Flash bouncing balls
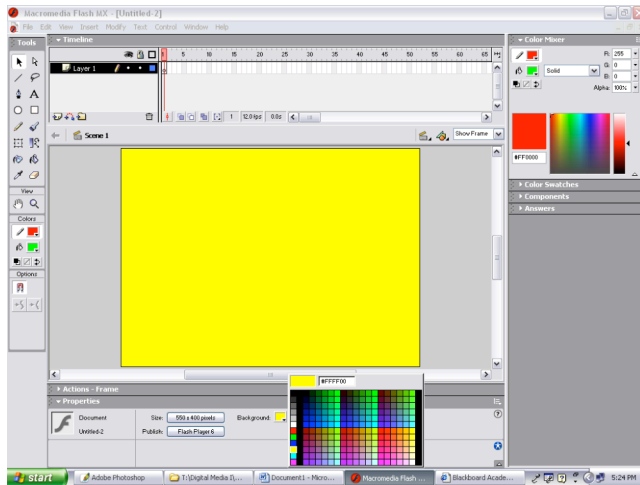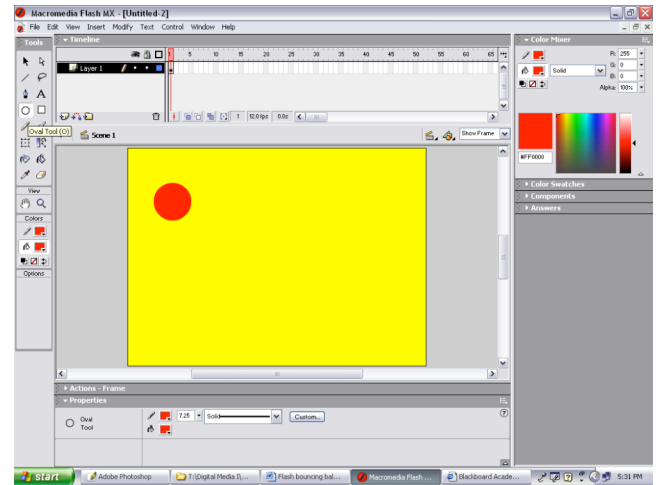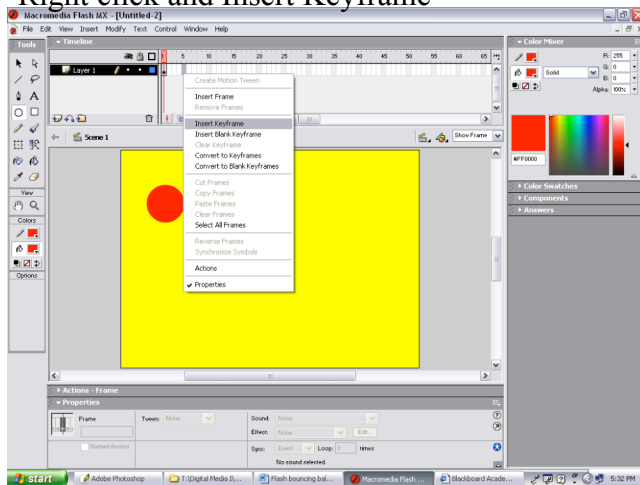
-In the Properties menu at bottom choose a
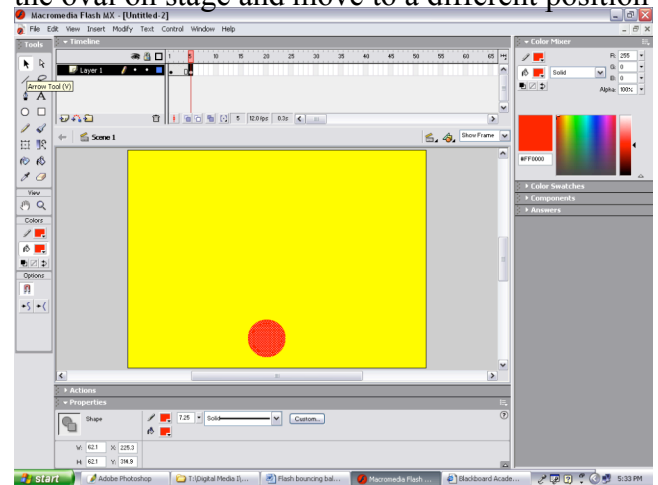Background color
-Leave size at 550x400 and frame rate at 12 fps

