

Guided Computer Tutorials

# Learning Adobe Flash CS5.5

Module 1

By Greg Bowden

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# Learning Flash CS5.5

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## Module 1 Contents

### Chapter 1: Getting Started With Flash

The Flash Start Page.....	1-1
The Flash Screen .....	1-2
The Flash Workspace .....	1-2
The Properties Panel .....	1-4
Other Panels.....	1-5
The Tools Panel .....	1-5
The Timeline Panel.....	1-6
The Motion Editor Panel .....	1-7
The Panel Group .....	1-7
Rulers, Grids and Guides.....	1-9
Rulers .....	1-9
Grids.....	1-10
Guides.....	1-11
Using the Drawing Tools.....	1-13
The Brush Tool.....	1-14
The Flash Workspace .....	1-15
<b>Flash Assignment 1.....</b>	<b>1-16</b>

### Chapter 2: Drawing Tools

Cookie Cutting.....	2-1
Selecting Objects.....	2-3
The Selection Tool .....	2-5
Flash Exercise 2-1 .....	2-7
Rounded Rectangles .....	2-7
The Pencil Tool.....	2-9
The Brush Tool.....	2-11

The Ink Bottle and Paint Bucket Tools .....	2-13
The Ink Bottle Tool .....	2-15
The Paint Bucket Tool .....	2-16
The Eyedropper Tool .....	2-16
The Eraser Tool .....	2-17
Object Drawing.....	2-19
Snap to Object.....	2-21
<b>Flash Assignment 2.....</b>	<b>2-23</b>

### Chapter 3: Symbols, Libraries and Layers

Creating a Simple Logo .....	3-1
Drawing a Circle .....	3-1
Adding a Rectangle.....	3-2
Placing the Rectangle Over the Circle.....	3-3
Adding Text to the Logo .....	3-4
Duplicating the Logo .....	3-6
Using Symbols and the Library Panel.....	3-9
Creating a Symbol.....	3-9
The Library Panel.....	3-10
Exporting Graphics.....	3-13
Layers.....	3-14
Importing the Graphics.....	3-14
Adding the Background to the Stage .....	3-15
Adding a Second Layer .....	3-16
Adding an Image to the Image Layer .....	3-17
Adding the Logo .....	3-18
Using the Layers.....	3-19
Changing the Stacking Order .....	3-19
Turning Layers Off.....	3-19
Locking Layers .....	3-20
Image Outlines .....	3-21
<b>Flash Assignment 3.....</b>	<b>3-22</b>



## Chapter 4: Motion Tween Animations

Creating a Motion Tween.....	4-1
Setting the Symbol .....	4-1
Setting the Motion Tween .....	4-2
Understanding the Timeline Panel .....	4-4
Adjusting Animations .....	4-5
Adjusting the Motion Path .....	4-6
Rotating Objects .....	4-7
Scaling Objects in an Animation .....	4-9
Inserting Another Keyframe.....	4-9
Flash Exercise 4-1 .....	4-11
Clearing Property Keyframes.....	4-11
Adjusting the Duration of the Animation .....	4-12
<b>Flash Assignment 4.....</b>	<b>4-14</b>

## Chapter 5: Multiple Object Animations

The Background Layer .....	5-1
Setting the Background Layer .....	5-1
Locking the Layer .....	5-2
The Ball Layer .....	5-2
Adding the Background Frames.....	5-3
Animating the Ball .....	5-4
Drawing the Ball .....	5-4
Converting the Circle to a Symbol.....	5-5
Setting the Motion Tween .....	5-5
Creating the Bounce.....	5-6
Adjusting the Animation .....	5-6
Increasing the Time of the Animation.....	5-8
<b>Flash Assignment 5.....</b>	<b>5-9</b>

## Chapter 6: The Motion Editor Panel

Opening the Motion Editor Panel.....	6-1
Adjusting the Easing.....	6-2
Creating a Custom Ease .....	6-2
Setting the Basic Motion.....	6-4
Adjusting the Path .....	6-5
Other Adjustments.....	6-7
<b>Flash Assignment 6.....</b>	<b>6-9</b>

## Chapter 7: Other Tweening Types

Shape Tweening.....	7-1
Setting the Start Shape.....	7-1
Setting the End Shape.....	7-1
Setting the Shape Tween .....	7-3
Adjusting Shapes .....	7-3
Using Shape Hints .....	7-5
Removing Shape Hints.....	7-7
Reversing the Shape Tween.....	7-8
Classic Tweening.....	7-9
Inserting a Symbol .....	7-9
Inserting the End Keyframe .....	7-10
Setting the Classic Tween.....	7-11
Adjusting the Animation .....	7-12
<b>Flash Assignment 7.....</b>	<b>7-13</b>

## Chapter 8: Fixed Point Animations

Loading the Prepared File.....	8-1
Adding Layers.....	8-2
Inserting the Clockface Frames .....	8-2
Adding Guides to the Screen.....	8-3
Animating the Big Hand .....	8-4
Adding the Symbol to the Animation.....	8-4
Editing the Big Hand Symbol.....	8-4
Animating the Big Hand .....	8-6
Animating the Small Hand .....	8-7
Inserting the Small Hand Symbol.....	8-7
Editing the Small Hand Symbol .....	8-7
Creating the Motion Tween .....	8-8
Exercise 8-1.....	8-9
<b>Flash Assignment 8.....</b>	<b>8-10</b>

## Chapter 9: Circular Animations

Loading the Prepared File.....	9-1
Converting the Beetles to Symbols.....	9-2
The Red Beetle .....	9-2
The Blue Beetle .....	9-4
Setting the Background Layer Frames .....	9-5
Animating the Red Beetle .....	9-5
Setting the Motion Tween .....	9-5
Adjusting the Motion Path .....	9-6
Orient to Path .....	9-9
Animating the Blue Beetle .....	9-10
Setting the Motion Tween .....	9-10
Adjusting the Motion Paths.....	9-13
Setting the Orient to Path.....	9-14
Copying Frames .....	9-14
Stopping the Animation .....	9-15
Adjusting the Race .....	9-17
<b>Flash Assignment 9.....</b>	<b>9-18</b>

## Chapter 10: Frame By Frame Animations

Drawing an Eyeball .....	10-1
Adding the Eye Shape .....	10-3
Copying the Eye .....	10-5
Adding Layers .....	10-6
Animating the Eyelid.....	10-7
Duplicating the Keyframes .....	10-10
<b>Flash Assignment 10.....</b>	<b>10-14</b>

## Chapter 11: Creating Movie Clips

Creating a Movie Clip .....	11-1
Setting a Movie Clip Symbol.....	11-1
Drawing the First Position of the Bird .....	11-2
Drawing the Second Position of the Bird .....	11-3
Setting the Third Position of the Bird.....	11-4
Setting the Fourth Position of the Bird.....	11-5

Using the Movie Clip.....	11-6
Adjusting the Flight Path.....	11-7
Adding Another Instance of the Bird .....	11-8
Instance Names .....	11-11
<b>Flash Assignment 11 .....</b>	<b>11-12</b>

## Chapter 12: Creating Buttons

Creating a Simple Button .....	12-1
Setting the Button Symbol .....	12-1
The Button States.....	12-2
Testing the Button .....	12-4
Adding Text to the Button .....	12-5
Other Adjustments.....	12-6
The Hit Area.....	12-7
Creating a Button .....	12-7
Setting the Over and Down States.....	12-8
Setting the Hit Area .....	12-9
Creating a Navigation Bar .....	12-11
Loading the Global Page File .....	12-11
Adding the Button Layer .....	12-12
Creating the First Button.....	12-12
Adding Some Text to the Button.....	12-13
Setting the Button States .....	12-14
Copying the Buttons.....	12-16
Altering the Text.....	12-16
Testing the Buttons.....	12-17
Using Prepared Buttons .....	12-17
<b>Flash Assignment 12.....</b>	<b>12-19</b>

## Chapter 13: Publishing Animations

Publish Settings .....	13-2
Document Size .....	13-4

## Flash Project 1

iSounds .....	P1-1
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# Getting Started With Flash

Adobe Flash CS5.5 is a design tool set up primarily to allow the efficient creation of animations, especially for web pages. It allows animations to be reduced to the lowest size possible so that the speed of operation within a web site is not too slow. In this chapter you will be introduced to some of the basics of the Flash screen.

## The Flash Start Page

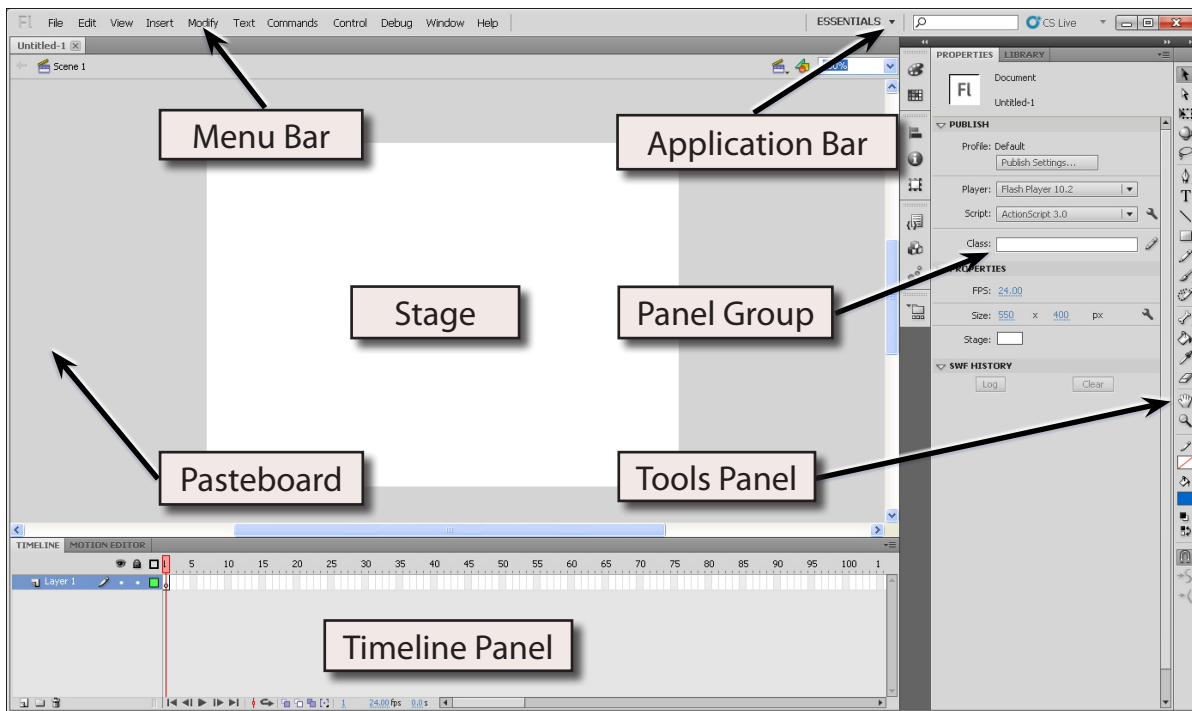
- 1 Load Flash CS5.5 and the following WELCOME screen should be displayed.



- 2 The WELCOME screen allows you to open saved files, start different types of files and obtain help with Flash.
- 3 Under the CREATE NEW section click on FLASH FILE (ACTIONSCRIPT 3.0) to start a new Flash document.

## The Flash Screen

- 1 You will receive the FLASH SCREEN similar to the following diagram.



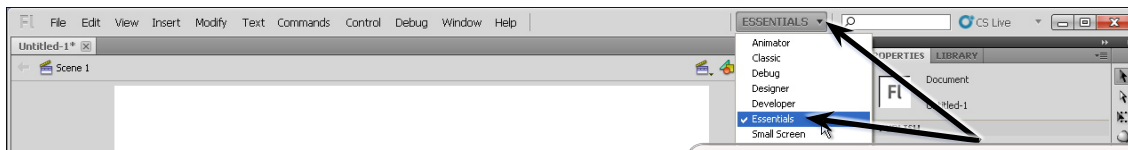
- 2 Look at the labelled sections of the diagram and refer to it until you are fully familiar with the different screen sections.

## The Flash Workspace

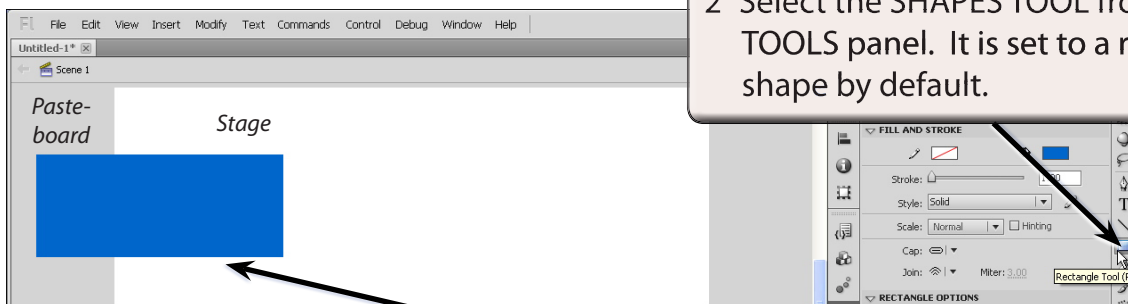
There are two parts to the Flash workspace which is at the centre of the screen.

- The **STAGE AREA** which is the white area.
- The **PASTEBOARD** which is the grey area that surrounds the stage.

Only objects within the STAGE AREA are included in a movie. The PASTEBOARD is mainly used to allow objects to move on and off the stage.

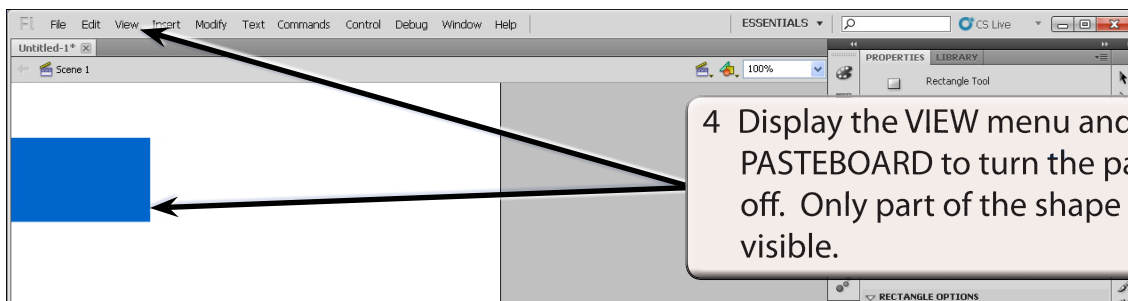


1 In the APPLICATION BAR check that the screen is set to the ESSENTIALS workspace.



2 Select the SHAPES TOOL from the TOOLS panel. It is set to a rectangle shape by default.

3 Drag a rectangle that covers part of the stage and part of the pasteboard.



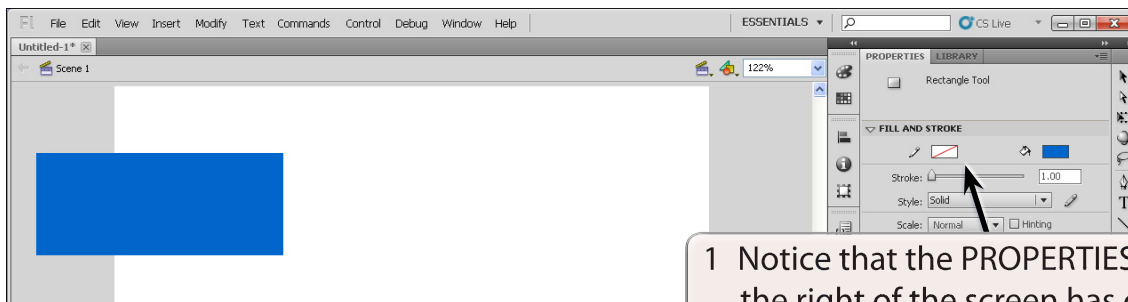
4 Display the VIEW menu and select PASTEBOARD to turn the pasteboard off. Only part of the shape is now visible.

**NOTE:** This is what the shape would look like if it was exported from Flash.

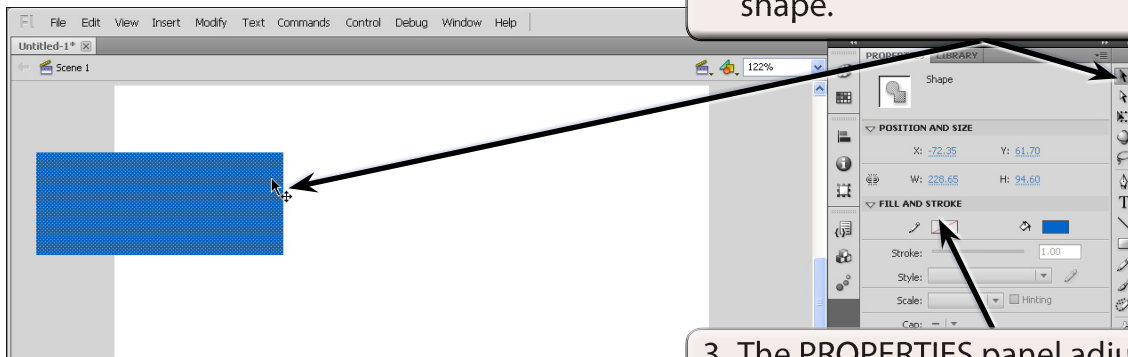
5 Display the VIEW menu and select PASTEBOARD to turn the pasteboard back on.

## The Properties Panel

The PROPERTIES panel is one of the most used sections of the FLASH screen.



1 Notice that the PROPERTIES panel at the right of the screen has changed to provide the different properties available for drawing shapes.



2 Click on the SELECTION TOOL in the TOOLS panel then click inside the shape.

3 The PROPERTIES panel adjusts to display the shape's properties.

4 With the shape selected, press the DELETE key to remove it from the screen. If its border remains, select it and delete it.



