at around frame 70, insert a **key frame** and select **position**. Then repeat again at frame 99. **Don't forget to move the rocket with the selection tool.** The rocket layer should now look something like this.



Next, rewind your animation and play it, which will now show your animated rocket and sun.

You have now created a **motion tween** as well!

**Tip:** Notice the lines the software has added to show the path the rocket has taken. This is the motion tween.



It is possible to click on the motion tween line and adjust the path manually.

You can see in this screenshot that the path has been manually adjusted. This is something you may wish to have a go at in the future. You will need to use the **select** tool to select the path. Then move the mouse pointer near the line until it changes to a curved shape which will allow you to manually adjust the path.

**Tip:** This can be tricky, and dependant on the position of the pointer you can also get the option to move the entire motion path. Take your time and experiment.

Now save your work.