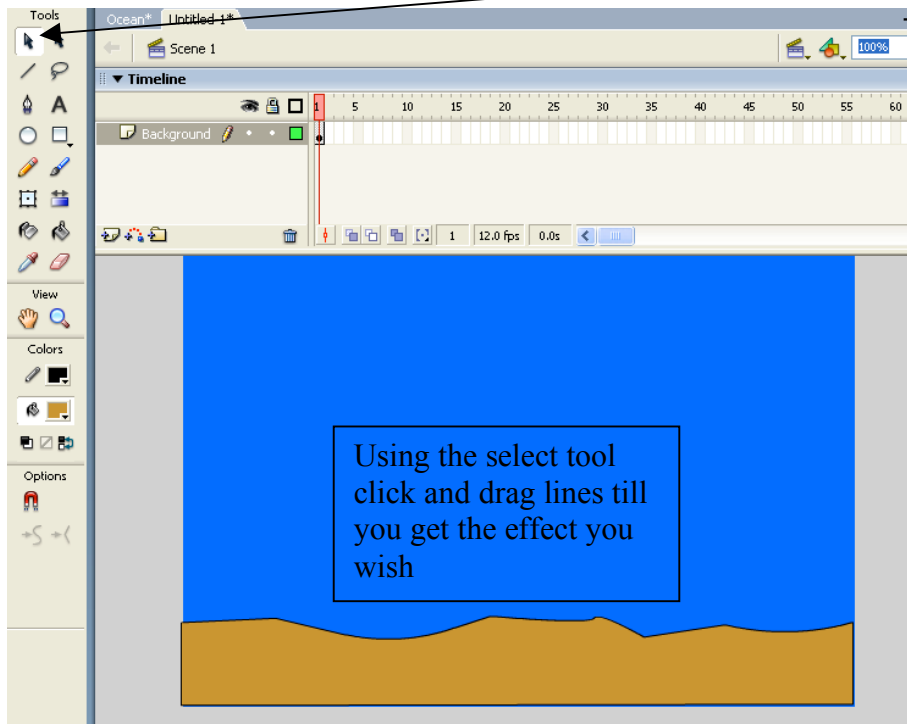


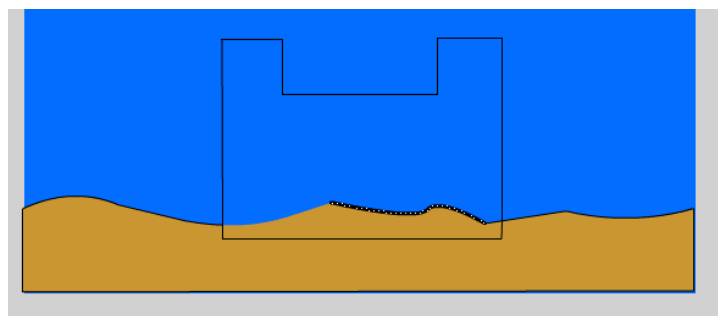
Flash Ocean Scene

Background:

- Change the color of the stage to #0066FF using the properties window
- Change the name of layer 1 to be background.
- At the bottom of the stage draw in your sand (fill color #C69537 stroke color black) using the “Pen” tool. Adjust surface of the sand to have look you wish with the select tool.