-Click on the oval tool. Choose the same
color for the fill and stroke box.
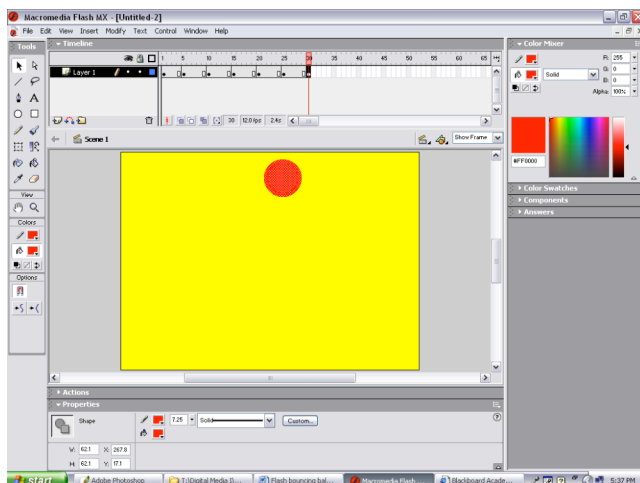-Drag out an oval shape somewhere on stage

-In the Timeline click at the 5 frame box.
-Right click and Insert Keyframe

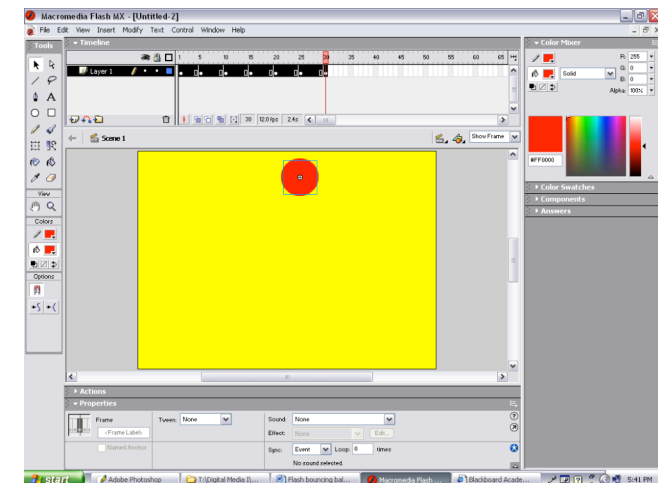-Click on the Black Arrow tool. Then click on
the oval on stage and move to a different position

-Insert a keyframe at 10 frames in the timeline.
-Move the oval to a different position.
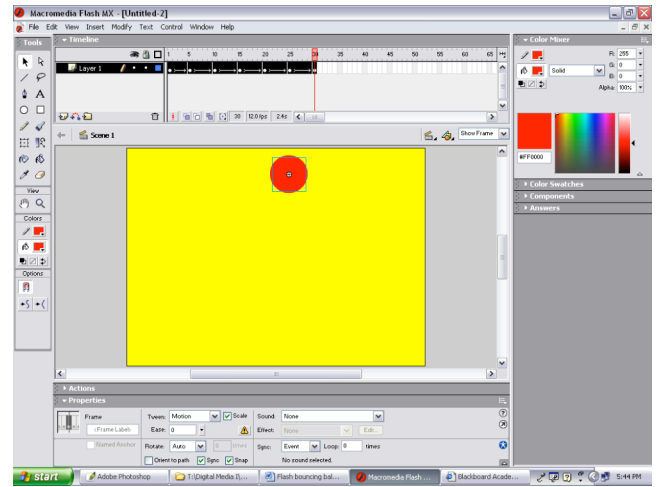-Continue to do this every 5 frames for 30 frames

