How to use a motion guide for animation

You can use *motion guides* to create motion tweens that are more complex than those you can create with keyframes. Using a motion guide, you can move an object along any path you create with the Adobe Flash CS3 drawing tools. You can create a motion guide for a shape, text, or a symbol.

1. Select the layer that contains the object you wish to animate.

2. Select Insert > Timeline > Motion Guide.

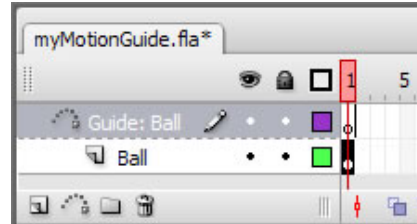   Flash creates a special layer named Guide (**Figure 1**).

3. Click the first frame of the Guide layer.

4. On the Stage, use one of the Flash drawing tools, such as the Pencil or Pen, to draw a path that will guide the motion of the animation object.

5. On both layers, insert keyframes at frame 20.

6. On the object layer, right-click (Windows) or Control-click (Mac OS) any frame between frames 1 and 20. Select Create Motion Tween from the context menu.

7. Click the first frame of the object layer to select the object.

8. If it is not already there, drag the object by its center to the start of the guide.
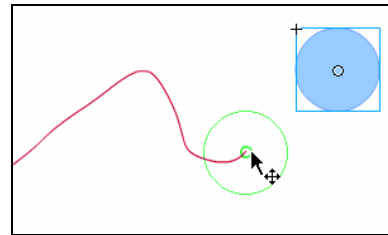
   It should snap to the guide when you approach it.

9. Click frame 20 of the object layer.

10. Drag the object by its center to the end of the guide.

    It should snap to the guide when you approach it (**Figure 2**).

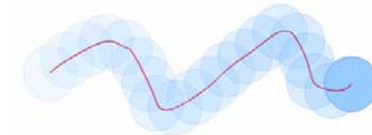11. Turn Onion Skinning on to see how the object will move (**Figure 3**).

12. Select Control > Test Movie to see it play.

    Observe that the object moves along the guide.

13. Select File > Close to close the preview window.

Figure 1 Guide layer

Figure 2 Snap to guide

Figure 3 Object moving along guide