

Macromedia Flash - Pinwheel hill

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Step 1. Create a new file with the parameters shown in Figure 1:

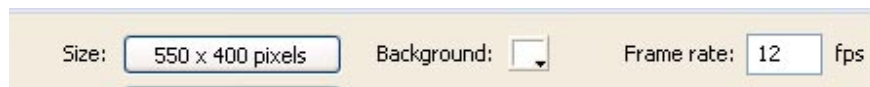


Figure 1

Step 2 Select the **Pencil Tool** , adjust the option to **Smooth** , draw a line like Figure 2:

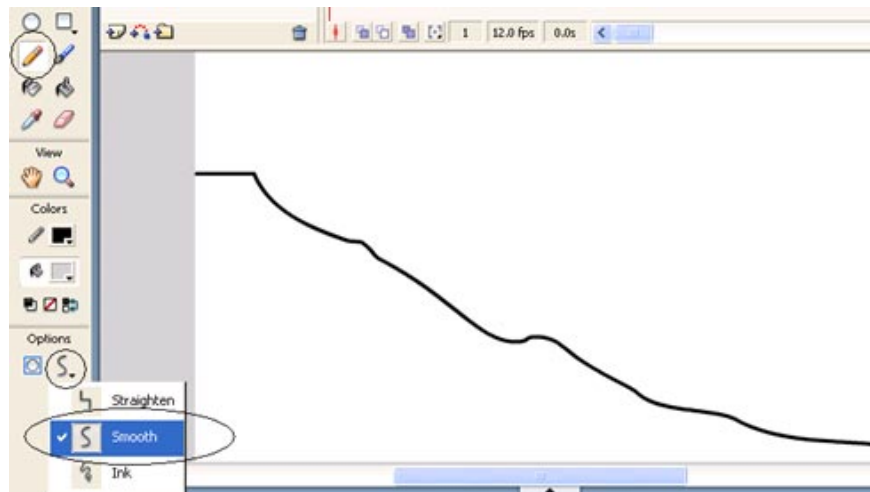


Figure 2

Step 3. Select the **Line Tool** , adjust the parameters in the **Properties** panel of this tool as shown in Figure 3b:

Tools

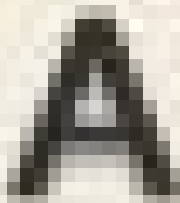
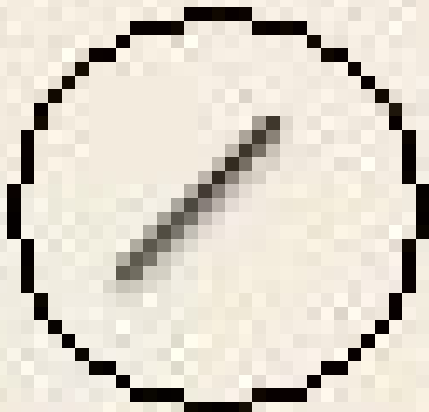
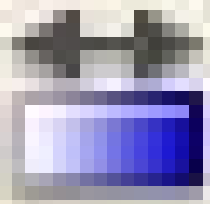
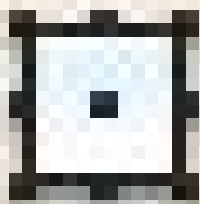
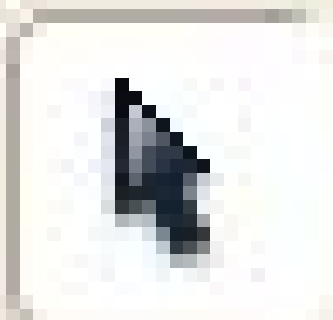


Figure 3a

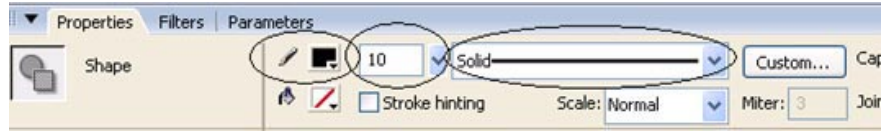


Figure 3b

Step 4. Draw 3 pillars as shown in Figure 4:

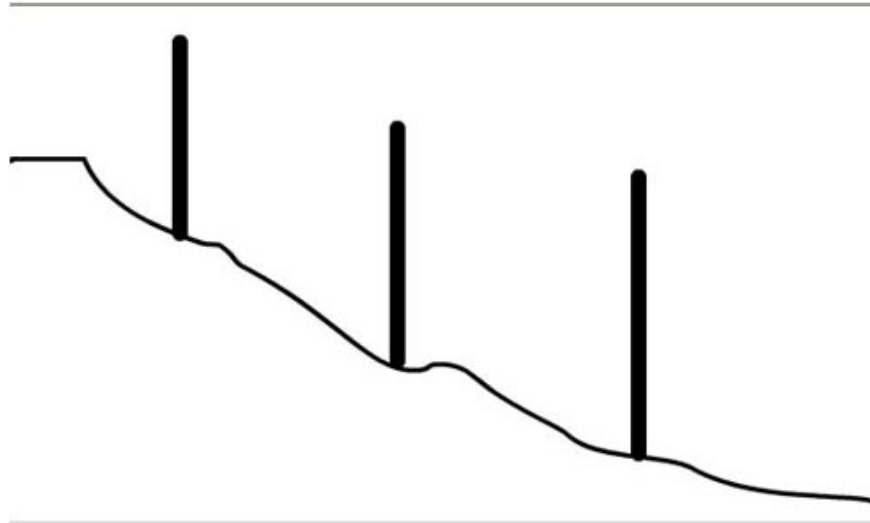


Figure 4

Step 5. Lock the existing layer, create a new layer. Select the **Oval Tool** , adjust the fill color and the border color as shown in Figure 5, draw an oval shape, then use the **Selection Tool** to adjust it a little bit for the pinwheel.

