

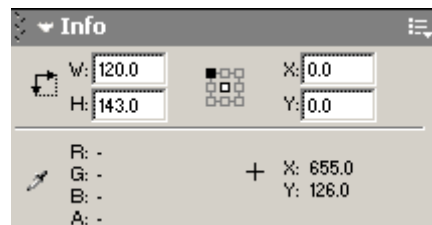
## Synchronizing Animation to Sound

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You will need [this file](#) for the tutorial.

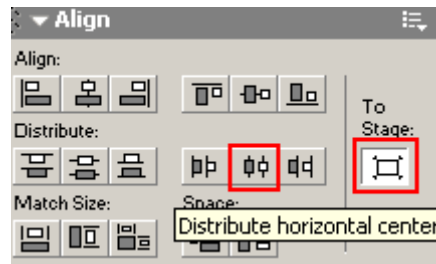
1. Open your flash file. Open the library. Drag a copy of the bell (4.png) onto the stage. Click Insert=> convert to symbol. Set the symbol to Graphic. Call the symbol bell. Open the info palette. Set the following:

- height = 120
- width = 143
- X = 0.0
- Y = 0.0



2. Right click on the bell symbol on the stage and click edit=> copy, edit=> paste in place. Do this 2 more times so that there are 4 bells stacked up.

3. Click on the layer 1 key frame to highlight the four bells. Open your align palette. Click the button for "To Stage" and then click Distribute horizontal centers. Lock this layer.



4. Right click on the layer1 and insert a new layer. Drag a copy of the ringer (3.png) onto the stage. Click Insert=> Convert to symbol. Set the symbol as a Movie Clip and name it Ringer.

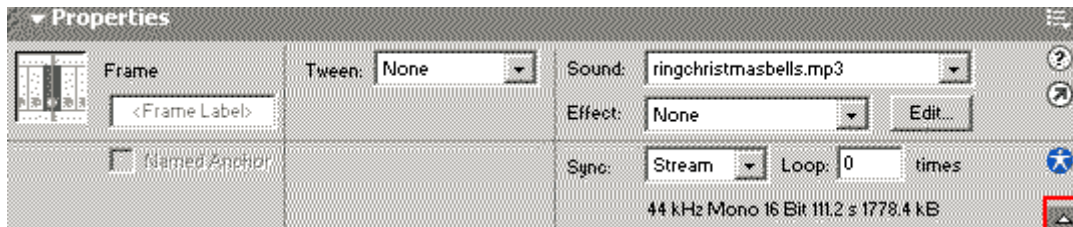
5. Use the arrow tool to move the ringer so that it appears centered below the first bell. Select your Free transform tool so the square handles appear with a circle in the middle. Move the center circle to the top pivot point of the bell. Select your arrow tool.



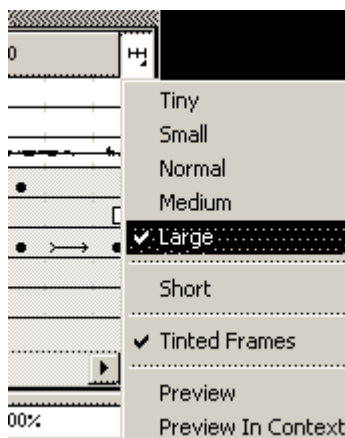
6. Click edit=> copy; edit=> paste. Move this instance of the ringer under the second bell. Make two more copies and move them under the other two bells.

7. Click on the key frame on layer 2 and click modify=> Distribute to layers. Rename the resulting layers so that the layer for the first ringer is ringer a, then ringer b, ringer c, ringer d.

8. Insert a new layer on top of all the layers called music. Click on the key frame in the music layer. Open the properties panel. Set the sound to the sound available in the drop down, since that is the only sound in the library. Click the carrot in the lower right corner to display advanced properties. Set the sync to Stream.

