


國立政治大學991 廣告系 進階設計專題：媒材、風格與想像

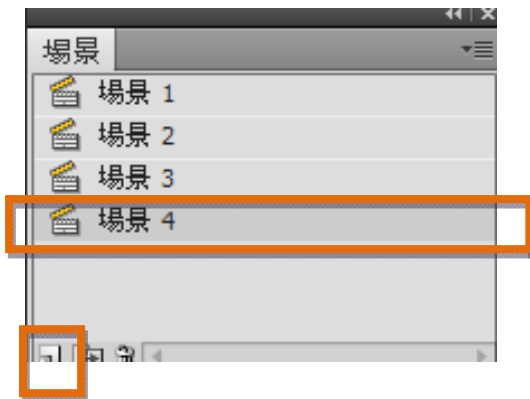
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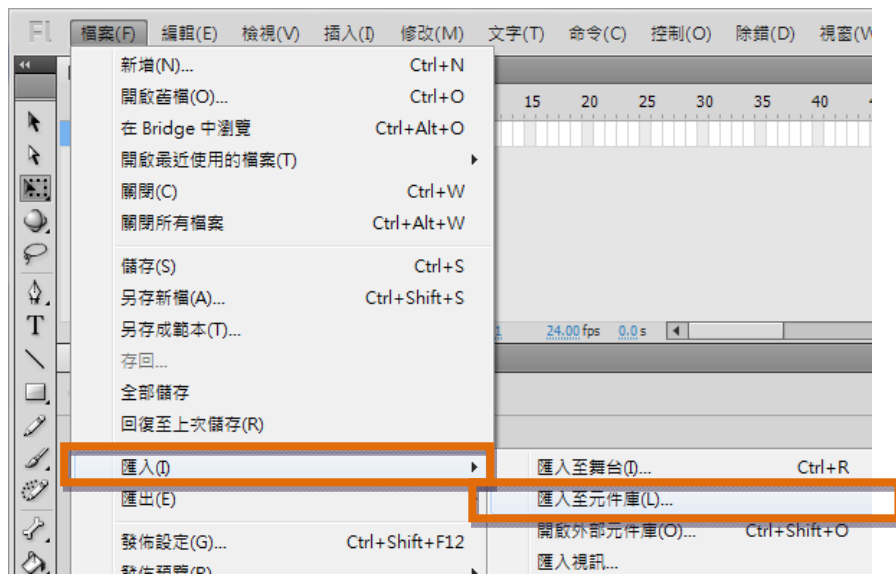
 F l a s h