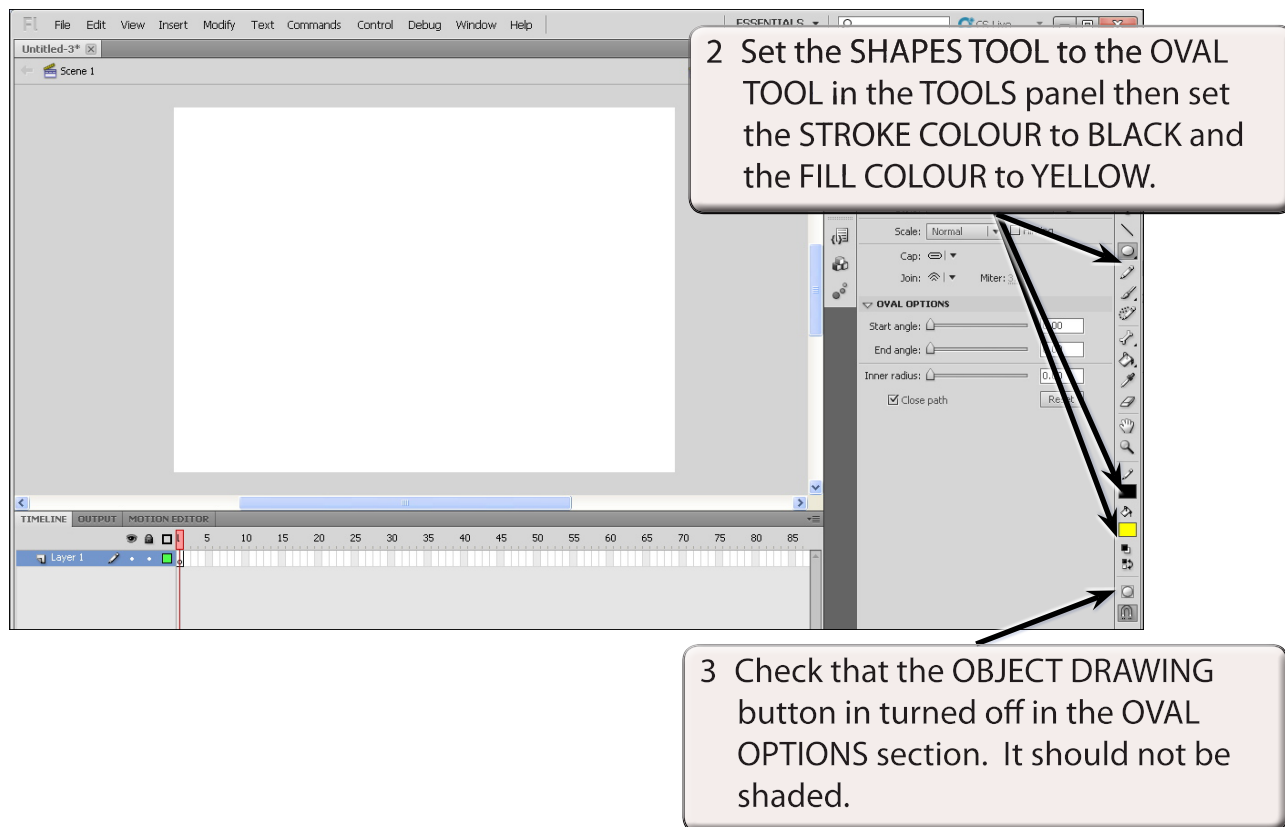
# Drawing Tools

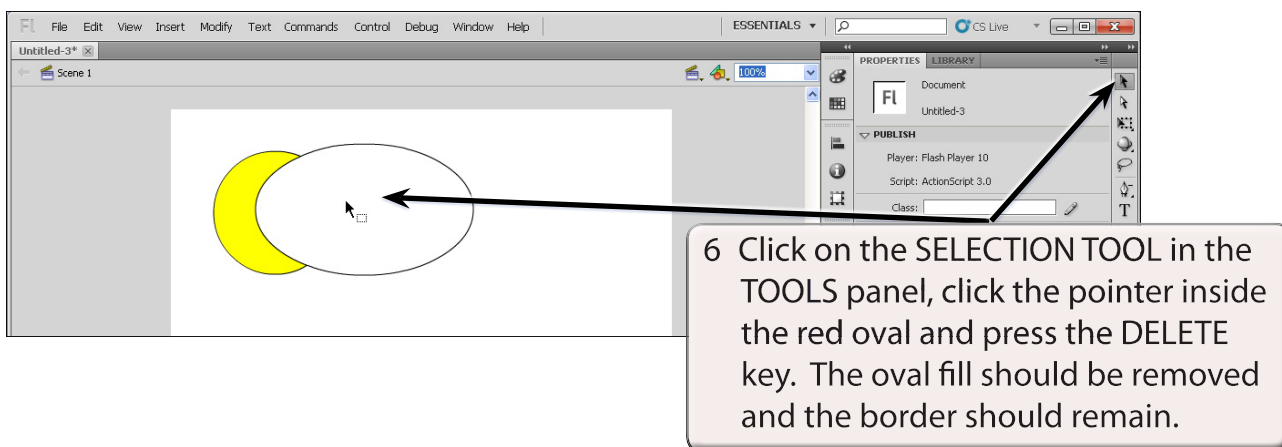
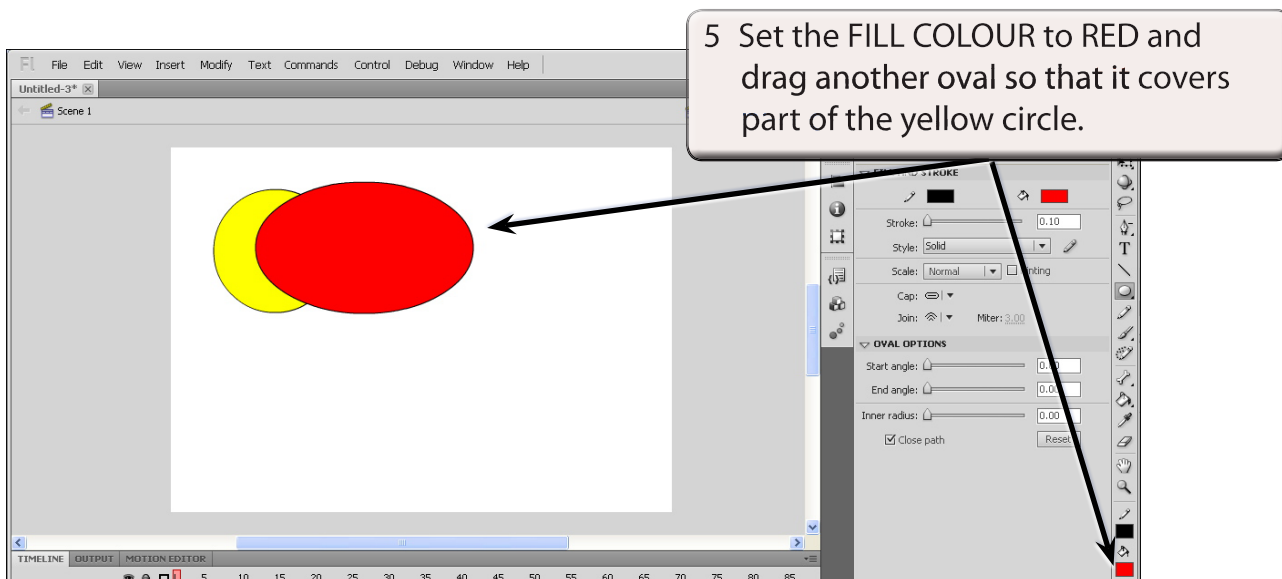
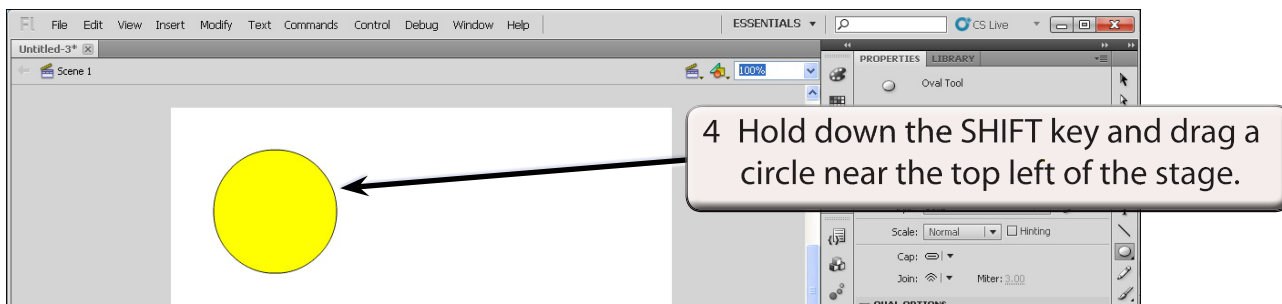
Before creating Flash animations you need to be aware of the different Drawing Tools that Flash provides. You've already used the oval, rectangle, line and brush tools. This chapter will concentrate on some of the other drawing tools and techniques that are available in Flash.

## Cookie Cutting

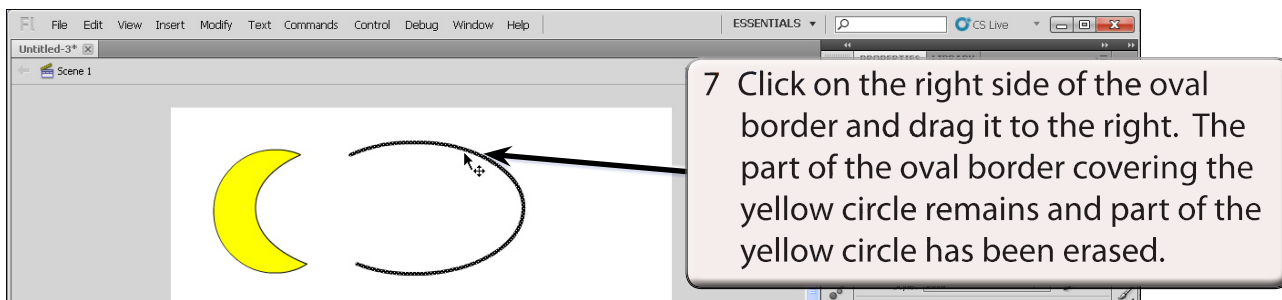
*Cookie Cutting* causes one object to replace part or all of another object when it is placed over the first object. Most vector drawing programs keep each drawn object as a separate entity, but Flash treats objects differently. The object that is drawn first is at the back of the stage. The next object that is drawn is stacked above the first and any part of the first object that is covered by the second is erased. Flash uses *Cookie Cutting* to help reduce the size of files.

- 1 Load Flash or close the current file and start a new FLASH FILE (ACTIONSCRIPT 3.0).





**NOTE:** When you draw an oval or rectangle in Flash the shape has two parts, a fill and a border (or stroke).

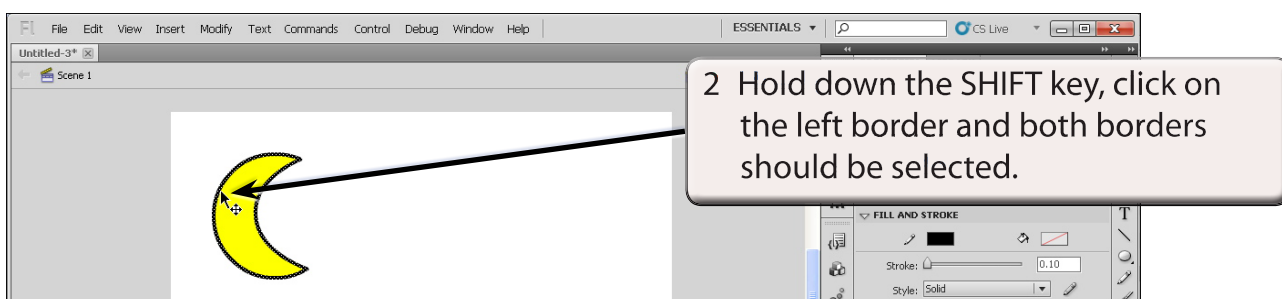
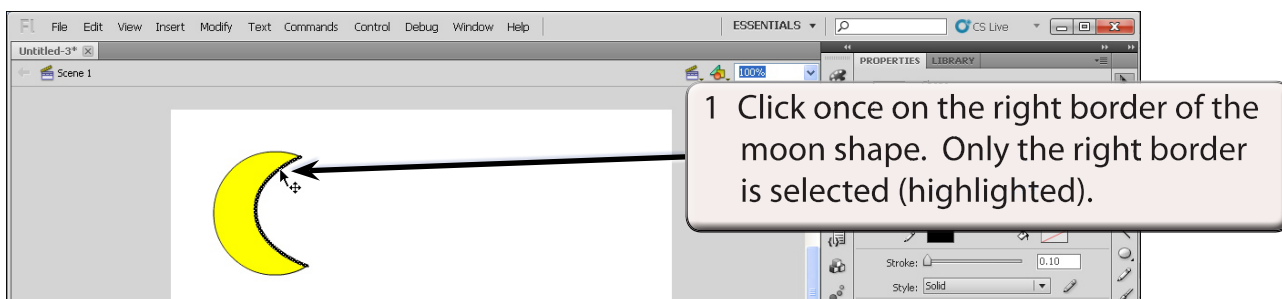


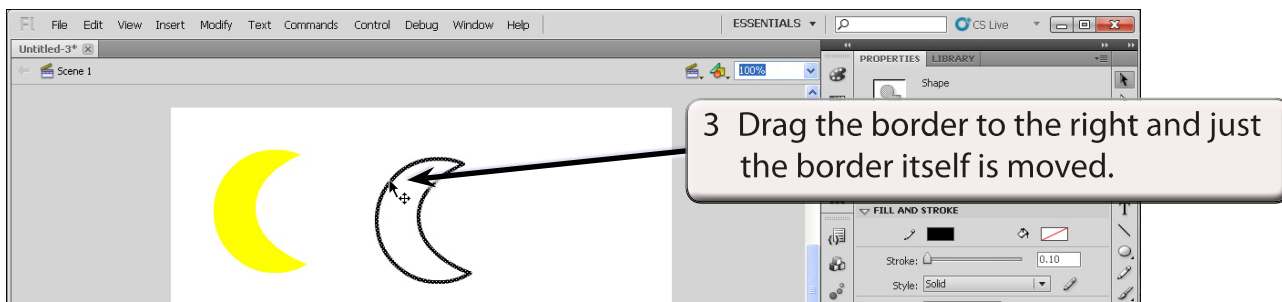
**NOTE:** This is what is meant by **COOKIE CUTTING** - the red oval cookie has cut the yellow circle cookie. It is a good way of creating a half moon shape.

- 8 The remaining part of the oval border should still be selected, press the DELETE key to remove it.

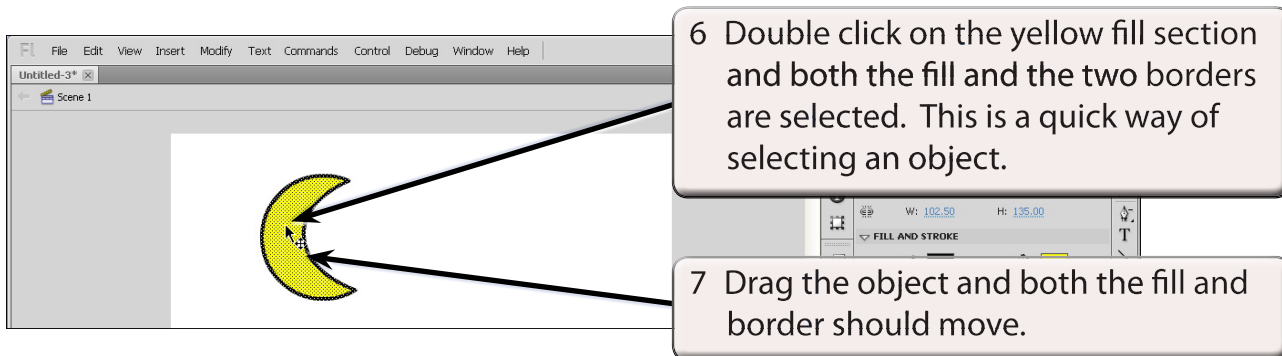
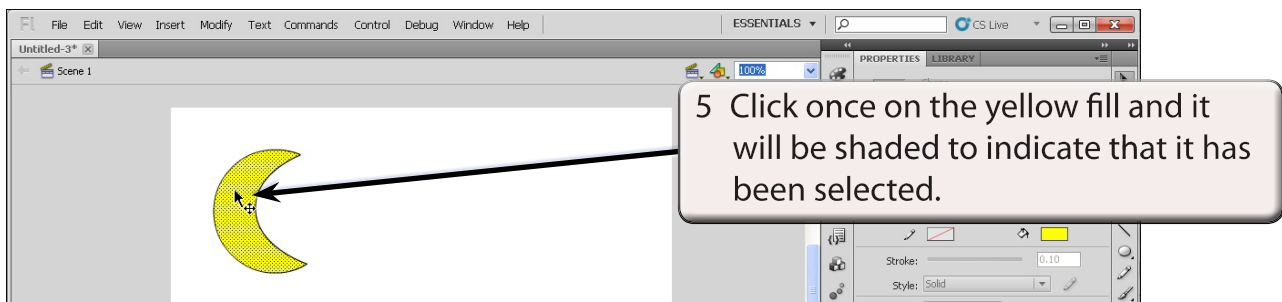
## Selecting Objects

As you have seen, when you draw circles or rectangles they have both a border and a fill section. There are a number of ways of selecting each.





- 4 Select UNDO MOVE by pressing CTRL+Z (Windows) or COMMAND+Z (Macintosh) to return the border to the fill.



- 8 Press the DELETE key to delete the half moon shape.

# Symbols, Libraries and Layers

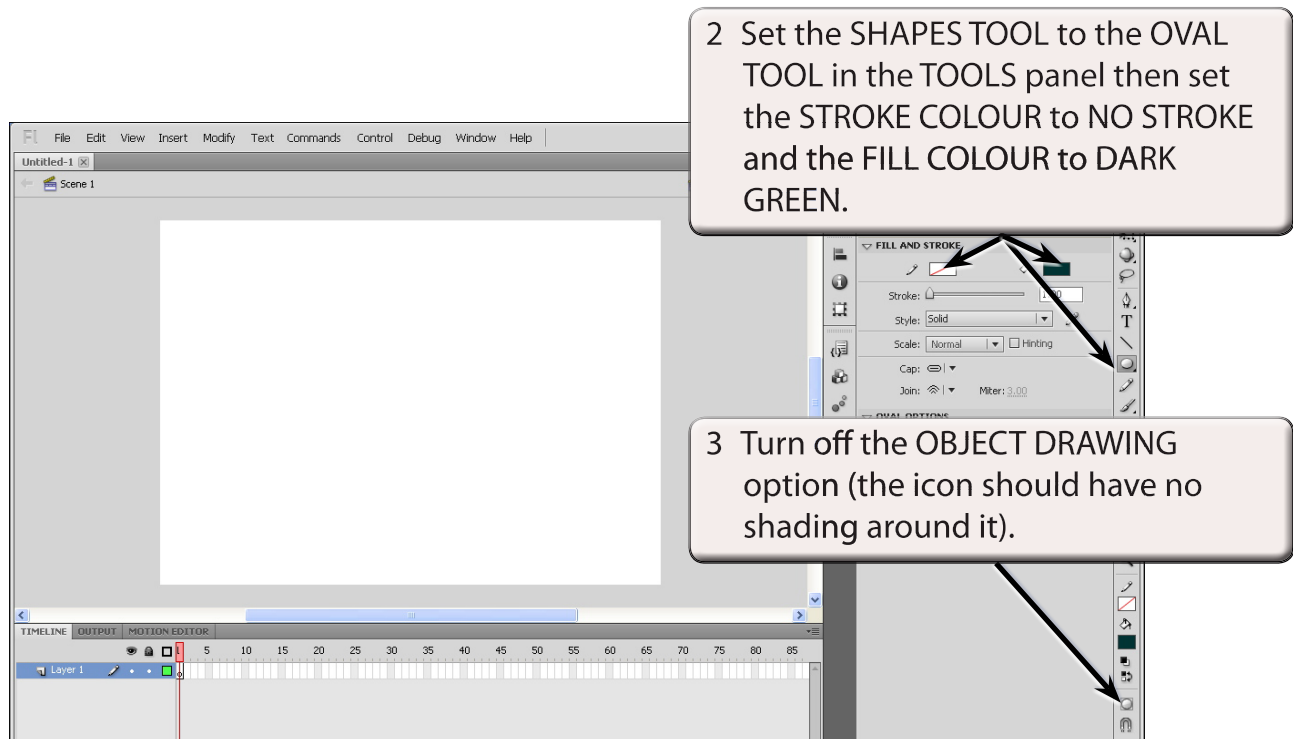
In this chapter you will look at creating symbols, using the Library panel and using layers. These tools are vital when creating animations. They reduce the size of files and help you organise the assets used in an animation.

## Creating a Simple Logo

A simple logo will be created using the rectangle, circle and text tools.

### A Drawing a Circle

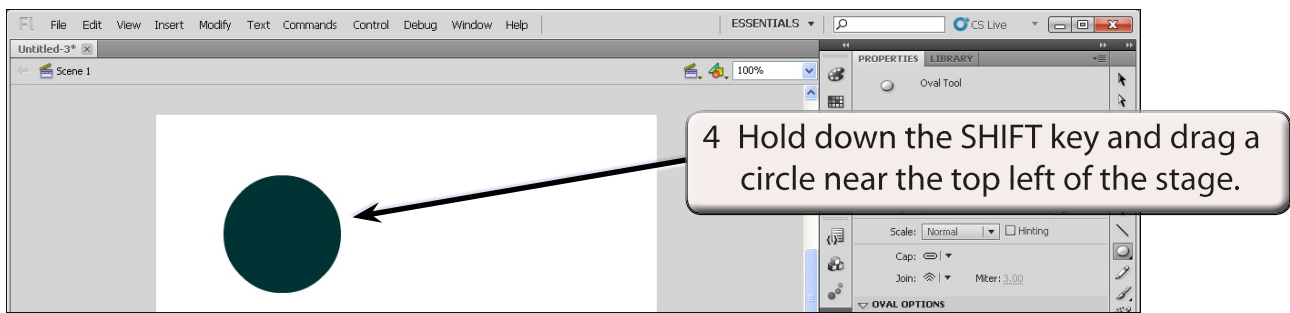
- 1 Load Flash or close the current file and start a new FLASH FILE (ActionScript 3.0).



2 Set the SHAPES TOOL to the OVAL TOOL in the TOOLS panel then set the STROKE COLOUR to NO STROKE and the FILL COLOUR to DARK GREEN.

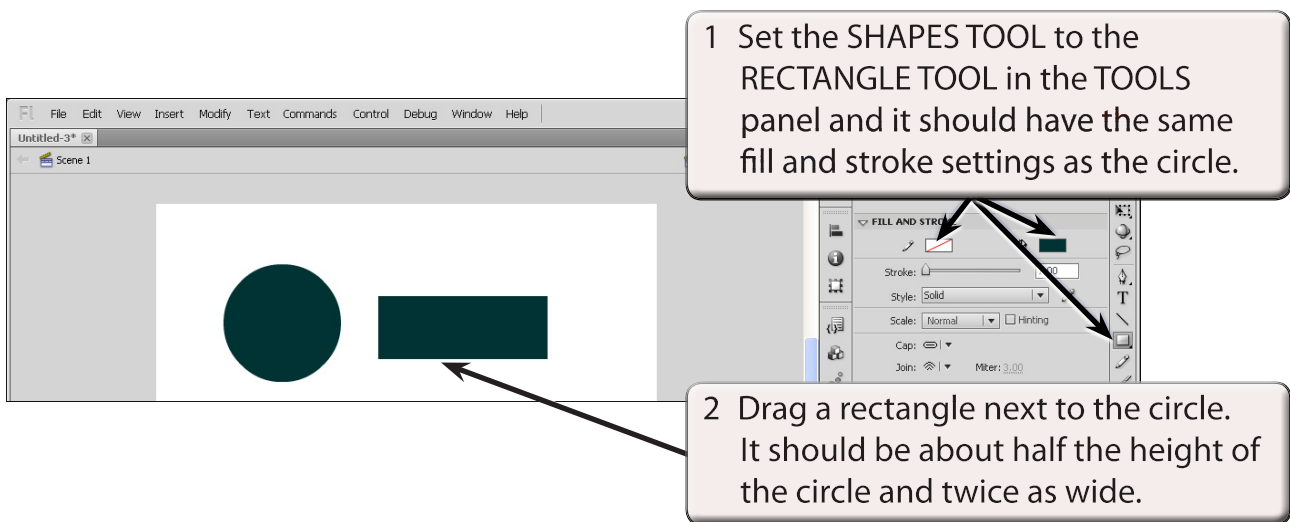
3 Turn off the OBJECT DRAWING option (the icon should have no shading around it).

**NOTE:** By setting the **STROKE** to **NO STROKE** the circle will simply have a fill colour and no border.



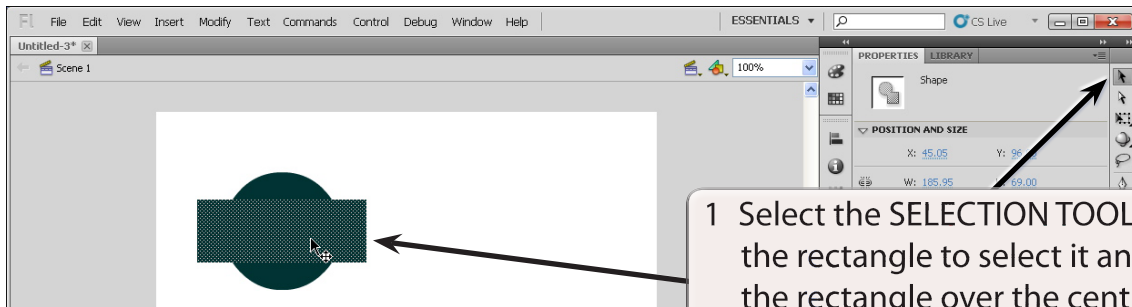
**NOTE:** The SHIFT key causes a perfect circle to be drawn rather than an oval.

## B Adding a Rectangle



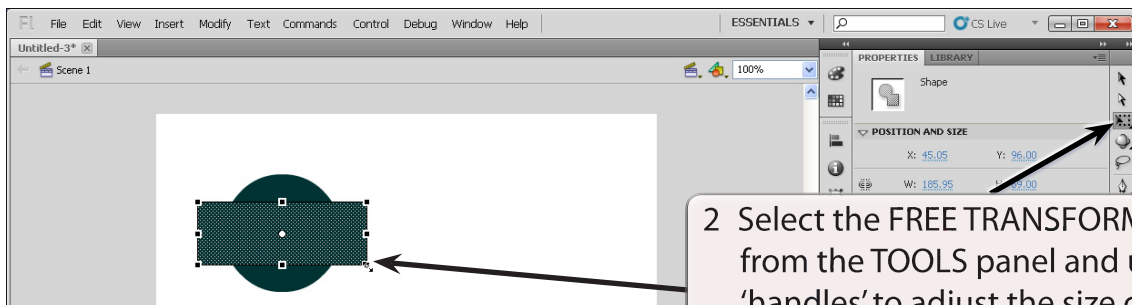
## C Placing the Rectangle Over the Circle

The rectangle and circle will be combined.