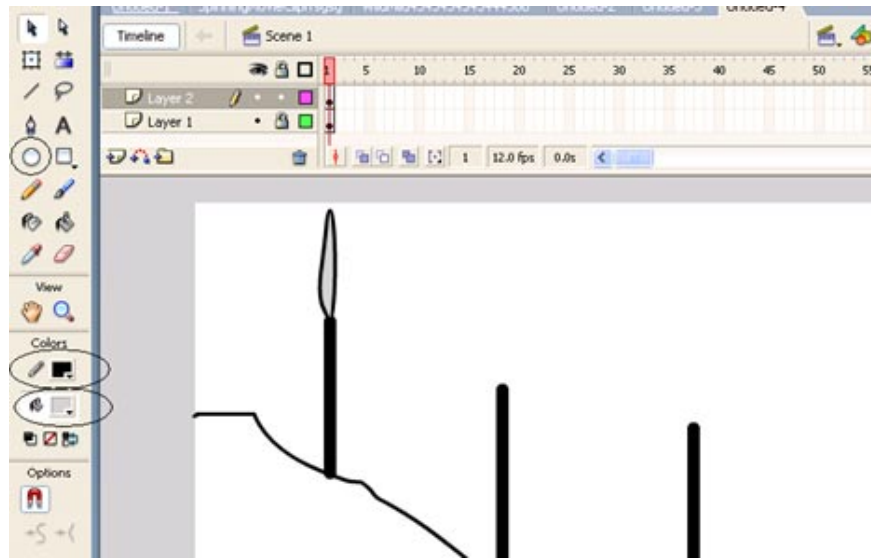


Figure 5

Step 6. Double click the mouse to select it, press **Ctrl-C** to create a copy on the clipboard. Then right-click outside the window and select **Paste in Place** to paste the copy into the correct coordinates of the current pinwheel (see Figure 6).

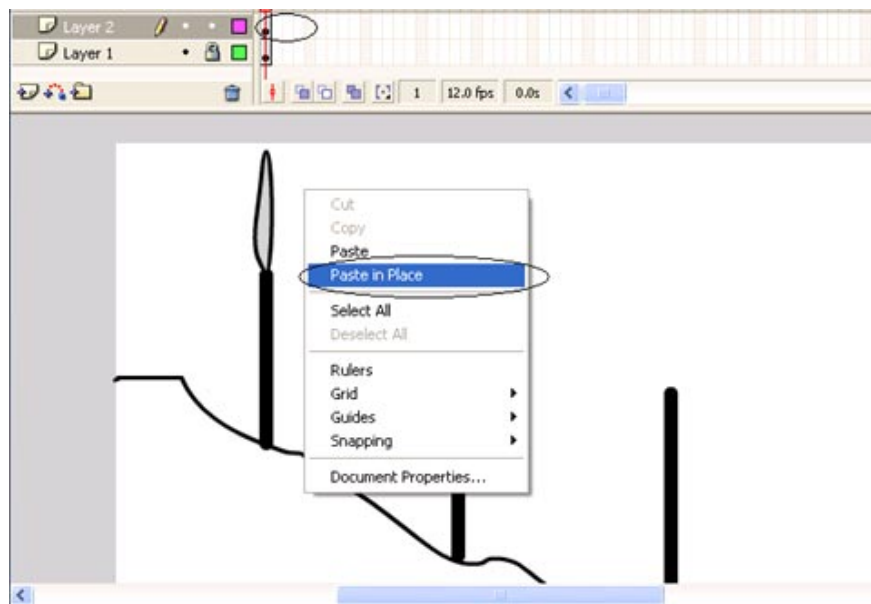


Figure 6

Step 7. Notice that the pinwheel is still selected, if not selected, repeat step 6. Right-click it and select **Free Transform** (see Figure 7).

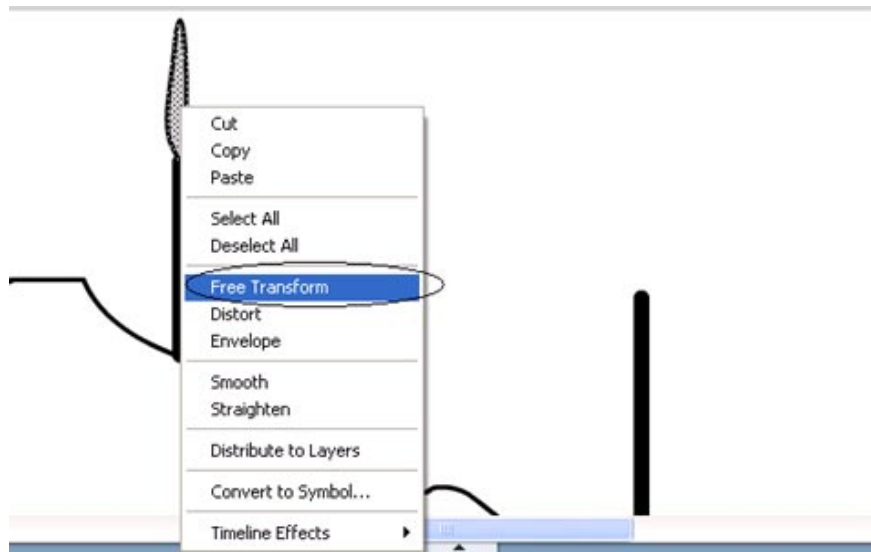


Figure 7

Step 8. Move the center of the rotation (the white circle between the Free Transform frame) to the pinwheel (see Figure 8).

