

# Step-by-Step Animating Sprites With Director

The Macromedia Director Academic program allows you many options when it comes to creating cast members, applying them to sprites, and making those sprites both animated and interactive. This Step-by-Step Card takes you through using vector shapes, text, and behaviors to create a simple multiple-section interactive animation.

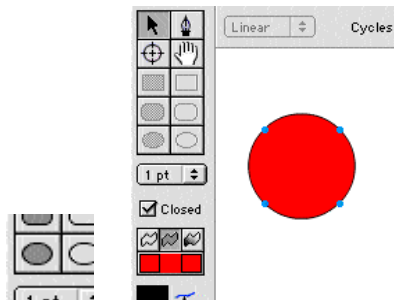
**Note:** You should have completed the Step-by-Step Card, “Creating a Web Animation With Director” before starting this activity.

## Setting up the movie

- 1 If a blank Stage is not displayed on the screen, choose New from the File menu; then choose Movie from the submenu.
- 2 Modify the size of this movie by choosing Movie from the Modify menu; then choosing Properties from the submenu.
- 3 In the dialog box, enter 464 x 200 pixels for the size. Set the Default Palette to System – Mac. Click OK.

## Creating cast members

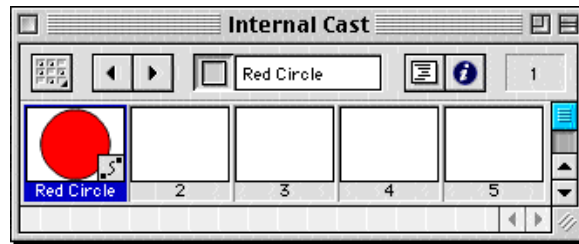
- 1 Choose Vector Shape from the Window menu.
- 2 Select the filled circle tool, then draw a circle in the vector shape window.



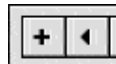
- 3 With the circle still selected, choose a red color from the fill color pop-up menu.



- 4 Name this cast member “Red Circle” and close the Vector Shape window.  
Note that the Red Circle cast member now appears in the Cast window.



- 5 Create a new Text cast member by choosing Text from the Window menu.  
Choose Helvetica 18 point bold for the text. Type “Click the red circle to continue.” Name this text “Click Text.”
- 6 Click the New Cast Member button at the top-left of the Text window.

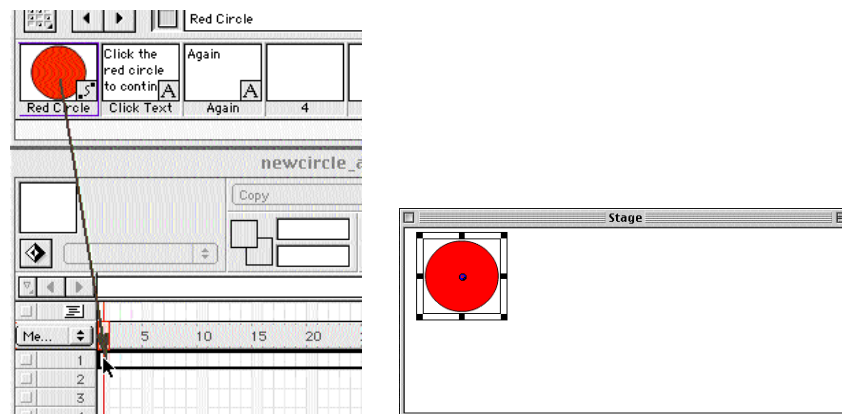


With Helvetica 18 point bold text selected, type “Again.” Title this text “Again” and close the window.

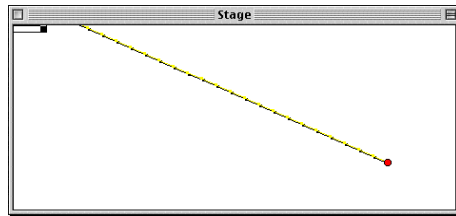
- 7 Save your movie.