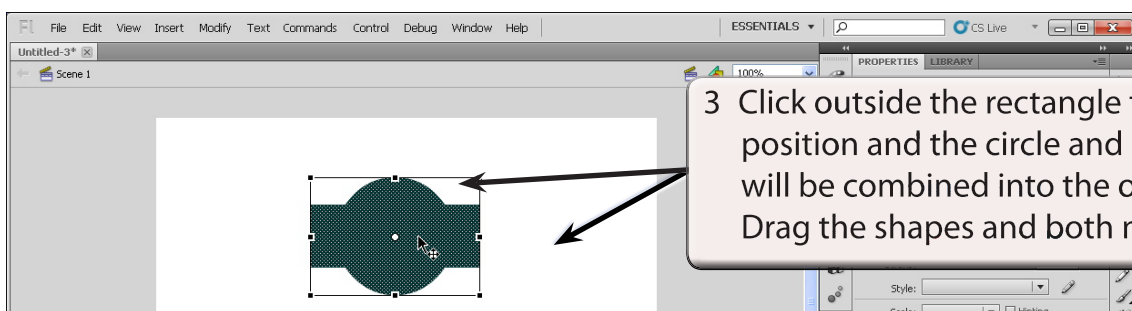


- 1 Select the SELECTION TOOL, click on the rectangle to select it and drag the rectangle over the centre of the circle.

**NOTE:** You can use the **ARROW** keys to nudge the rectangle into place.



- 2 Select the FREE TRANSFORM TOOL from the TOOLS panel and use the 'handles' to adjust the size of the rectangle if necessary.



- 3 Click outside the rectangle to set its position and the circle and rectangle will be combined into the one shape. Drag the shapes and both move.

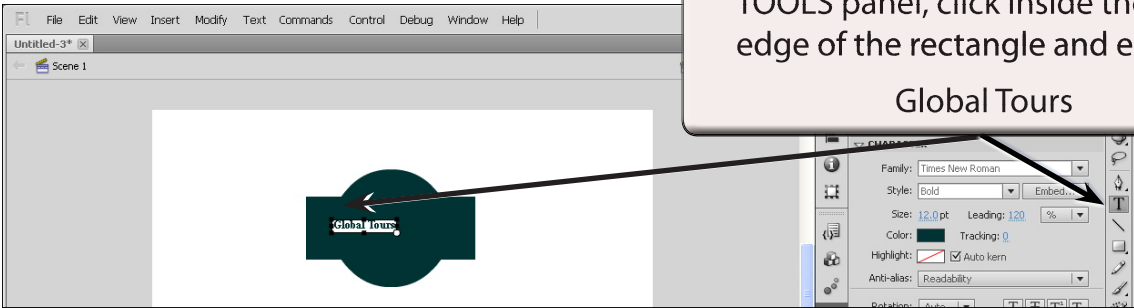
**NOTE:** You can press **CTRL+Z** on the Windows system or **COMMAND+Z** on the Macintosh system as many times as required to **UNDO** any previous steps if you are not happy with the logo so far, then try the steps again.

## D Adding Text to the Logo

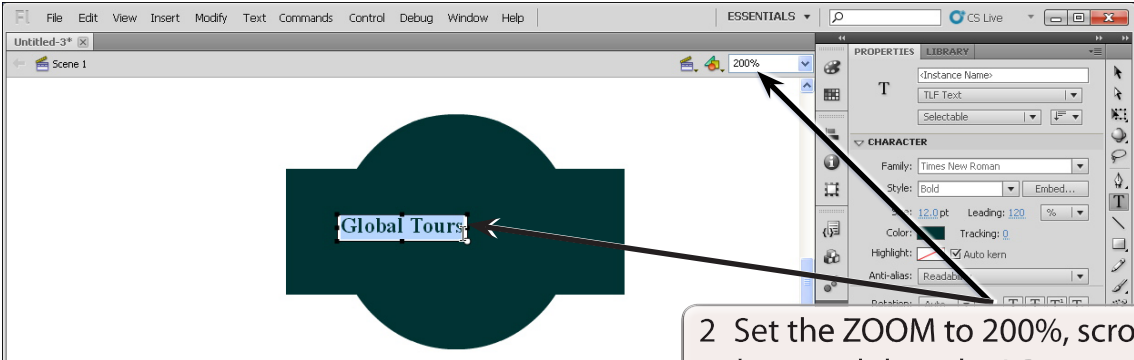
To complete the logo some text will be added inside the rectangle.

1 Select the TEXT TOOL from the TOOLS panel, click inside the left edge of the rectangle and enter:

Global Tours



2 Set the ZOOM to 200%, scroll to the logo and drag the I-Beam across the text to highlight it.





# Motion Tween Animations

Adobe Flash provides two main ways of animating, Tweening and Frame by Frame Animation. The most common form is Tweening where you set a starting point and an end point and let the program animate the object BETWEEN them. This is where the term TWEEN comes from.


In this chapter you will be shown how to create TWEEN ANIMATIONS for a text symbol. The next few chapters will demonstrate animating graphics.

## Creating a Motion Tween

Motion Tweening involves moving objects from a starting point to an end point. You can motion tween objects, text, drawings, etc. They must be grouped or converted to a symbol (although text boxes can be animated directly). To illustrate motion tweening a simple text symbol will be moved around the stage.

### A Setting the Symbol

- 1 Load Flash or close the current file and create a new FLASH FILE (ActionScript 3.0).



The screenshot shows the Adobe Flash interface. On the stage, the word "Jessica" is typed in a blue, bold font. The Properties panel on the right is open, showing the Character section. The text "Jessica" is highlighted on the stage, and arrows point from the text box to the Properties panel settings. The Properties panel shows the following settings: Family: Times New Roman, Style: Bold, Size: 30, Color: Blue, Highlight: None, Anti-alias: Readable.

- 2 Select the TEXT TOOL and enter a word or your name at the top left of the stage.
- 3 Highlight the text and, in the PROPERTIES panel, set the STYLE to BOLD, the TEXT FILL COLOUR to BLUE and the FONT SIZE to 30 pt.

- 4 Select the SELECTION TOOL and the text box should be selected, then use the MODIFY menu to select CONVERT TO SYMBOL.



- 5 Call the symbol NAME and set the TYPE to GRAPHIC.

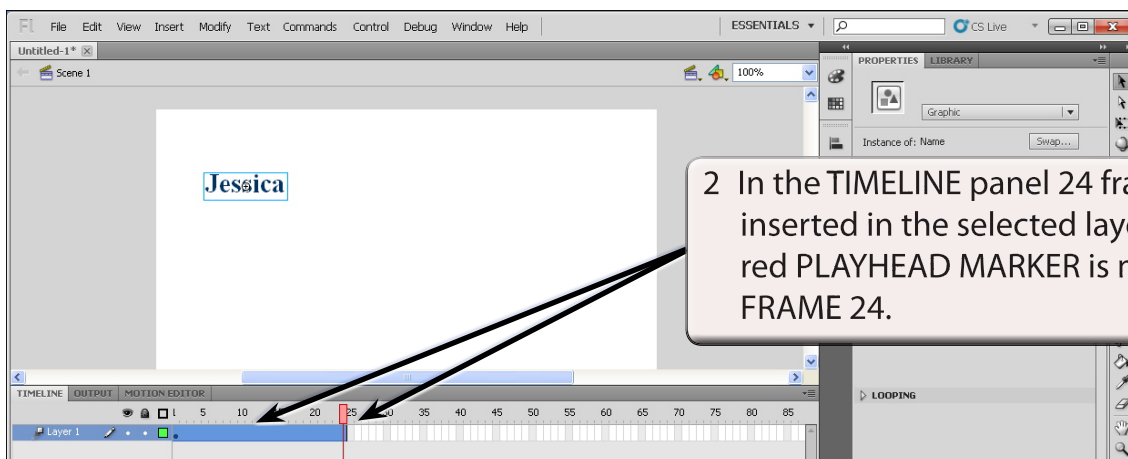
- 6 Set the REGISTRATION to CENTRE and select OK

**NOTE:** Text can be motion tweened without converting it to a symbol, but it is useful learn how to create a symbol as other shapes do need to be converted to a symbol before they can be motion tweened.

## B Setting the Motion Tween

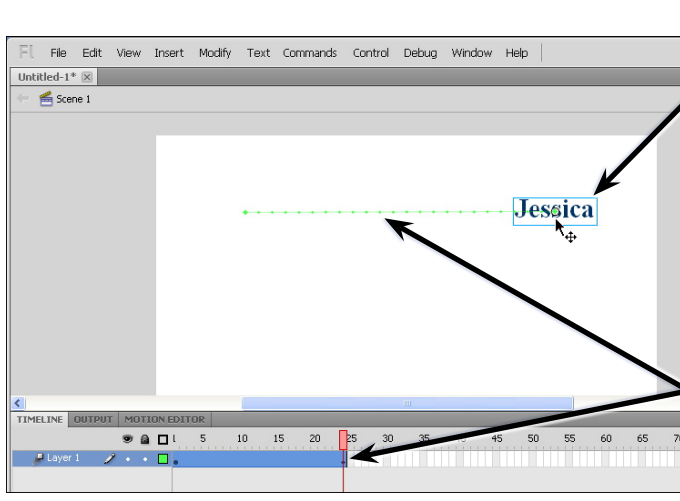
To animate an object frames need to be inserted in the TIMELINE panel. Flash is preset to insert 24 frames (which represents a 1 second animation) when you set a Motion Tween, although you can easily adjust the number of frames once the animation is set.

- 1 Display the INSERT menu and select MOTION TWEEN.



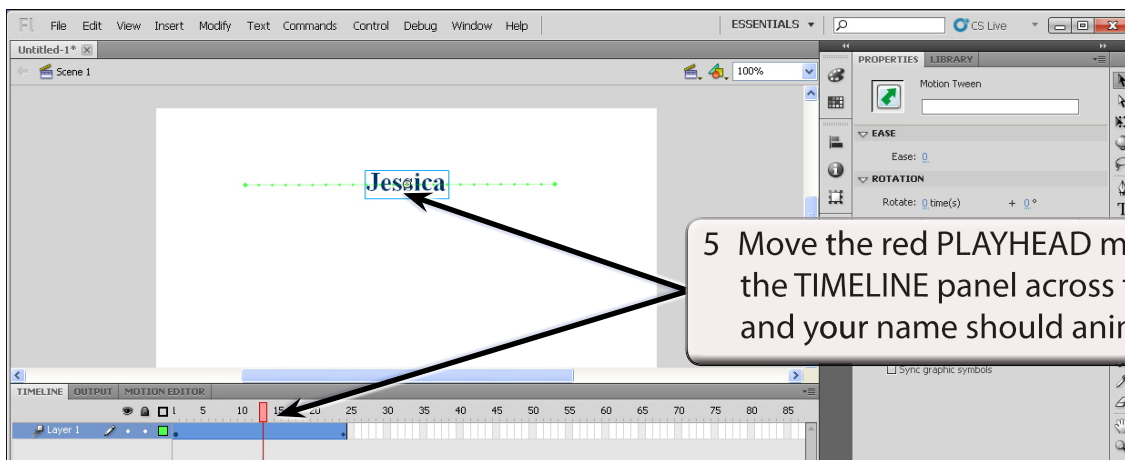
- 2 In the TIMELINE panel 24 frames are inserted in the selected layer and the red PLAYHEAD MARKER is moved to FRAME 24.

- NOTE:**
- i You can **RIGHT+CLICK** on the symbol and select **CREATE MOTION TWEEN** to create the **MOTION TWEEN** rather than using the **INSERT** menu.
  - ii You can change the default number of frames that are inserted using **DOCUMENT** from the **MODIFY** menu.



3 Move the symbol to the right of the stage. This will set its end position in the animation. It has not affected the position of the name at FRAME 1.

4 A green **MOTION PATH** line is inserted to show you the path of the animation and a **PROPERTY KEYFRAME** marker is inserted at FRAME 24 in the **TIMELINE** panel.



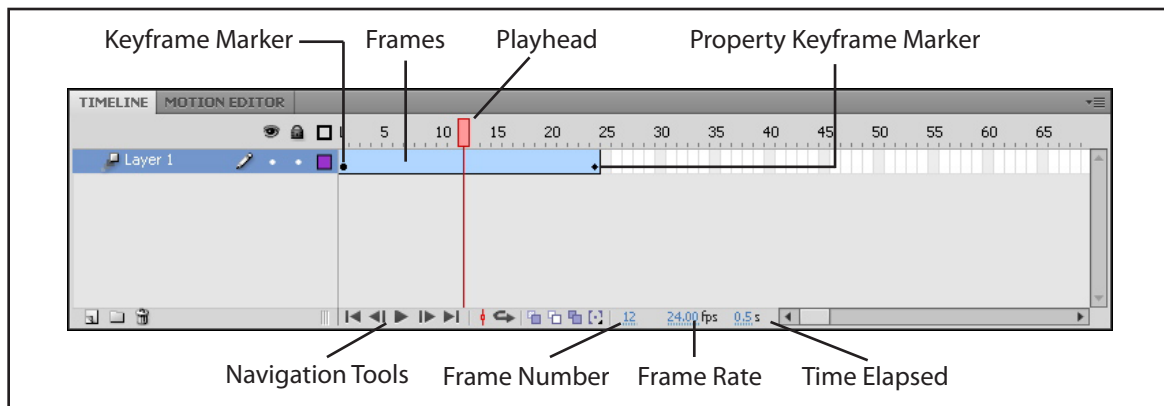
5 Move the red **PLAYHEAD** marker in the **TIMELINE** panel across the frames and your name should animate.

- 6 Test the movie then close the **TEST MOVIE** screen.

- 7 You can do a live preview of the animation without opening the TEST MOVIE screen. Move the PLAYHEAD MARKER to FRAME 1, press the <enter> or <return> key and the animation should play once. It is a useful way of quickly testing that an animation is working correctly. You can also click on the PLAY arrow at the base of the TIMELINE panel.

## Understanding the Timeline Panel

Now that you have created your first animation it is important that you understand the symbols used in the TIMELINE panel. The following diagram labels its sections.



The important sections of the TIMELINE panel are:

- The KEYFRAME MARKER which is a solid •. If there is no content in a KEYFRAME the dot will open.
- The PROPERTY KEYFRAME MARKER which is a diamond shape. It stores a change in position, rotation, size, etc. in the animation.
- The PLAYHEAD which is the red rectangle and line. It allows you to move through the frames. The frame that the PLAYHEAD is over is the FRAME NUMBER at the base of the TIMELINE panel.
- The FRAMES which are contained in a shaded bar in the TIMELINE panel. They control the duration of the animation.

# Multiple Object Animations

When creating an animation you have some objects that move and others that are fixed. For that reason the use of LAYERS in animations becomes vital. To illustrate combining different objects into an animation, a simple animation of a bouncing ball will be created.

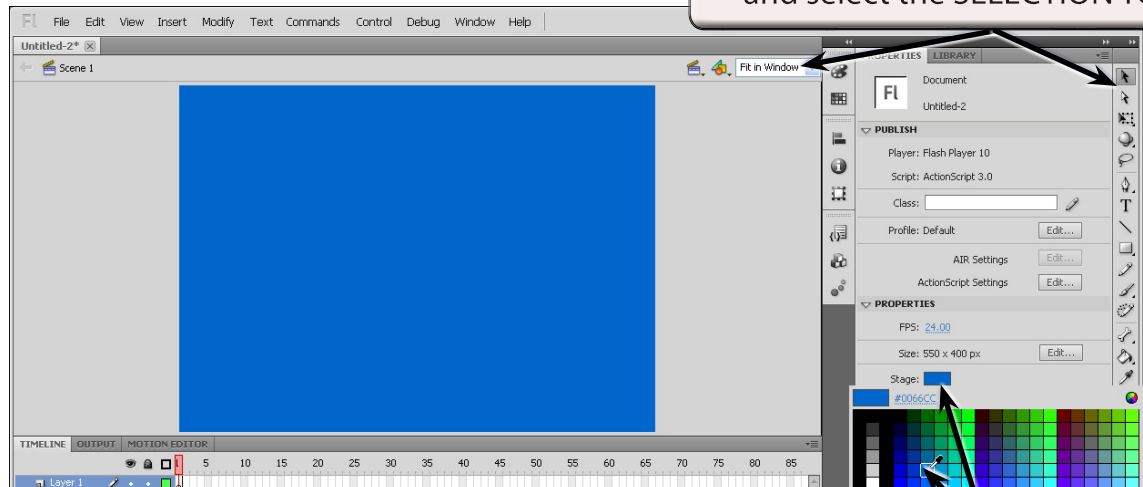
## The Background Layer

The background will contain fixed objects so once they have been added to the screen their layer will be locked.

### A Setting the Background Layer

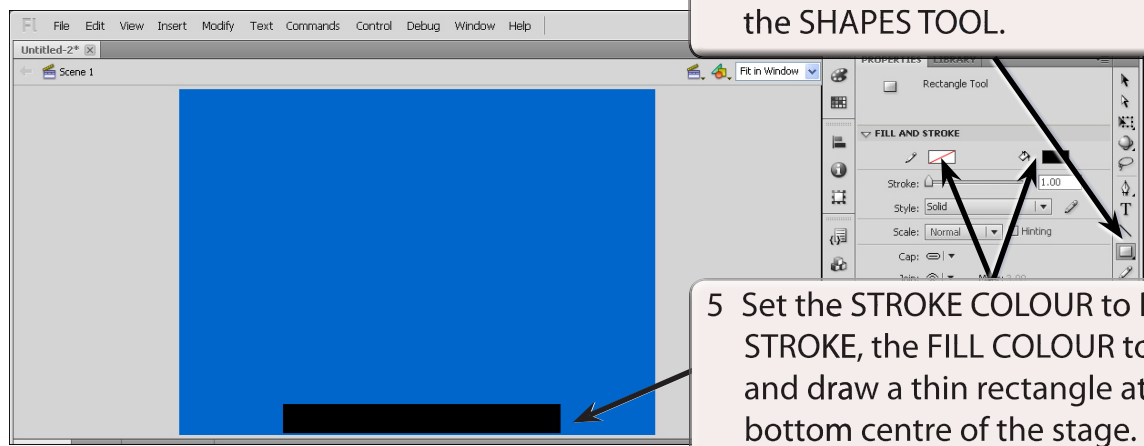
- 1 Load Flash or close the current file and start a new FLASH FILE (Action Script 3.0).

2 Set the ZOOM to FIT IN WINDOW and select the SELECTION TOOL.



3 In the PROPERTIES panel, set the STAGE box to a mild blue.

**NOTE:** Setting the ZOOM to FIT IN WINDOW ensures that you can see the whole stage area as you build the animation.



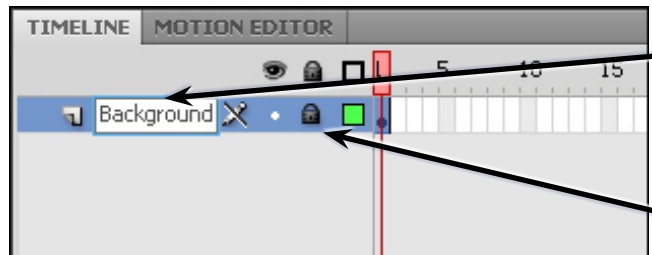
4 Select the RECTANGLE TOOL from the SHAPES TOOL.

5 Set the STROKE COLOUR to NO STROKE, the FILL COLOUR to BLACK and draw a thin rectangle at the bottom centre of the stage.

The screenshot shows the Adobe Flash CS5.5 interface. A large blue rectangle is on the stage. A smaller black rectangle is at the bottom center. The Properties panel on the right shows the Rectangle Tool selected. The 'FILL AND STROKE' section shows 'Stroke' set to 'No Stroke' and 'Fill' set to 'Black'.

## B Locking the Layer

To avoid making any changes to the background, its layer will be named and locked.

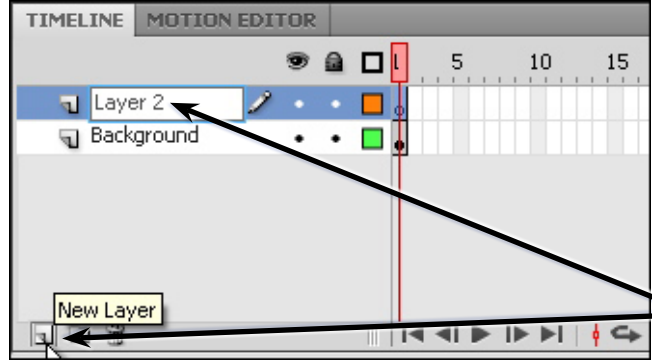


1 Double click on the LAYER 1 label in the TIMELINE panel and enter BACKGROUND.

2 Click on the LOCK marker to lock the layer.

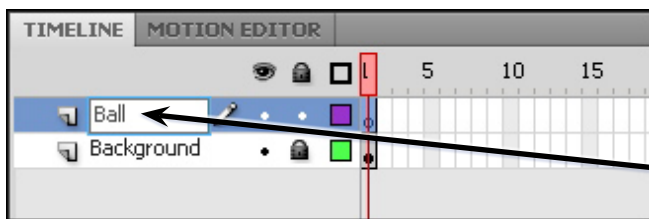
The screenshot shows the Timeline panel with a layer named 'Background'. A red vertical line is at the 5-second mark. A lock icon is visible next to the layer name.

## The Ball Layer



1 Click on the NEW LAYER button to add a new layer to the TIMELINE panel.

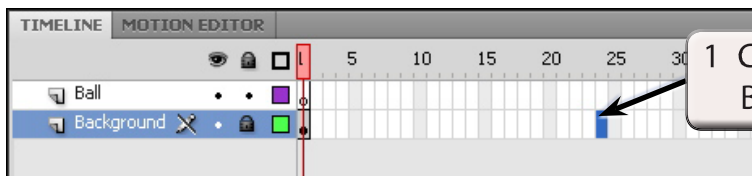
The screenshot shows the Timeline panel with a layer named 'Layer 2'. A red vertical line is at the 5-second mark. A 'New Layer' button is visible at the bottom left of the panel.