➤ 四格動畫 part4

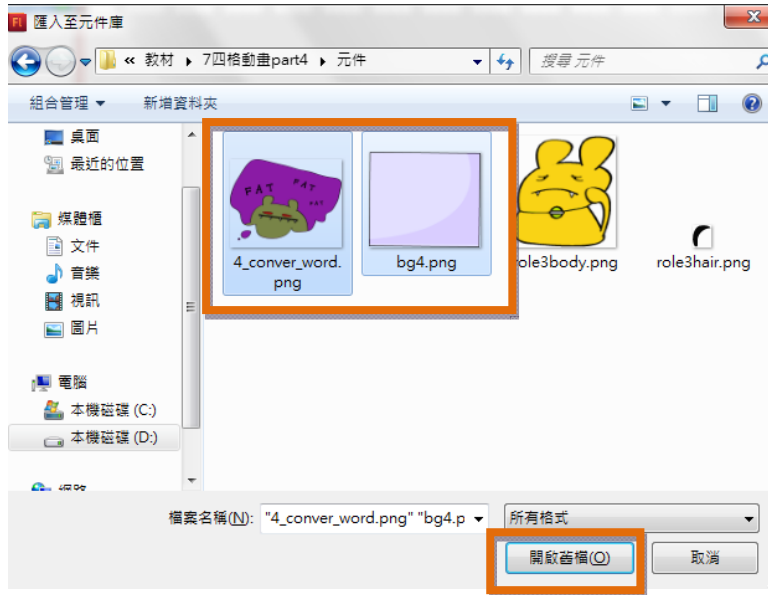
- 新增場景 4



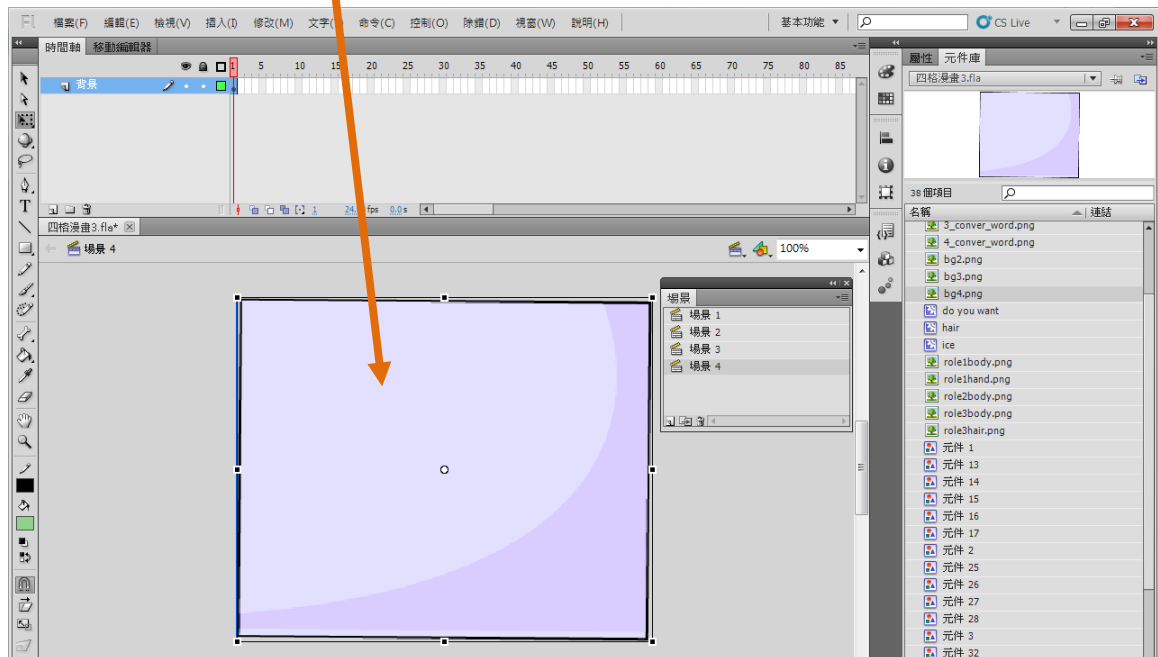
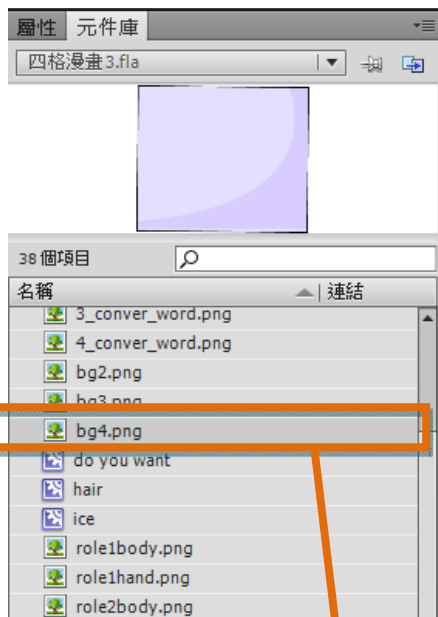
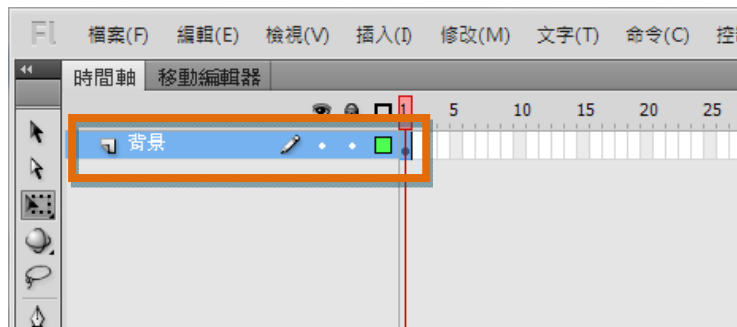
- 檔案 >> 匯入 >> 匯入至元件庫