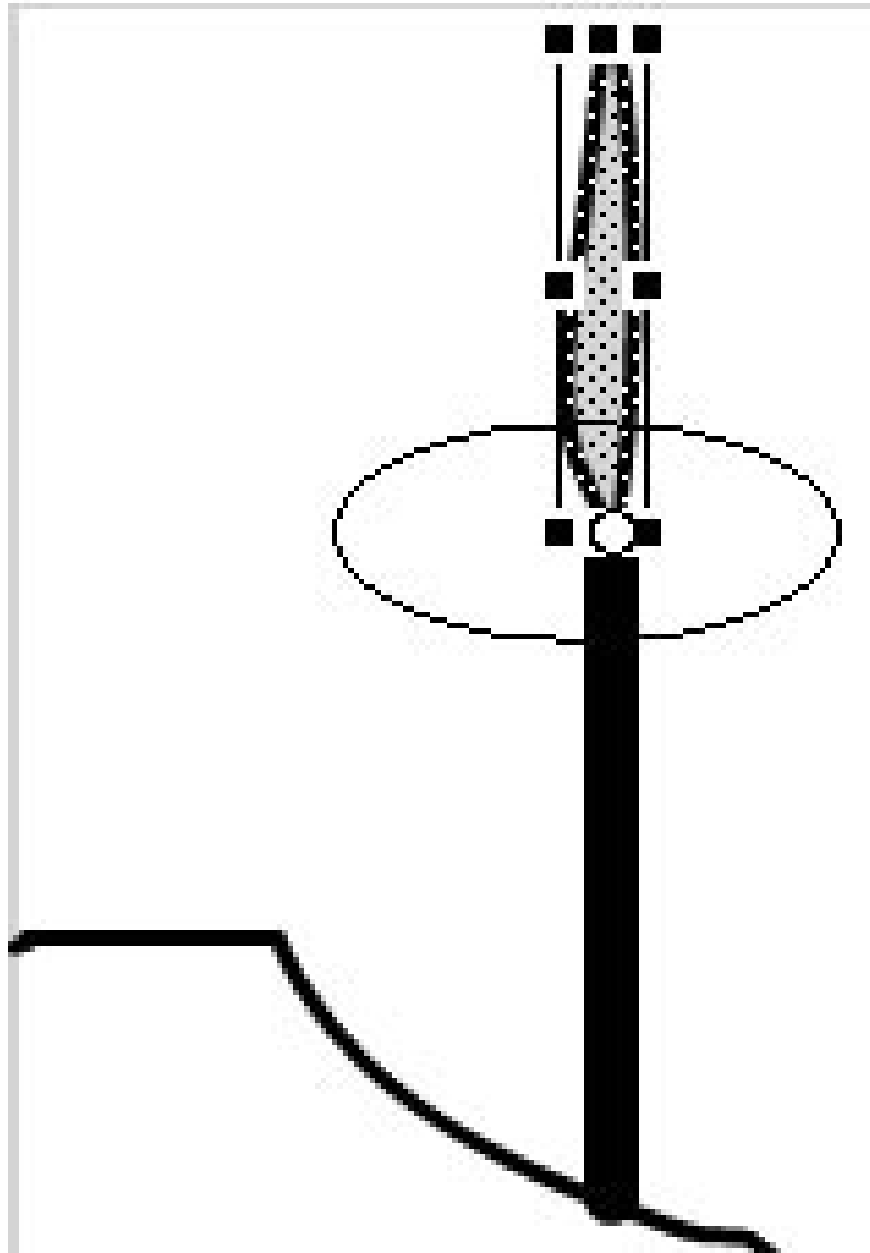


Figure 8

Step 9. On the menu, choose **Modify > Transform > Scale and Rotate** (see Figure 9).

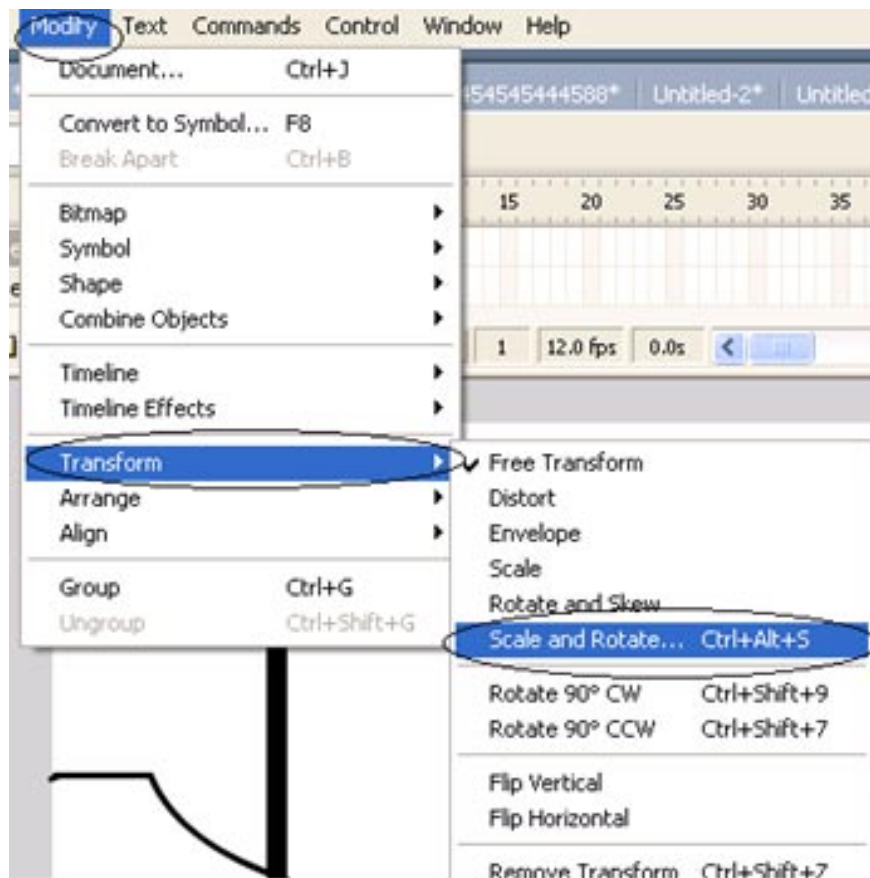


Figure 9

Step 10. In the dialog box that appears enter 120 for **Rotate** and then click **Ok** (see Figure 10).