2 Double click on the LAYER 2 label and call the layer BALL.

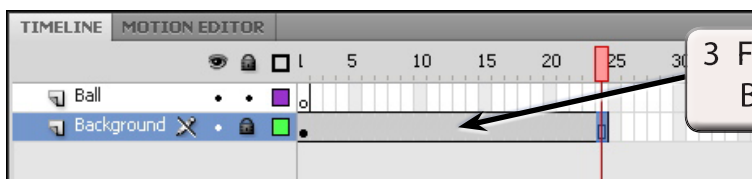
## Adding the Background Frames

Frames need to be added to the background layer so that it stays on the screen as the ball is animated.



1 Click on FRAME 24 of the BACKGROUND layer.

2 Display the INSERT menu, highlight TIMELINE and select FRAME.

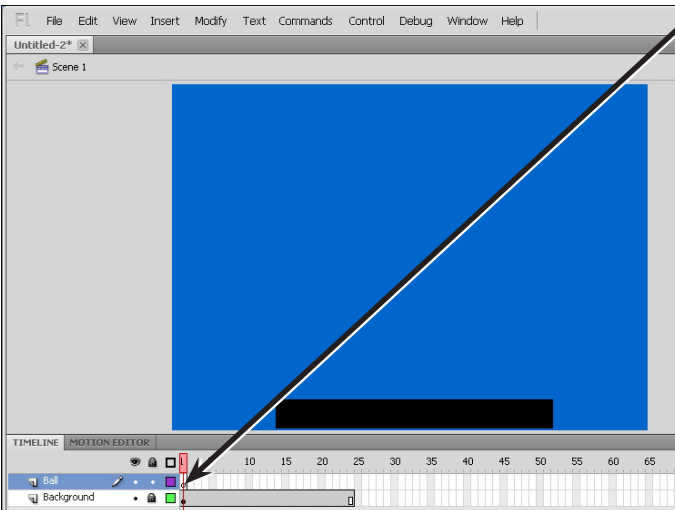


3 Frames are inserted in the BACKGROUND layer up to FRAME 24.

**NOTE:** Pressing the F5 key is the shortcut for inserting frames into the TIMELINE panel.

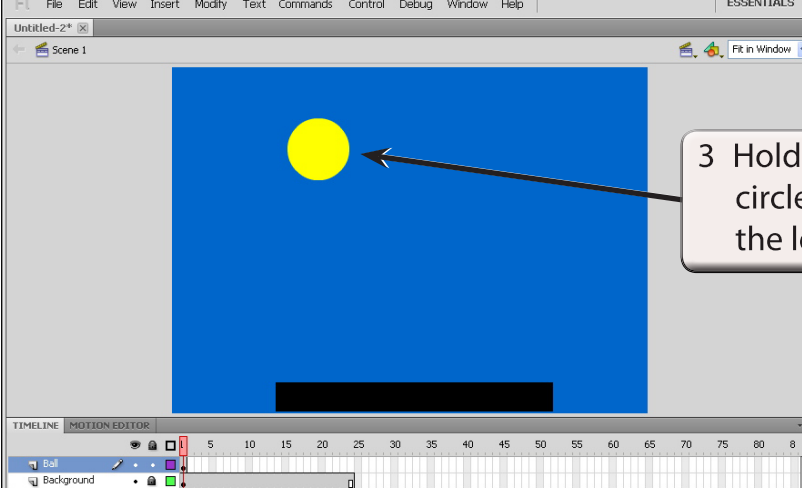
## Animating the Ball

### A Drawing the Ball



1 Click on the KEYFRAME MARKER (◦) at FRAME 1 of the BALL layer.

2 Set the SHAPES TOOL to the OVAL TOOL and set the FILL COLOUR to YELLOW. The STROKE COLOUR should still be set to NO STROKE.



3 Hold down the SHIFT key and drag a circle near the top of the stage above the left side of the rectangle.

**NOTE:** The KEYFRAME MARKER at FRAME 1 of the BALL layer should have changed to a solid dot as there is now content at that frame.

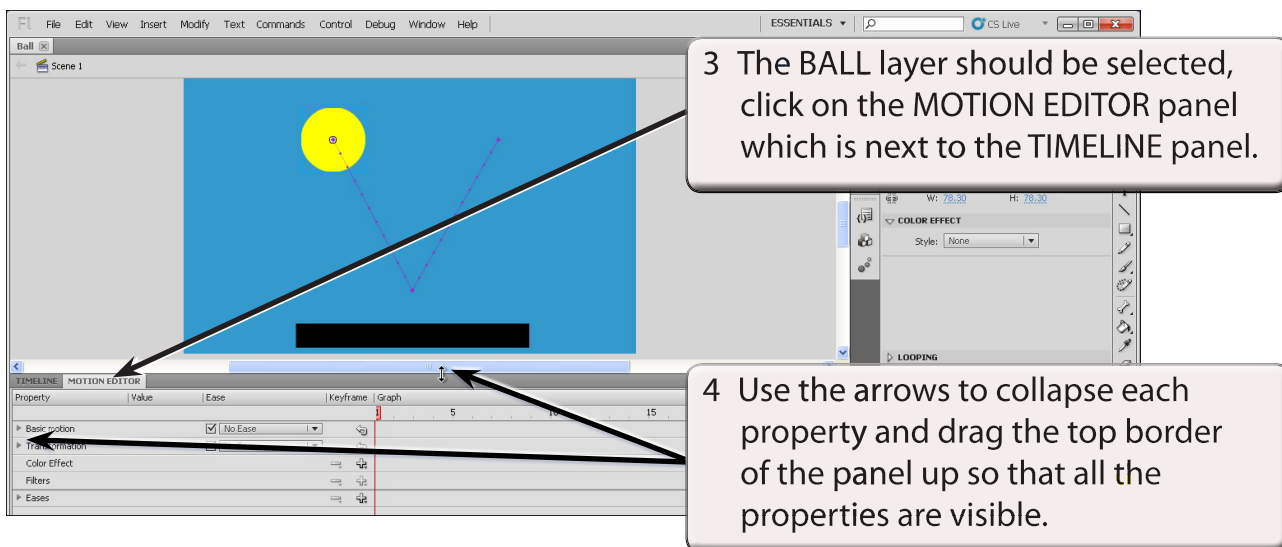


# The Motion Editor Panel

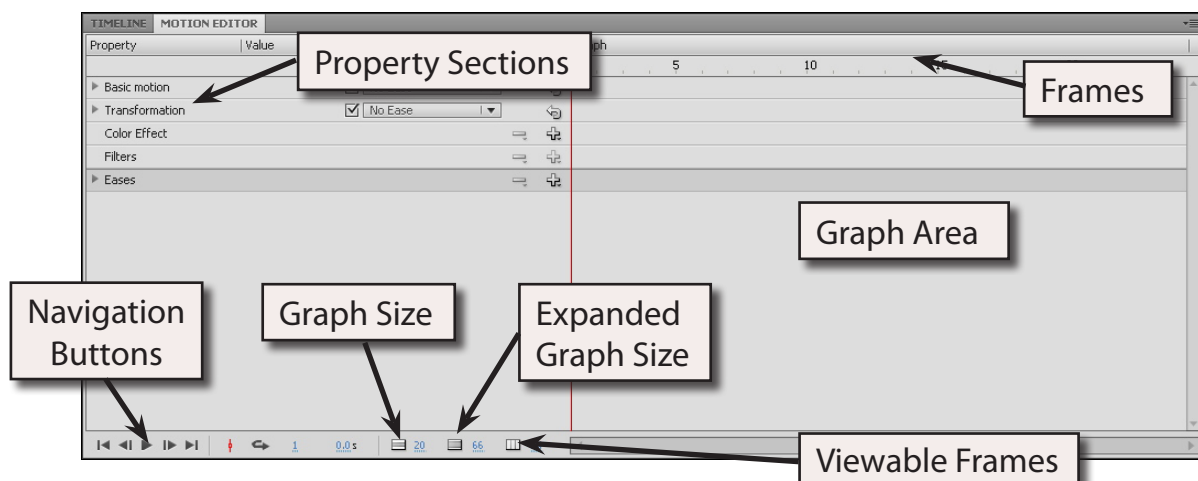
The MOTION EDITOR panel allows you to fine tune your animations. In this case, the animation of the Ball that you created in the last chapter will be adjusted.

## Opening the Motion Editor Panel

- 1 Load Flash or close the current file.
- 2 Click on the OPEN button in the FLASH WELCOME screen, access the FLASHcs5 SUPPORT FILES, open the CHAPTER 6 folder and load the BALL file.



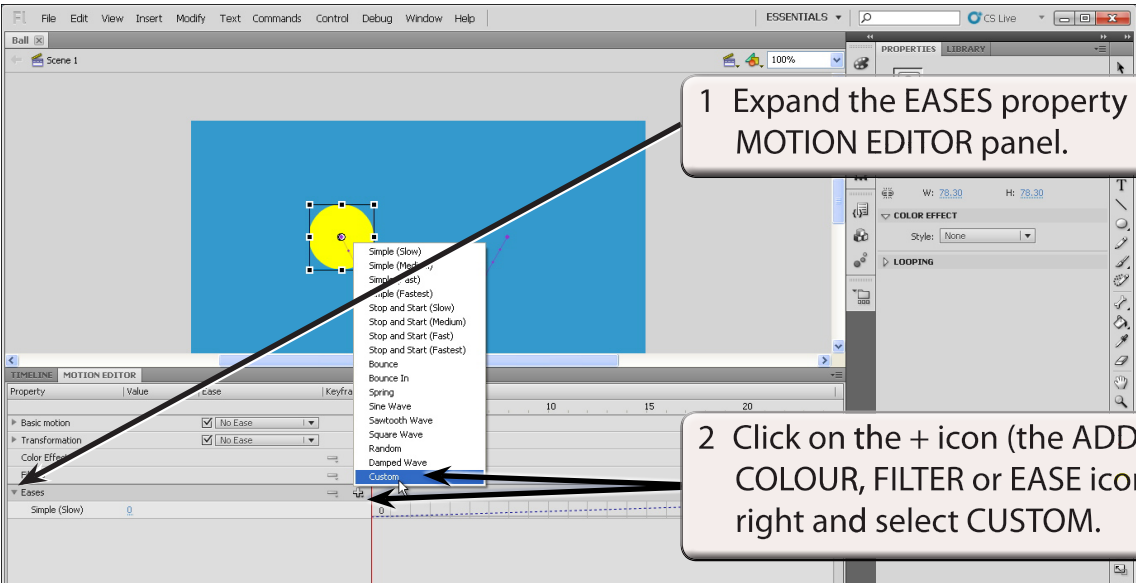
- 5 The following diagram labels the sections of the MOTION EDITOR.



## Adjusting the Easing

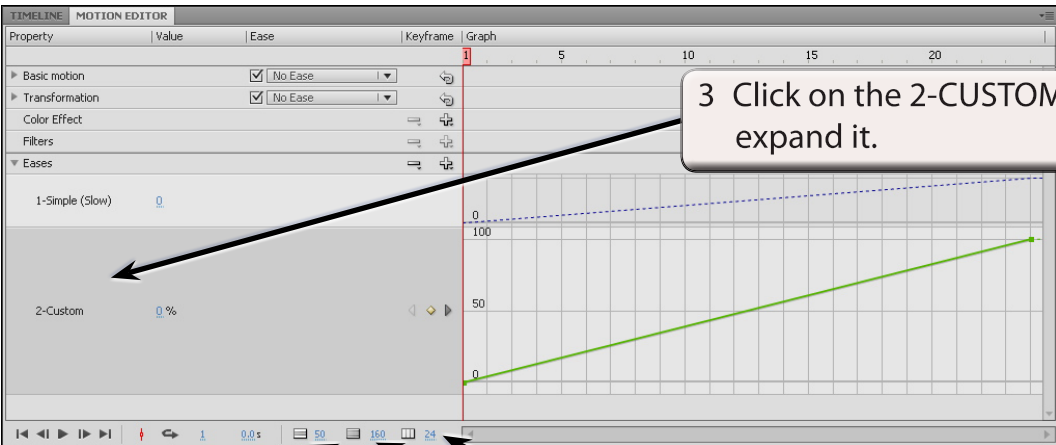
When a ball bounces it gathers speed as it falls and, once it bounces, it loses speed as it rises after the bounce. The animation can be adjusted to reflect this. The property that controls the speed of the motion is the EASE property. We will want the ball to ease IN as it falls and ease OUT after the bounce.

### A Creating a Custom Ease



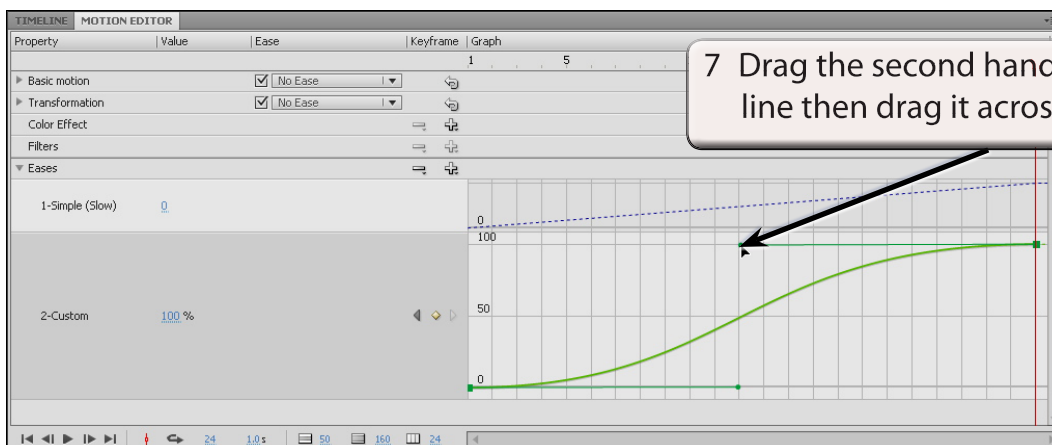
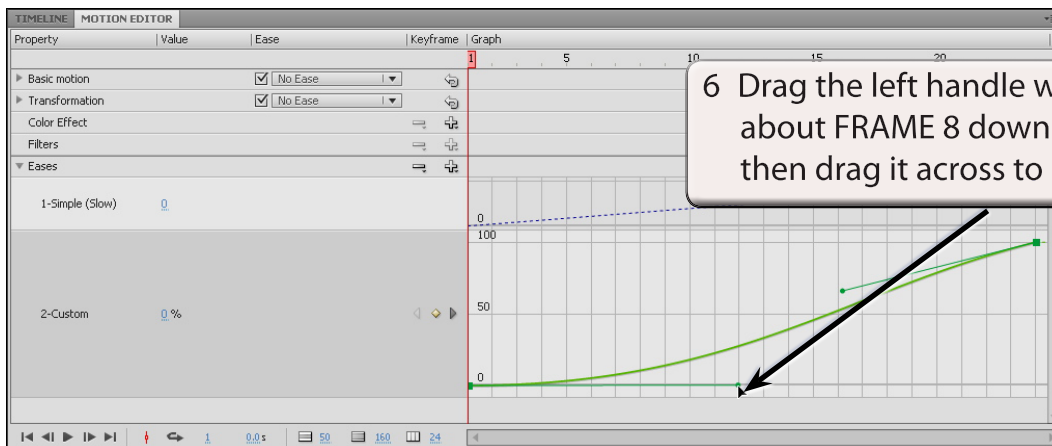
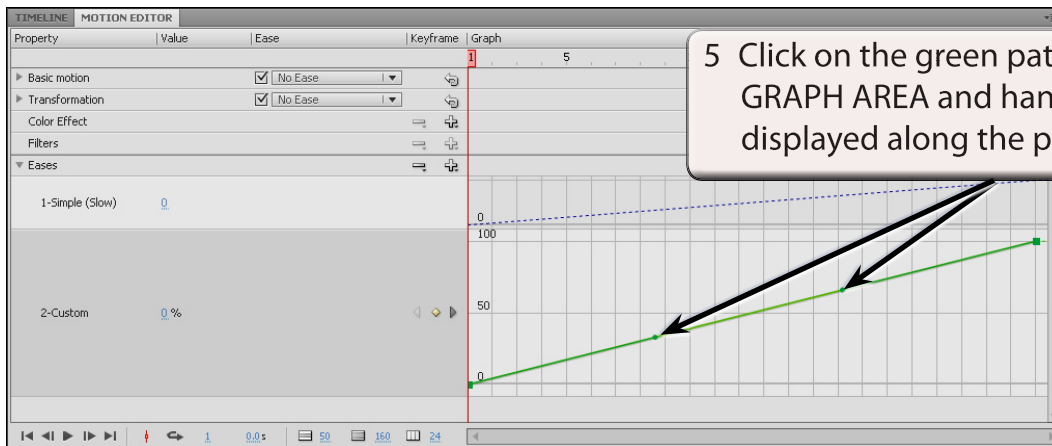
1 Expand the EASES property in the MOTION EDITOR panel.

2 Click on the + icon (the ADD COLOUR, FILTER or EASE icon) at its right and select CUSTOM.



3 Click on the 2-CUSTOM panel to expand it.

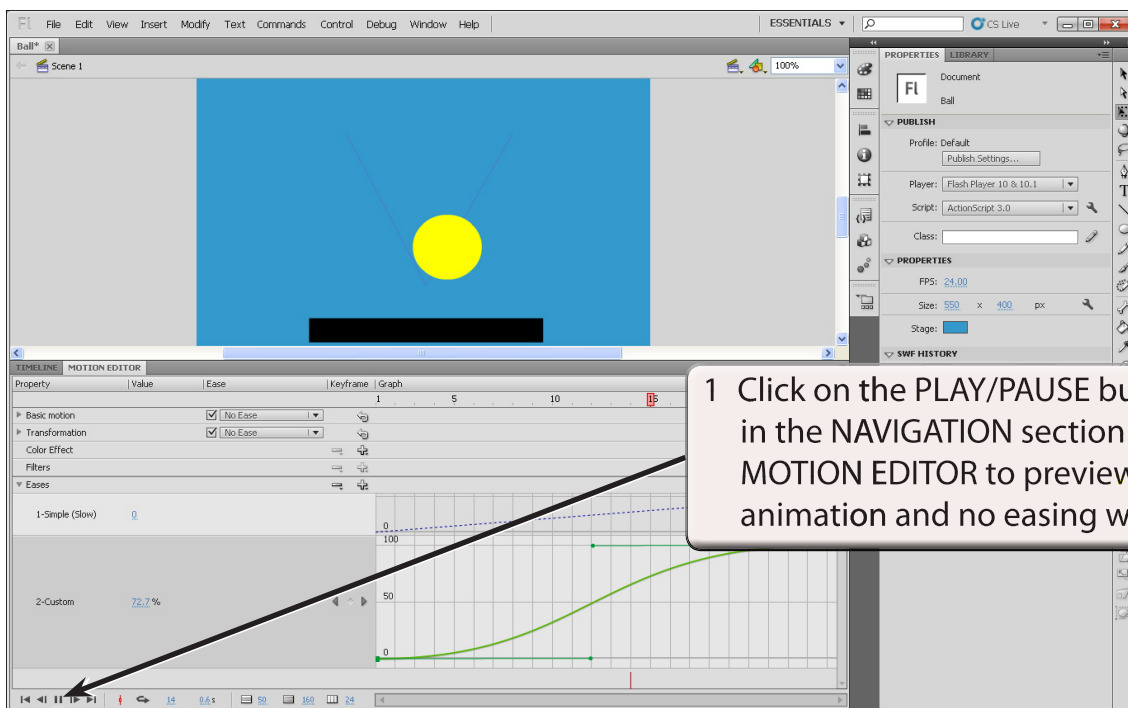
4 Set the GRAPH SIZE to 50, the EXPANDED GRAPH SIZE to 160 and the VIEWABLE FRAMES to 24 to ensure that the 24 frames are shown in the GRAPH AREA.



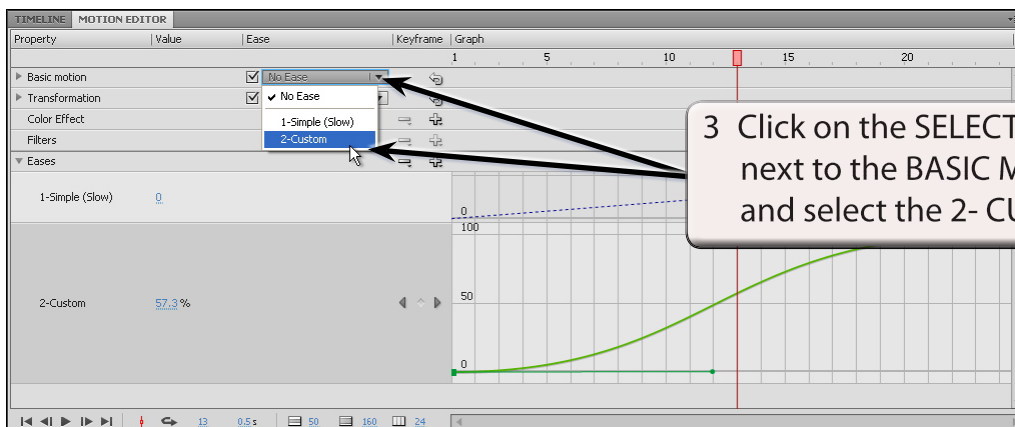
**NOTE:** The path shows the ball gradually speeding up to FRAME 12 where the bounce occurs, then the path gradually slows.

## B Setting the Basic Motion

When you play the animation nothing different will happen - the BASIC MOTION needs to be told to use the CUSTOM EASE.