- 選擇“ 4_conver_word.png” 與“ bg4.png” >> 開啟舊檔

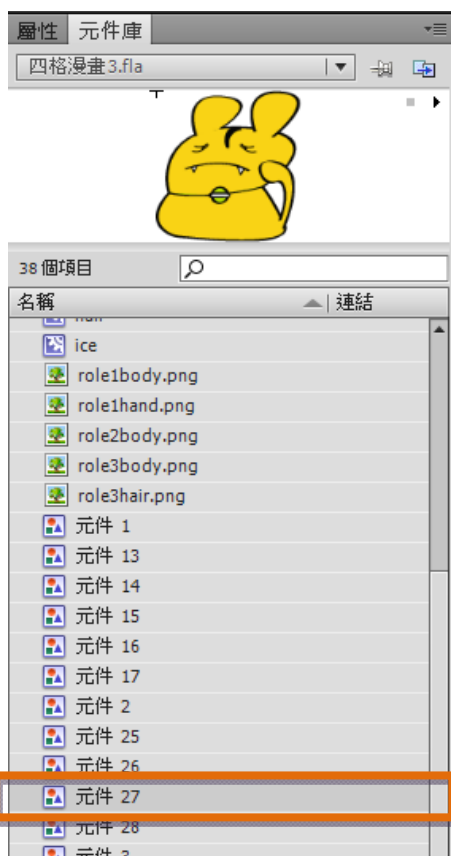
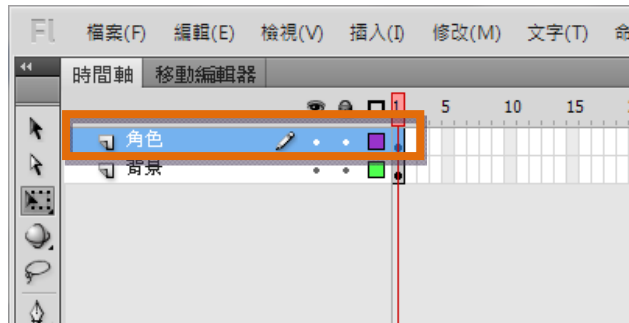