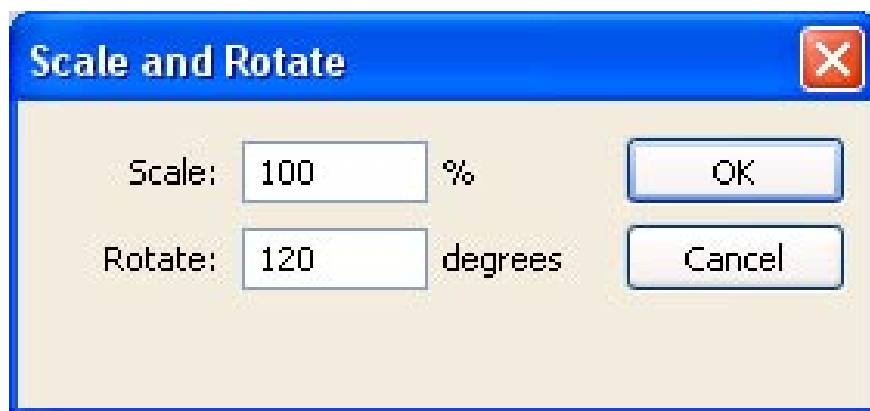


Figure 10

Step 11. Repeat steps 6 to 10 to get the left wing pin, with a rotation angle of -120. The result will be as shown in Figure 11.

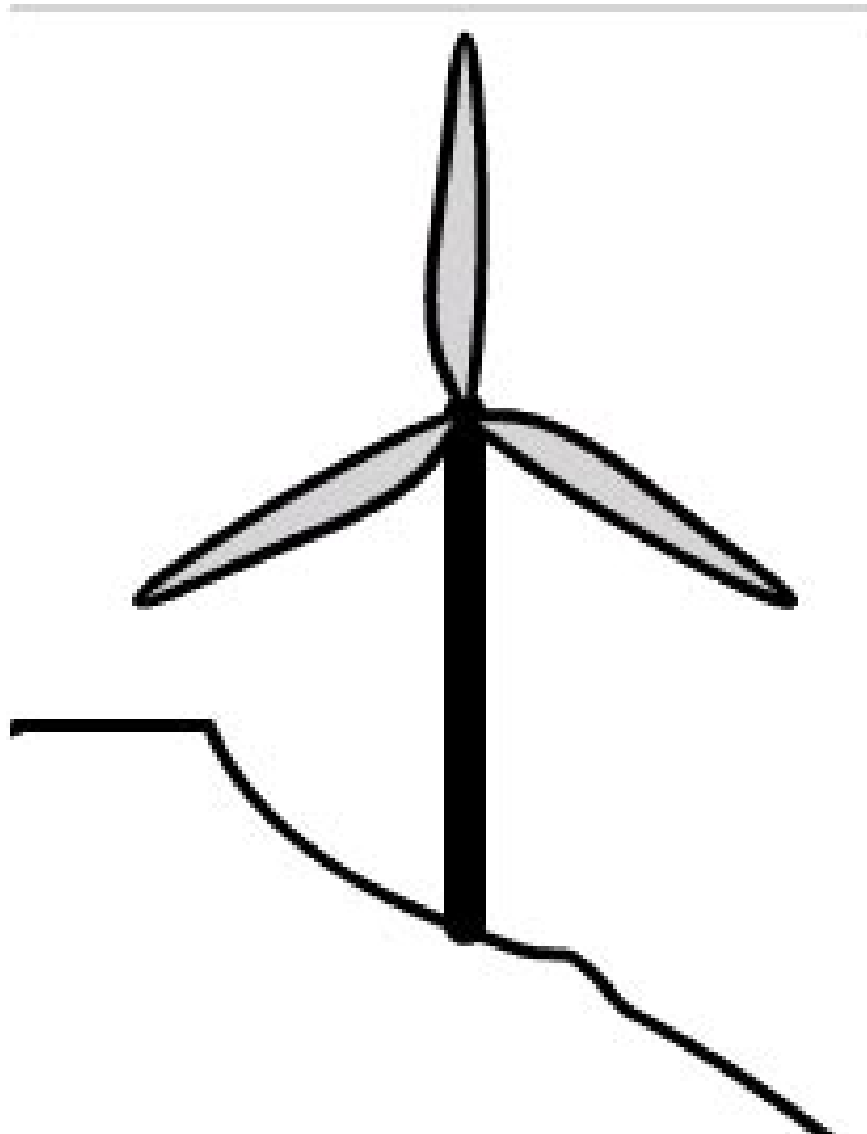


Figure 11

Step 12. Click on Frame 1 of Layer 2 to select all 3 wings, right click and choose **Convert to Symbol** . (see Figure 12)