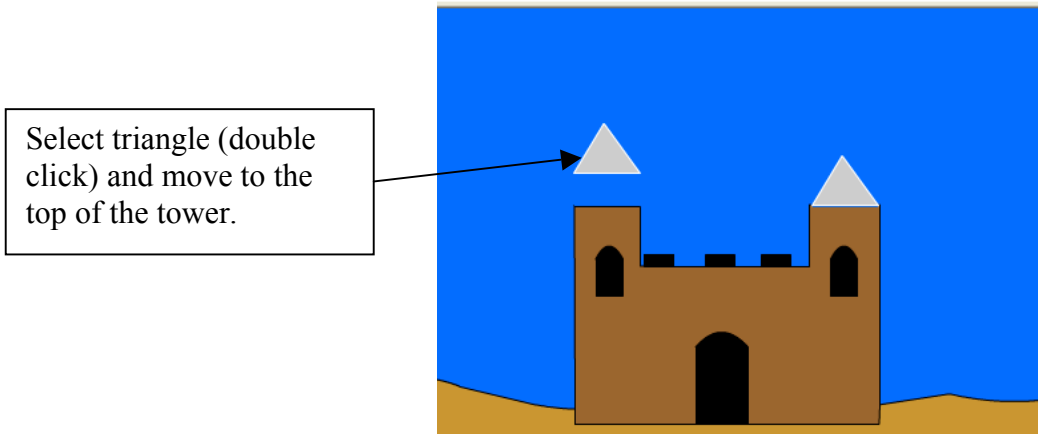


- Draw castle using the “pencil” tool with the option to straighten line selected.
- Delete the stroke of the sand that is now within the castle by selecting the line and hitting delete.



- Using the “Paint Bucket” tool fill castle (#996633). You will need to fill both the area over the ocean and that area over the sand.
- Add castle door and windows using the “rectangle” tool with both fill and stroke color being black. To round the edges choose the select tool and drag from the middle of each rectangle’s top edge up until desired effect.
- Add small black rectangles to the roof line.

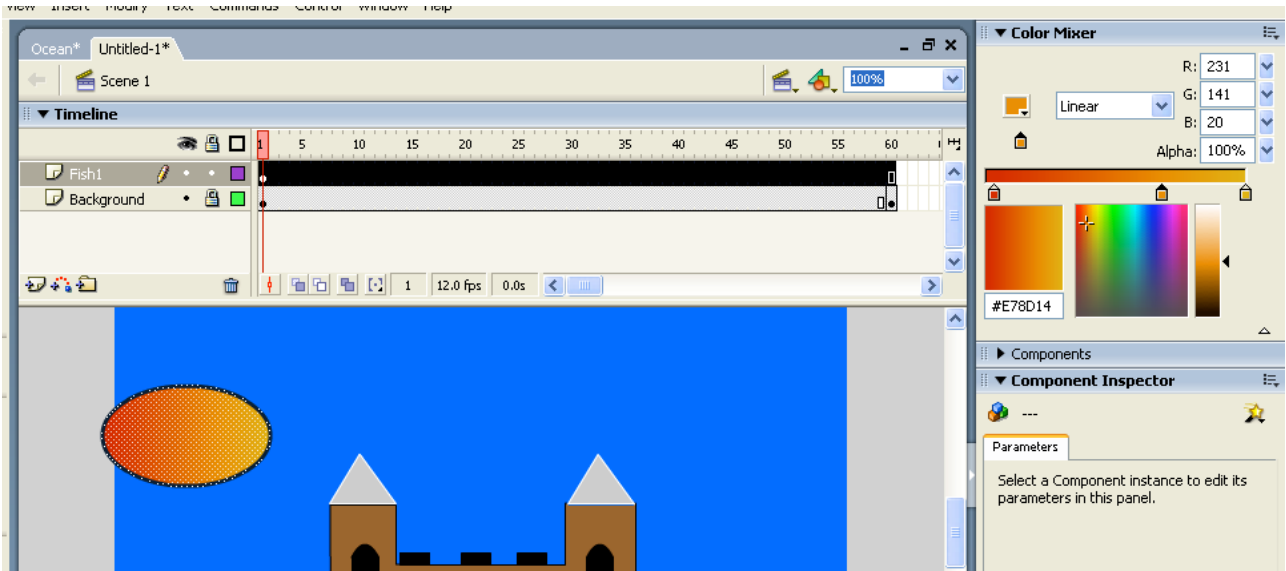
- Using the “Pen” tool (white stroke color) draw a triangle over the first tower. You will want to do this a little above the tower and then later move it to be directly on top. Using the “Paint Bucket” tool fill the triangle with silver (#CCCCCC). Either repeat the process for the second triangle or copy and paste the first triangle.



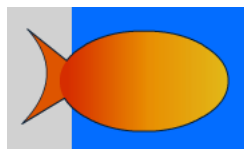
- Add keyframe in frame 60 (F6) and then lock the background layer.

Fish:

- Add new layer and rename this layer to be fish1
- Using the “Oval” tool draw the body of the fish and add a linear gradient. My color choices were D32405, E78D14, E0BA23. To do this, use the Color Mixer Window.