2 Click on the PLAY/PAUSE button to again to stop the preview.



# Other Tweening Types

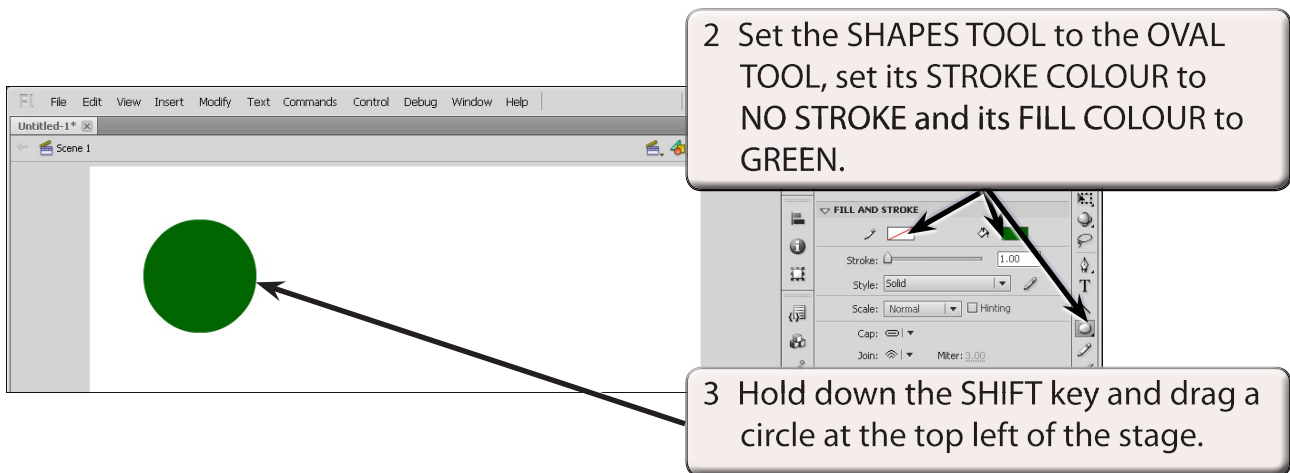
There are two other types of tweening that Flash provides, SHAPE tweening and CLASSIC tweening.

## Shape Tweening

Shape tweening allows you to animate one shape into another. It operates on objects drawn using tools such as the rectangle, oval or pencil tools. It **does not** work with grouped objects or symbols. To illustrate this we will tween a circle into a rectangle.

### A Setting the Start Shape

- 1 Load Flash or close the current file and create a NEW FLASH FILE (ActionScript 3.0).

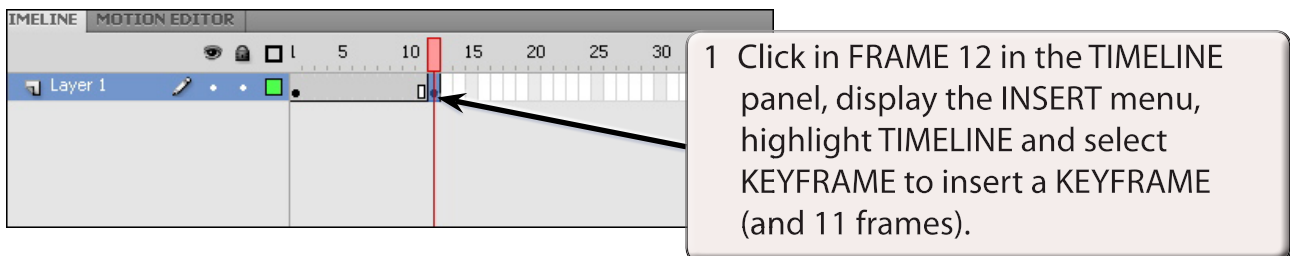


2 Set the SHAPES TOOL to the OVAL TOOL, set its STROKE COLOUR to NO STROKE and its FILL COLOUR to GREEN.

3 Hold down the SHIFT key and drag a circle at the top left of the stage.

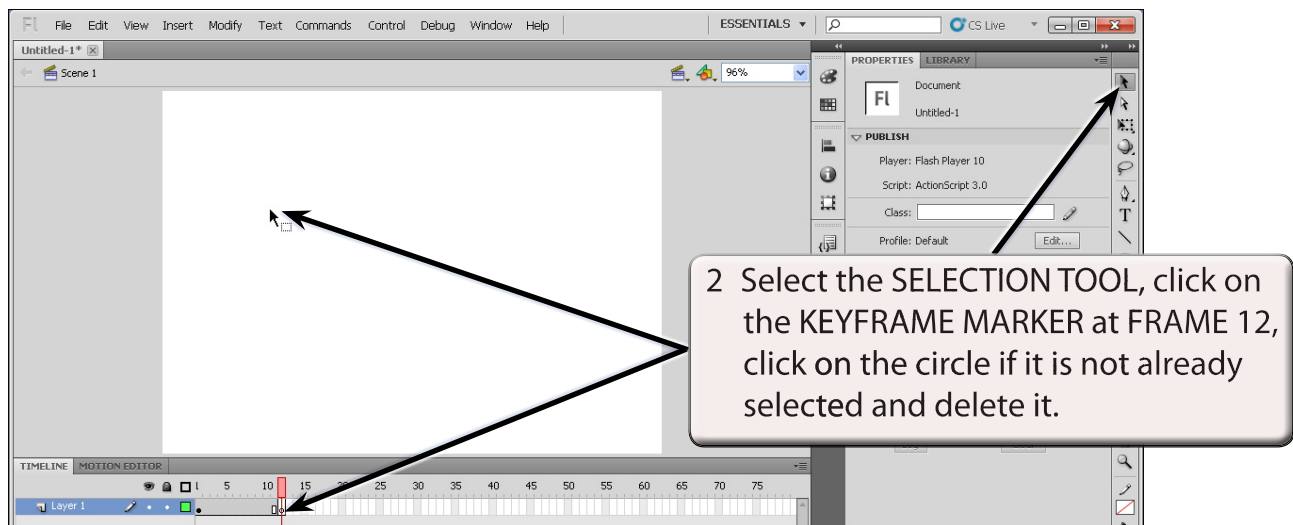
### B Setting the End Shape

Let's set a 12 frame animation (0.5 seconds). When changing shape in an animation an extra KEYFRAME needs to be set at the end.



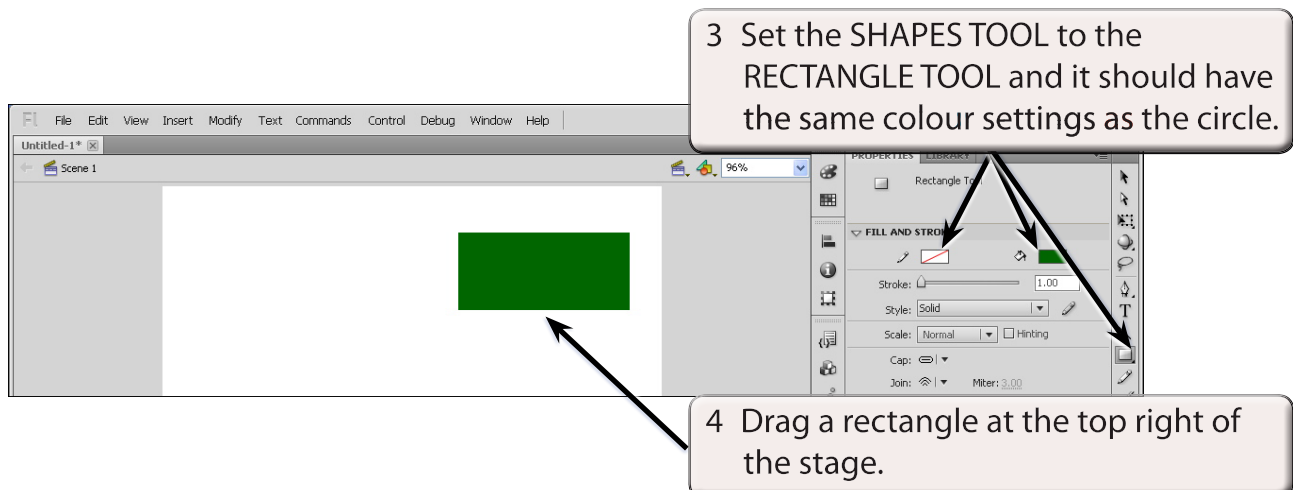
1 Click in FRAME 12 in the TIMELINE panel, display the INSERT menu, highlight TIMELINE and select KEYFRAME to insert a KEYFRAME (and 11 frames).

**NOTE:** When a major change is required in the animation (such as inserting a different object), a **KEYFRAME** rather than a **PROPERTY KEYFRAME** needs to be used.

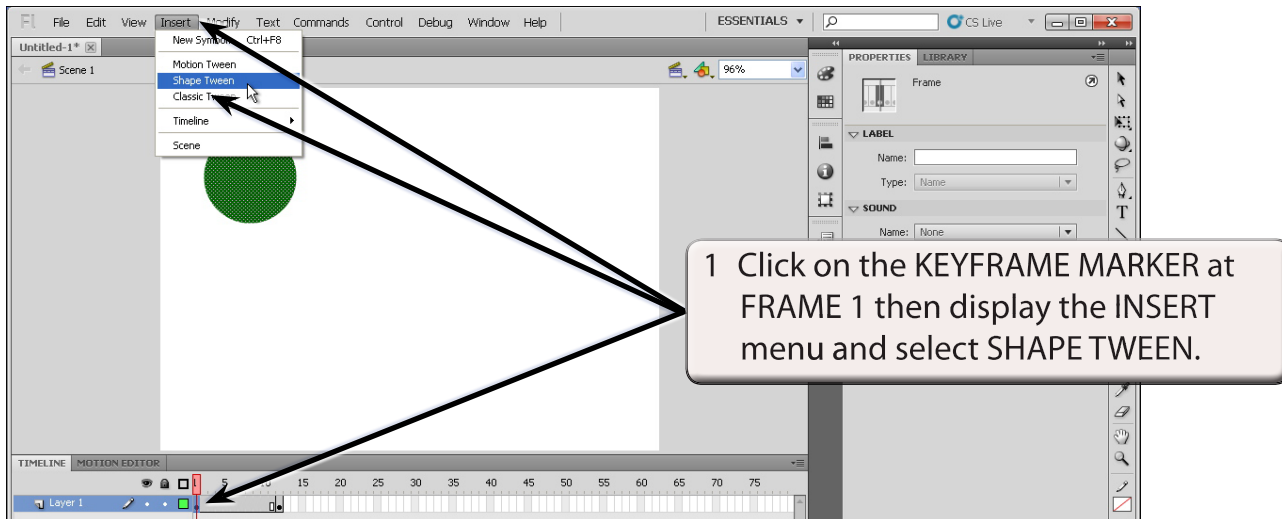


**NOTE:**

- i The **KEYFRAME MARKER** at **FRAME 12** should change to an open dot as there is now no content in the frame.
- ii The circle is still at **FRAME 1**.



## C Setting the Shape Tween



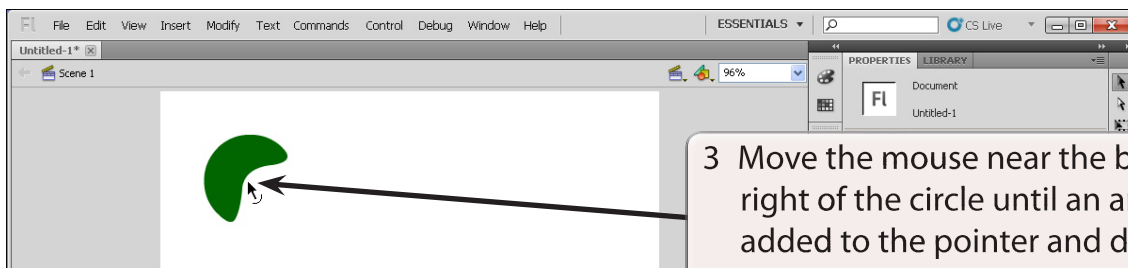
**NOTE:** Notice that the **TIMELINE** shading has changed to **LIGHT GREEN** to let you know that a **SHAPE TWEEN** has been set. A **MOTION TWEEN** is **LIGHT BLUE**.

- 2 Press <enter> or <return> to preview the animation and the circle should gradually change to the rectangle.

## D Adjusting Shapes

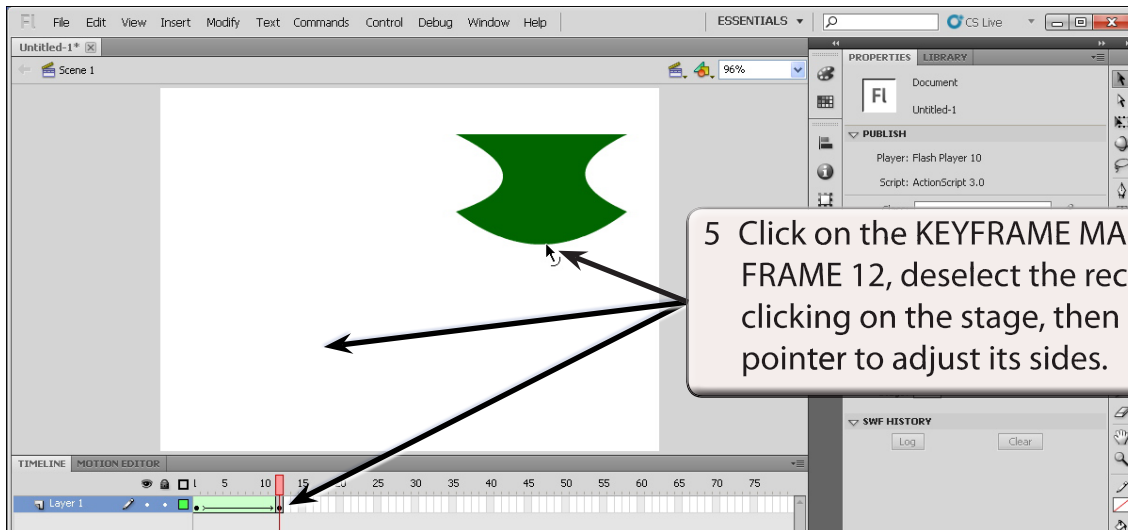
You can adjust the shapes to produce some interesting effects.

- 1 Click on the KEYFRAME MARKER at FRAME 1.
- 2 Select the SELECTION TOOL and click anywhere on the stage to deselect the circle.



3 Move the mouse near the bottom right of the circle until an arc is added to the pointer and drag the circle in.

4 Preview the animation to view the effect.



5 Click on the KEYFRAME MARKER at FRAME 12, deselect the rectangle by clicking on the stage, then use the pointer to adjust its sides.

6 Preview the animation to view the effect.

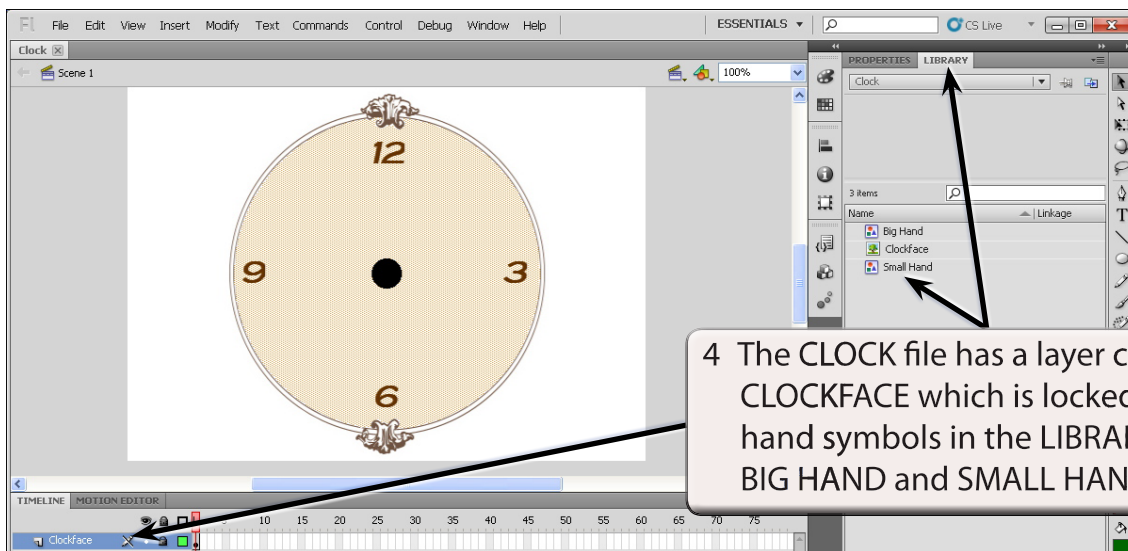


# Fixed Point Animations

There are times when you want an object to stay fixed at one end and move around that point. Some examples of this are the hands of a clock, the dials in speedometers or fuel gauges, or levels in a computer game. In this chapter fixed point animations will be demonstrated by animating a clock that has been prepared for you. The hands will be animated to move from 3 o'clock to 4 o'clock.

## Loading the Prepared File

- 1 Load Flash or close the current file and click on the OPEN button in the FLASH welcome screen.
- 2 Access the FLASHcs5 SUPPORT FILES, open the CHAPTER 8 folder and load the file:  
Clock
- 3 Open the LIBRARY panel (or press CTRL+L or COMMAND+L).

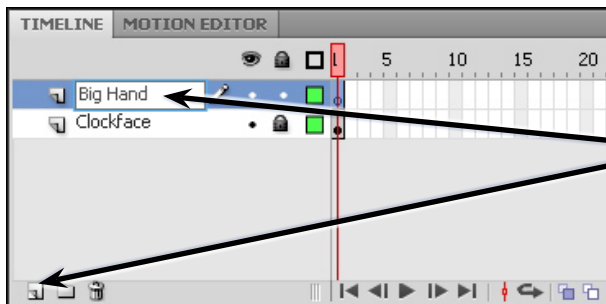


- 5 These resources will be used to complete the animation.
- 6 Use SAVE AS from the FILE menu to save the file in your STORAGE folder under the name:

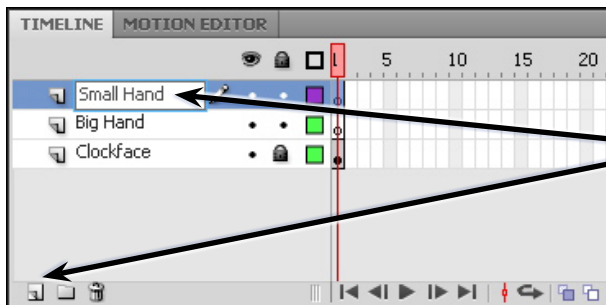
Clock

## Adding Layers

Two extra layers will be needed, one for the BIG HAND and the other for the SMALL HAND.



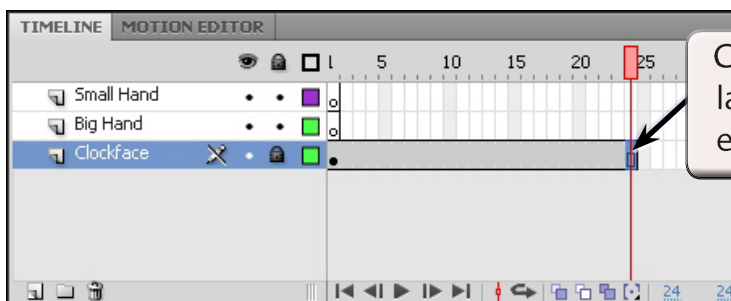
1 Click on the NEW LAYER button at the base of the TIMELINE panel to add a new layer and call it BIG HAND.



2 Click on the NEW LAYER button again to add another layer and call it SMALL HAND.

## Inserting the Clockface Frames

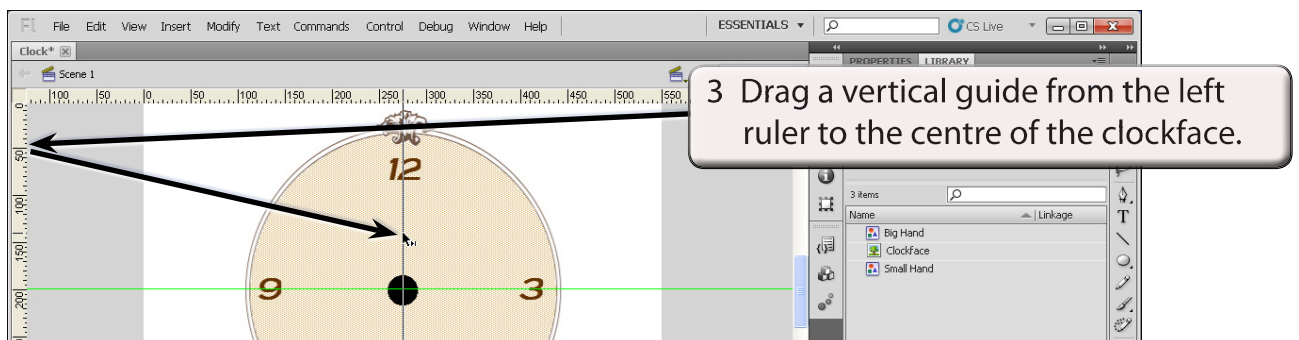
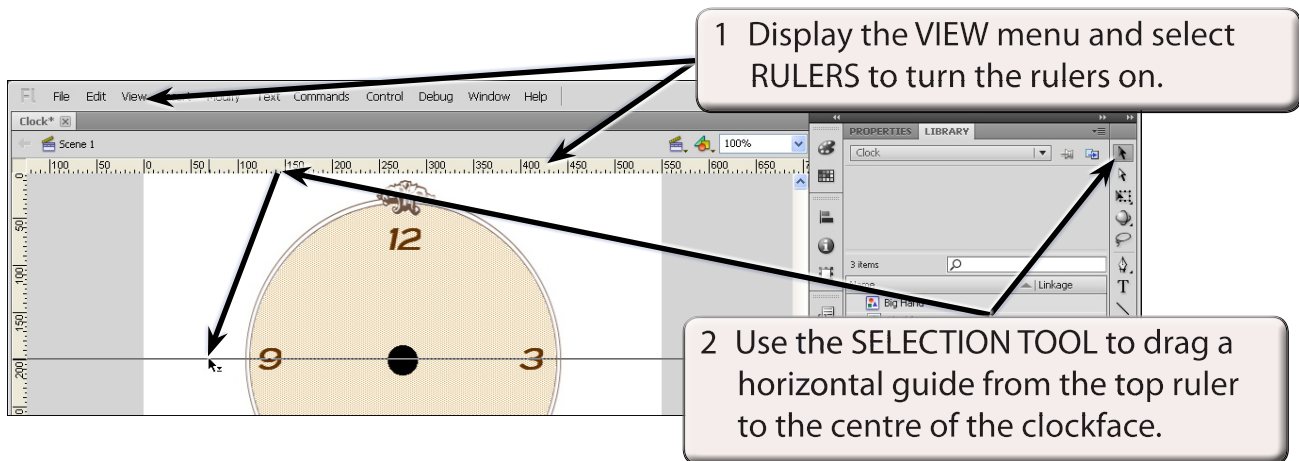
We will make this a 1 second animation (24 frames). Frames will need to be added to the CLOCKFACE layer so that the clockface stays on the screen throughout the animation.



Click on FRAME 24 of the CLOCKFACE layer and press the F5 key to insert an extra 23 frames to the layer.