## Creating sprites

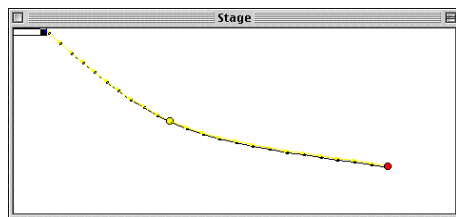
- 1 Drag the Red Circle cast member from the Cast window to frame 1 of channel 1 in the Score. A sprite carrying the Red Circle cast member appears in the middle of the Stage.  
**Tip:** Choose Score from the Window menu if the Score window is not open.
- 2 Move the Red Circle sprite in the upper-left corner of the Stage.  
**Tip:** Choose Movie from the Modify menu; then choose Properties from the submenu to adjust the size of the Stage to view your sprites.



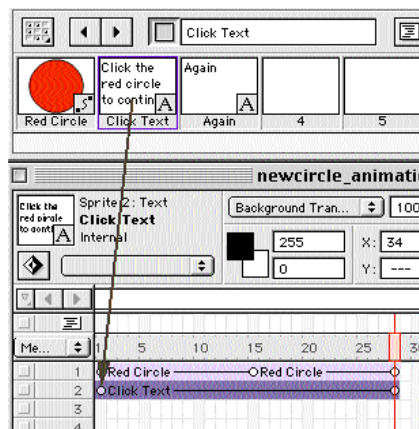
- 3 Drag the Tweening handle from the center of the Red Circle sprite to the lower-right corner of the Stage. You can preview this animation by using the control panel.



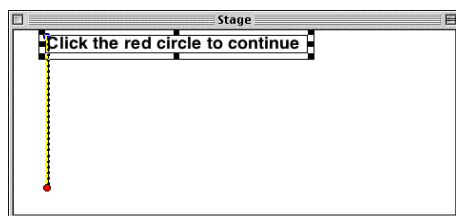
- 4 Add a little bit of curvature to the path that the circle will take by holding down the Option key on your keyboard while you drag one of the center tweening handles down.



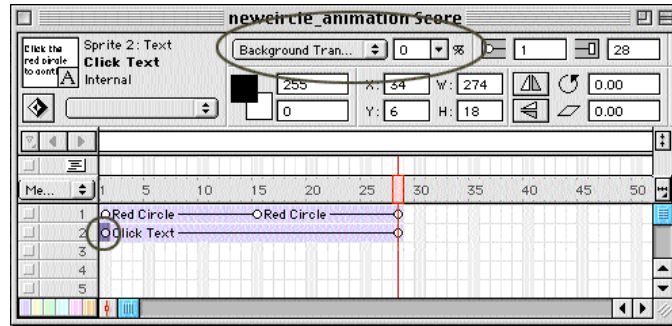
- 5 Drag the Click Text member to frame 1 of channel 2 in the Score. Set its ink to Background Transparent.



- 6 Place the Click Text sprite near the top-left center of the Stage. Holding down the Shift key to limit movement to vertical and horizontal directions, drag the tweening handle toward the bottom of the Stage.

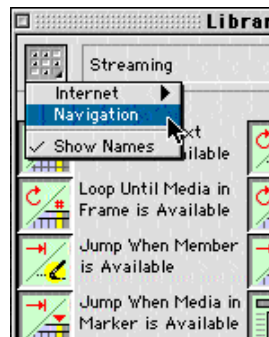


- Choose frame 1 of channel 2 in the Score (the first frame of the Click Text sprite) and set its opacity to 0%.

