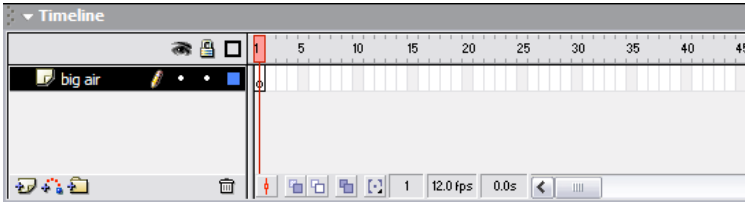
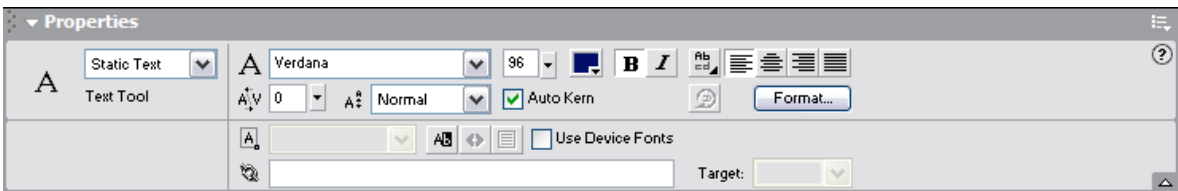


# Exploding Text

1. In the Timeline, select **Layer 1** and rename it **big air**.



2. Select the **Text** tool from the. In the **Properties** inspector panel, set the **Font** to **Verdana**, **Font Size** to **96**, choose a **dark blue** from the **Fill Color** box, and select **bold**.



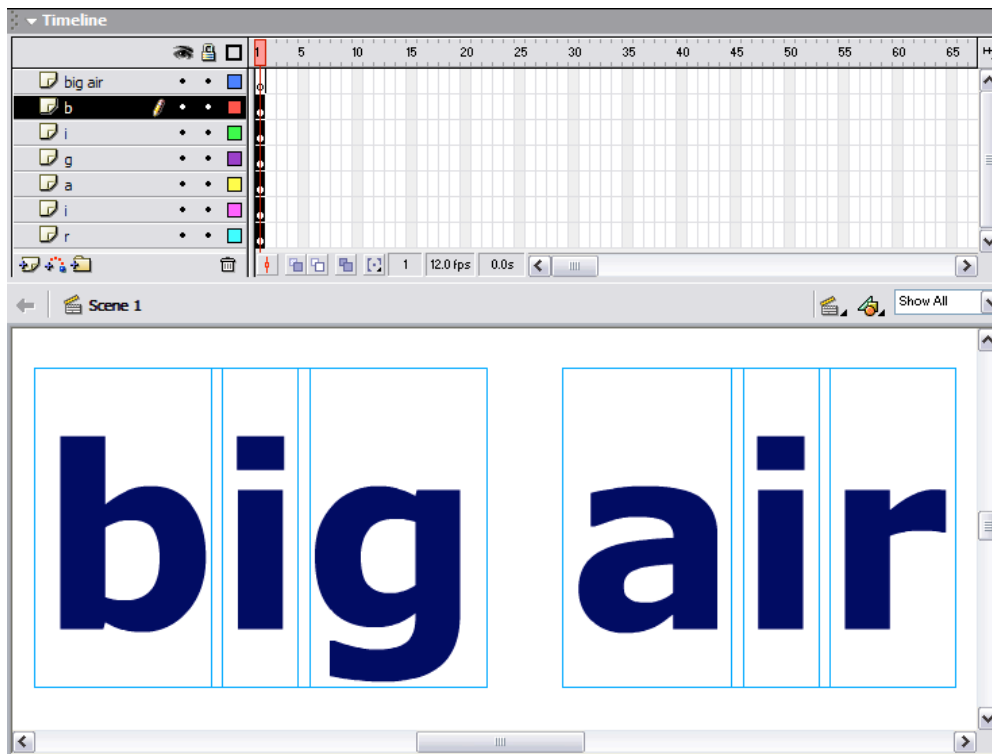
3. Type the words **big air** on the **Stage**. Notice there is now a keyframe in **Frame 1** of the **big air** layer.



