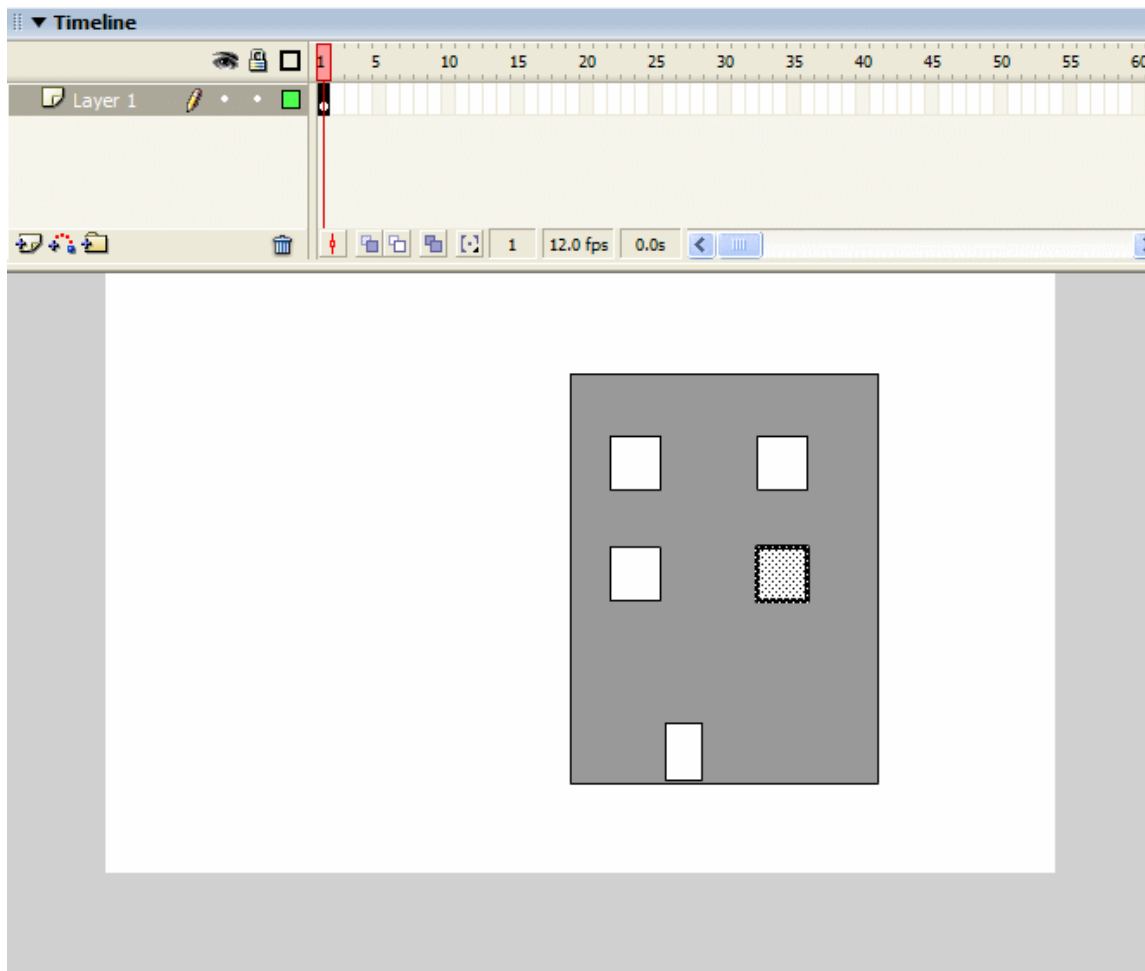
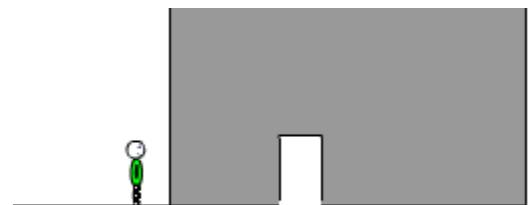


A mask helps you define where on the stage your animation can appear. You are going to create an animation of a character walking into a door.

1. Create a new flash document and draw a simple picture of a building. Something like the drawing below will work just fine. Make sure it has a door. Name the layer 'building'.



