

Forum:[Hack Forums](#)

Thread: [First Animation](#)

ViciousCookie - April 5, 2014, 6:46 pm

Recently got Flash and started trying to animate a little. Here is my first. It is just a simple ball bouncing.

Spoiler ([Click to View](#))

Coton Pker - April 5, 2014, 6:48 pm

decent for a first try.

but why does it skew the bottom on the second bounce?

cyberducky - April 5, 2014, 6:50 pm

Not bad. Keep practicing. I suck at animations.

ViciousCookie - April 5, 2014, 6:50 pm

(Apr 5, 2014 06:48 PM)Coton Pker Wrote: [\[CITE\]](#) decent for a first try.

but why does it skew the bottom on the second bounce?What do you mean by "skew"? I don't understand.

Coton Pker - April 5, 2014, 6:55 pm

(Apr 5, 2014 06:50 PM)LoudCookie Wrote: [\[CITE\]](#) What do you mean by "skew"? I don't understand. it might just be my eyes playing tricks..

but it looks like the ball loses it's round shape and splits the top when it hits the top, and does the same thing to the bottom on the second bounce

ViciousCookie - April 5, 2014, 7:00 pm

(Apr 5, 2014 06:55 PM)Coton Pker Wrote: [\[CITE\]](#) it might just be my eyes playing tricks..

but it looks like the ball loses it's round shape and splits the top when it hits the top, and does the same thing to the bottom on the second bounceThe ball squashes and stretches when it bounces. This makes it more life like and cartoonish.

AliveAgain - April 5, 2014, 7:04 pm

If you look closely the ball is kinda ripped from the top, u can also see this if u click and drag on some of the frames. Otherwise, well done :)

Anal Voyage. - April 5, 2014, 8:42 pm

(Apr 5, 2014 07:00 PM)LoudCookie Wrote: [\[CITE\]](#) The ball squashes and stretches when it bounces. This makes it more life like and cartoonish.

When you squash and stretch, you're also supposed to adjust the acceleration/deceleration. It takes longer for it to go up than it goes down. It also slightly pauses when it lands and when it reaches maximum height. AND the height won't remain the same.

phybe? Jr. - April 5, 2014, 8:56 pm

Here's my ball animation. Not the best, but it's alright.

Red????????? - April 5, 2014, 8:58 pm

(Apr 5, 2014 08:56 PM)phybe? Jr. Wrote: [\[CITE\]](#) Here's my ball animation. Not the best, but it's

alright.

Reminds me of one of those animations i would see in games like castle crashers or alien hominid.

Yasuo - April 5, 2014, 8:59 pm

Thats nice dude, Better than anything i could do xD

Anal Voyage. - April 5, 2014, 9:00 pm

(Apr 5, 2014 08:56 PM)phybe? Jr. Wrote: [\[CITE\]](#) Here's my ball animation. Not the best, but it's alright.

Way to steal the spotlight, bro. LOL

phybe? Jr. - April 5, 2014, 9:05 pm

(Apr 5, 2014 09:00 PM)Anal Voyage. Wrote: [\[CITE\]](#) Way to steal the spotlight, bro. LOL
SORRY!

I just wanted to post my ball since we've both made balls

ViciousCookie - April 5, 2014, 9:07 pm

It's fine. I lose, I know. I'll leave.

Chill™ - April 5, 2014, 9:37 pm

nice work for a first try. I too suck at animations lol

ViciousCookie - April 6, 2014, 8:15 am

Thanks for the advice guys. I really appreciate it!

Planker - April 6, 2014, 3:17 pm

(Apr 5, 2014 09:05 PM)phybe? Jr. Wrote: [\[CITE\]](#) SORRY!
I just wanted to post my ball since we've both made balls
You guys have some nice balls.

OT: Good anticipation and squishing. Looks pretty good :) I notice one or two frames near the end that are a bit off but altogether looks good. :)

EDIT

My teacher told me that flash is going out of date due to html 5, I suggest learning to animate in after effects (I plan to soon).

Viszy - April 6, 2014, 3:18 pm

It looks pretty good for being your first animation. I learned how to do similar skills in school.

Blvck Scvle - April 6, 2014, 4:09 pm

This is pretty cool, it's simple yet it's animation nonetheless. Good luck learning more about animating.

ViciousCookie - April 6, 2014, 4:44 pm

I'm working on another animation of a Rambo-ish guy shooting a rifle. It's a lot more HQ then my ball.

Baghead - April 6, 2014, 5:19 pm

If you're going to squash you need to stretch too, otherwise it just looks awkwardly squishy. The ball

should be closer in each keyframe toward the bottom (when the ball is hitting the ground) and further at the top when the ball is at the tip of the arc.

<http://www.evl.uic.edu/ralph/508S99/squash.html>

also the ball distorts in one of the frames

ViciousCookie - April 7, 2014, 7:39 am

(Apr 6, 2014 05:19 PM)Baghead Wrote: [\[CITE\]](#) If you're going to squash you need to stretch too, otherwise it just looks awkwardly squishy. The ball should be closer in each keyframe toward the bottom (when the ball is hitting the ground) and further at the top when the ball is at the tip of the arc.

<http://www.evl.uic.edu/ralph/508S99/squash.html>

also the ball distorts in one of the frames

Thanks for the advice. I don't know if I will go back and fix it, I am working on another project that I will post later on.

PerfectoSkillz - April 7, 2014, 6:13 pm

Wow, the design look wonderful, great job buddy

ViciousCookie - April 8, 2014, 6:34 am

(Apr 7, 2014 06:13 PM)PerfectoSkillz Wrote: [\[CITE\]](#) Wow, the design look wonderful, great job buddy Thanks a lot! I am working a new project now. Keep a look out for it!

The Narrator - April 8, 2014, 6:38 am

I'd make the white light shine a light blue.

go6o888 - April 8, 2014, 6:40 am

Well for a first time it is good . We all begin from the zero but we keep trying to succeed .

ViciousCookie - April 8, 2014, 8:20 am

(Apr 8, 2014 06:40 AM)go6o888 Wrote: [\[CITE\]](#) Well for a first time it is good . We all begin from the zero but we keep trying to succeed .Thanks. I know I am still a beginner. I hope to get better and learn a lot more!

Makan - April 8, 2014, 8:35 am

If that really is your first time, then im impressed! Looks really good! Keep it up! :)

ViciousCookie - April 9, 2014, 11:56 am

(Apr 8, 2014 08:35 AM)Makan747 Wrote: [\[CITE\]](#) If that really is your first time, then im impressed! Looks really good! Keep it up! :)Making the ball isn't really that hard. It's just drawing a lot of balls in different positions.

Shmebulock - April 9, 2014, 2:28 pm

Haha nice! Not that difficult to do, but quite a nice idea!