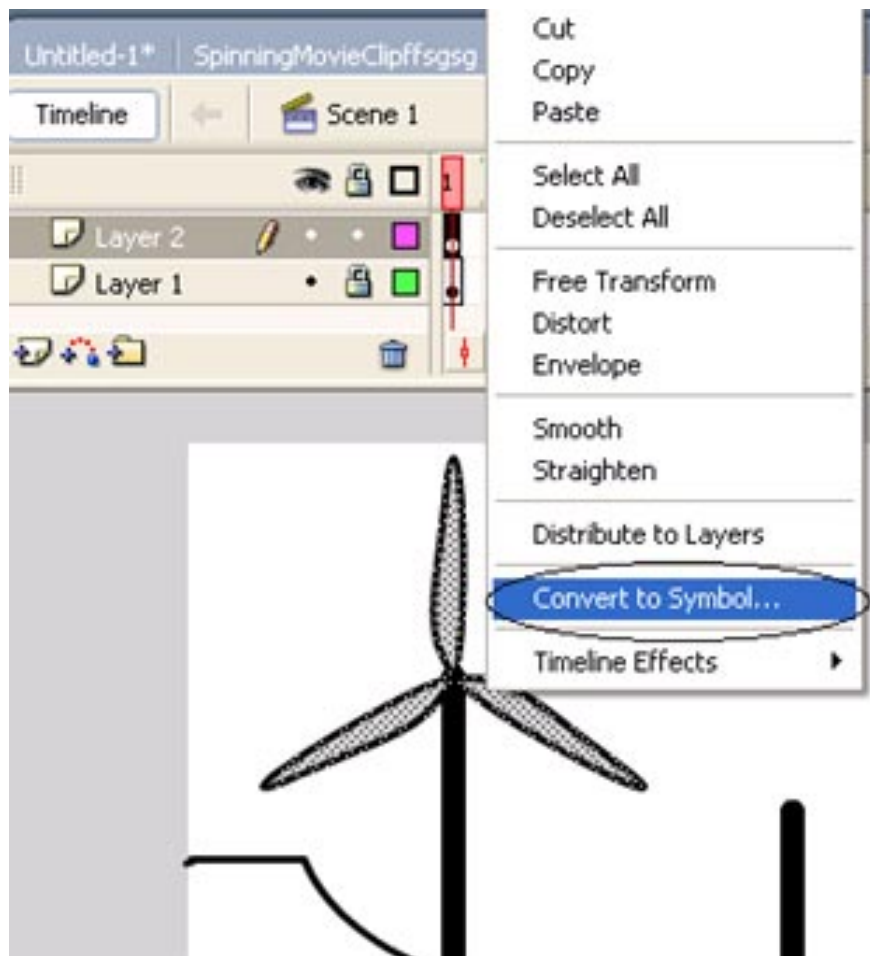


Figure 12

Step 13. In the dialog that appears, select **Movie Clip**, then click **OK** (see Figure 13).

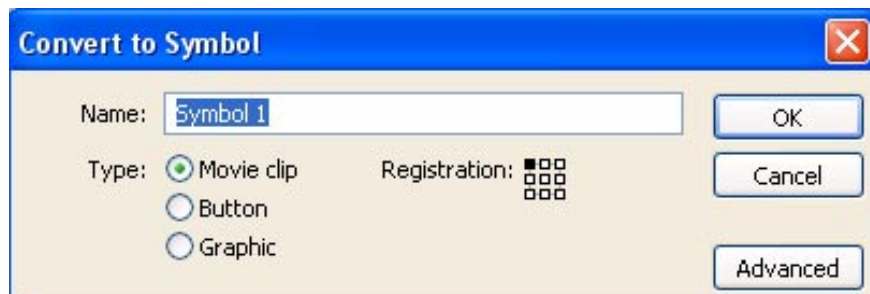


Figure 13

Step 14. Right-click on the newly created Movie Clip and select **Free Transform** (see Figure 14).

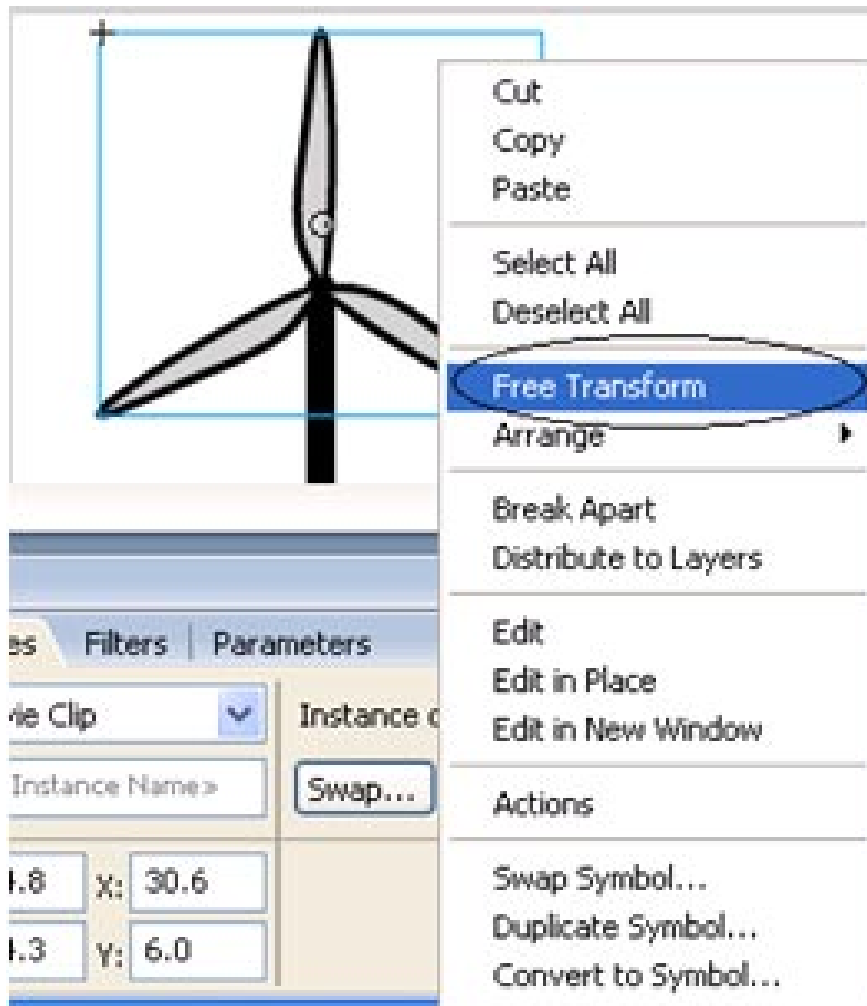


Figure 14

Step 15. Drag the center back to the intersection of the 3 wings (see Figure 15)

