

Digital Vision Animated Buttons Tutorial

Beige = clients = star animation

Brown = contact us = space ship animation

Green = about us = glowing baby's soother

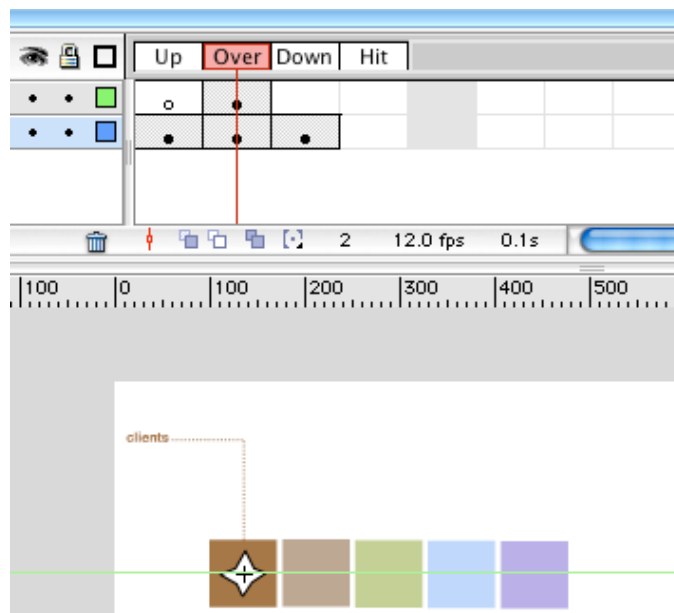
Blue = games = play station animation

Purple = technology = boiling chemistry animation

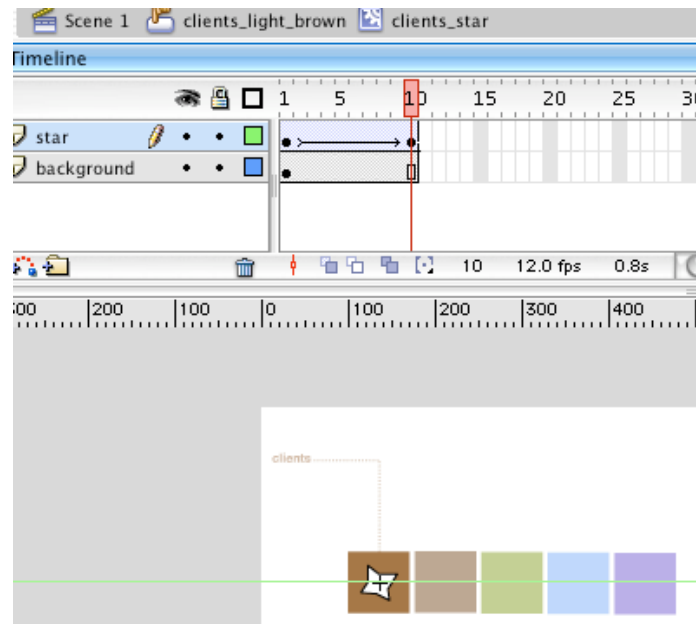
1. Create coloured squares 100 x 100 these will be 5 Graphic symbols.
2. Select each one and convert them all in to button symbols.

Client animated button

3. Start with the light brown button clients button
4. In the over and down state insert a keyframe



5. Select the button and convert it into a movie clip name this movie clip star.
6. Insert a keyframe in frame 10 in layer 1.
7. Insert a new layer in the first keyframe create a white star that fits inside the square.
8. Turn off layer one, select the star and group it insert a keyframe in frame 10 and using the rotate tool rotate it go back to the layer icon select it and create a motion tween.
9. Go back to the clients button insert a new layer in the over state insert a keyframe drag the star movie clip onto the button use the align tool to align the movie clip.
10. Also in the over state use the line tool and text tool to create the extra graphics for the client text.



Repeat this process for the rest of the buttons. Each movie clip will have a different animation and be about 10 frames long. Animated buttons need not be lengthy. For example:

Brown button = contact us = space ship animation, rotate slightly the space ship in each keyframe

Green button= about us = glowing baby's soother create a gradient graphic symbol and apply different alpha settings in each keyframe

Blue button = games = playstation animation, using the pencil tool to simulate buttons being pressed using a frame by frame animation

Purple button = technology = boiling chemistry animation using the oval tool to simulate bubbles forming using a frame by frame animation

After creating these animated buttons line them up on stage using the align panel.

Note you can also resize them by selecting them all and using the info panel to resize width and height.

Test your animated buttons.