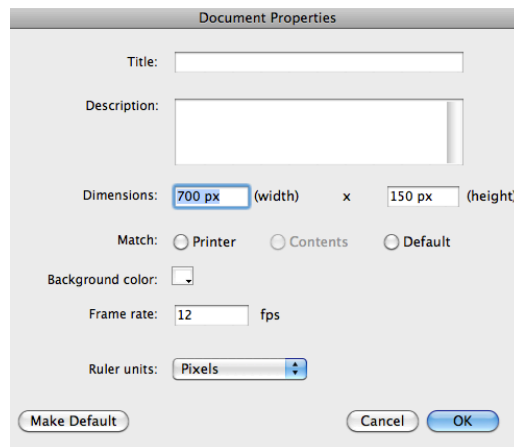
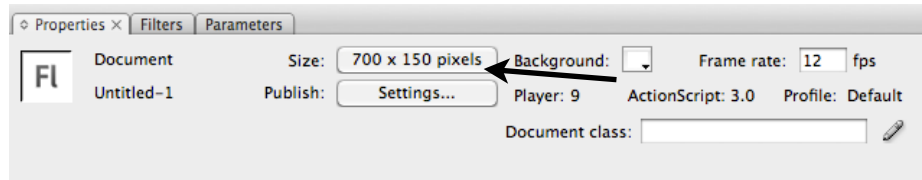
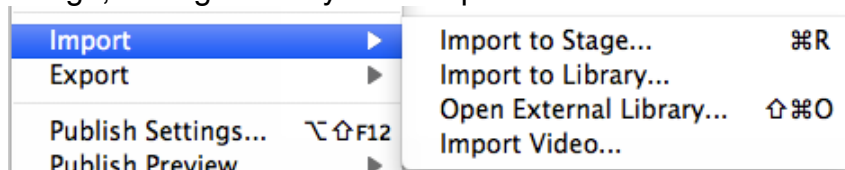


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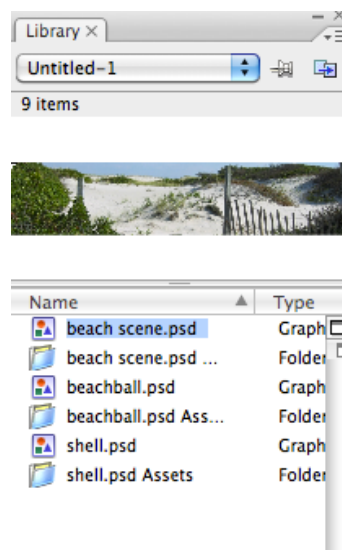
1. Open a Flash document.
2. Change the size to 700 width and 150 height by clicking on the Properties panel at the bottom of the screen.



3. Import beachscene.psd, beachball.psd, and shell.psd to library by clicking File > Import > Import to Library and choosing the images. Click OK when dialog box pops up for each image, asking what layers to import.

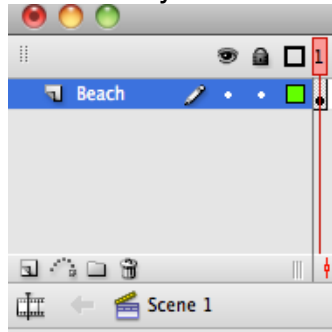


4. Make sure Layer 1 is selected. Then drag the beachscene.psd file from the library unto the stage.

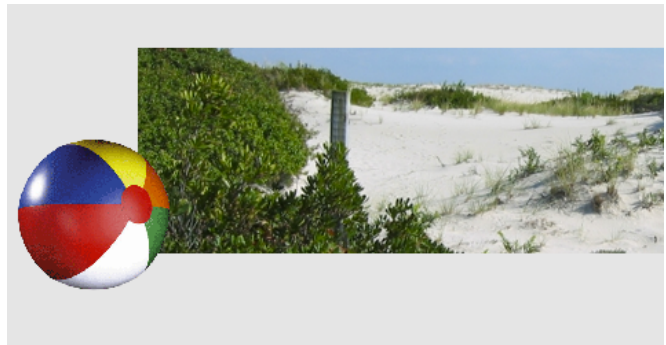
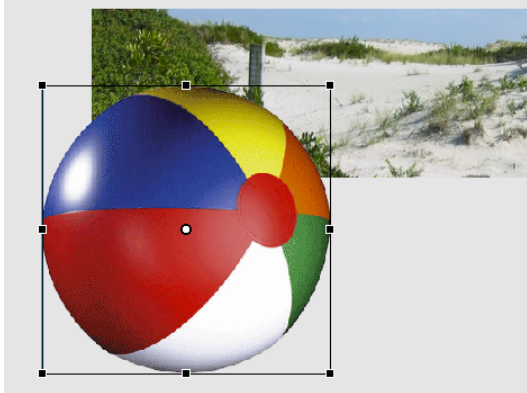


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5. Use the selection tool (black arrow) to align the beach scene with the stage (white box).
6. Rename the layer *Beach*. Then add a keyframe on frame 30.

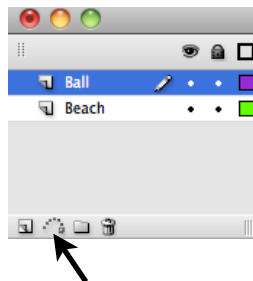


7. Add a new Layer. On frame 1, drag the beachball.psd file unto the workspace.
8. Resize the beach ball with the Transform Tool.

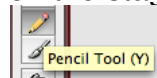


9. Rename Layer 2, *Ball*.

10. While *Ball* layer is selected, add a Motion Guide layer by clicking on the icon below.



11. Using the pencil tool, draw a curvy line through the stage on frame 1 of *Guide: Ball* Layer. A yellow line should appear on the stage where you draw your curvy line.



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13. Make a keyframe on frame 30 on the *Ball* layer.
14. Click on the **first frame** of the *Ball* layer and using the Selection Tool (black arrow), move the ball to the **left** side of the curvy line until it “snaps.”
15. Click on the **30th frame** of the *Ball* layer and using the Selection Tool (black arrow), move the ball to the **right** side of the curvy line until it “snaps.”
16. Create a motion tween on the *Ball* layer between frames 1 and 30.