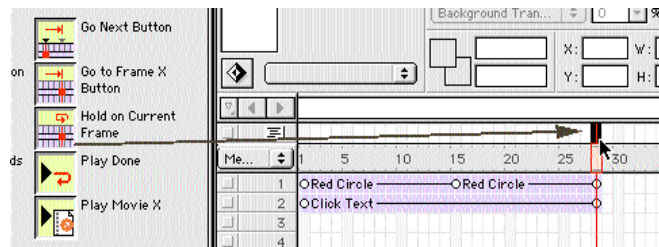


Now you'll apply a behavior to the last frame of the animation that tells the movie to keep playing, but to not leave the last frame.

- If the Library palette is not visible, choose Library from the Window menu. Use the pop-up menu at top of the Library palette to display the navigation behaviors.



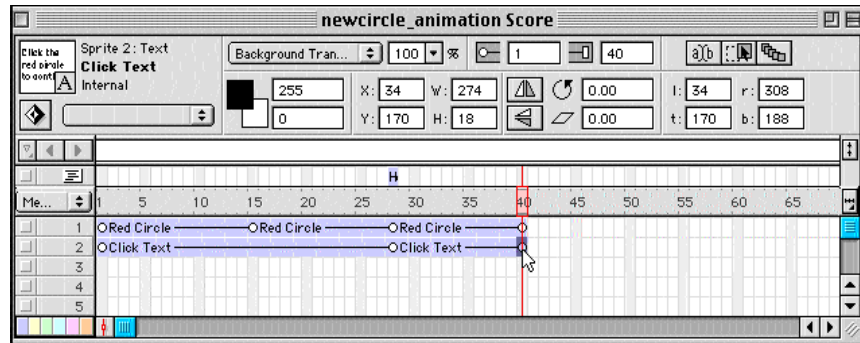
- Click the arrows in the Library palette to Hold on Current Frame. Drag the Hold on Current Frame behavior to the 28th frame of the behaviors channel in the Score.



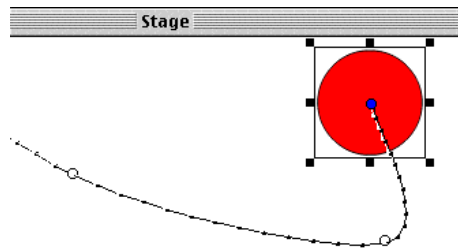
You've created the first scene of this movie. When the playback head gets to the 28th frame, it will stop and wait until it is told to do something else. Let's create some more animations on the other side of the Hold behavior.

## Creating additional animations

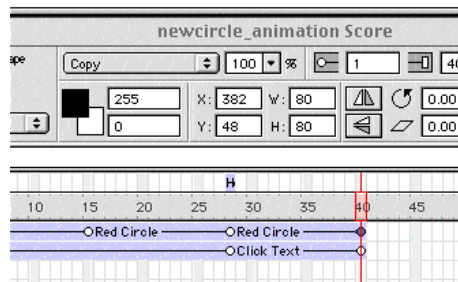
- 1 While holding down the Option key, drag the 28th frame of channel 1 in the Score to the 40th.
- 2 Do the same thing with the 28th frame of the Click Text sprite.



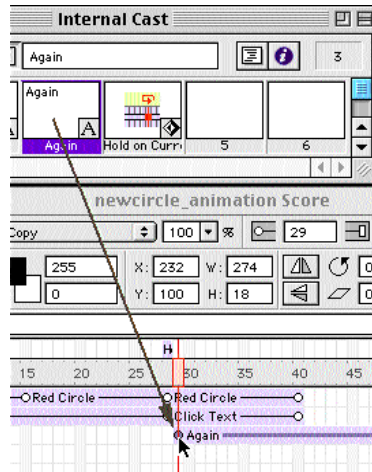
- 3 Select the 40th frame in the score. On the Stage, drag the Tweening handle of the Red Circle sprite up on the Stage.