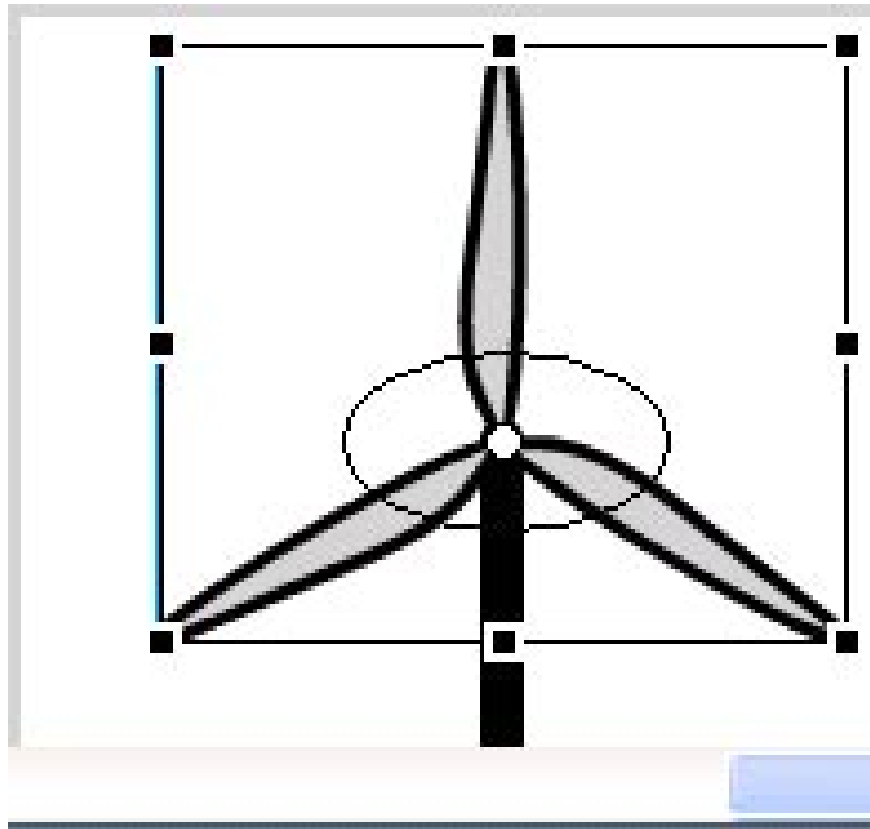


Figure 15

Step 16. On the **Timeline**, right-click Frame 15 and select **Insert KeyFrame** (see Figure 16).

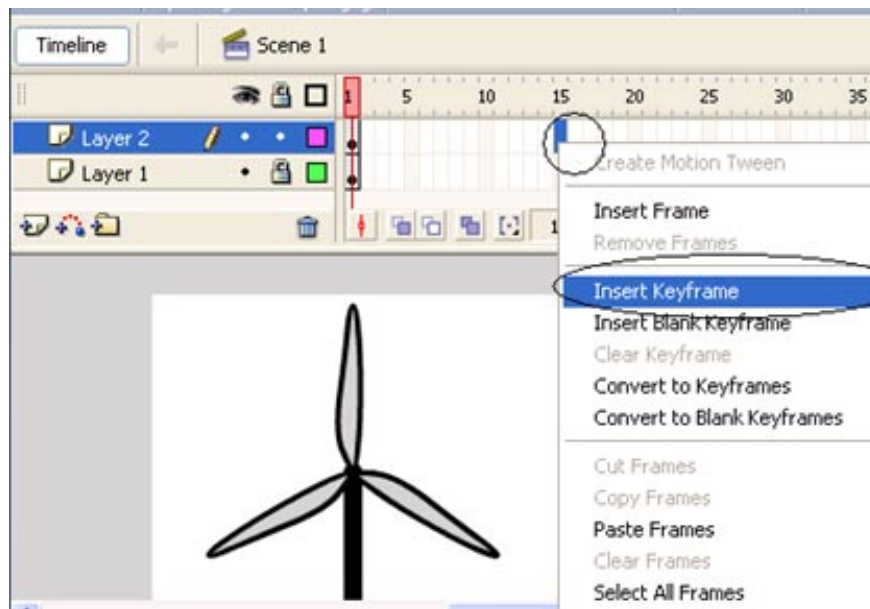


Figure 16

Step 17. Right click on any location between Frame 1 and Frame 15 and select **Create Motion Tween** (see Figure 17).

