

# LEARNING FLASH MX CONTENTS

## **Users' Notes** **1**

- Software Requirements, 1
- The FLASH SAMPLE FILES, 1
- Copying the FLASH SAMPLE FILES, 1
  - Windows Systems, 1
  - Macintosh Systems, 1
- Using the Activities in Schools, 2
- The Chapter Format, 2
- Copyright, 2

## **Chapter 1 INTRODUCTION TO MACROMEDIA FLASH MX** **1.1**

- The Flash Screen, 1.1
- The Flash Workspace, 1.2
- The Panels, 1.3
  - The Tools Panel, 1.3
  - The Timeline Panel, 1.5
  - The Actions Panel, 1.5
  - The Properties Inspector, 1.5
  - The General Panels, 1.5
- Rulers, Grids ad Guides, 1.7
  - Rulers, 1.7
  - Grids, 1.8
  - Guides, 1.9
- Using Scenes, 1.10
- Naming Scenes, 1.12
- Duplicating a Scene, 1.13
- Stopping an Animation, 1.13
- FLASH ASSIGNMENT 1, 1.15**

## **Chapter 2 WORKING WITH GRAPHICS** **2.1**

- Creating a Simple Logo, 2.1
  - Drawing a Circle, 2.1
  - Adding a Rectangle, 2.2
  - Placing the Rectangle Over the Circle, 2.3
  - Adding Text to the Logo, 2.4
- Duplicating the Logo, 2.6
- Using Symbols and Libraries, 2.8
  - Creating a Symbol, 2.8
  - The Library Panel, 2.8

- Exporting Graphics, 2.11
- Using Prepared Graphics, 2.12
  - Importing the Graphics, 2.12
  - Adding a Graphic to the Stage, 2.13
  - Adding a Second Layer, 2.14
  - Adding a Graphics to the Image Layer, 2.15
  - Adding the Logo, 2.15
- Using Layers, 2.16
- FLASH ASSIGNMENT 2, 2.19**

## **Chapter 3 CREATING BUTTONS**

**3.1**

- Creating a Button, 3.1
  - Setting the Button Symbol, 3.1
  - The Button States, 3.2
  - Testing the Button, 3.3
  - Adding Text to the Button, 3.3
  - Other Adjustments, 3.4
- Adding Gradient Fills, 3.5
  - Linear Gradients, 3.6
  - Radial Gradients, 3.7
- The Hit Area, 3.9
  - Creating a Button, 3.9
  - Setting the Over and Down States, 3.9
  - Setting the Hit Area, 3.10
- Creating a Navigation Bar, 3.10
  - Loading the Global Page, 3.10
  - Adding the Button Layer, 3.11
  - Creating the First Button, 3.12
  - Adding Some Text to the Button, 3.12
  - Setting the Button States, 3.13
  - Copying the Buttons, 3.14
  - Altering the Text, 3.15
  - Testing and Modifying, 3.16
- Using Prepared Buttons, 3.17
- FLASH ASSIGNMENT 3, 3.19**

**Chapter 4 TWEEN ANIMATIONS 4.1**

- Creating a Motion Tween, 4.1
  - Setting the Symbol, 4.1
  - Setting the Frames, 4.2
  - Setting the End Keyframe, 4.3
  - Setting the Motion Tween, 4.4
  - Rotating Objects, 4.5
  - Inserting Another Keyframe, 4.6
  - Deleting a Keyframe, 4.6
  - Easing In or Out, 4.7
  - Scaling Objects in an Animation, 4.8
- Exercise 4.1, 4.9
- Tweening Along a Path, 4.10
- Exercise 4.2, 4.13
- Shape Tweening, 4.14
  - Selecting the Object to Animate, 4.14
  - Creating a Simple Shape Tween, 4.14
  - Refining the Animation, 4.16
- Exercise 4.3, 4.18
- FLASH ASSIGNMENT 4, 4.19**

**Chapter 5 KEYFRAME ANIMATIONS 5.1**

- Creating the Sun, 5.1
- Creating the Moon, 5.2
- Adding Keyframes, 5.3
- Adding a Background, 5.5
  - Setting the Layers, 5.5
  - Adding a Rectangle, 5.5
- Adding the Keyframes, 5.6
- Stopping the Animation, 5.8
- Publishing Flash Movies, 5.9
  - Simple Publishing, 5.9
  - Publish Settings, 5.9
  - Importing Flash Movies into DreamWeaver, 5.10
- FLASH ASSIGNMENT 5, 5.13**

