MotionArtist™ 2.0

Flash™ Animation in Minutes!

Reviewer's Guide

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General Information

Product Name

MotionArtist 2.0™

Product Summary

With MotionArtist 2.0, Japan's #1 Flash™ design tool, creating action-packed, Flash-driven web pages has never been easier. No Flash experience? No problem! Animated, interactive Flash intro templates and a cool library of ready-to-use, creatively designed content mean electrifying results in no time. For first-time Flash users, MotionArtist 2.0 is all the Flash know how required to create great-looking presentations, engaging digital photo albums and knockout web pages. For web developers, MotionArtist may not be the only Flash tool in the toolbox, for many projects it will be the only one the job requires.

With MotionArtist 2.0, point-and-click animation settings and simple mouse movement replace the complicated scripting typically required for Flash action. The convenient drag and drop interface lets you do everything from dropping in sounds and images to moving elements all around the layout. Create action quickly and easily by using your mouse to draw the path of movement for objects, or choose from the interactive, easily customized Flash intro and animated web page templates. Create dynamic, moving text by simply typing in the words and then choosing from a wide range of text animation options. Combine and layer multiple Flash animations in a single project to create movie clips. Single click preview allows project preview at any time while you create.

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Target Markets

MotionArtist 2.0

Web and Graphic Designers. Easy-to-use interface and extensive library of drag-and-drop content dramatically speeds up production time.

Instructional Designers and Educators. Quickly develop engaging, interactive tutorials and other progressive educational materials.

Website Hobbyists. Allows easy creation of dynamic website banners and animated graphics for home business, individual and family websites.

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Pricing & Availability

MotionArtist 2.0

MotionArtist 2.0 is available:
• Download (ESD) Version only

MSRP $49.99
Average Street Price $49.99
Time-limited Launch Promotion Average Street Price $29.99

System Requirements

To install and use MotionArtist, make sure your computer meets these requirements.

System Requirements
Windows 98/Me/2000/XP
Note: Administrator rights are required if using Windows XP or Windows 2000.
Not supported: Windows 95, Windows NT 4.0, Windows 3.1, or Windows NT 3.5x.
CD-ROM Drive

150MB Hard Disk Space

16bit Color display, 800x600
(24bit recommended)

Supported File Formats:
Image: BMP, JPG, PNG, TIF, GIF, SWF, WMF
Sound: MP3, WAV

Documentation

MotionArtist 2.0 includes the following documentation:

Download (ESD) Version
Electronic User Manual (PDF)

About MotionArtist 2.0

MotionArtist was first released in Japan in 2001, and remains a market leader in the Japanese Flash design community.

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Features and Benefits

Feature:
Templates and Wizards

MotionArtist's collection of easy-to-use wizards and templates guide you step-by-step to dazzling Flash web pages, ad banners and digital photo albums.

Benefit:
Animated, Interactive Templates Save Time

Add visual sophistication and impact to websites in minutes instead of hours with one of the many Flash intro templates. Or maybe you want to make a digital family photo album or entertain friends with your own animations? MotionArtist 2.0 includes a wide variety of digital photo album templates, and a number of unique, web-ready animations that can easily be customized or even combined to make movie clips.

Feature:
Point-and-Click Animation Settings

With MotionArtist 2.0, point-and-click animation settings and simple mouse movement replace the complicated scripting typically required for Flash action.

Benefit:
Movement With No Action Scripting Required

Create action quickly and easily by using your mouse to draw the path of movement for objects, or choose from the interactive, easily customized Flash intro and animated web page templates.

Feature:
Drag-and-Drop Clip Art and Animations Library

Choose from over 800 pieces of content – a whole world of banners, buttons, animations, characters, backgrounds, borders, flowers, special effects and creatures. Drag and drop images right from the library straight into your projects, or import your own digital photos and artwork just as easily. The MotionArtist 2.0 library even includes a collection of cartoon-ready dialogue balloons you can use in creating your own animated comics.

Benefit:
Quick and Easy Access to Content

The MotionArtist 2.0 library is a great way to jump-start your creative process and get projects started fast.