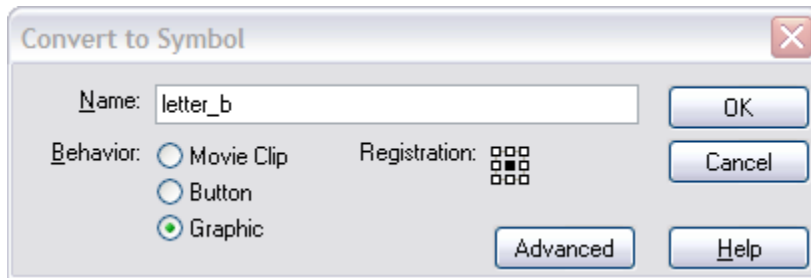
4. With the **big air** text selected, choose **Modify > Break Apart**. This will break the text box into size individual text boxes, one box for each letter.



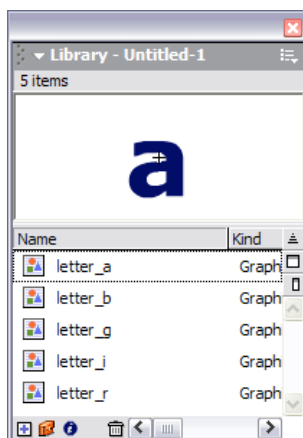
5. With all six text boxes still selected, choose **Modify > Distribute to Layers**.



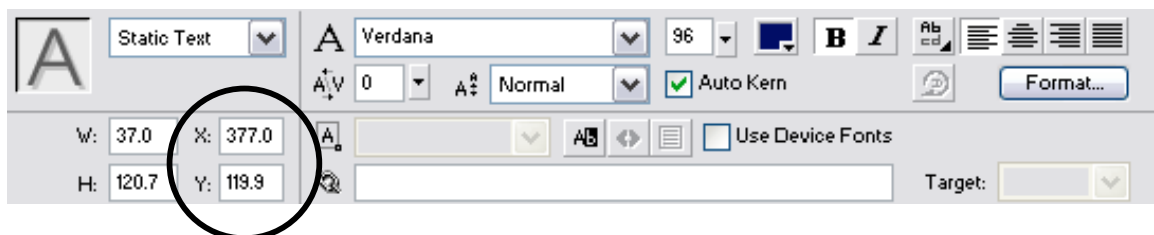
6. With the **Selection** tool, click anywhere off the **Stage** to deselect all six letters. Select the letter **b** and press **F8** to convert it into a symbol. In the **Convert to Symbol** dialog box, name the symbol **letter\_b** and set **Behavior** to **Graphic**.



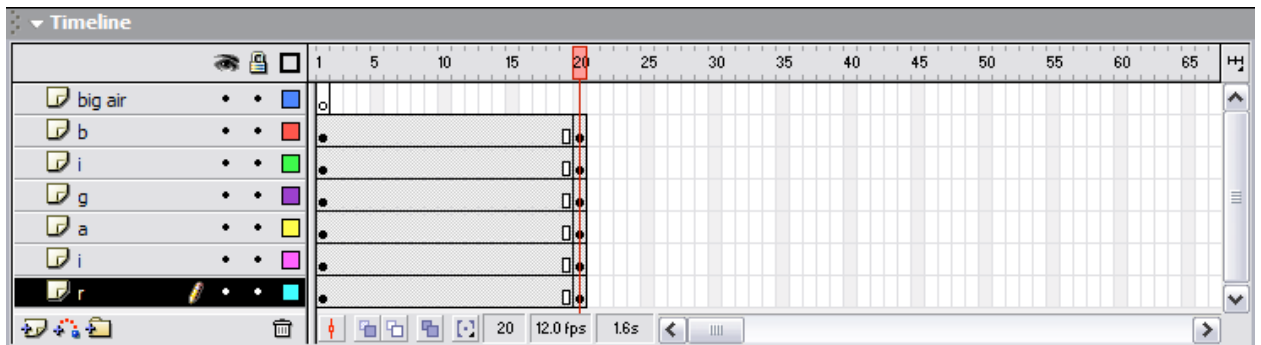
7. Repeat the steps for the rest of the letters excluding the letter **i** in the word "air". You should end up with 5 symbols.