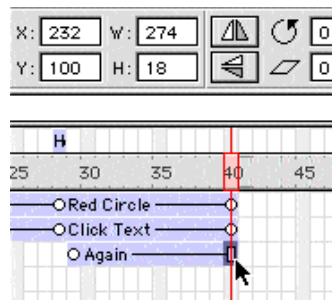
### red circle to continue



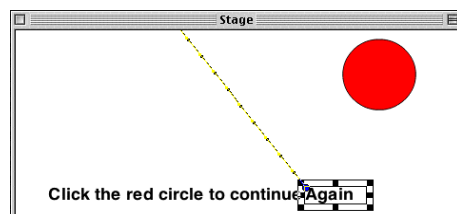
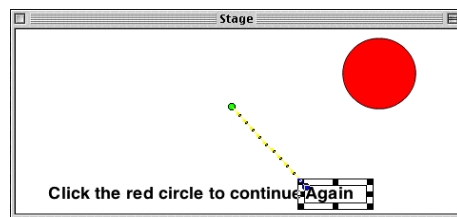
- 4 Drag the Again Sprite to the 29th frame of channel 3 in the Score. Set its ink to Background Transparent.



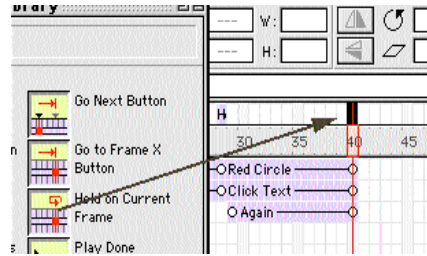
- 5 You only want the Again sprite to last as long as the other two sprites, so drag the last frame of the Again sprite back to the 40th frame.



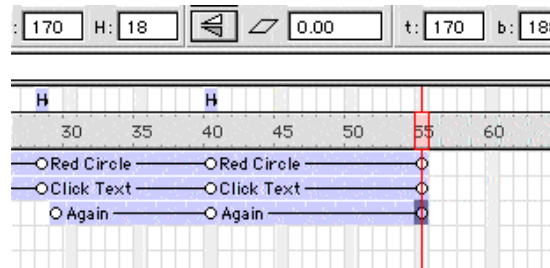
- 6 While frame 40 of the Again sprite is selected, move the Tweening handle of the Again sprite so that the word "Again" appears at the end of the Click Text sprite.
- 7 Drag the Tween Begin handle off the Stage at the top.



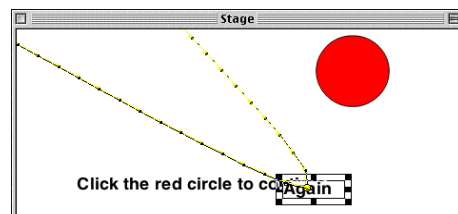
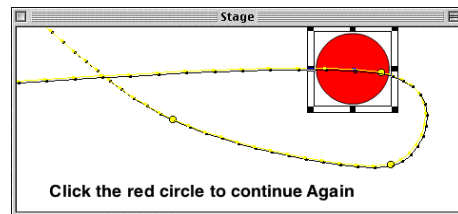
- 8 You can preview this part of the animation by clicking in the 29th frame of the Score and clicking Play on the Control Panel.
- 9 Stop the animation here by placing a “Hold on Current Frame” behavior on the 40th frame of the behavior channel.



- 10 Finish the animation by getting everything off the Stage. Give yourself one more section of frames to work with by holding down the Option key and dragging the 40th frame of each of the sprites to the 55th frame.



- 11 Select the Tweening handle of the Red Circle sprite and drag it off the screen. Make sure to drag the handle far enough that the entire circle makes it off the screen. (The handle is in the middle of the sprite.)