Feature:
100% SWF (Flash) File Output

Compatability with Dreamweaver or any Macromedia software products and flash enabled web browsers.

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Benefit:
Convenient Integration with other Flash Tools

MotionArtist 2.0's integration support for industry standard SWF file format enables you to take advantage of all three graphics programs to create powerful designs and images.

Feature:
Intuitive User Interface

Rather than starting completely from scratch, users can trace existing 2D images and 3D templates as a starting point for new objects within MotionArtist 2.0. You can then save the traced object(s) as a new file, and modify them, apply materials, and render them as you would any other image.

Benefit:
Save Time and Effort by Starting from a Template

Reduce some of the time starting from an existing image or template. Beginning users can use to jump in and start working right away and get an easy introduction. Advanced users will appreciate the time-saving aspect of being able to start from a template, rather than having to reinvent the wheel for each project.
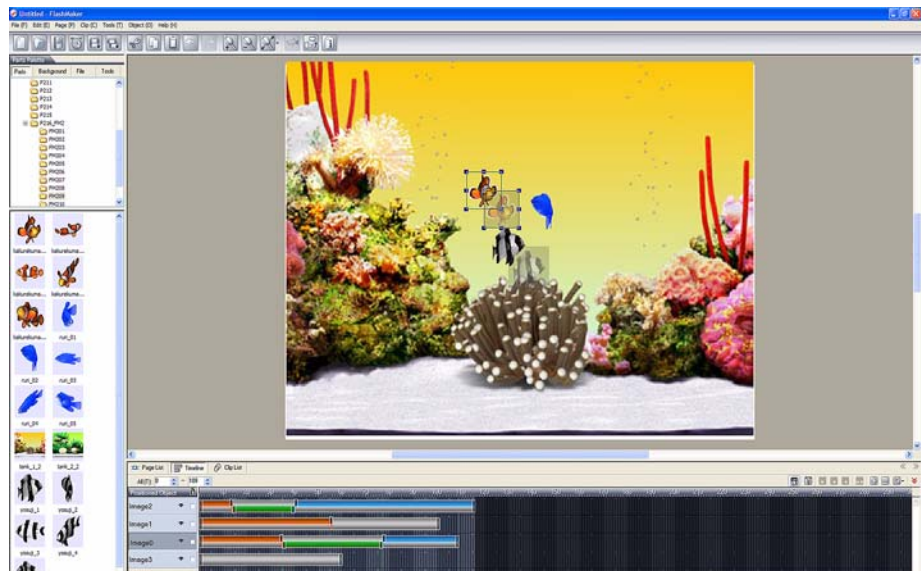
Getting Started
with MotionArtist 2.0

Creating Website
Banners

By using the **New Flash Wizard**, it is possible to easily create moving banners and
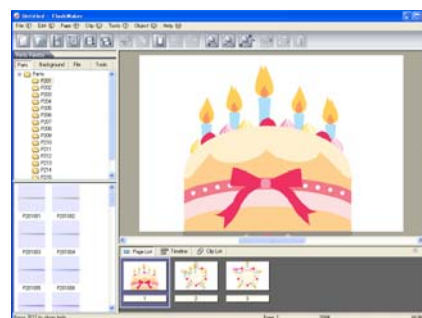Flash intros for use on Internet homepages.
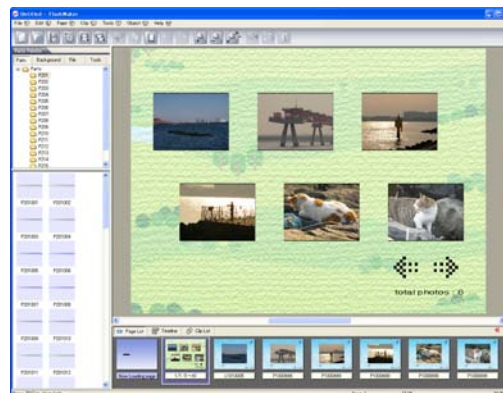
1. Click the **New File** button on the toolbar.
2. The **New Flash Wizard** will appear. Select " **Homepage Banner**" and then click
   the **Next** button.
3. Select the desired template from the list and click the **Next** button.
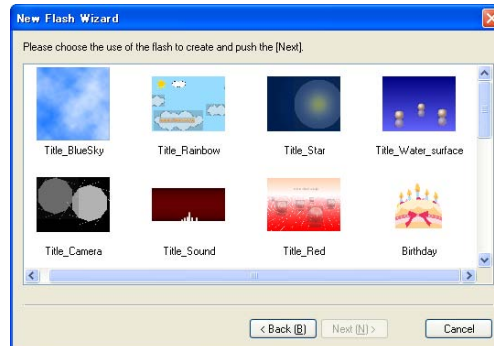
4. Enter the item data for the banner. When you are finished, click the **Finish**
5. button. The item data you entered can be edited later..
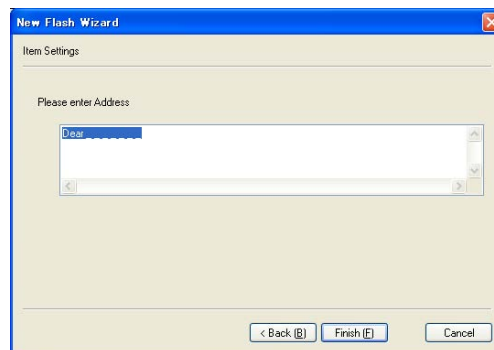
6. The selected banner will be displayed in the MotionArtist editing window.