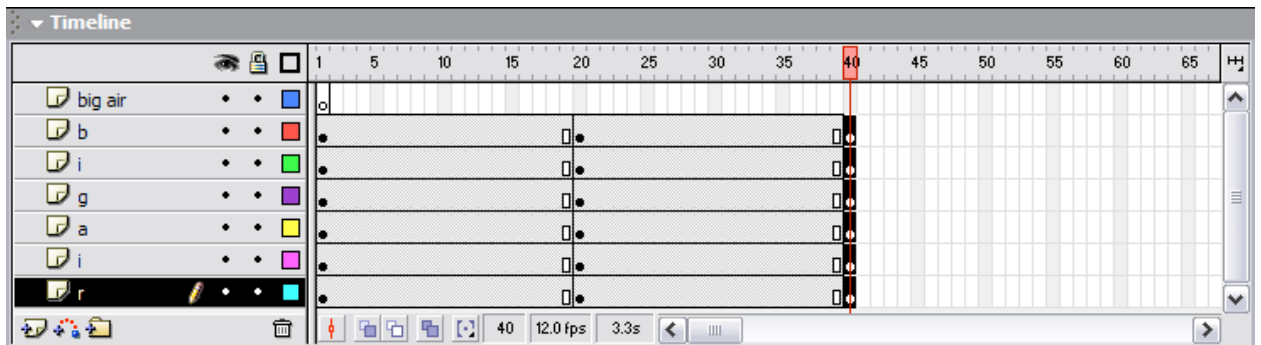
8. Select the letter **i** in the word "air" on the Stage. Notice the **X** and **Y** coordinates in the properties inspector. Write down the coordinates and **delete** the letter **i** in the word "air."



- From the **Library** (Ctrl+L) drag the instance of the **letter\_i** graphic symbol to the **Stage**. Change the **X** and **Y** values so the letter **i** appears in its original position.
- On the **Timeline**, click **Frame 20** and drag down over all six layers that have a symbol on them to select those frames. Press **F6** to add a **keyframe** to **Frame 20** on all six layers.



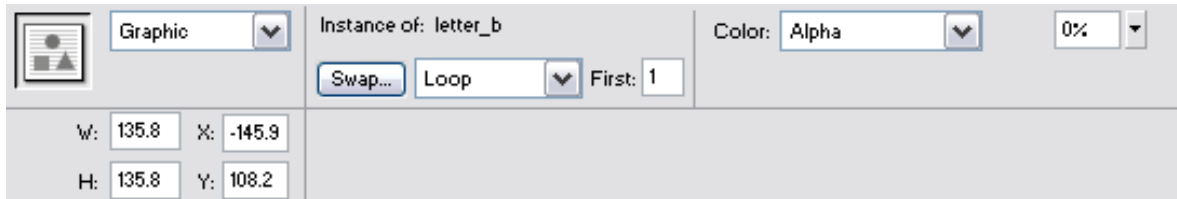
- Add a **keyframe** (F6) on **Frame 40** of all six layers.



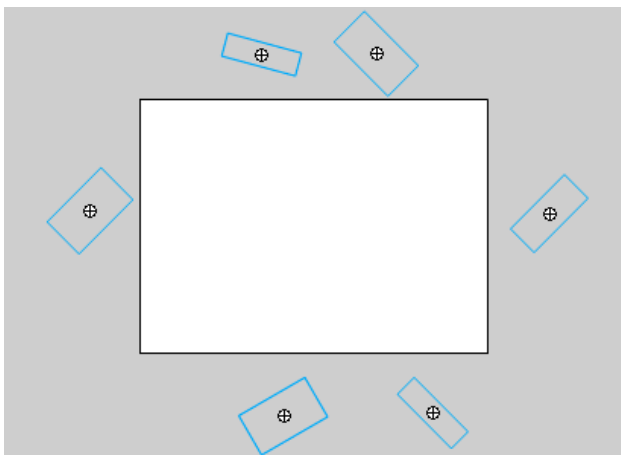
12. Click anywhere off the **Stage** to deselect all the symbols. Making sure the **playhead** is over **Frame 40**, click and drag the **letter\_b** instance off the left side of the **Stage** onto the work area. Use the **Free Transform** tool to rotate the letter.