## Adding Guides to the Screen

To assist with the placing of the clock hands on the screen GUIDES will be used to locate the centre of the clockface.

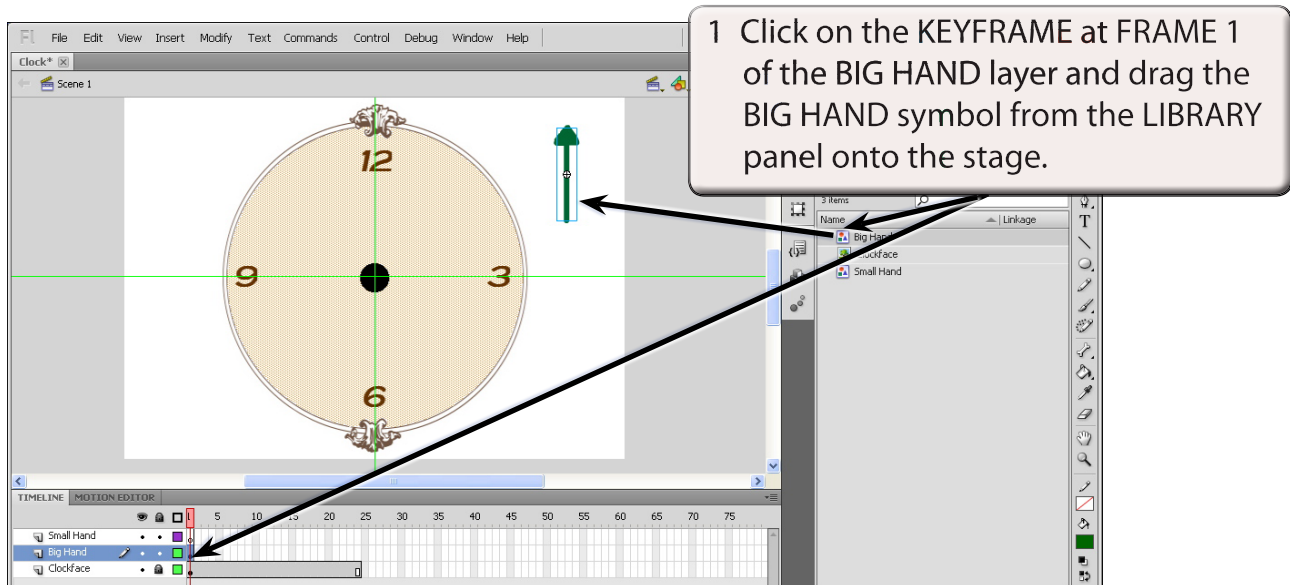


4 Use the VIEW menu to turn the RULERS off.

## Animating the Big Hand

The big hand will need to rotate around the clockface once. This can be done using a MOTION TWEEN and a PROPERTY KEYFRAME.

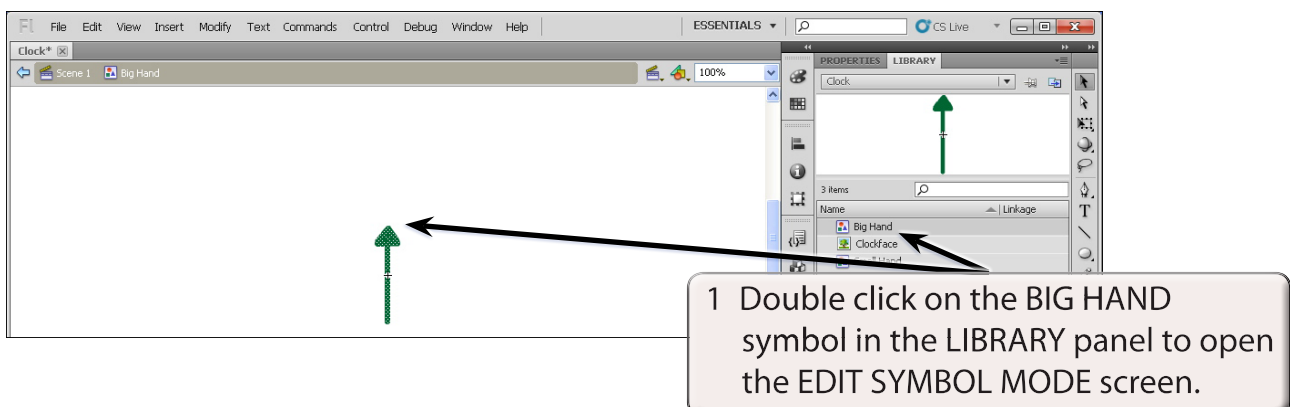
### A Adding the Symbol to the Animation



- 2 Notice that the REGISTRATION MARKER is at the centre of the symbol.

### B Editing the Big Hand Symbol

In order to rotate the big hand at its base the REGISTRATION MARKER will need to be moved to the base of the hand. The REGISTRATION MARKER controls where the rotation occurs.



# Circular Animations

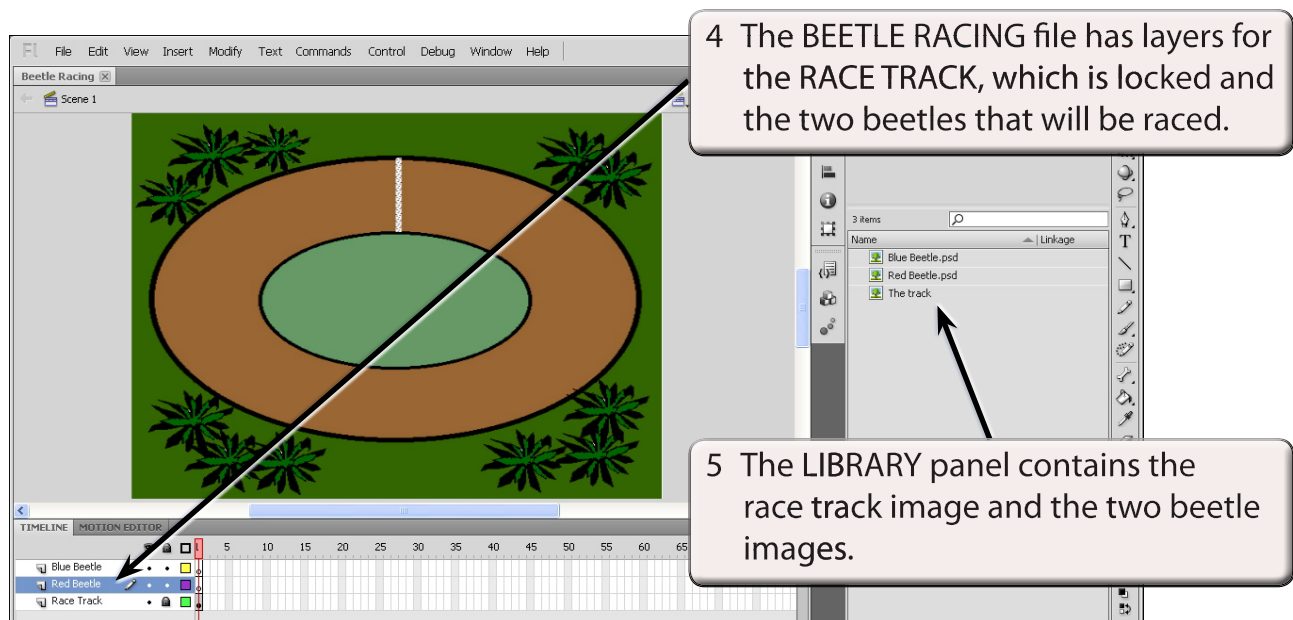
Animations that involve objects orbiting around a point can be done using fixed points, but when you want objects to orbit in a circular motion, their motion paths need to be adjusted. To illustrate this, a beetle race animation will be created. The race track and the beetles have been prepared for you.

## Loading the Prepared File

- 1 Load Flash or close the current file and click on the OPEN button.
- 2 Access the FLASHcs5 SUPPORT FILES, open the CHAPTER 9 folder and load the file:

Beetle Racing

- 3 Open the LIBRARY panel.



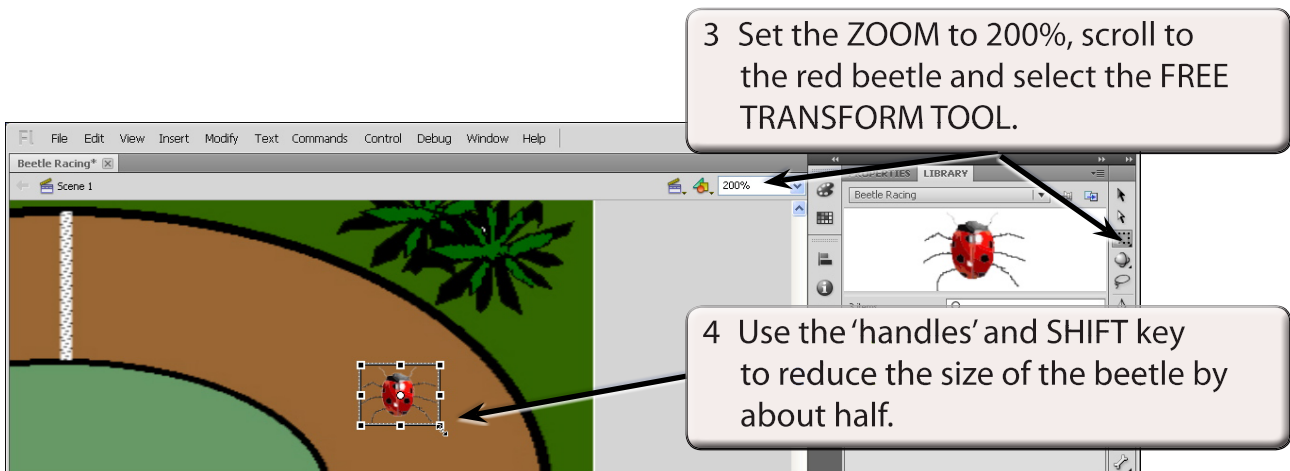
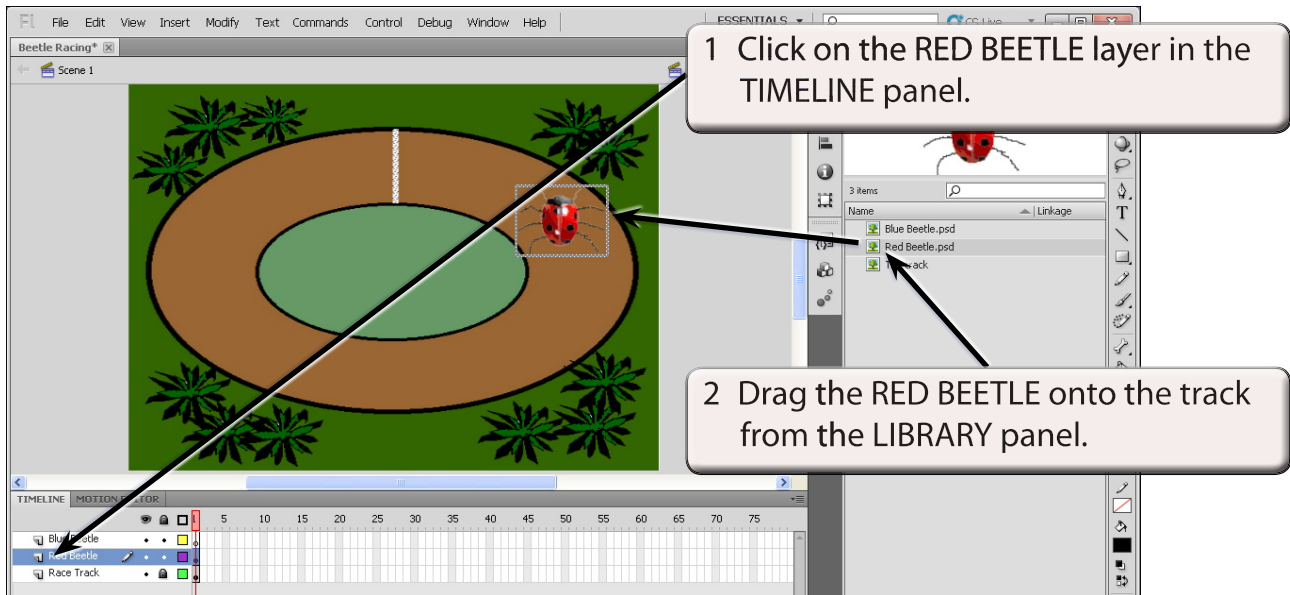
- 6 Use SAVE AS from the FILE menu to save the file in your STORAGE folder under the name:

Beetle Racing

## Converting the Beetles to Symbols

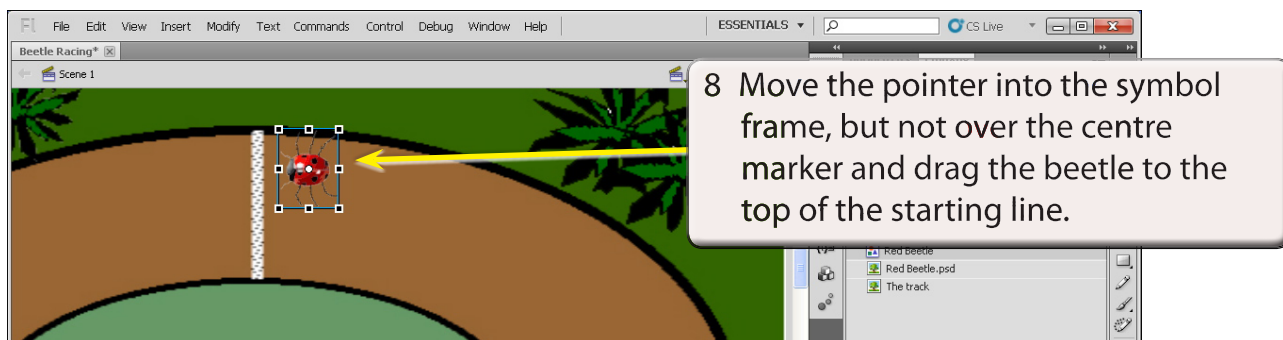
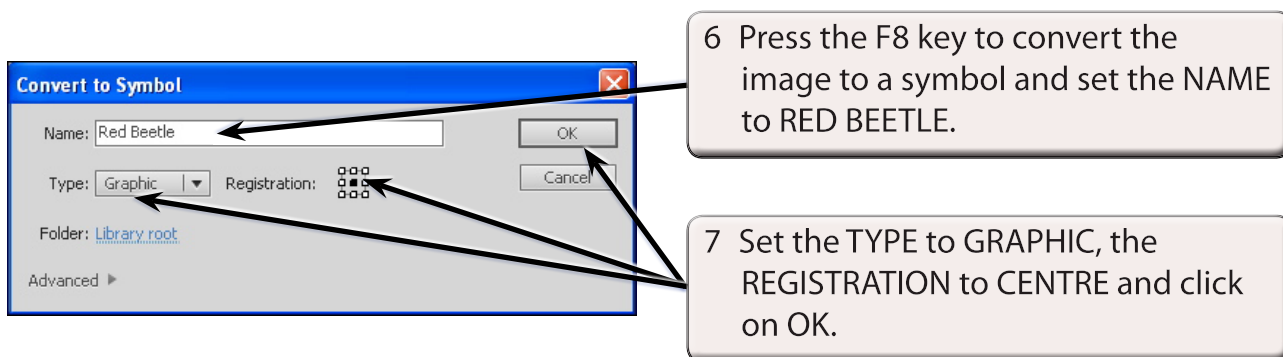
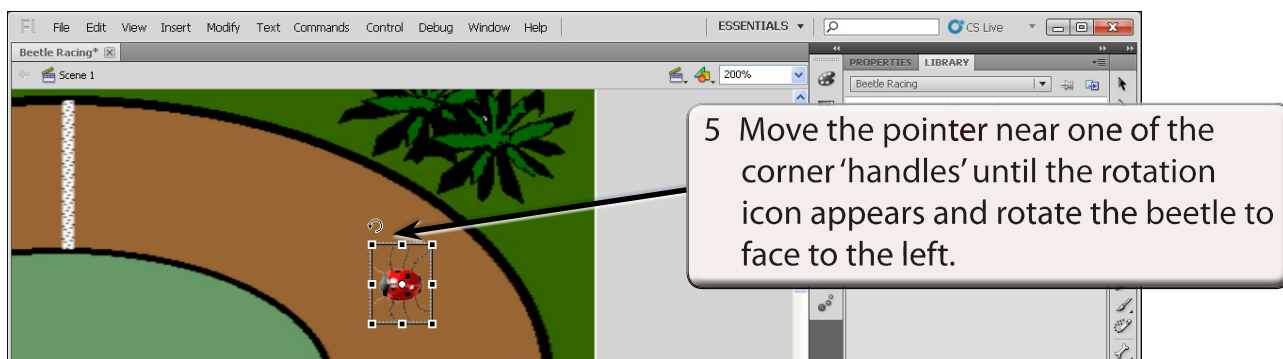
The two beetles in the LIBRARY panel are bitmap images. In order to animate them efficiently they need to be converted to symbols.

### A The Red Beetle



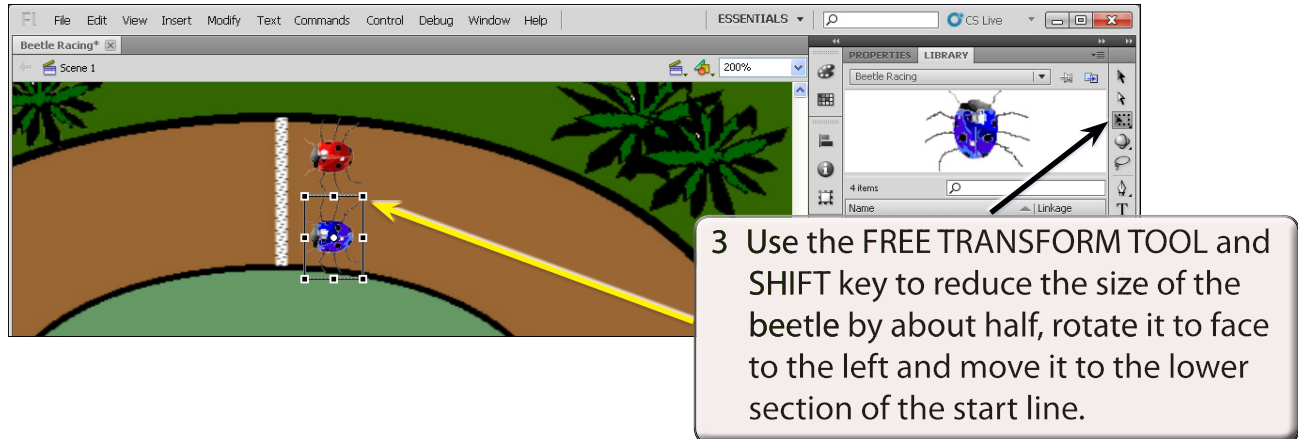
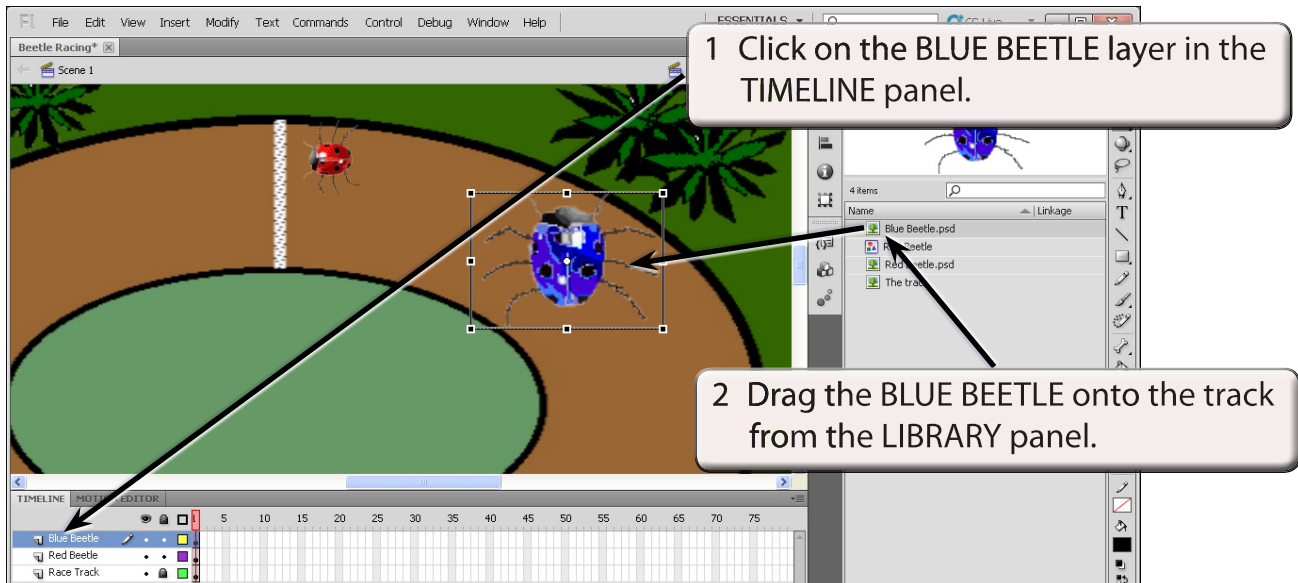
**NOTE:** The SHIFT key keeps the proportions of the beetle in tact.





- NOTE:**
- i Be careful not to drag the centre registration marker of the symbol. If you do, press **CTRL+Z** or **COMMAND+Z** to undo the move.
  - ii There are now two red beetle items in the **LIBRARY** panel. The symbol is a copy of the bitmap image. If you delete the bitmap image the symbol will be an empty frame.