Perform any necessary editing.

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Creating a Digital Photo Album

By using the **New Flash Wizard**, it is possible to easily create a digital photo album using pictures taken with your digital camera.

1. Click the **New File** button on the toolbar.
2. The **New Flash Wizard** will appear. Select " **Digital Camera Album**" and then click the **Next** button.
3. Select the desired template from the list and click the **Next** button.

4. The " **Select Photo**" screen will appear. Click the **Add Photo** button and select the photos that you wish to add to the album.
5. When you are finished adding photos, click the **Finish** button.
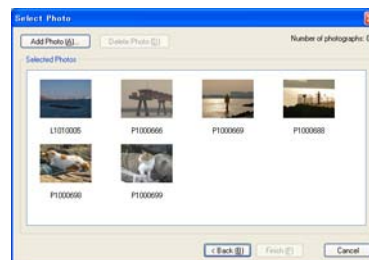
6. An album with the selected photos will appear in the MotionArtist editing window.

Perform any necessary editing.

Creating Easy Website Navigation

By using the **New Flash Wizard**, it is possible to easily create Flash-animated website navigation.

1. Click the **New File** button on the toolbar.
2. The **New Flash Wizard** will appear. Select "**Homepage Menu**" and then click the **Next** button.
3. Select the desired template from the list and click the **Next** button.
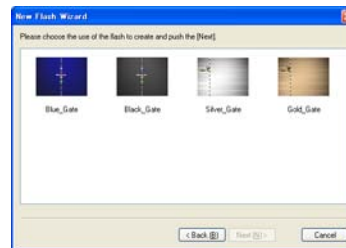
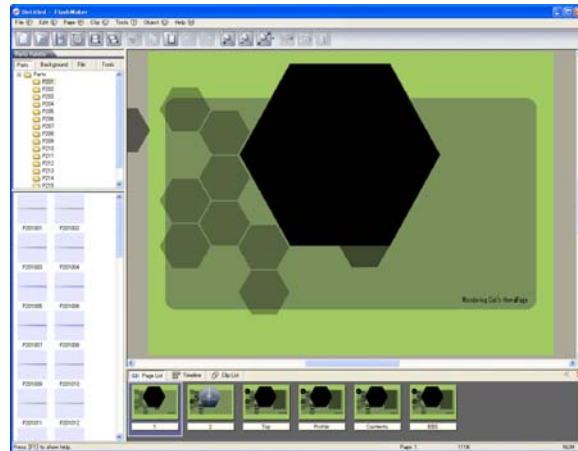4. Enter text for the items such as the homepage title in the **Input** Text Field and click the **Next** button.
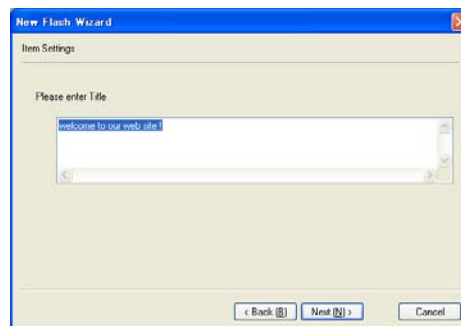
5. Enter the link to be displayed in the menu and click the **Finish** button.
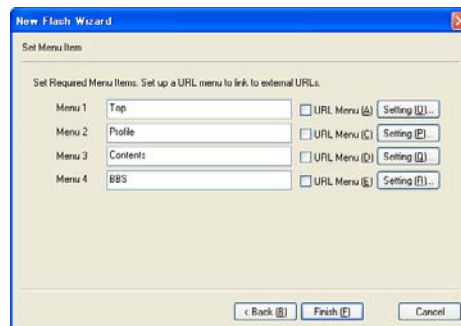
6. The selected menu will appear in the MotionArtist editing window.