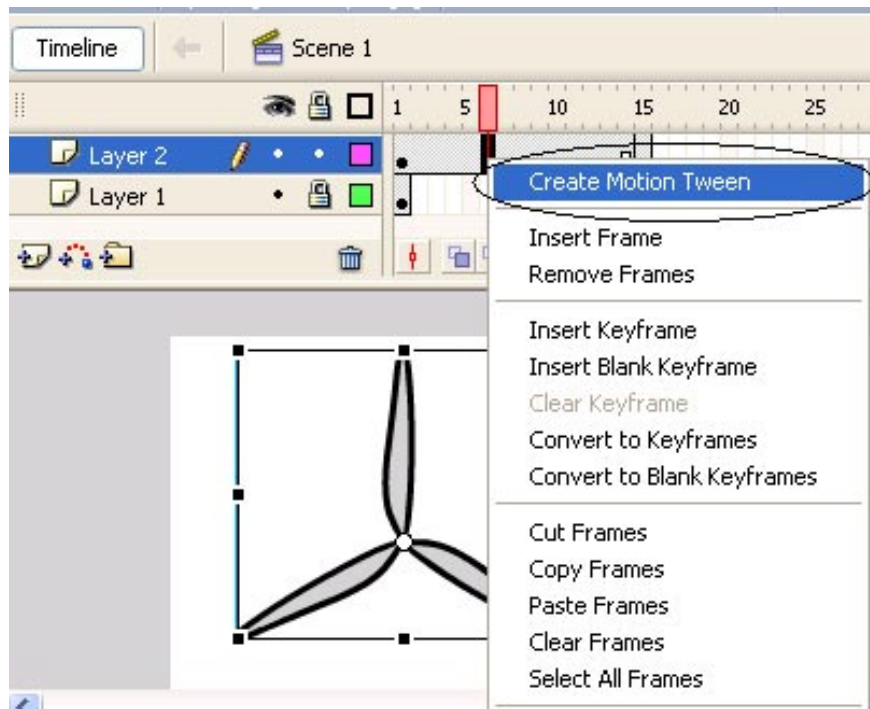


Figure 17

Step 18. In the **Rotate** section of the **Properties** panel select **CW** (or **CCW**) (see Figure 18).

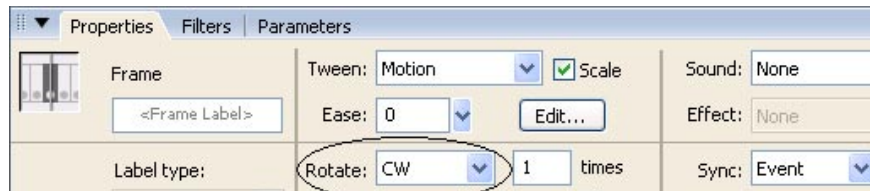


Figure 18

Step 19. Right-click on Frame 15 of Layer 1 and select **Insert Frame** (see Figure 19).

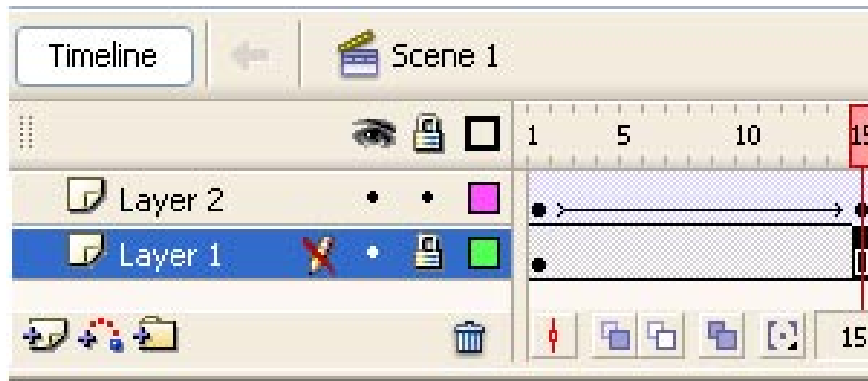


Figure 19

Step 20. Create a new layer (see Figure 20).

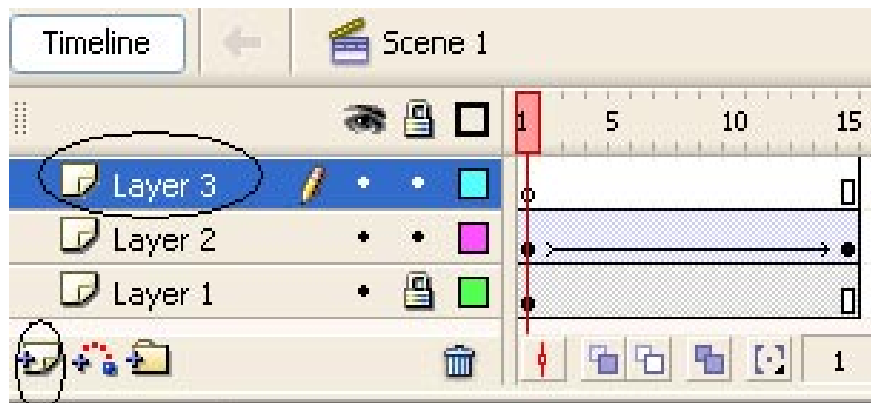


Figure 20

Step 21. Click Frame 1 of Layer 2 to select pinwheel, press **Ctrl-C** to create a copy on the clipboard (see Figure 21).

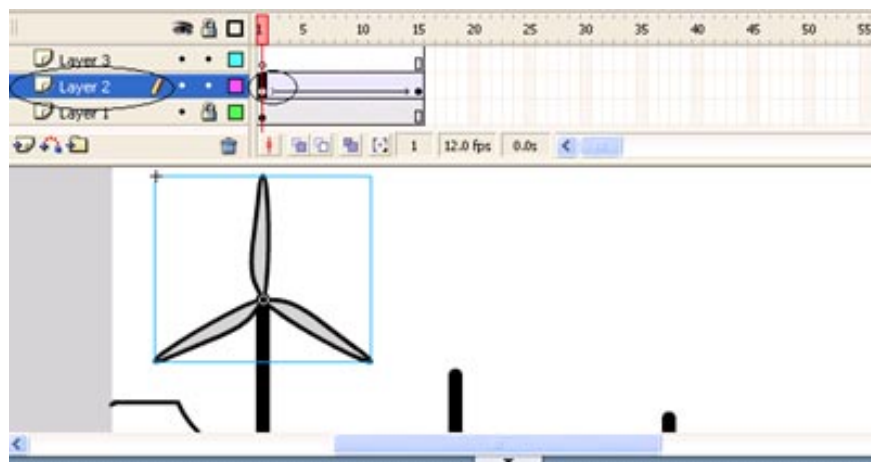


Figure 21

Step 22. Click on Frame 1 of Layer 3, press **Ctrl-V** to paste (Paste) the pin copied in the previous step, move it to the second column (you can also adjust it a bit bigger) (see Figure 22)