## B The Blue Beetle





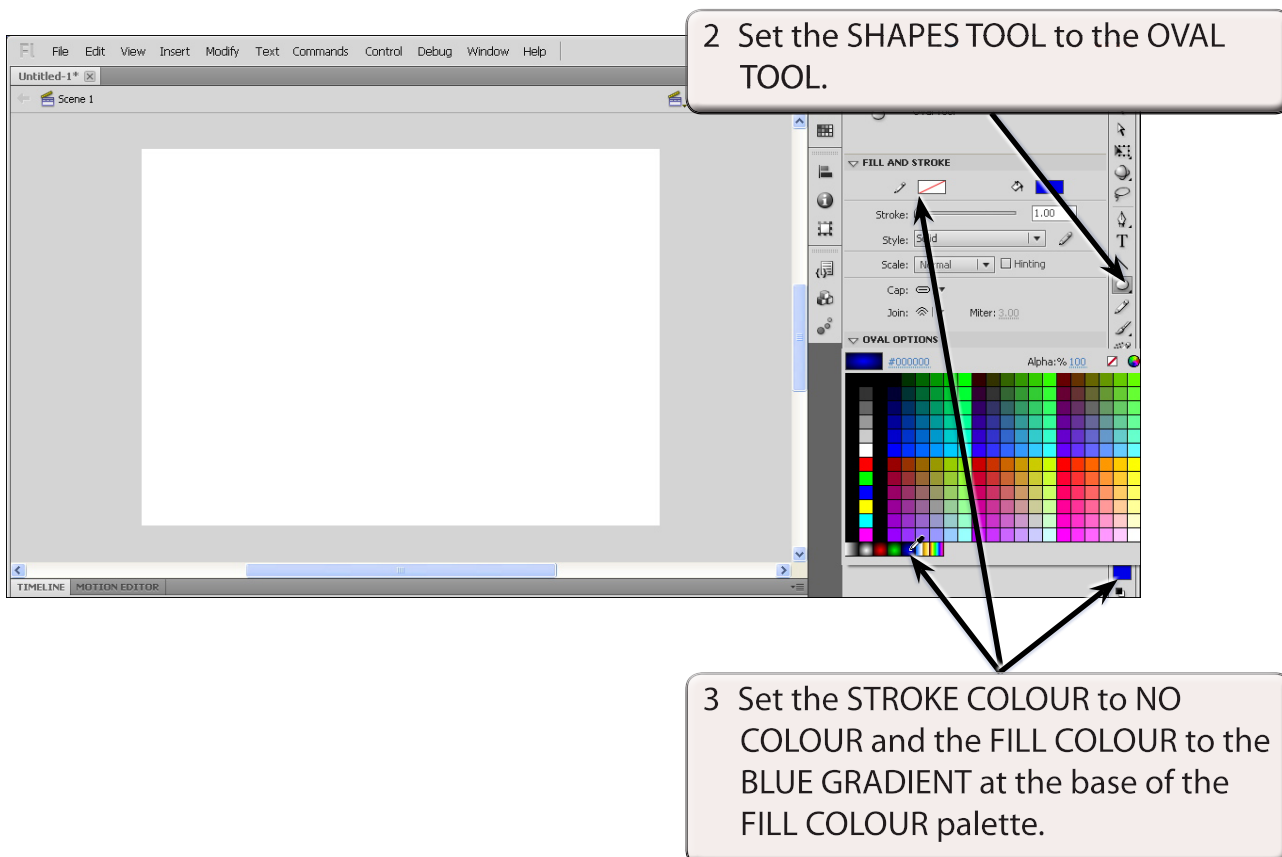
# Frame By Frame Animations

There are times when a motion, shape or classic tween will not create the animation you require. Another way to animate is to insert a series of keyframes close to one another and just alter the objects in each keyframe a little. This is called a Frame By Frame Animation. It is not as desirable as motion, shape or classic tweening because you need to do more of the work, but there are times when it produces a better result. It mimics how animations were created before computers were used.

To illustrate Frame By Frame Animation, a simple animation showing an eye winking will be created.

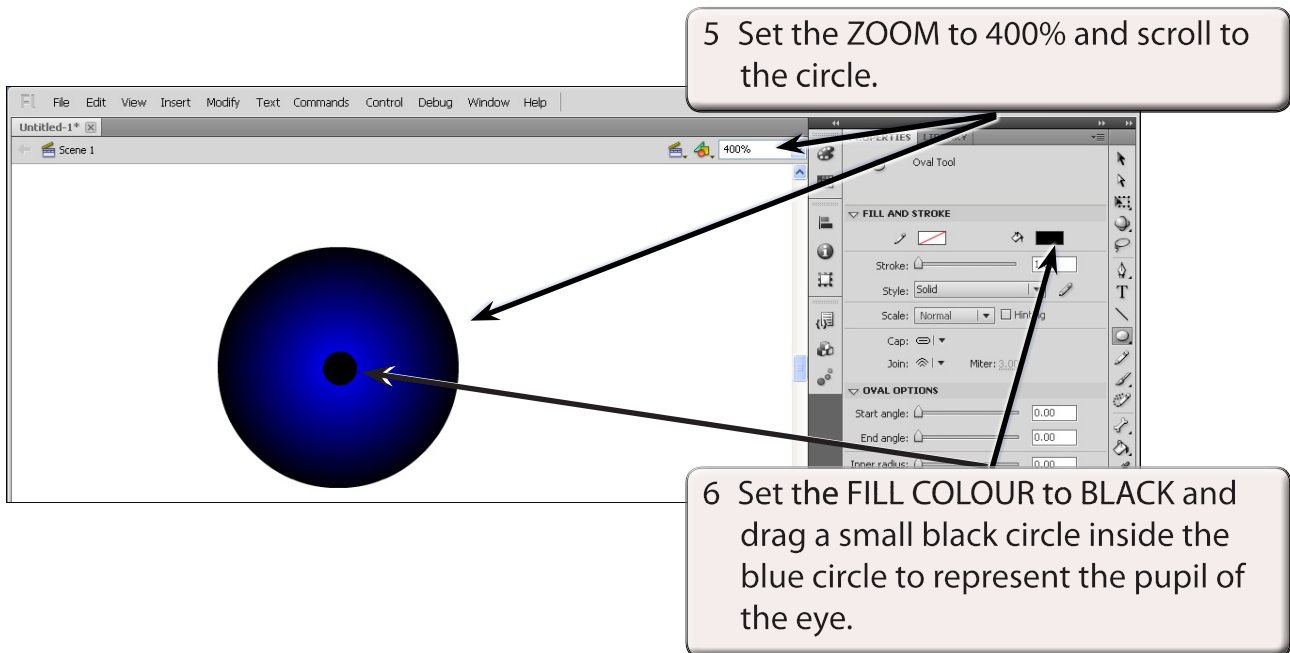
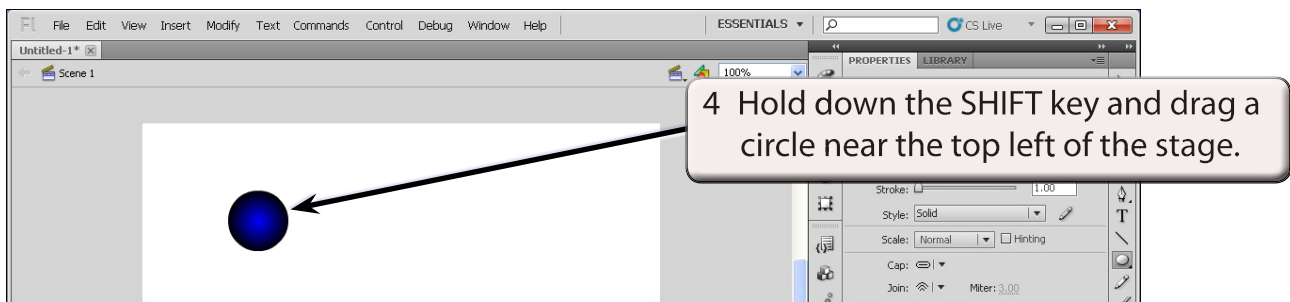
## Drawing an Eyeball

- 1 Load Flash or close the current file and create a new FLASH FILE (ActionScript 3.0).



2 Set the SHAPES TOOL to the OVAL TOOL.

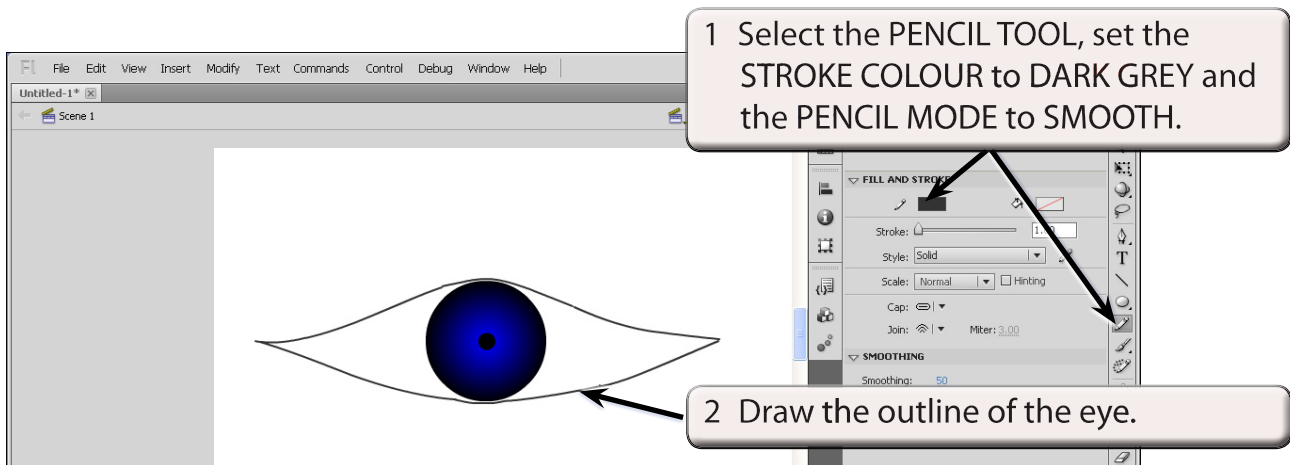
3 Set the STROKE COLOUR to NO COLOUR and the FILL COLOUR to the BLUE GRADIENT at the base of the FILL COLOUR palette.



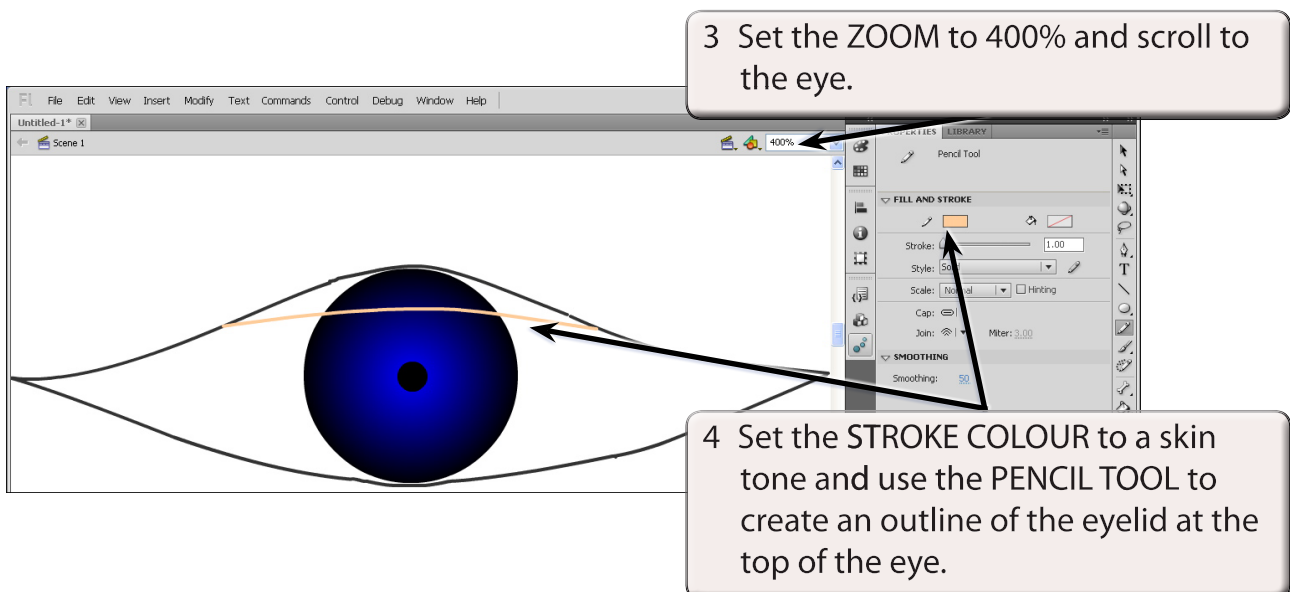
7 Set the ZOOM to 200%.

## Adding the Eye Shape

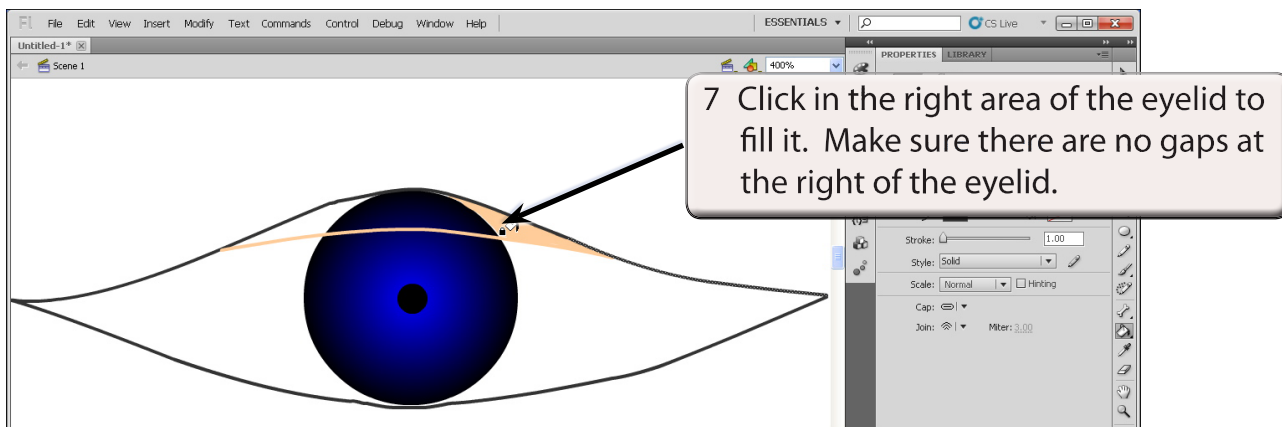
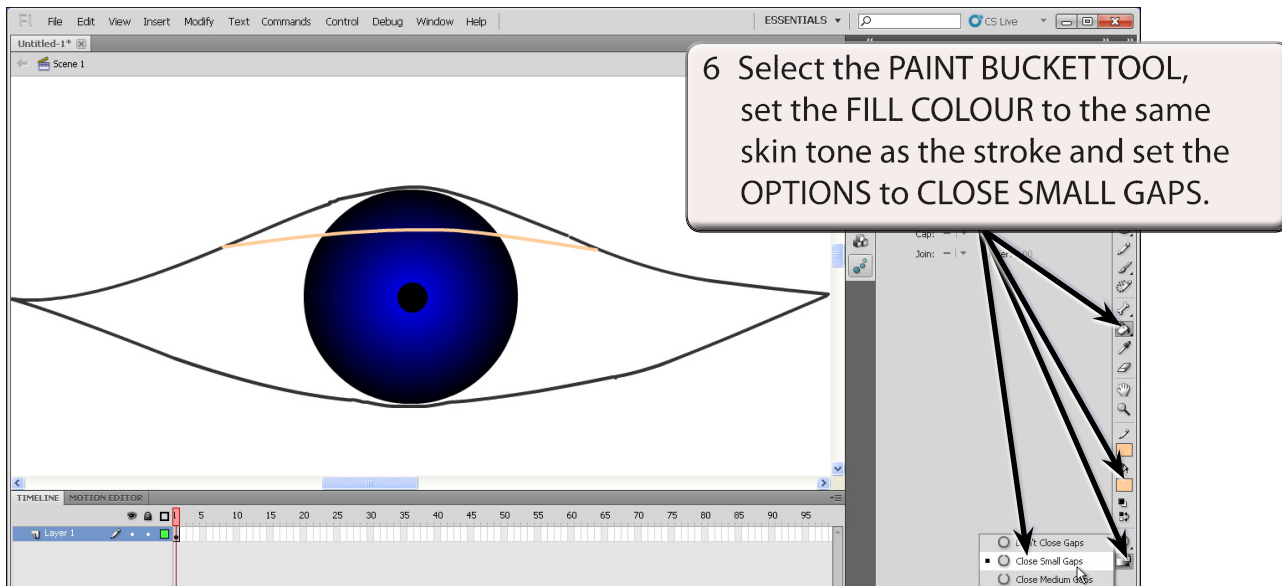
The eye shape will be drawn in a dark grey using the PENCIL TOOL.



- NOTE:**
- i You can press **CRTL+Z** or **COMMAND+Z** to undo any pencil lines you draw and try again until you get the shape you want.
  - ii The **SELECTION TOOL** can be used to adjust the shape.



5 Use the SELECTION TOOL to smooth any rough areas.



- NOTE:**
- i If the fill leaks into other parts of the image, undo the fill and use the PENCIL TOOL to close any gaps.
  - ii Flash can have difficulty filling areas of the stage at times, so you may need to use the BRUSH TOOL to paint in the area.

# Creating Movie Clips

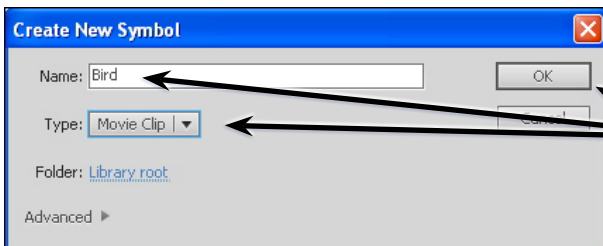
Movie clips are an important feature of Flash. You can create an animated movie clip as a symbol and use it many times within other animations without affecting the size of the file. Movie Clip Symbols are self-contained animations with their own independent timeline so they do not complicate the timeline of the main animation you are creating. Think of a Movie Clip Symbol as a completed animation that can be used within other animations.

## Creating a Movie Clip

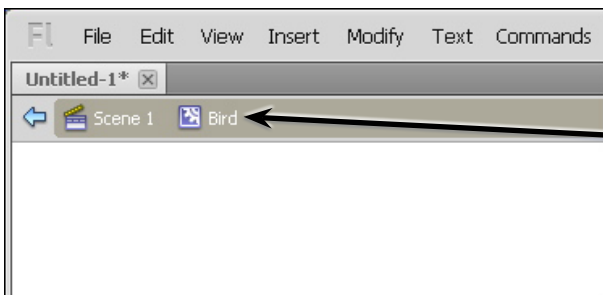
Movie clips are created as a symbol then used as required. A simple movie clip of a bird flapping its wings will be created.

### A Setting a Movie Clip Symbol

- 1 Load Flash or close the current file and create a NEW FLASH FILE (ActionScript 3.0).
- 2 Display the INSERT menu and select NEW SYMBOL.

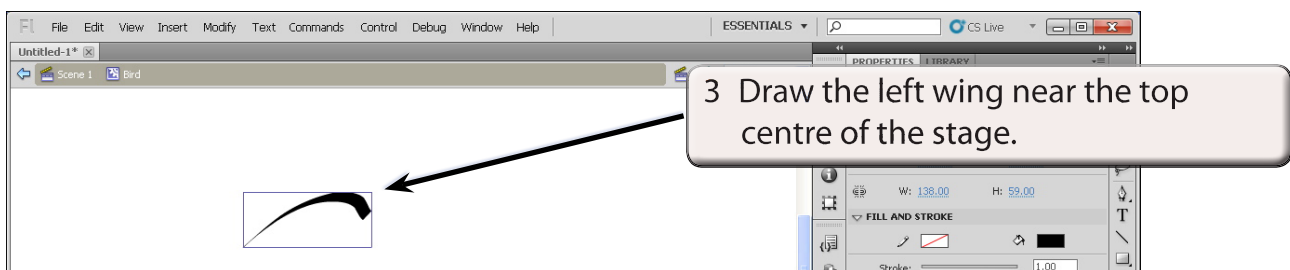
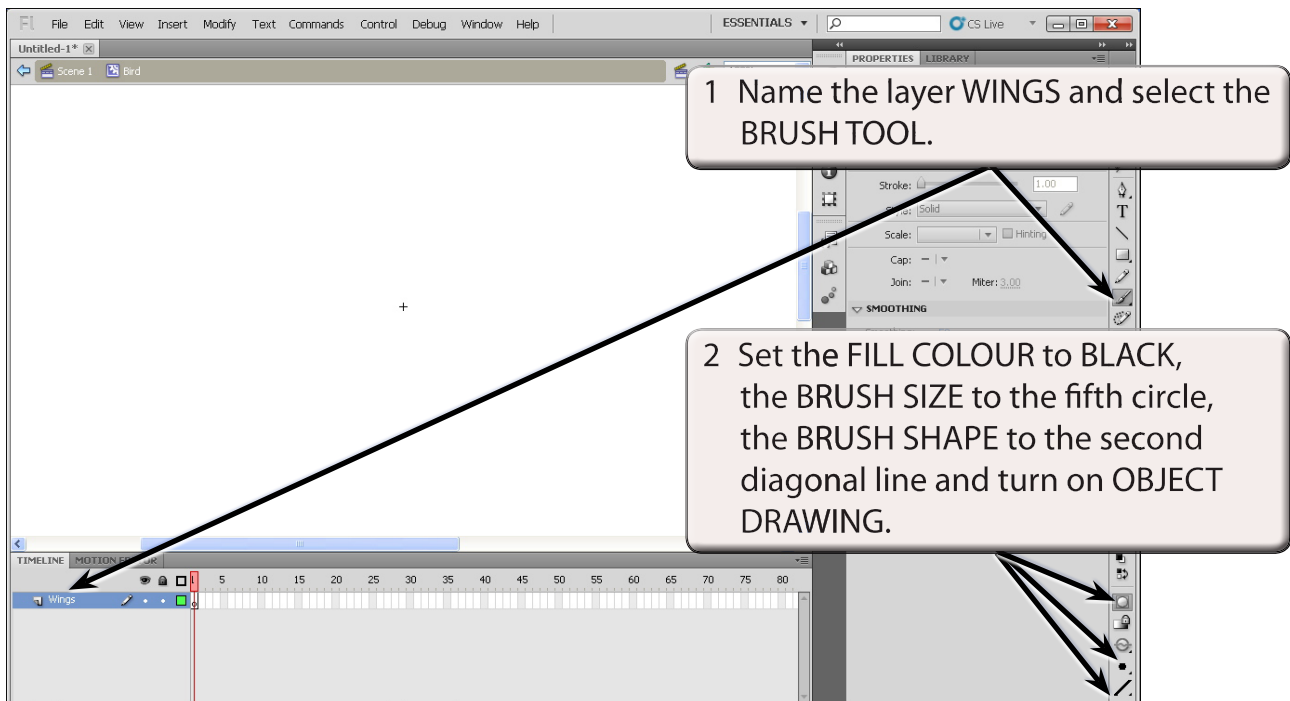


- 3 Name the symbol BIRD, set the TYPE to MOVIE CLIP and click on OK.