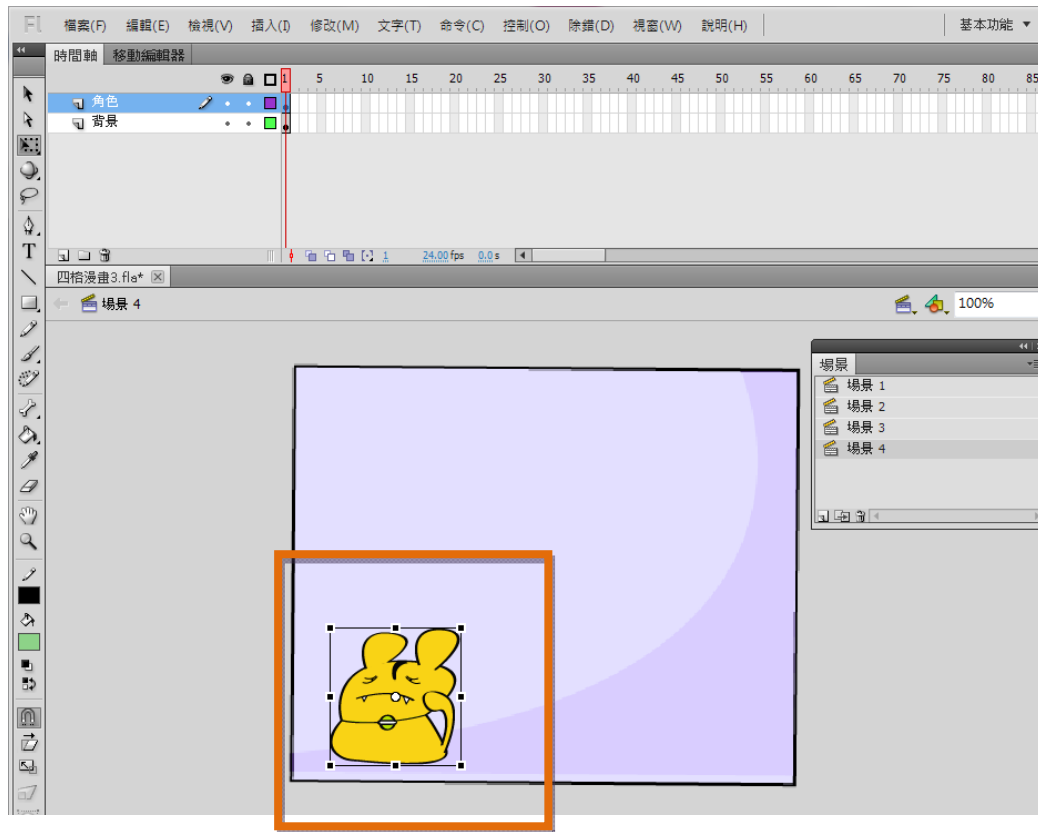
- 將圖層命名為“背景” >> 拖拉元件庫的“bg4.png” 到場景中



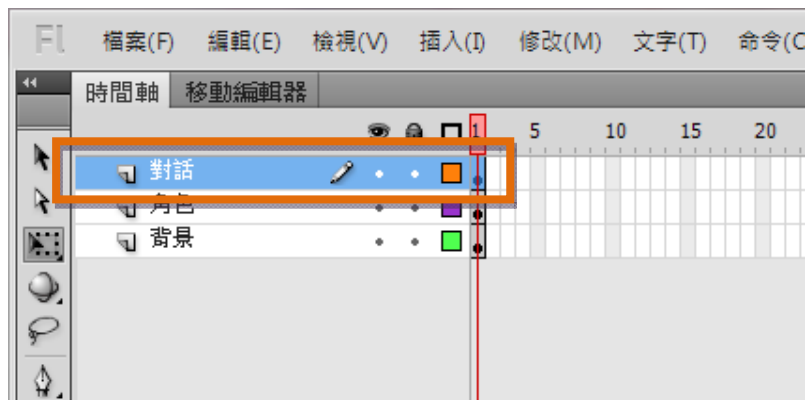
- 新增圖層“角色” >>將“場景三”用過的“元件 27” >>拖拉到圖層“角色”