Perform any editing necessary. For information about editing, see "4.6 Editing Flash Animation". It is possible to change the items entered for steps 4-5 at a later time.
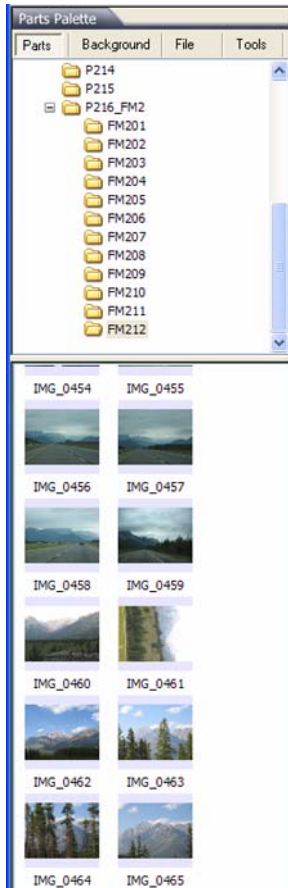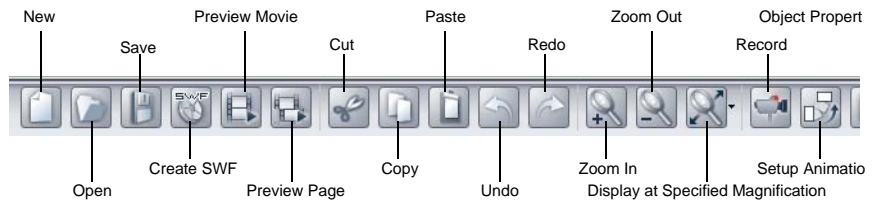
MotionArtist Screen Layout

The main MotionArtist window is laid out in the following manner:

Parts Palette
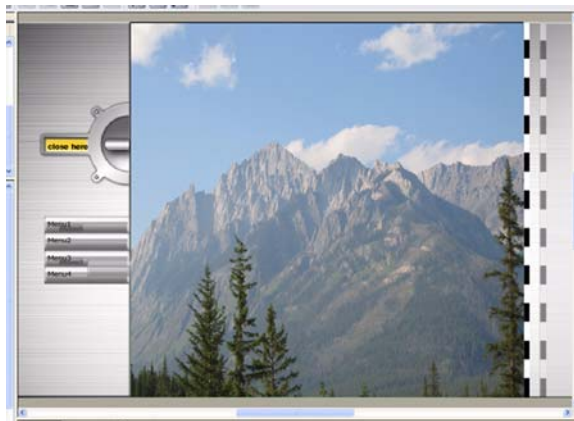

Toolbar

Edit window

Document Information Window

Thumbnail Window

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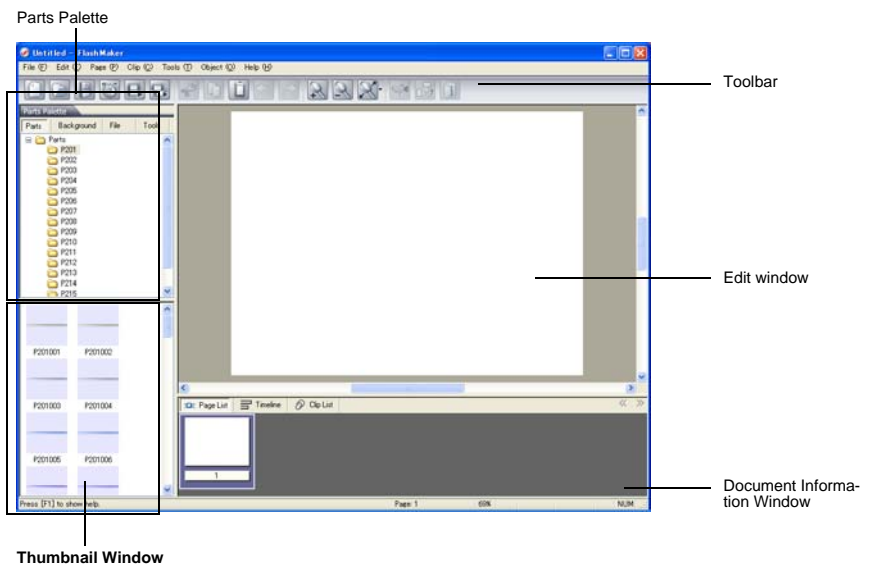
- The Toolbar

Frequently used MotionArtist features can be accessed via the icons on the toolbar. The following features have been assigned to the icons on the toolbar.

New   Preview Movie   Paste   Zoom Out   Object Propert
     Save   Cut   Redo   Record

Open   Create SWF   Copy   Undo   Zoom In   Setup Animatio
          Preview Page   Display at Specified Magnification

- Edit window

Performs layout and animation settings for your Flash animation.

- Document Information Window

Switches between Page List, Timeline, and Clip List.

* **Page List**
Displays a thumbnail preview of each page of the Flash animation
currently being created.

* **Clip List**
Displays the clips used by the document.

* **Timeline**
Changes timing settings for each object arranged on the page.
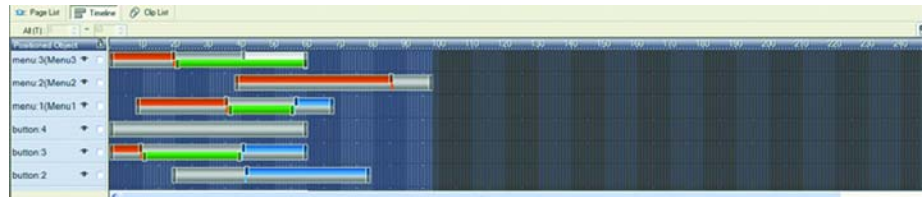
Checking a Flash Animation

It is possible to use MotionArtist to check the operation of a Flash animation.
Note: It is possible for the actual animation to differ from the preview animation once
the SWF file has been created. If accuracy is required, please check the operation of
the animation after creating the file.

Movie Preview

Preview the overall Flash animation that you are creating.

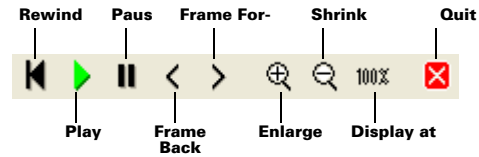1. Click the **Preview Movie** button on the toolbar.

2. The " **Preview Movie**" window will appear, and the animation will play.
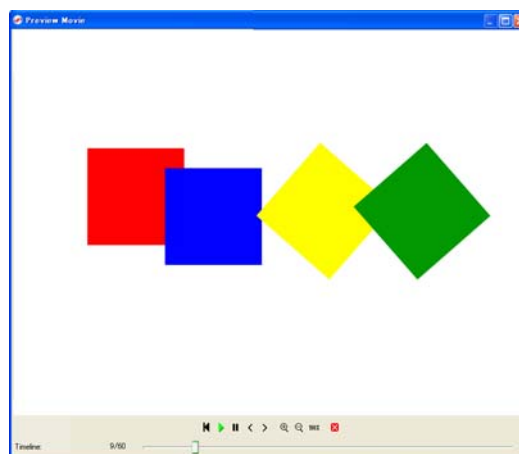
The buttons at the bottom of the window have the following functions.

