Lighting: 8 Ball + Cue Ball

PART 1: Basic Balls
1. Create a white background
2. Create the two balls, overlapping, using different layers for the balls, plus white circle, number. For the black ball, make no outer line. If you hold shift, you can make it perfectly round.
3. Modify the white circle using the envelope tool
   Transform tool (arrow with dots) plus the weird circle tool
4. Make your 8 ball look appropriate
5. Create a cue ball behind the 8 ball
6. Make the outer edge fuzzy by putting a gradient on the outer edge
   SAVE!!!   SAVE!!!

PART 2: Lighting
1. On new layer, add a gradient over the 8-ball to add a highlight.
2. Modify the gradient tool to look good.
3. On a new layer, add a spot over the cue ball, and add a gradient to it from white to transparent.
4. On a separate layer, add a gradient shadow under the cue ball
5. On a separate layer, add a gradient shadow under the eight ball. Copy, paste, and modify.
   SAVE!!!! SAVE!!!!

PART 3: Move the lights
1. On the eight ball (black) layer, create a keyframe at about 6 seconds. On the final keyframe, use the gradient transform tool to re-position the light and rotate it.
2. Create a shape tween between the keyframes.
3. Insert frames for the 8, white circle, and cue ball
4. Create a shapetween for the cueball highlight using steps 1 and 2 over again.
5. Create new keyframes for the shadows at the end of the animation.
   SAVE!!! SAVE!!!

PART 4: Move the shadows
1. At the 6-second keyframe, move the shadow
2. Create a tween (probably a classic tween)
3. At the midpoint, change the shadow to make it smaller and/or further away
4. Do the same thing with the cue ball shadow
   SAVE!!! SAVE!!!

Export the movie and send the .swf file to me.