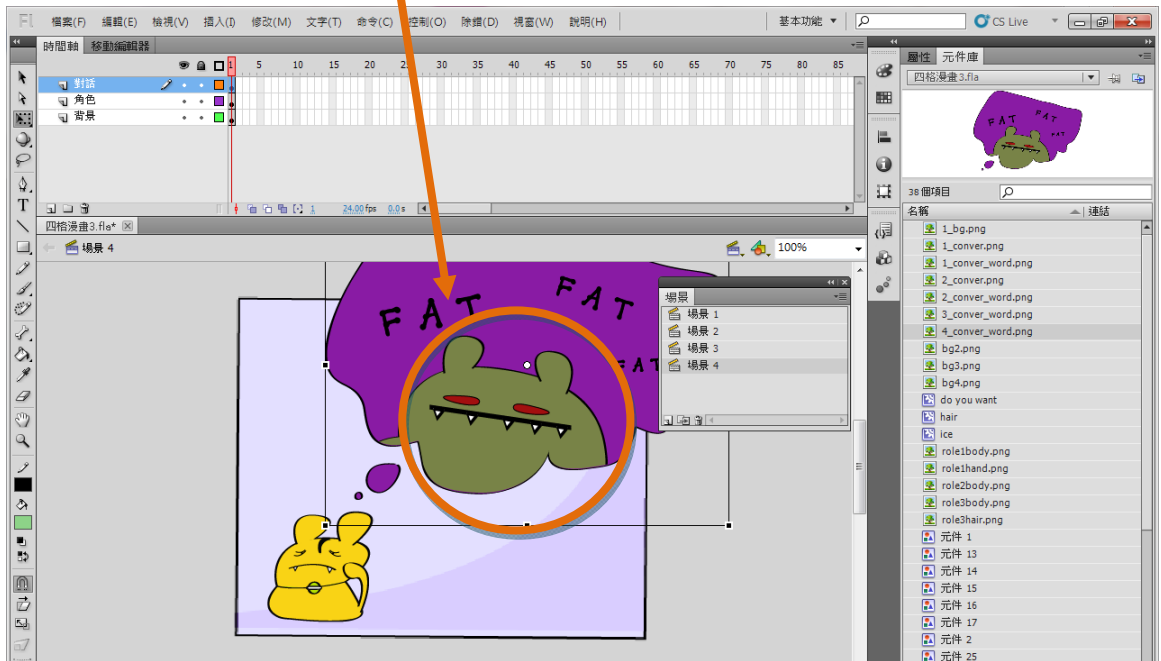
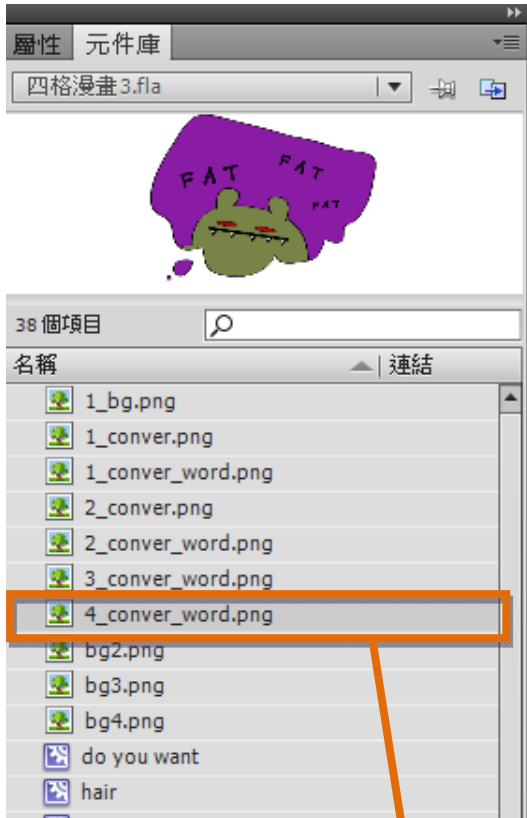
“角色”的場景內