Rewind	Paus	Frame For-	Shrink	Quit
Play	Frame Back	Enlarge	Display at	

Placing Objects

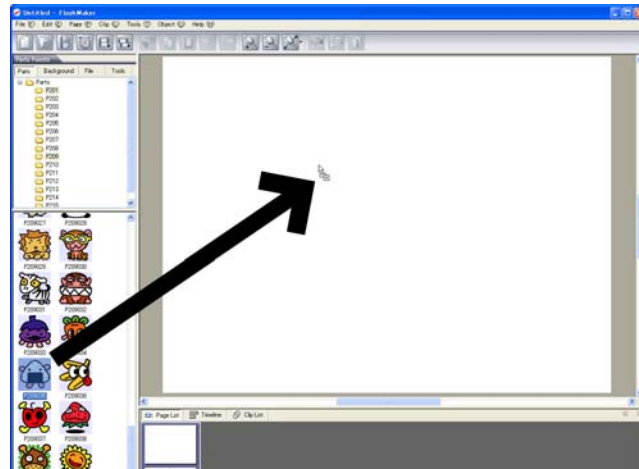The images and text arranged in the editing window are called "objects."

Placing Parts

Let's try placing one of the parts that comes with MotionArtist.

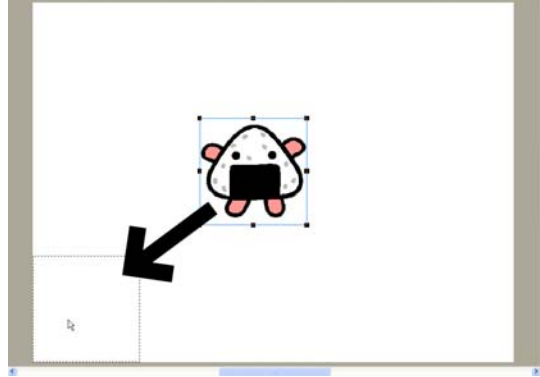1. Select "**Parts**" from the **Parts Palette**.

2. Choose one of the displayed parts.
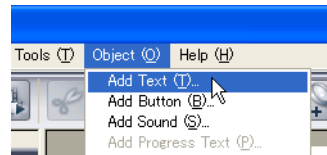3. Select one of the parts displayed in the thumbnail window and drag it to the editing window.

4. The part will be placed in the editing window.
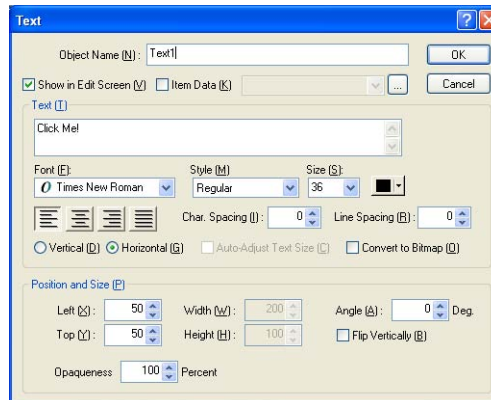5. Drag the part to the desired location.

Entering Text

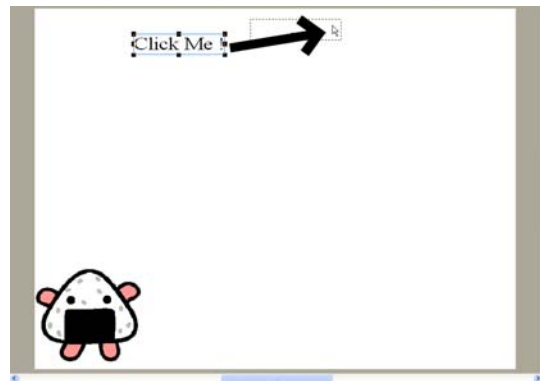Now let's try entering some text.

