

## **HOUR 13: Nesting Animations in Movie Clip and Graphic Symbols**

Use movie clip symbols to create reusable pieces of animation. Use them for everything you can!

A movie clip's timeline is independent from the main Timeline.

Movie clip instances can be named, so they are "addressable" in programming.

An instance name is not the same as a symbol name.

Graphic Symbols have some nice features, but they are tied to main timeline and can't be named.

Nesting – wheel movie clips can be "nested" inside a car movie clip, for example, and then you can put multiple instances of the car on the stage.