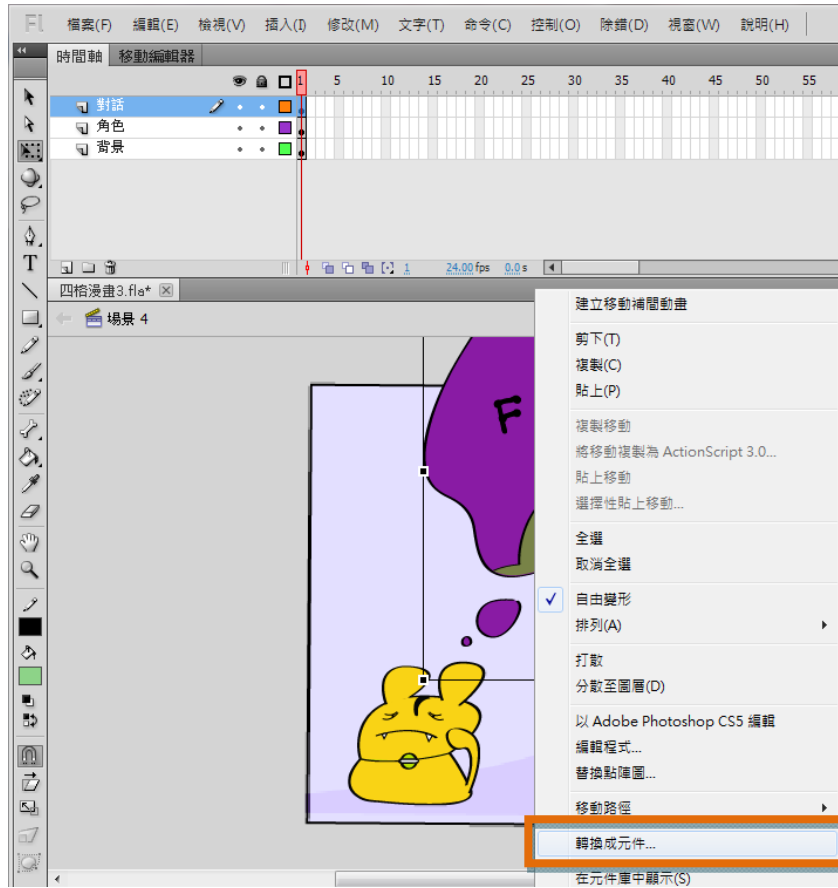


- 新增圖層“對話” >> 將元件庫的“4_conver_word.png”拖拉到場景中

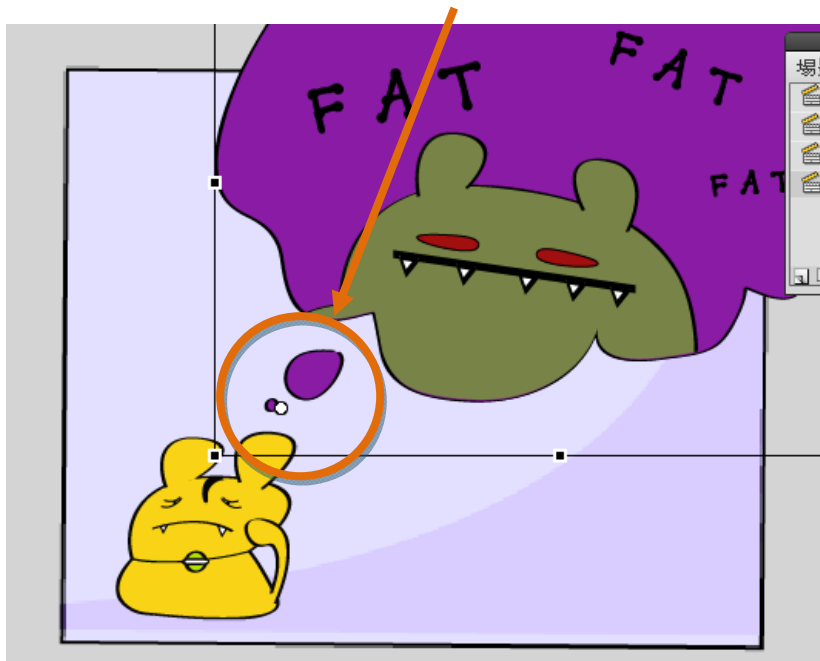




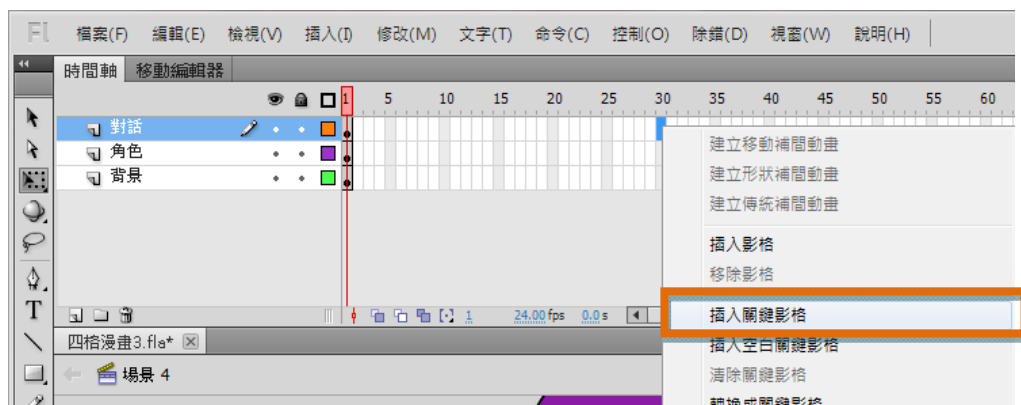
- 圖層“對話”：點擊元件>>右鍵>>轉換成元件>>命名“對話 4”>>影片片
段>>確定



- 轉換“對話 4”元件的中心點(如下圖)