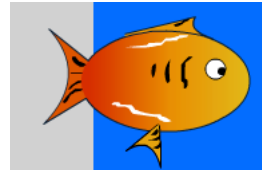
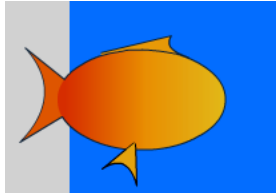
- Create tail using the “Pen” tool (fill Color DB510B, stroke color black). Just like the silver tower tops, create to the side and shift over when completed. Delete inside stroke where tail meets the body.



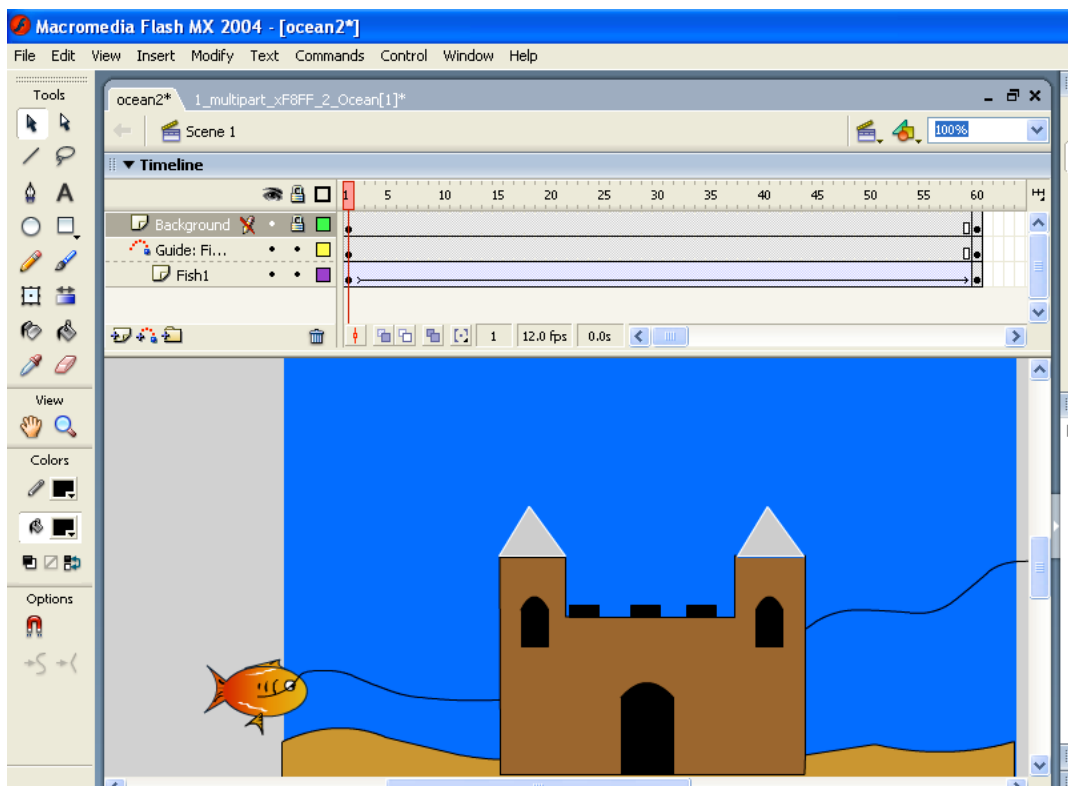
- Create two other fins using fill colors that are slightly lighter in

color (similar to head color).

- Using “Oval” tool with white fill create and eye.
- Using “Paint Brush” tool add in highlighting and eye ball.

