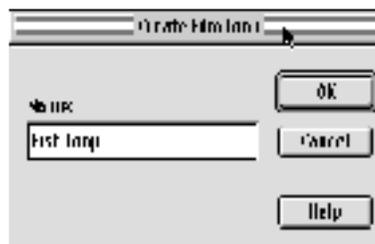
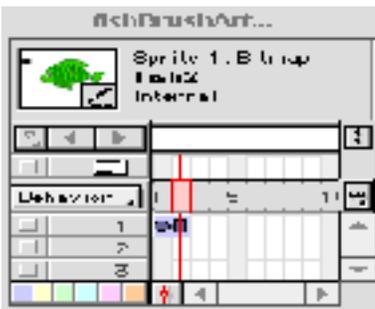
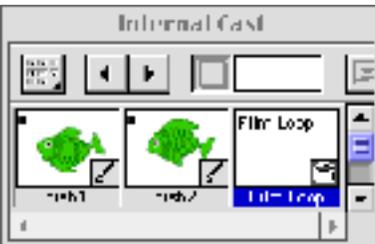
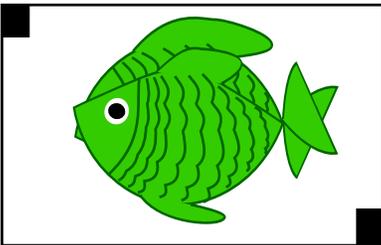
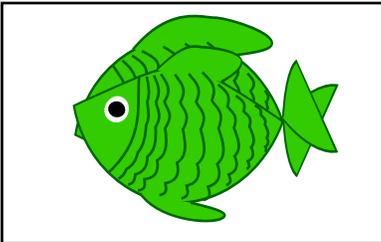
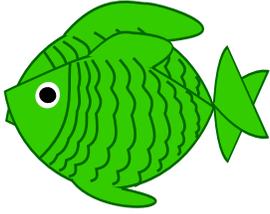


# Animated Fish



- Step 1. Using the Pen tool, make a line with a shallow curve, and using the Reflect tool make a horizontal copy
- Step 2. Select both lines, and click on the fish brush to apply it.
- Step 3. Make a rectangle around the two fish. Command-5 to turn this rectangle into a guide.
- Step 4. In diagonally opposite corners, make registration marks that have no fill and no stroke.
- Step 5. With the registration marks still selected, Command-C to Copy  
Command-3 to Hide
- Step 6. Open Director, Command-V to paste into a cast window
- Step 7. Return to Illustrator, select the remaining fish and registration marks.  
Command-C to Copy  
Command-3 to Hide
- Step 8. Return to Director.  
Command-V to Paste into the next open cast member  
Select both fish in Director and go to :  
Modify > Cast to Time  
Play
- Step 9. Select the entire sprite from the Score, Command-C to copy. Select an empty cast member in the Cast, Command-V to paste. This will create a new cast member called a Film Loop. Name this new member Fish Loop.
- Step 10. Delete the original sprite but be sure to maintain the original cast members as the film loop references them.
- Step 11. Place the new cast member on the stage so that it's nose just pokes onto the stage. Select the last frame of the sprite, make a new keyframe and stretch the sprite across the stage so that its tail just barely shows. Play.