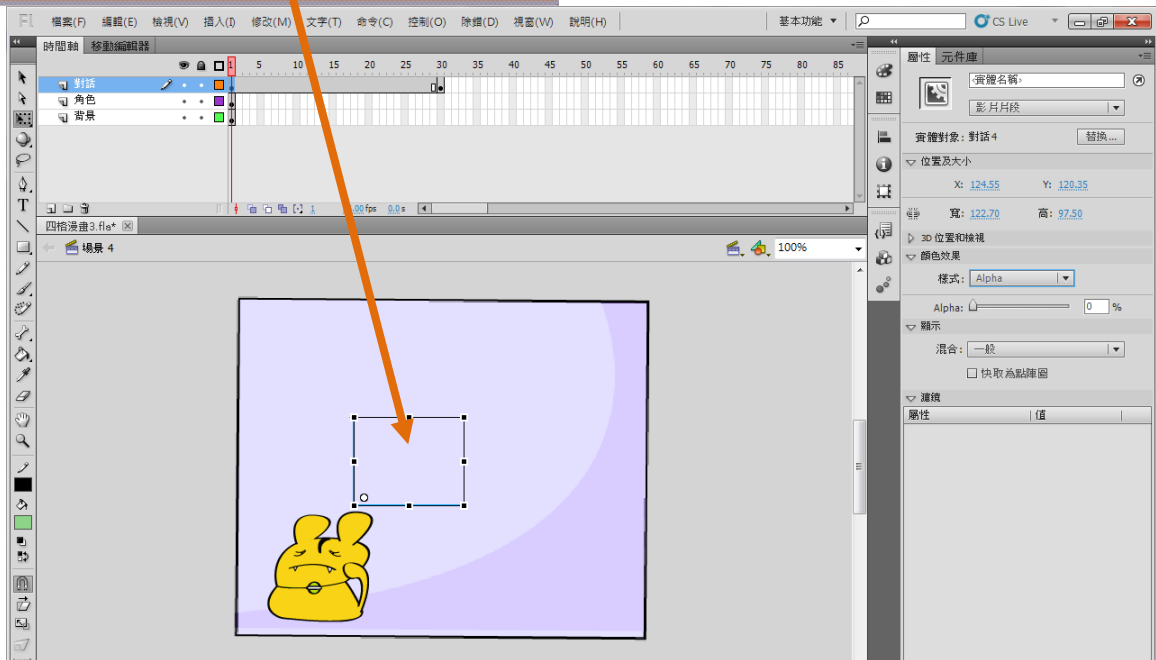
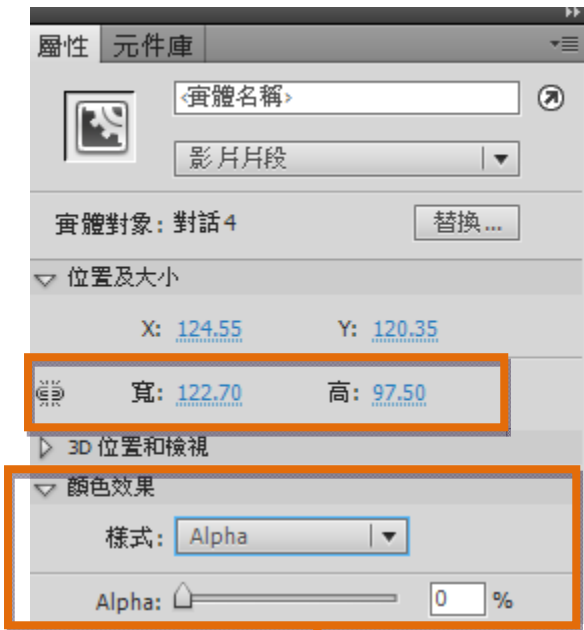
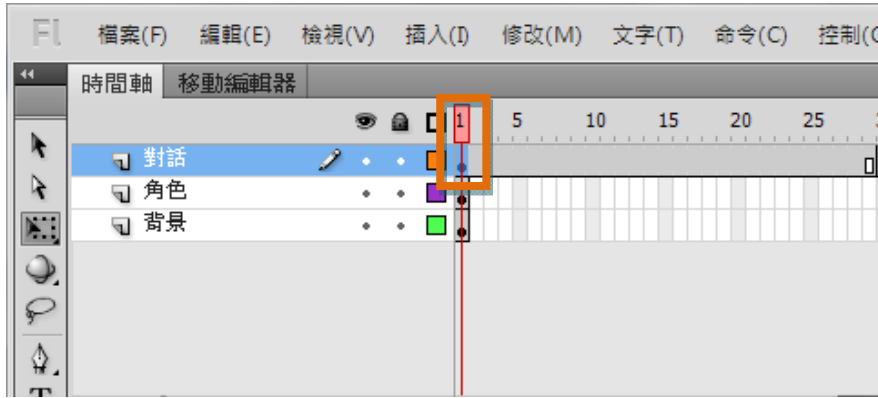