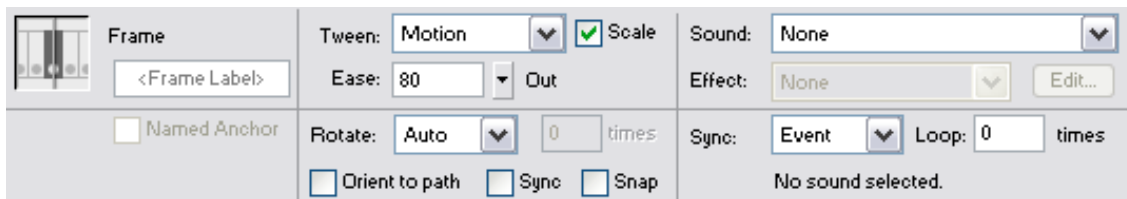
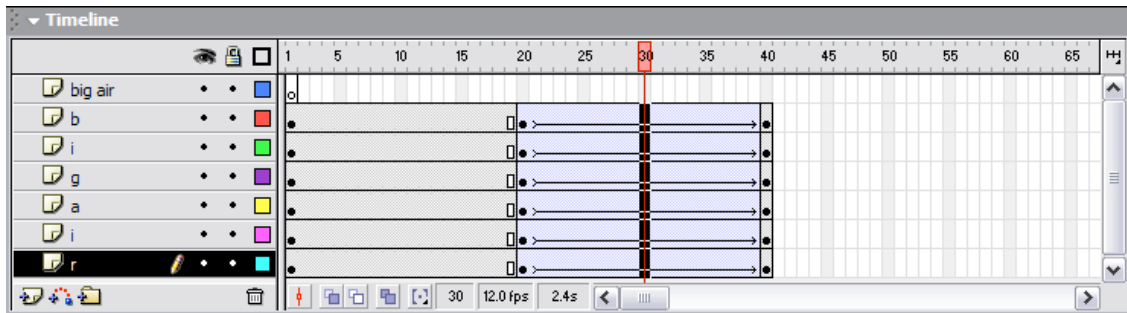
13. On the **Properties inspector**, change the **Color** to **Alpha** and set the amount to **0%** to make the letter **b** fade out completely as the words "big air" explodes into space.



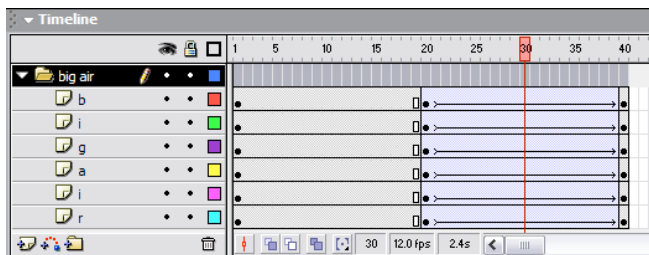
14. On **Frame 40**, repeat the steps and **move** and **rotate** the letters onto the **work area** and change their **alpha** to **0%**.



15. Click anywhere between **Frames 20** and **40** on the **b** layer and drag down to the **r** layer to select all layers. In the **Properties inspector** panel, choose **Motion** from the **Tween** drop-down menu and drag the **Ease** slider up until it reads **80 Out**.



16. Choose **Control > Test Movie (Ctrl+Enter)**.
17. In the **Timeline**, on the layer named **big air**, double-click on the layer to open the **Layer Properties** dialog box. Set the **Type** option to **Folder**.
18. In the **Timeline**, Click the **b** layer and **Shift+click** the **r** layer. **Drag and drop** the layers on top of the **folder** to place them inside.



19. **Save (Ctrl+S)** your movie as **explode.fla**.