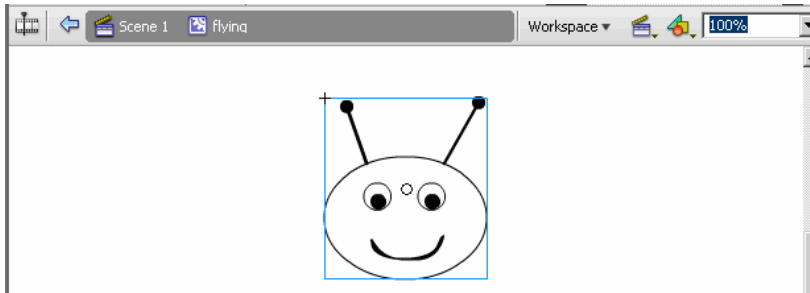c   We will build the bee in this clip.

    To do this click once on the bee's head to select it and then press *Ctrl+E*. This will take you into edit mode. (Alternately you could double click on the icon next to *flying* in the library.)


    Note the edit bar has changed.

d   In edit mode rename *Layer 1* to *head*.

e   Insert a layer called *left* and add the left wing. Use the arrow keys to position it correctly.
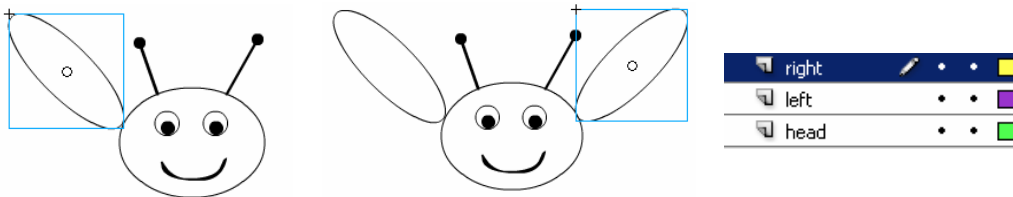
f   Insert a layer called *right* and add the right wing.

g   Use the eye button to hide each layer in turn to check that you have only placed one element on each layer. If any element is on the wrong layer, cut and paste it into the correct one.

    Note: in making a movie clip it is good practice to keep each element in its own layer so that we do not inadvertently break any tweens we may use.

h   Re-save.

4. We will now animate the movie clip with the bee's wings moving up and down at either side of the head.

a   While still in edit mode, in frame 10 of the *head* layer press *F5* once. This will keep the head on screen for all 10 frames.

b   In frame 5 of the *left* layer press *F6* once to insert a keyframe.

    In this keyframe reposition the left wing in a half down position.
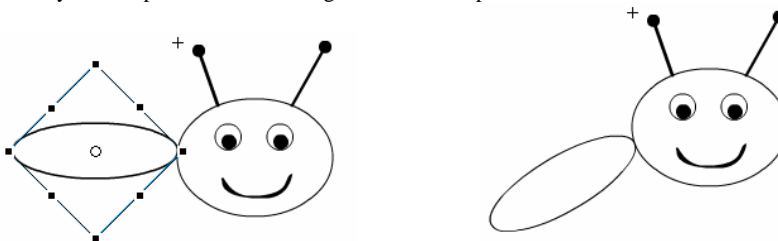
c   In frame 10 of the *left* layer press *F6* once again to insert another keyframe.

    In this keyframe reposition the left wing in the fully down position.

d   Add a motion tween to each of these, so that the left wing "beats".

e   In the *right* layer repeat for the right wing.