Topics
- Ink bottle
- Animation
  - Frame rate
  - Easement (review & demo)
  - Guide paths
- Symbols (focus on graphic)

What symbols get you
- Reuse, reuse, reuse
- Single edit point
- Run-time efficiency
- Can manipulate with ActionScript

Symbols vs. Symbol Instances
- Blueprint Metaphor

More on animation
- Appropriate frame rate
  - 12 fps – inclusive
  - 20 fps – high end
  - 26 fps – max*
  - (benchmark 24/30)
- Easement
- Guide layers
- Tween playground

Onion skinning
- Key frame (a list)
- “Tweens” (b list)
- Revist ball example

Onion skinning tools
- Onion skin
- Onion outlines
- Edit multiple frames
- Modify onion markers

Symbols
- Graphic
- Button
- Movie clip
- Pseudo