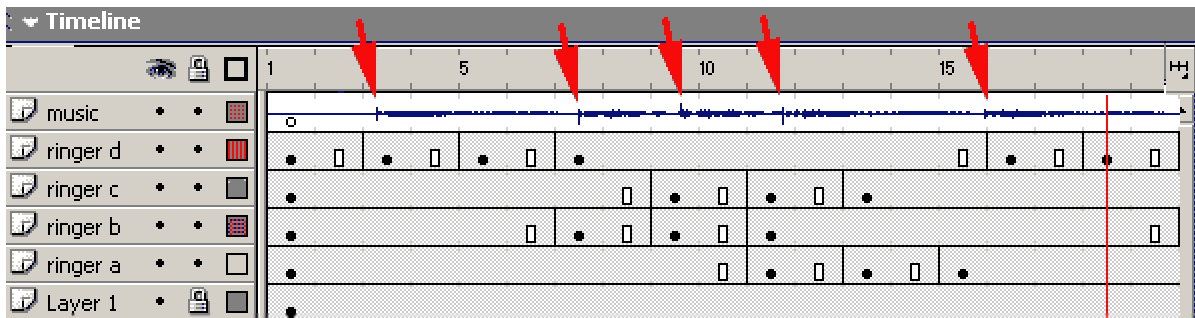


9. Scroll out to frame 103 and hit F5 in each layer.



10. Increase your timeline/frame size to largest by clicking the drop down menu at the far top right of the lime line. Select large so you can see the wav file clearly with its highs and lows.

You will need to create one tweening animation on the timelines for wav "high". Each High is the start of a ring. The Highs will go in the order of "D", "B", "C", "A". Note that there are only really 4 tones in the tune.



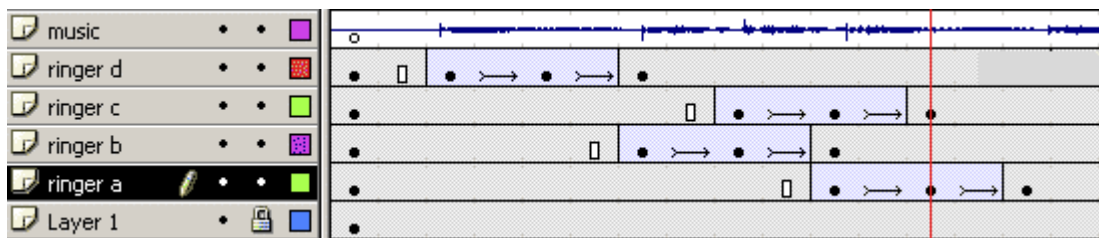
11. Put a key frame at the first bell sound (peak) on the Ringer D layer by hitting F6. Two frames later hit the F6 to add a key frame. Two more frames, add a key frame. Click back on the first sound peak. Use your move tool and rotate your ringer so it looks like it hit the side of the bell. Right click on the keyframe and select insert motion tween. In the next key frame on this layer rotate the ringer back beyond the original point as if it swung back. Right click on this frame and insert motion tween.

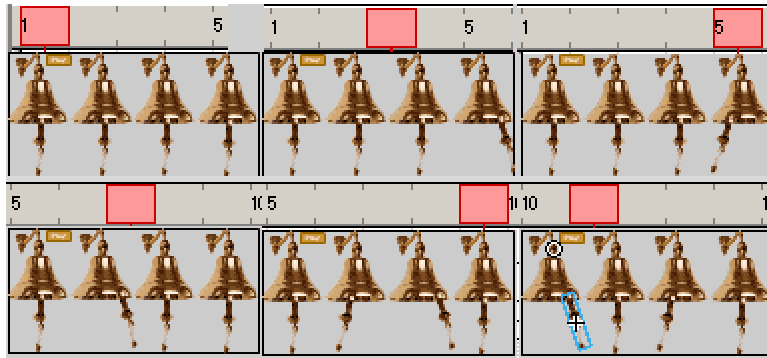
12. Add a key frames for the second sound on the Ringer B layer. Two frames later hit the F6 to add a key frame. Two more frames, add a key frame. Click back on the second sound peak. Use your move tool and rotate your ringer so it looks like it hit the side of the bell. Right click on the keyframe and select insert motion tween. In the next key frame on this layer rotate the ringer back beyond the original point as if it swung back. Right click on this frame and insert motion tween.

13. The Third sound should be on Ringer C layer. Add the key frame and follow it with the two addition key frames. Click back on the first sound peak. Use your move tool and rotate your ringer so it looks like it hit the side of the bell. Right click on the key frame and select insert motion tween. In the next key frame on this layer rotate the ringer back beyond the original point as if it swung back. Right click on this frame and insert motion tween.

14. The Fourth sound should be on Ringer C layer. Add the key frame and follow it with the two addition key frames. Click back on the fourth sound peak. Use your move tool and rotate your ringer so it looks like it hit the side of the bell. Right click on the key frame and select insert motion tween. In the next key frame on this layer rotate the ringer back beyond the original point as if it swung back. Right click on this frame and insert motion tween.

15. At this point your timeline should look like this:





16. Repeat the sequence of #11-15 for peaks 5-8 and then the rest of the movie until you have animations for each peak.