Card Hand
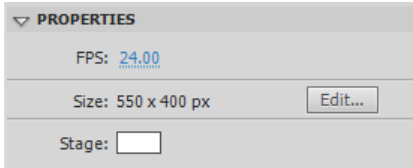
Steps
1. **Open the zip file** containing the spade symbol.
2. **Create a colored background**.
   Click on the background and find the properties window.
   It should look like this   ======>
   Change the color (and size, if desired) of the background. Set your FPS
   (frames per second) to 12.

PROPERTIES
FPS: 24.00
Size: 550 x 400 px   [Edit...]
Stage: [ ]

3. **Create a basic card** (use the zip file for a spade symbol).
   Create a rounded rectangle with a light background and a dark (black is good) border.
   The rectangle options should be set to somewhere around 20.00
   Add the spades shape, or create some shape of your own.
   Copy that shape to the opposite corner of the card.
   Save the card as a symbol.
   If desired, put that shape in the middle
   Add values, such as numbers from 2-10, or A, K, Q, J, on both ends of the card
   You may have to save the finished card as a separate symbol.
4. **Copy the card onto different layers** for the different cards.
   Create a new layer by selecting "Insert" "Timeline" "Layer"
   Copy and paste the card symbol onto the new layer, OR drag the card symbol out of the library onto the new layer
   Add the appropriate values (A, K, Q... etc.) to the card
   Repeat until you have five different cards
5. **Turn the cards into symbols**.
   Double-click on the keyframe.
   At the top, select "modify" and then "convert to symbol"
   Select graphic symbol
6. **Name your layers.** This is part of your grades. The names should be simple and appropriate.
7. **Fan the cards** into a hand on their different layers.
   Select the appropriate layer by clicking on the keyframe.
   Select the modify tool (third one, with dots)
   Near the corner of the card, the cursor turns into a circle/arrow. Use it to rotate the card.
   Place card in appropriate spot.
   Repeat for each card, as needed

TOOLS

8. **Create keyframes at the "end" point on the timeline.**
   About 3 seconds in (36 frames if set at 12 FPS), click "Insert" "Timeline" "Keyframe"
   Repeat for each card
9. **Move the cards on the beginning keyframes off of the stage**.
   At the beginning keyframe, move a card off of the stage
   Repeat for each card.
10. **Add motion tweens to the cards**.
    In the timeline, right-click and add "create motion tween"
    If this doesn't work, undo, and try "create classic tween"
    Repeat for each card.
11. Add you name on a separate layer so that it's visible the entire time.
12. Send the final project as cardHandFirstLast.fla and export it as cardHandFirstLast.swf
        If you're named Amelia Earhart, name it cardHandAmeliaEarhart.fla or .swf

BONUS
   * Stagger the cards so they arrive at different times (After step 10) as seen in the tutorial
   * Make the cards spin into place.
        Click on the tween in the timeline, and select rotate and   number of rotations.