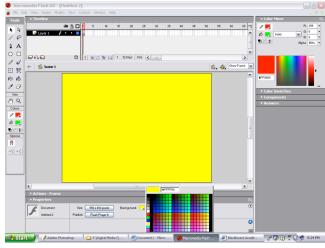
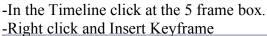
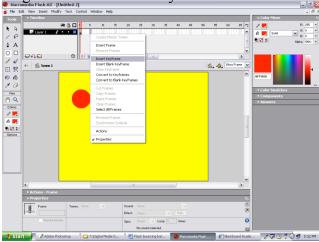
Flash bouncing balls

-In the Properties menu at bottom choose a Background color

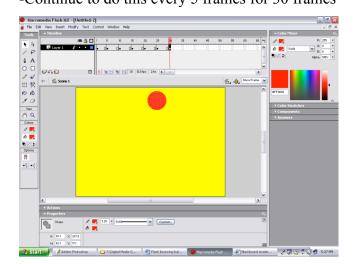
-Leave size at 550x400 and frame rate at 12 fps





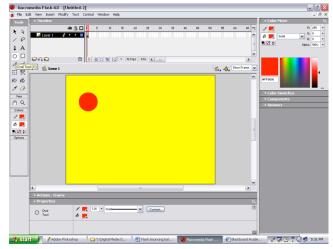


-Insert a keyframe at 10 frames in the timeline.-Move the oval to a different position.-Continue to do this every 5 frames for 30 frames

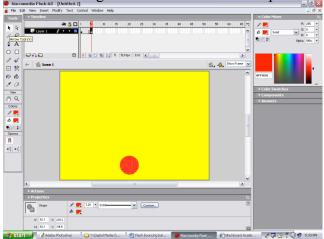


-Click on the oval tool. Choose the same color for the fill and stroke box.

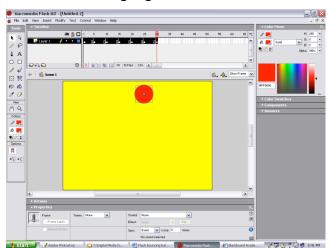
-Drag out an oval shape somewhere on stage



-Click on the Black Arrow tool. Then click on the oval on stage and move to a different position



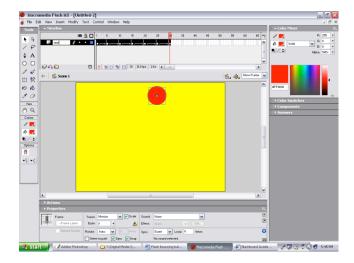
-You should have 7 keyframes from 1 to 30. -Click first keyframe, hold Shift, click last keyframe -All frames will highlight black.



-Right click anywhere in the black highlighted area -Select Create Motion tween from the drop down menu

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-Label the layer the color of the ball



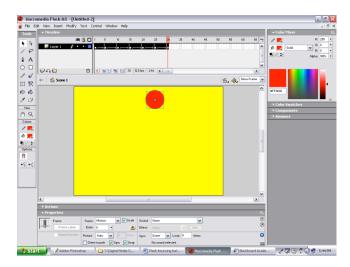
-Continue to add 6 + bouncing balls.

-Change where each once bounces for 30 frames, every 5 frames.

-Change the color each ball and label the layer the color of the ball.

-Save as a fla file. Then export move as a swf file and submit as last name + first initial + balls

-Solid arrows will show between each keyframe



-Create a new layer and repeat every 5 frames. -Make the ball a different size and color.