-You should have 7 keyframes from 1 to 30.
-Click first keyframe, hold Shift, click last keyframe
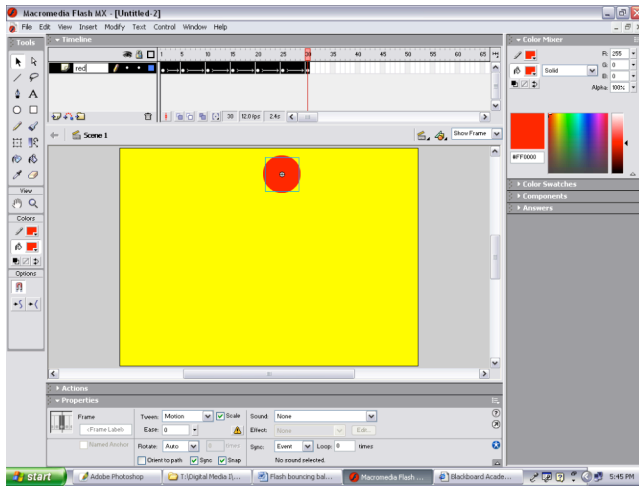-All frames will highlight black.

-Right click anywhere in the black highlighted area
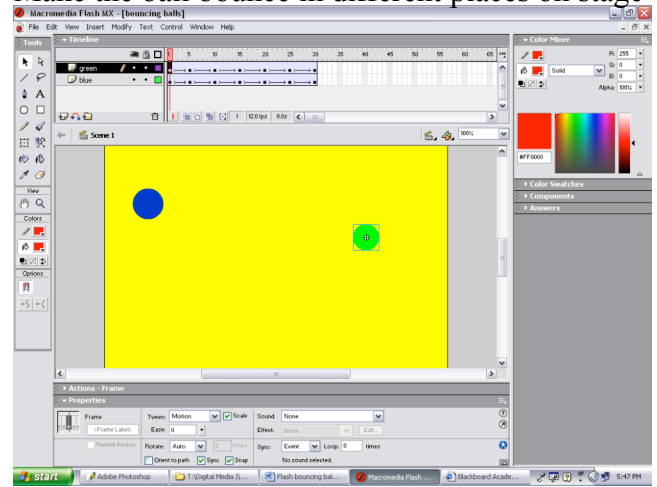-Select Create Motion tween from the drop down menu
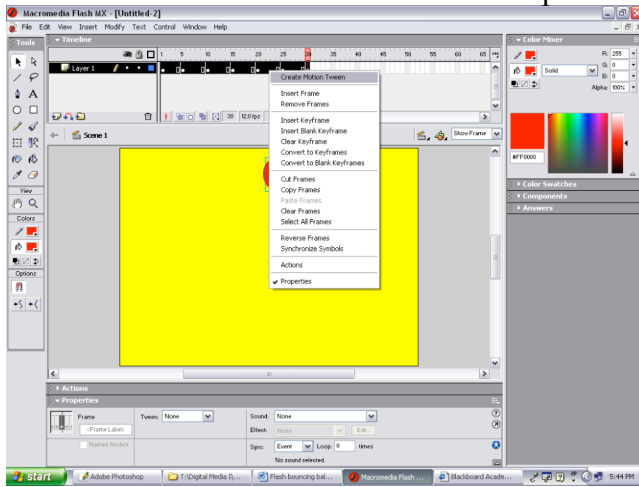
-Solid arrows will show between each keyframe

-Label the layer the color of the ball

-Create a new layer and repeat every 5 frames.
-Make the ball a different size and color.
-Make the ball bounce in different places on stage

-Continue to add 6 + bouncing balls.
-Change where each once bounces for 30 frames, every 5 frames.
-Change the color each ball and label the layer the color of the ball.
-Save as a fla file. Then export move as a swf file and submit as last name + first initial + balls