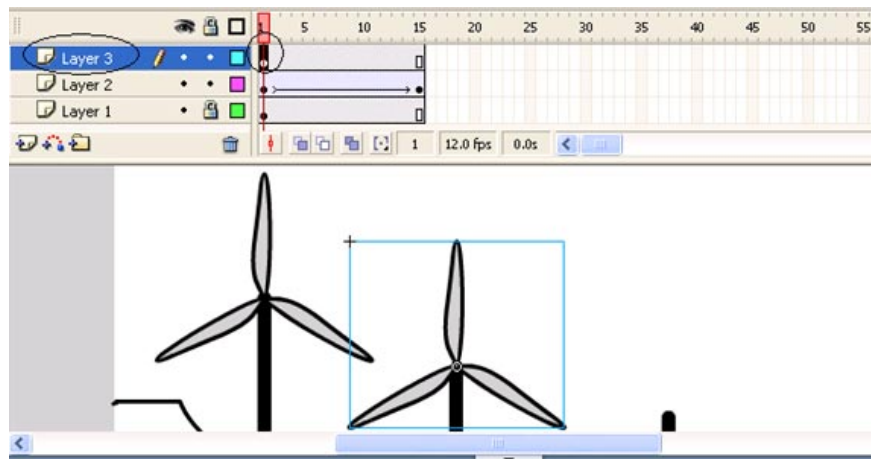


Figure 22

Step 23. Right click on Frame 15 of Layer 3, select **Insert keyFrame** (see Figure 23).

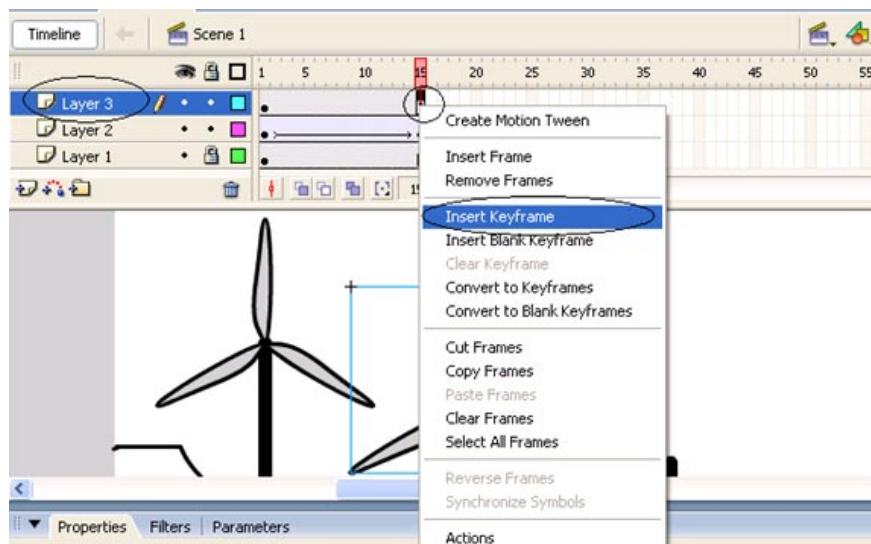


Figure 23

Step 24. Right-click anywhere between Frame 1 and Frame 15 of Layer 3, select **Create Motion Tween** (see Figure 24).

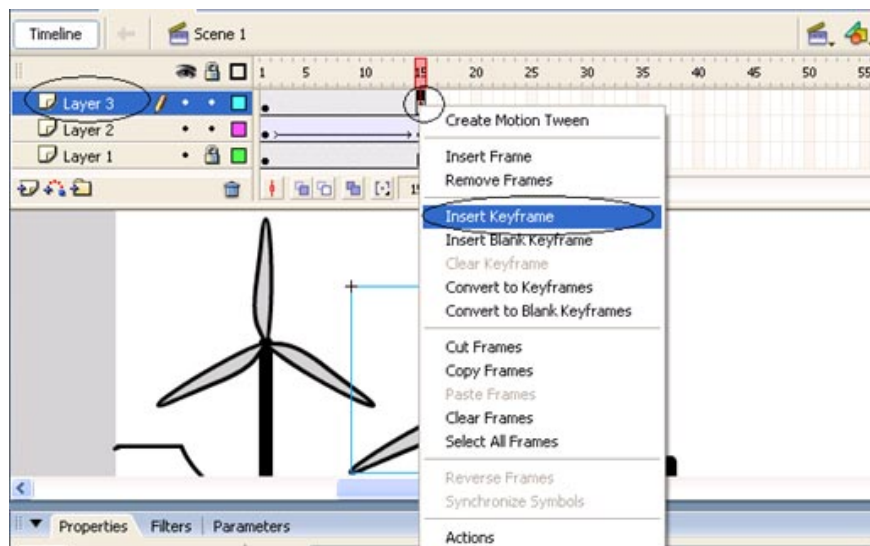


Figure 24

Step 25. In the **Rotate** section of the **Properties** panel select **CW** (see Figure 25).

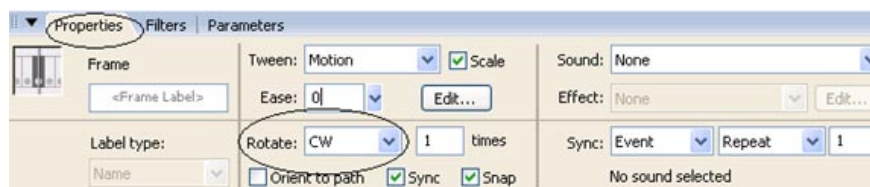


Figure 25

Step 26. Do the same to get the 3rd snap

Step 27. Press **Enter + Ctrl** to check the result.

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