1. From the menu, select **Object** > **Add Text**.

2. The " **Text** " dialog will appear. Enter the desired text in the " **Text** " box.

3. After setting the font and text size, click the **OK** button.
4. The text will be placed in the editing window.

5. Drag the text to the desired position.

Animation Settings

Apply animation settings to make the objects move.

Setting the 'Appear Animation'

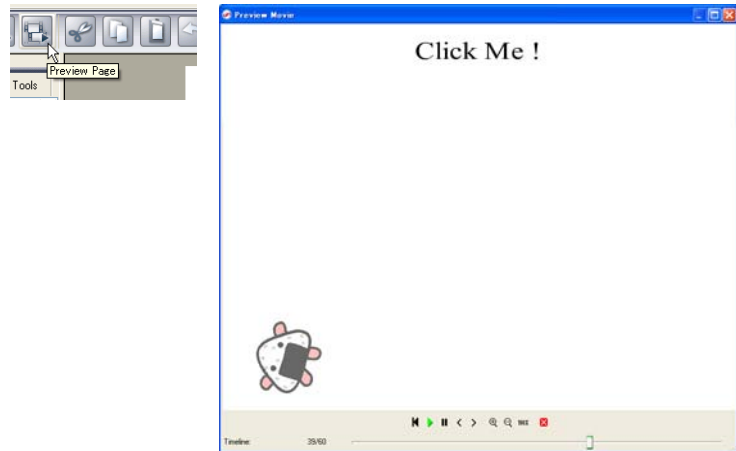Set the animation that will play when the parts first appear.

1. Select the part that you want to animate by clicking it.
2. Click the **Setup Animation** button on the toolbar.

3. When the " **Animation Settings** " dialog box is displayed, click the " **Appear** " tab.
4. Select the desired appear animation from the list and click the **OK** button.
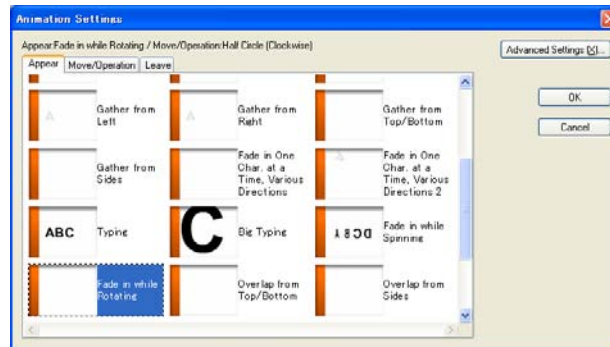
5. Click the **Preview Page** button on the toolbar and check the animation
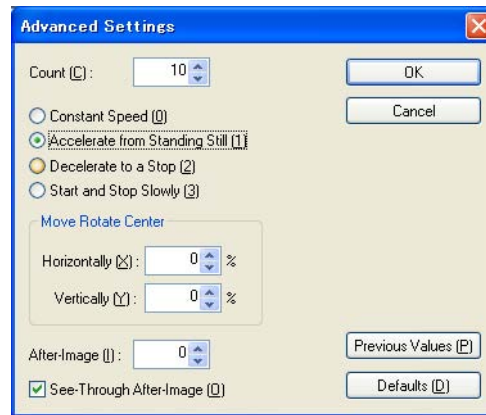

Setting 'Movement Animation'

This type of animation is used to move parts.

1. Select the part that you want to animate by clicking it.
2. Click the **Setup Animation** button on the toolbar.
3. When the " **Animation Settings** " dialog box appears, click the " **Move/ Operation** " tab.
4. Select the desired **Move/Operation** animation from the list and click the **OK** button.
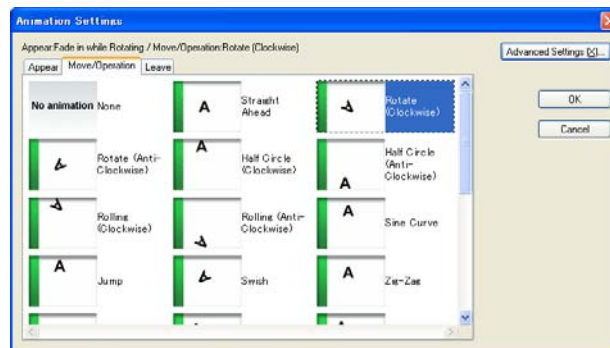

5. Depending on the animation selected, it may be possible to select advanced options for the animation. To do so, click the **Advanced Settings** button and use the " **Advanced Settings** " dialog box that appears. Once you are finished with the settings, click the **OK** button and close the " **Advanced Settings** " dialog box.