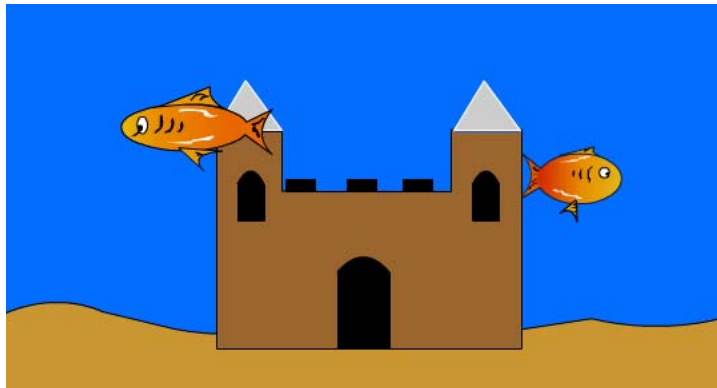


- Select the entire fish and go to Modify: Convert To Symbol (or F8) and name this graphic symbol Fish. When done you should see a blue box around the fish and it will now also be found in the library.
- In frame 60 add a keyframe.
- Add a motion tween between frames 1- 60
- While in frame 1 open the transform window and shrink to 50 % (Windows: Design Panel: Transform). Repeat this step in frame 60.
- Add a guided layer, and using the pencil tool sketch the path you would like the fish to take. Make sure you have added a key frame in frame 60.
- Attach your fish to the beginning of you guide line while in frame 1, and then attach your fish to the end of the guide line in frame 60. Hit control enter to test your motion.
- To move the fish behind the castle drag the background layer to the top.



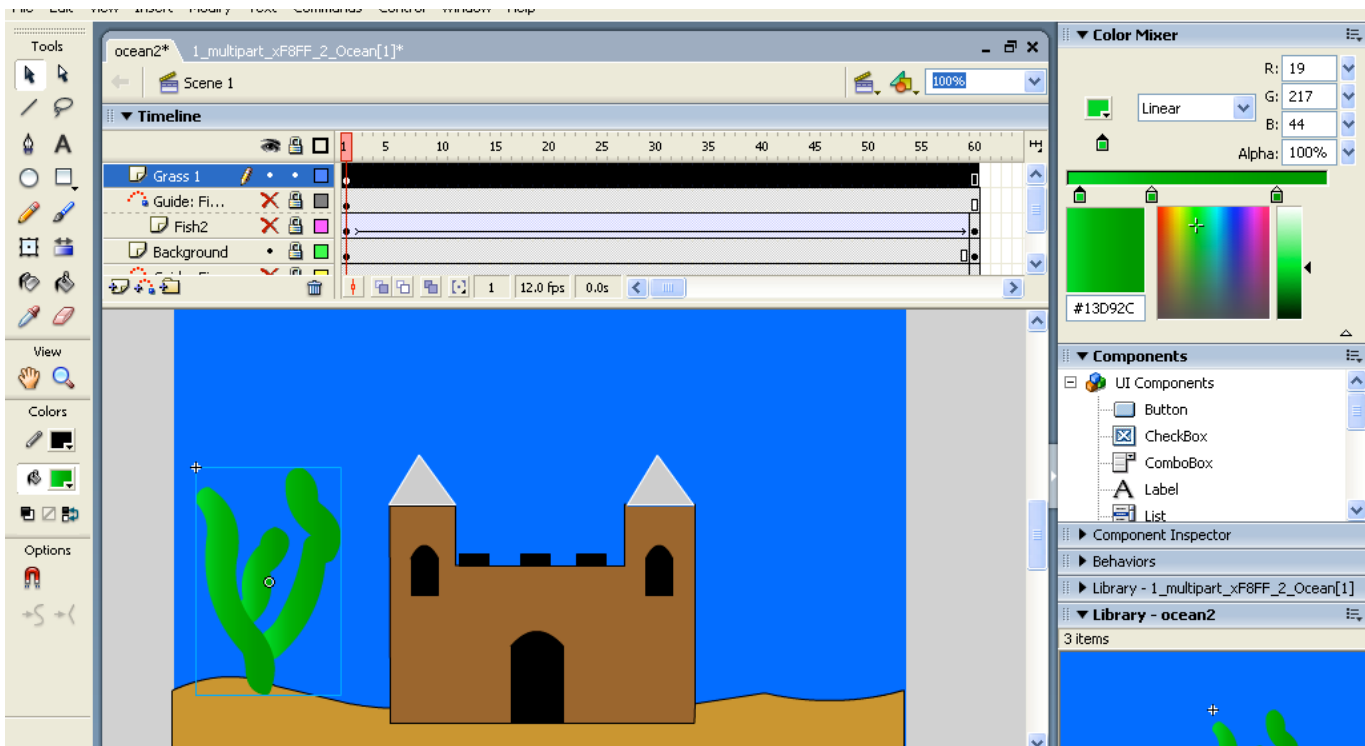
- Create a new layer and call it fish2. Lock all other layers.