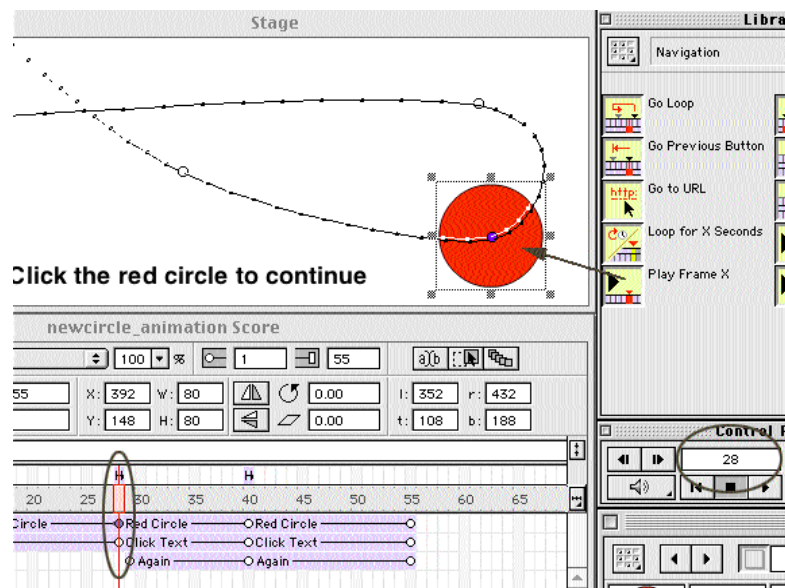
- 12 Select the Click Text sprite and drag its tweener handle off the screen. Do the same with the Again sprite.
- 13 Save your work.

## Assigning behaviors

You should have three sprites on your timeline. What you need now is a way to allow the viewer to decide when the animation will continue. You will use behaviors to do this.

- 1 Select the 28th frame of the Red Circle sprite in the Score. Drag the Play Frame X behavior from the Library palette to the Red Circle sprite on the Stage.

Director makes it easy to find keyframes in a movie by placing dots in the sprites channel when there is a keyframe, such as the beginning or end of tweening. The control panel also tells you which frame you are currently on.

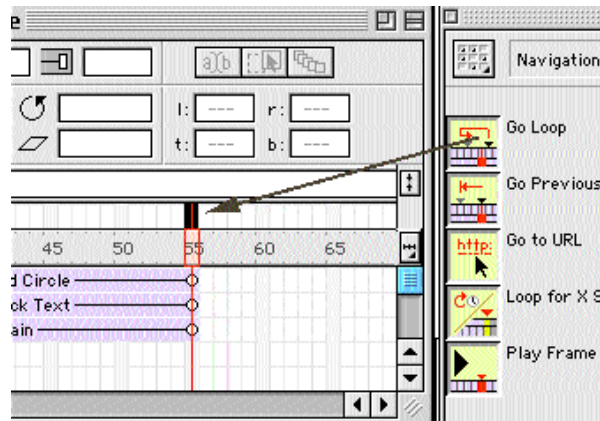


- 2 When you drag the Play Frame X behavior to the sprite, a dialog box asks if you want to split the sprite that you are modifying. Select the Split Sprites Before Attaching option because you only want Red Circle to be clickable on this frame. Click OK.
- 3 When the movie gets to frame 28 and stops because of the behavior you placed that tells the movie to stop, you want the user to be able to click the circle and continue the movie at frame 29. Enter 29 in the dialog box. Click OK.
- 4 Repeat the previous procedure for frame 40. Select frame 40 in the Score. Drag a Play Frame X behavior to the Red Circle sprite and enter 41 for the frame to be played.
- 5 Use the control panel to rewind the movie and play it back. Try clicking the Red Circle when the play comes to a stop to progress the movie.

You have one more behavior to attach. You'll tell the movie to loop back to the beginning and to start again when it reaches the end.

- 6 To do this, drag a Go Loop behavior to the 55th frame of the behavior channel.

- 7 Rewind the movie and try it out!



- 8 Save your movie.  
Now you're ready for the Web.
- 9 Choose Save As Shockwave Movie from the File menu. Select the HTML and Preview options to see your animation at work in a Web browser.
- 10 Quit Director Academic.