6. Once you have returned to the " **Animation Settings** " dialog box, click the **OK** button.
7. The translucent part displayed in the editing window is the part's movement destination. Move it to the desired location.

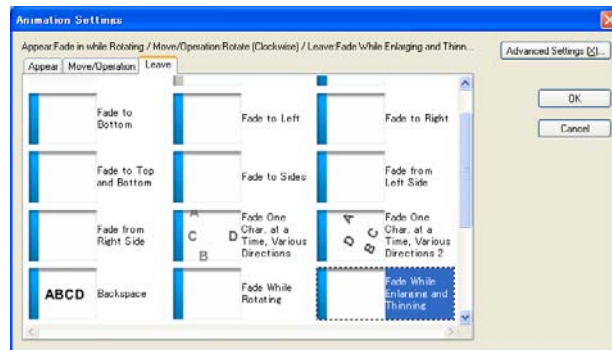8. It is also possible to change the part's size after moving it.
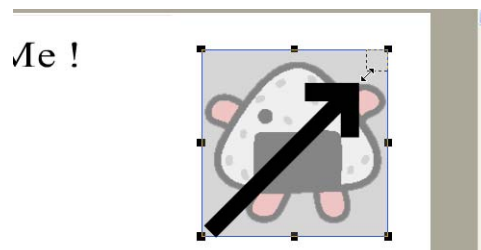
9. Click the **Preview Page** button on the toolbar and check the animation.

Setting the 'Leave Animation'

Set the animation that is used when parts leave the screen.

1. Select the part that you want to animate by clicking it.
2. Click the **Setup Animation** button on the toolbar.
3. When the " **Animation Settings** " dialog box appears, click the " **Leave** " tab.

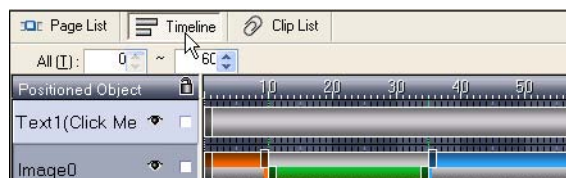4. Select the desired leave animation from the list and press the **OK** button.

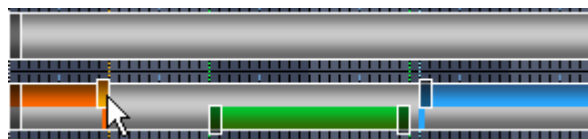5. Click the **Preview Page** button on the toolbar and check the animation.

About the Timeline

Next, we will use the timeline to adjust the timing for the animation.

1. In the document information window, select **"Timeline."**

2. The timeline will appear.
3. Adjust the timing of the entrance animation.

4. Adjust the timing of the movement animation.
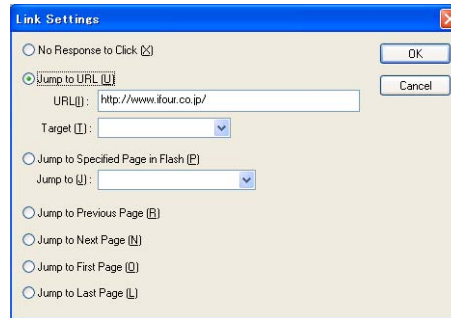

5. Adjust the timing of the leave animation.

6. Click the **Preview Page** button on the toolbar and check the animation.

Setting Links

Create a link from the animation to other resources such as websites.

1. Click the object to which you want to apply a link.
2. From the menu, select **Object** - **Link Settings**.
3. Select "**Jump to URL**" hand enter the page URL in the "URL" blank.

4. Click the **Preview Page** button on the toolbar and check whether or not the jump actually works when the object is clicked.

Congratulations, you now know how to use MotionArtist 2.0!