- Create a similar fish headed the opposite direction. Once this fish2 is a symbol, create a new guide layer. Only this time have the fish grow as it moves towards frame 60. To do this transform to 50 % in the first frame but keep the size at 100% in frame 60.



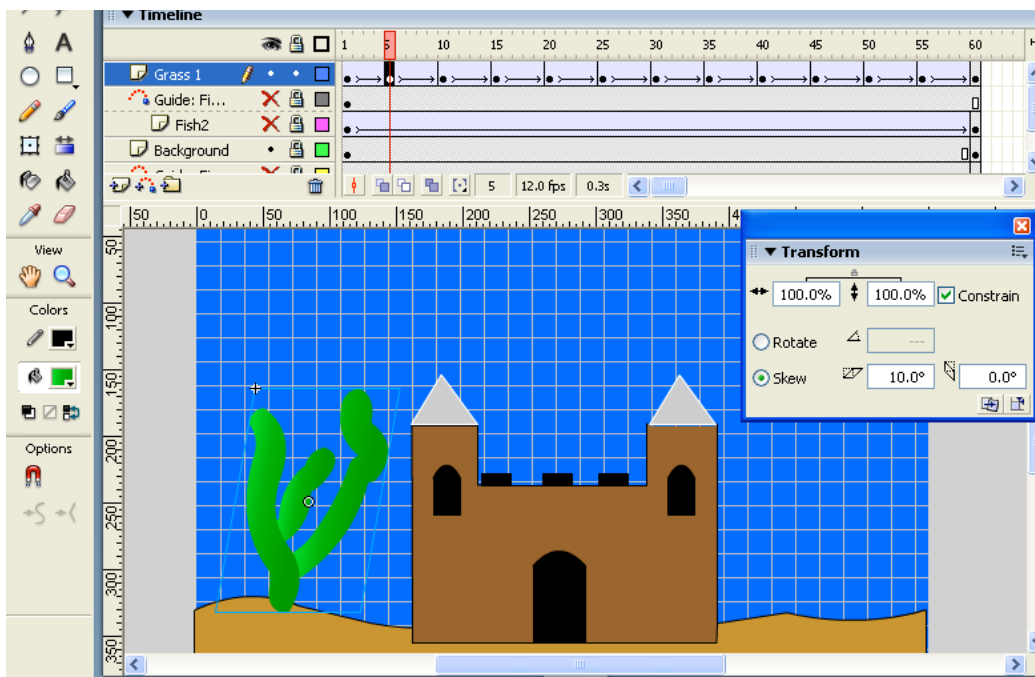
Grass:

- Create another new layer and call it Grass1. Lock all other layers.
- In the color mixer create a green gradient mixture for your grass. Using the “Paint Brush” tool draw your first sea grass.
- Select your grass and convert to a graphic symbol you call grass1. Once again you should see a blue box surrounding your newly created symbol.



- Add a keyframe to frame 60.

- Add a motion tween frames 1-60.
- Add a keyframe every 5 frames. Fastest way is to go to frame and press F6.
- Go to frame 5 and with Transform Window open skew grass 10°.
- Bring up grid and using lines as a guide move grass to the right so that the base still lines up with its original position. Scroll red play bar back and forth between frames 1 and 10 to see if you have the desired effect.
- Go to frame 15 and skew grass -10°. This time you will need to shift the base to the left to line up the bottom position.
- Continue to alternate 25 +10, 35 -10, 45 +10, 55 -10



- Drag this grass layer to be just below the Fish 2 layer and then lock.
- Create a new layer and call it grass 2. This layer should be on top of all other layers.
- Draw a second sea grass and convert to a symbol called grass2.
- In frame 60 insert a keyframe; Add a motion tween; Add keyframes every 10 frames.
- In frame 10 skew 10° and adjust the bottom to match the original location.
- In frame 30 skew -5° and adjust the bottom.
- In frame 50 skew 10° and adjust the bottom

Congratulations - Play your movie and you will have your very own ocean scene. Go crazy and add bubbles for your fish if you would like.