- 圖層“對話” >> 影格 30 格 >> 右鍵 >> 插入關鍵影格

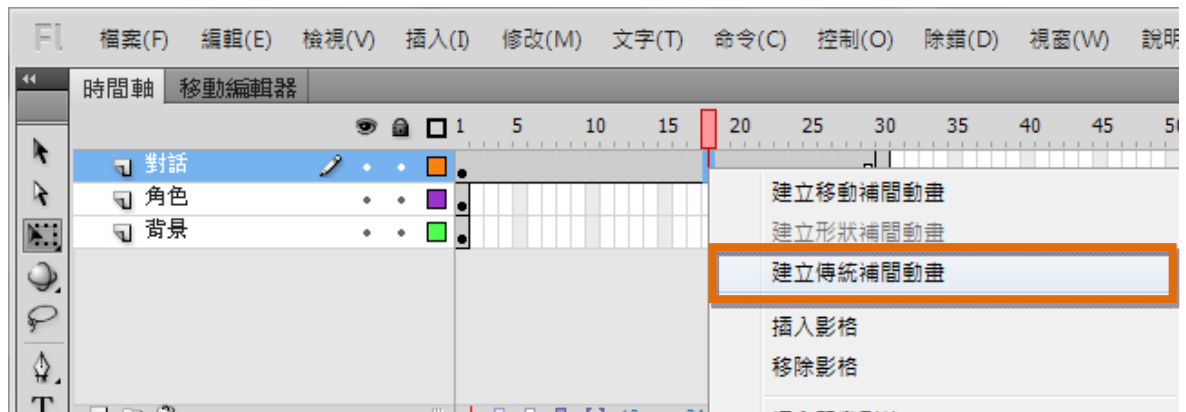


- 圖層“對話” >> 影格 1 格 >> 點擊場景中的元件 >> 調整大小與透明度(如下圖)

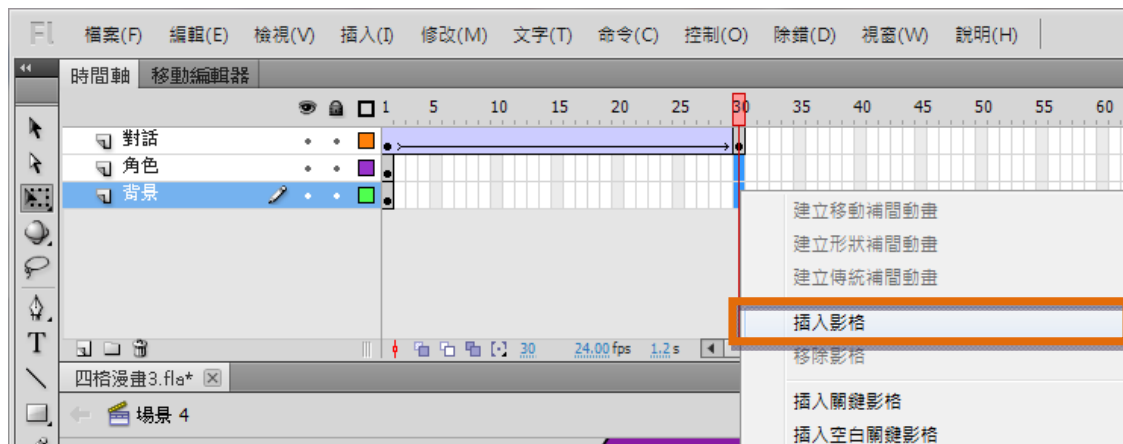
圖)



- 圖層“對話” >> 影格 1~30 格 >> 右鍵 >> 建立傳統補間動畫



- 圖層“角色”與“背景” >> 影格 30 格 >> 右鍵 >> 插入影格



- 三個圖層 >> 影格 50 格 >> 右鍵 >> 插入影格