**Chapter 6 DRAWING TOOLS 6.1**

- Cookie Cutting, 6.1
- Selecting Objects, 6.2
- The Arrow Tool, 6.4
- Exercise 6.1, 6.5
- Rounded Rectangles, 6.6
- The Pencil Tool, 6.6

- The Brush Tool, 6.8
  - Brush Size and Brush Shape, 6.8
  - Paint Normal, 6.9
  - Paint Fills, 6.9
  - Paint Behind, 6.10
  - Paint Selection, 6.10
  - Paint Inside, 6.11
- The Pen Tool, 6.12
- The Subselection Tool, 6.13
- The Ink Bottle and Paint Bucket Tools, 6.15
  - The Ink Bottle Tool, 6.16
  - The Paint Bucket Tool, 6.17
  - The Eyedropper Tool, 6.17
- The Eraser Tool, 6.18
- The Lasso Tool, 6.18
- FLASH ASSIGNMENT 6, 6.20**

## **Chapter 7 TEXT EFFECTS**

**7.1**

- Device Fonts, 7.1
- Character Spacing, 7.2
- Selectable Text, 7.4
- Linked Text, 7.6
- Vertical Text, 7.7
- Animating Letters, 7.9
  - Breaking the Text Apart, 7.9
  - Converting to a Guide Layer, 7.10
  - Adding Frames to the Layers, 7.10
  - Adding the Guide Lines, 7.11
  - Animating the Letters, 7.11
- Exercise 7.1, 7.13
- Converting Text into Shapes, 7.13
  - Breaking Text Apart Twice, 7.13
  - Creating the Shape Tween, 7.14
  - Some Other Text Effects, 7.15
- Exercise 7.2, 7.16
- Text Masks, 7.16
  - Creating the Mask Layer, 7.16
  - Creating the Background Layer, 7.17
  - Creating the Mask Effect, 7.18
  - Animating the Background, 7.19
  - Animating the Words, 7.22
- FLASH ASSIGNMENT 7, 7.24**

**Chapter 8 MOVIE CLIPS 8.1**

- Creating a Movie Clip, 8.1
  - Setting a Movie Clip Symbol, 8.1
  - Drawing a Bird, 8.1
  - Adding a Second Keyframe, 8.3
  - Adding a Third Keyframe, 8.4
  - Adding a Fourth Keyframe, 8.4
  - Saving the Movie Clip, 8.5
  - Adding More Instances of the Movie Clip, 8.6
  - Instance Names, 8.7
- Text Effect Movie Clips, 8.8
  - Creating the Movie Clip Symbol, 8.8
  - Entering the Text, 8.8
  - Adding Keyframes, 8.9
  - Animating the Letters, 8.10
  - Keeping the Letters on the Screen, 8.11
  - Looking at the Animation, 8.12
  - Using the Movie Clip, 8.12
- Editing Movie Clips, 8.14
- Converting Movie Clips to Buttons, 8.15
- FLASH ASSIGNMENT 8, 8.17**

**Chapter 9 ADDING SOUNDS TO ANIMATIONS 9.1**

- Loading a Sound, 9.1
- Adding Sounds to the Timeline, 9.1
- Synchronising Sounds, 9.2
- Sound Effects, 9.4
- Sample Sounds, 9.5
- Adding Sounds to Buttons, 9.6
  - Creating the Button, 9.6
  - Setting the Button States, 9.6
  - Adding the Sound to the Button, 9.7
  - Publishing the Button, 9.8
- Exercise 9.1, 9.8
- FLASH ASSIGNMENT 9, 9.9**

**Chapter 10 PROJECT 10.1**

- Planning Your Project, 10.1
- The Beetle Maze, 10.2
  - Creating the Beetle or Insect Movie Clip, 10.2
  - Creating the Background, 10.2
  - Creating the Animations, 10.3
  - Adding a Sound Track, 10.3
  - Testing and Publishing, 10.3