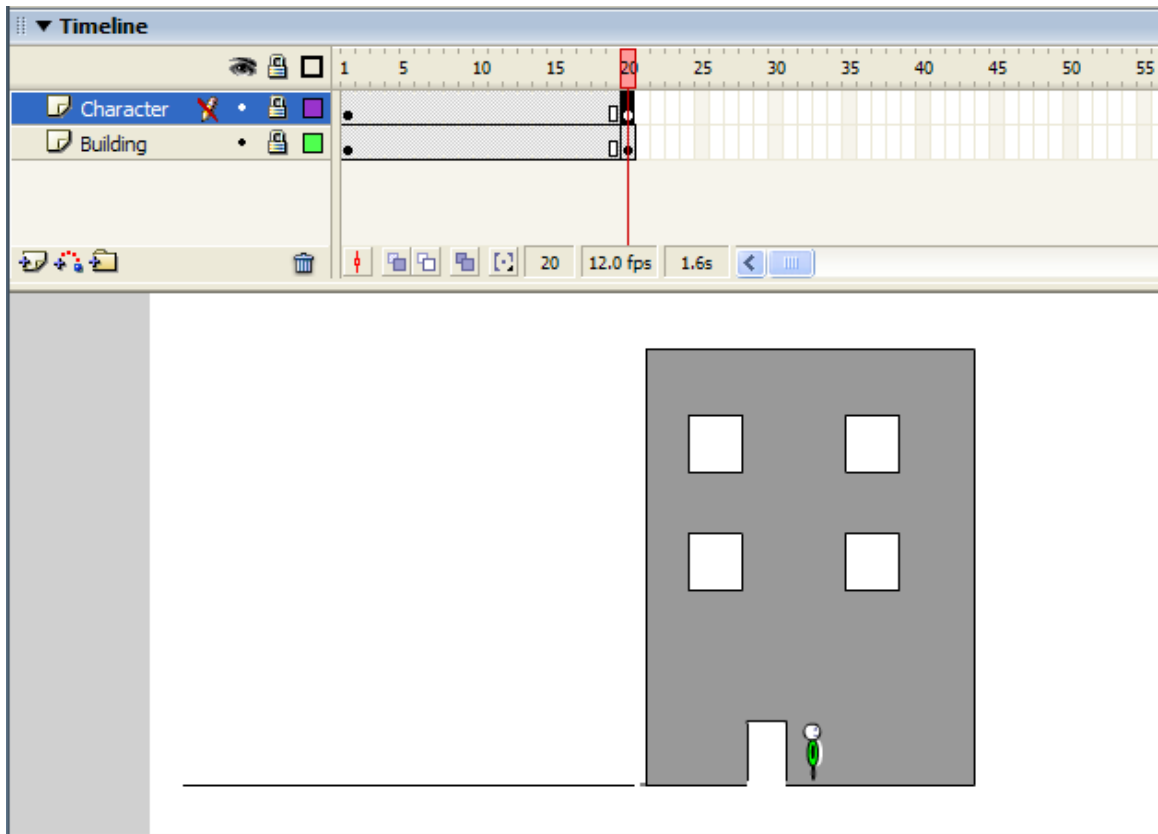
2. Next create a character in a new layer next to the building, name the layer character. Make it small enough that it will be able to enter the door. Convert it to a symbol as a graphic.



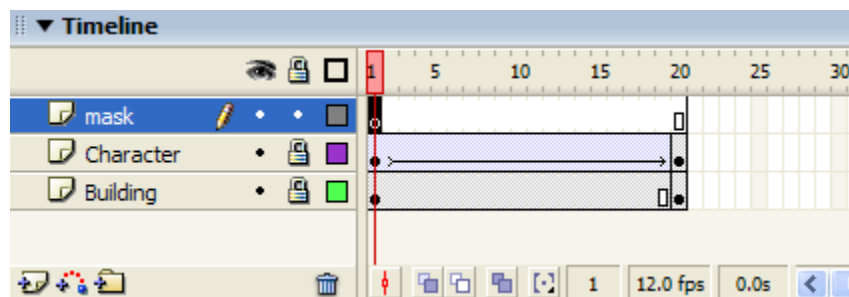
We are now going to make your character walk into the building and disappear using a mask.

3. Create a motion tween to move your character across the front of the building. Make sure it he goes past the door.

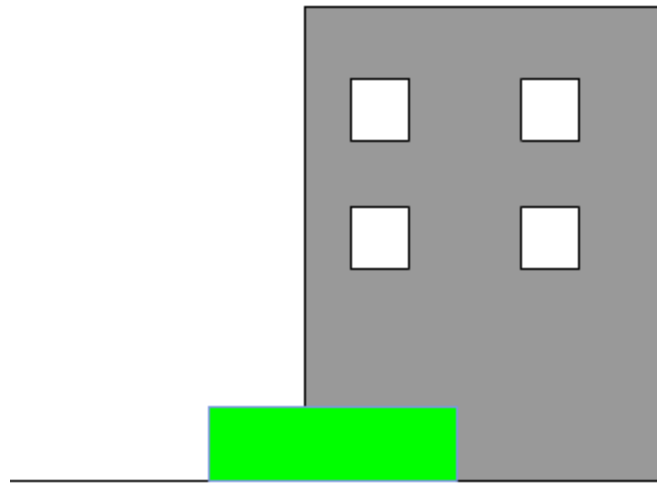
4. Create a key frame on the building layer to extend those frames to match the tween character layer.



5. Test your animation. Your character should walk in front of the building and go past the door. You will now create the mask.
6. Create a new layer and place it above the character layer. Name this layer 'mask'.



7. Make sure you are drawing in the mask layer and draw a rectangle as shown below. This will define the area where our character will appear in our animation. The color of the rectangle doesn't matter.



8. Right click on the mask layer and select Mask from the menu that appears. The rectangle will disappear.
9. Press Ctrl-Enter to test your animation. Your character will walk through the door.
10. Save your work into your working folder.