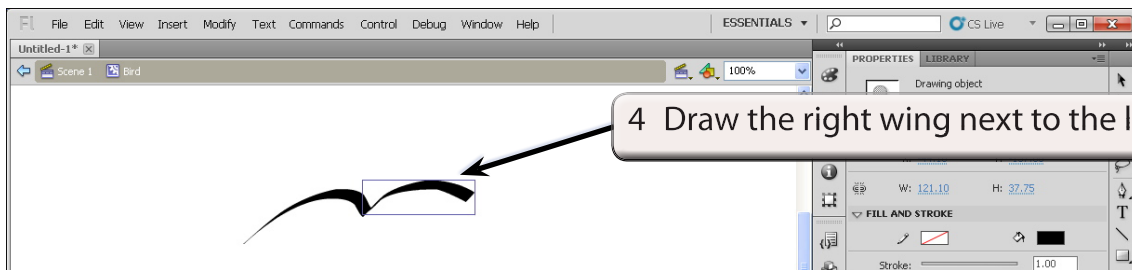


- 4 The screen will be set to MOVIE CLIP EDIT MODE. Notice that the BIRD label is added above the STAGE to indicate that you are editing the symbol.

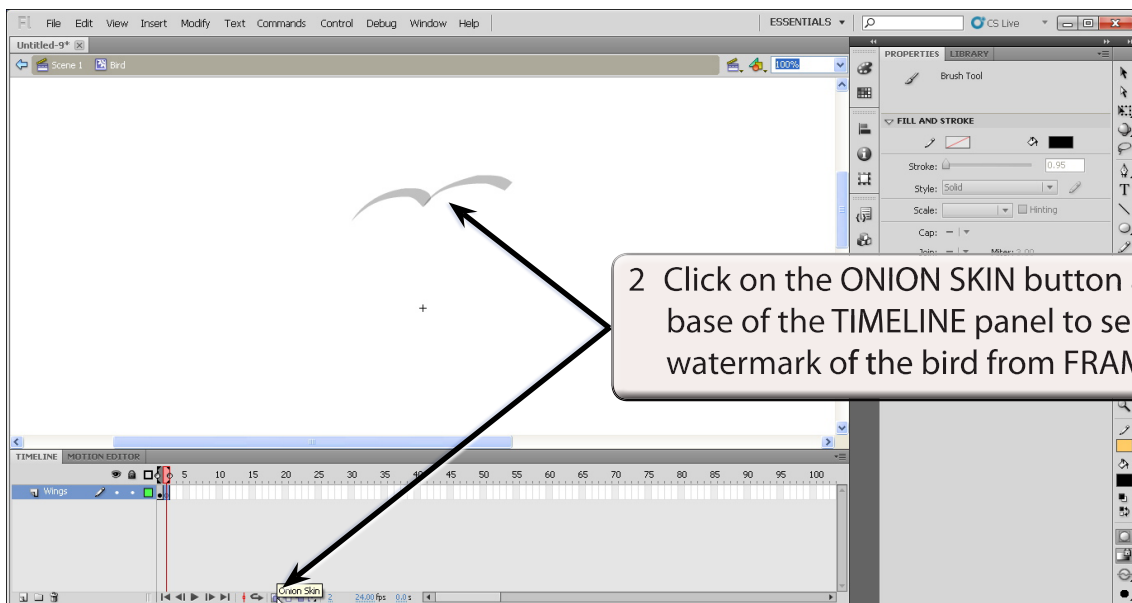
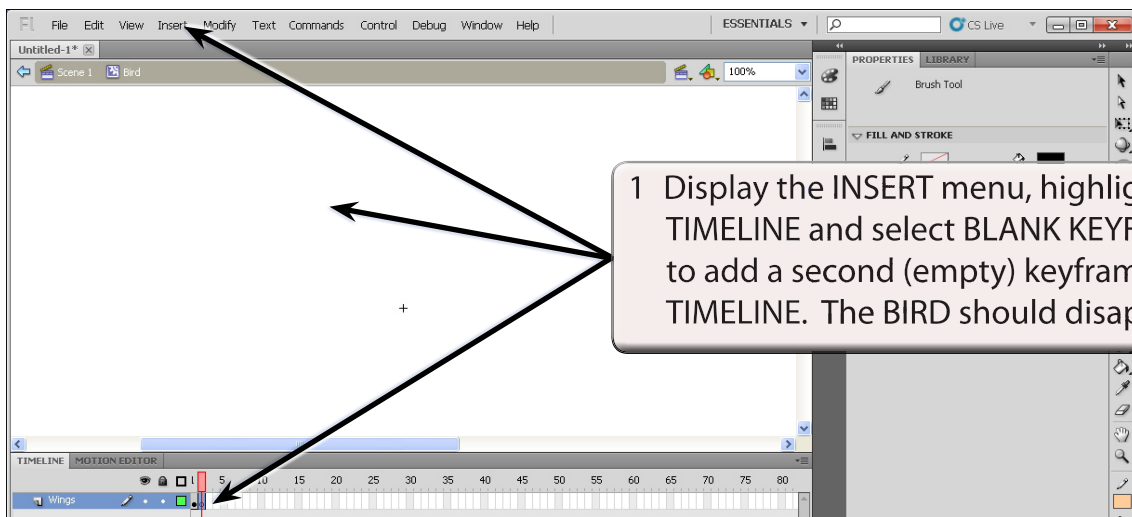
## B Drawing the First Position of the Bird



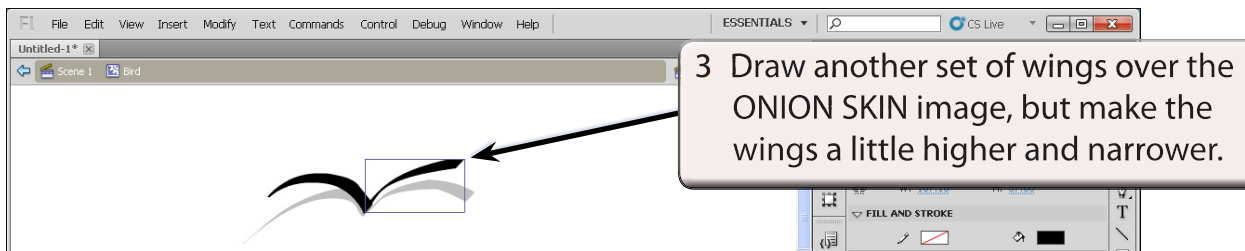
**NOTE:** It might take a few goes to get the wing looking right. Use **CTRL+Z** or **COMMAND+Z** to undo the wing until you produce the shape you want. The mouse needs to be rotated a little as you draw the wing.



## C Drawing the Second Position of the Bird

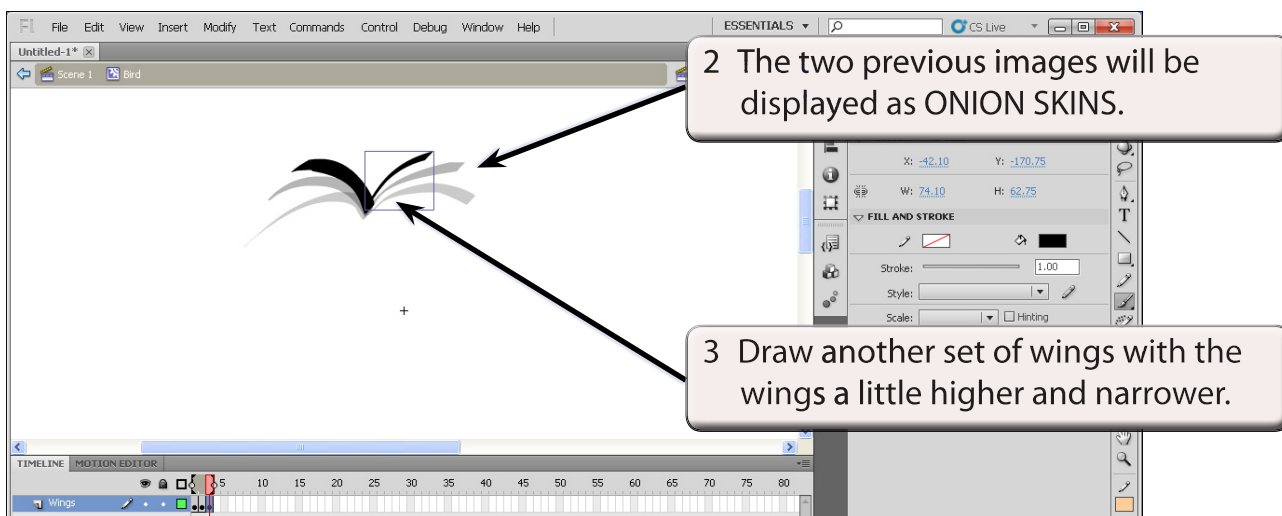


- NOTE:**
- i The **BLANK KEYFRAME** will allow you to alter the shape of the bird.
  - ii The **ONION SKIN** image is just a watermark on the screen. It cannot be altered.



## D Setting the Third Position of the Bird

- 1 Use the **INSERT** menu - **TIMELINE** to insert another **BLANK KEYFRAME**.



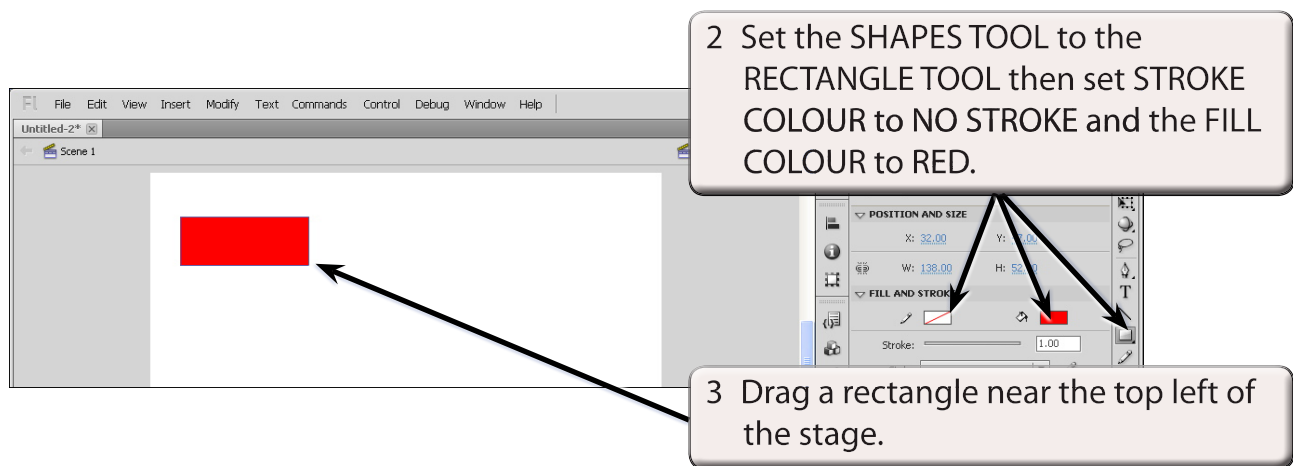


# Creating Buttons

Flash can be used to create elegant buttons that change when the mouse is moved over them or when the mouse is clicked. These buttons can be filled with colours or colour gradients to produce a three dimensional effect. You can also add sounds or actions to buttons. To demonstrate how to create a button, a rectangle will be combined with some text to produce a simple button.

## Creating a Simple Button

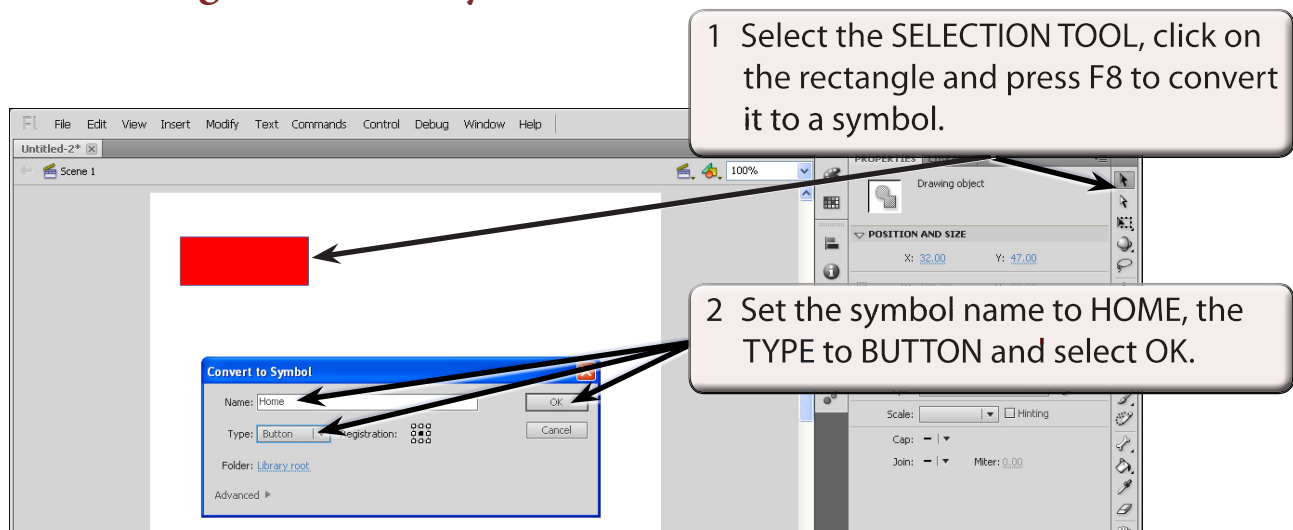
- 1 Load Flash or close the current file and create a new FLASH FILE (ActionScript 3.0).



2 Set the SHAPES TOOL to the RECTANGLE TOOL then set STROKE COLOUR to NO STROKE and the FILL COLOUR to RED.

3 Drag a rectangle near the top left of the stage.

## A Setting the Button Symbol



1 Select the SELECTION TOOL, click on the rectangle and press F8 to convert it to a symbol.

2 Set the symbol name to HOME, the TYPE to BUTTON and select OK.

## B The Button States

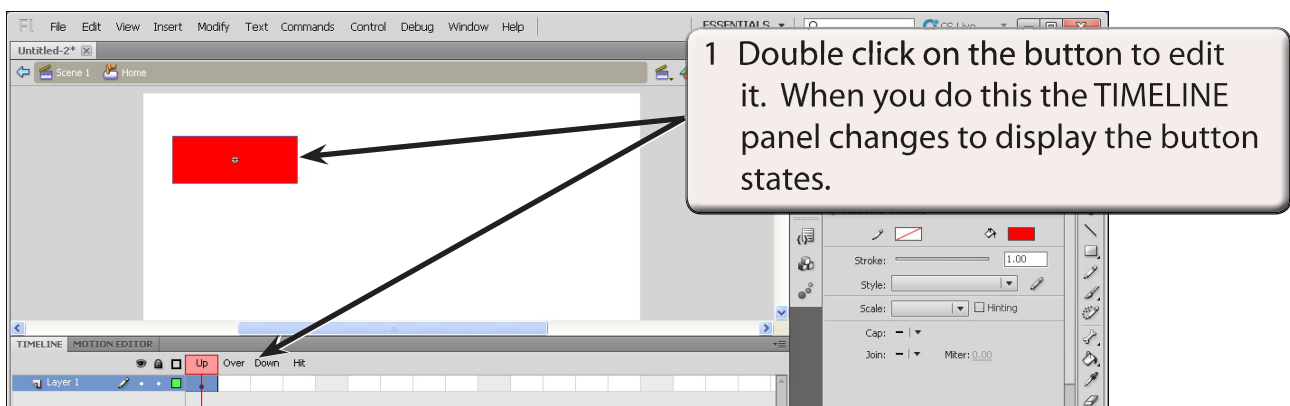
A button can have four different states:

**Mouse up** which is the appearance of the button when the mouse pointer is not near the button.

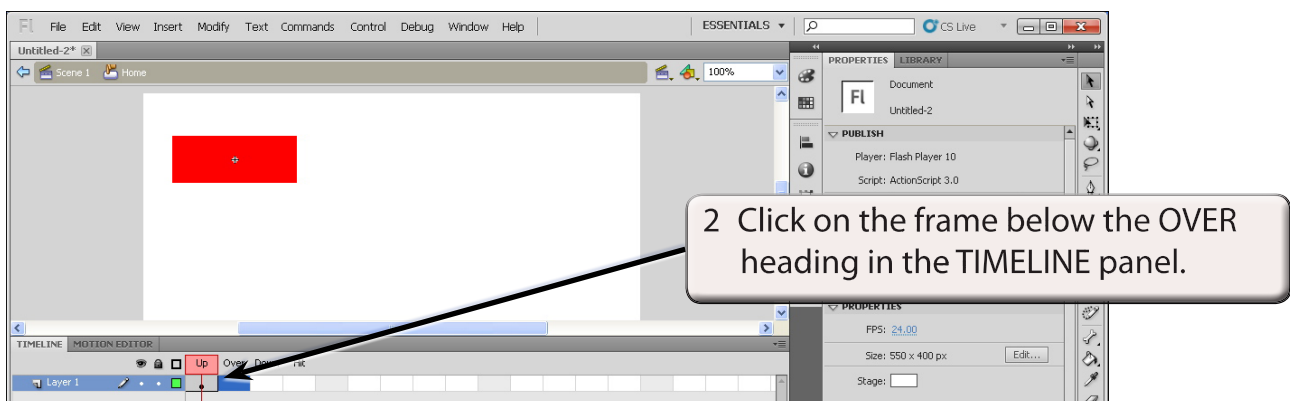
**Mouse Over** which is the appearance of the button when the mouse pointer is moved over the button.

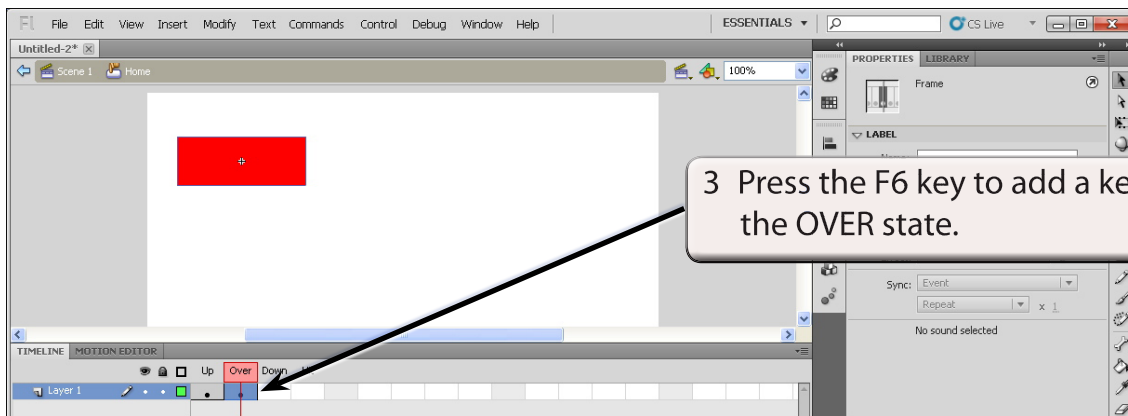
**Mouse Down** which is the appearance of the button when the mouse is clicked on the button.

**Hit Area** which is the area where the button settings are activated.

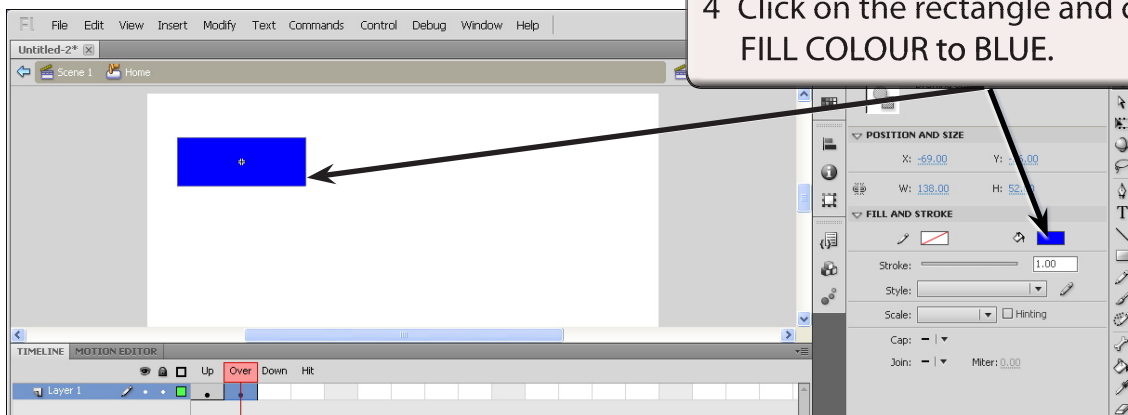


**NOTE:** Notice that the name of the button is displayed next to the SCENE name above the stage. This indicates that the screen is in **BUTTON EDIT MODE**.

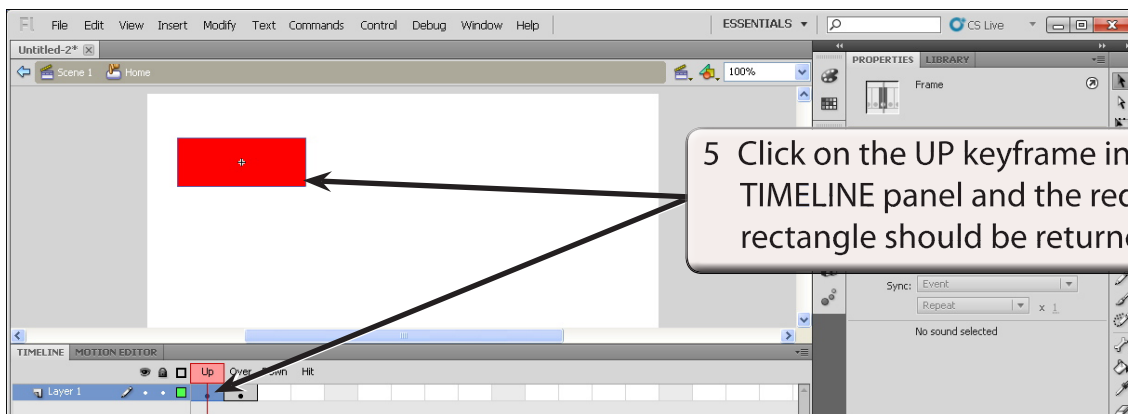




3 Press the F6 key to add a keyframe to the OVER state.

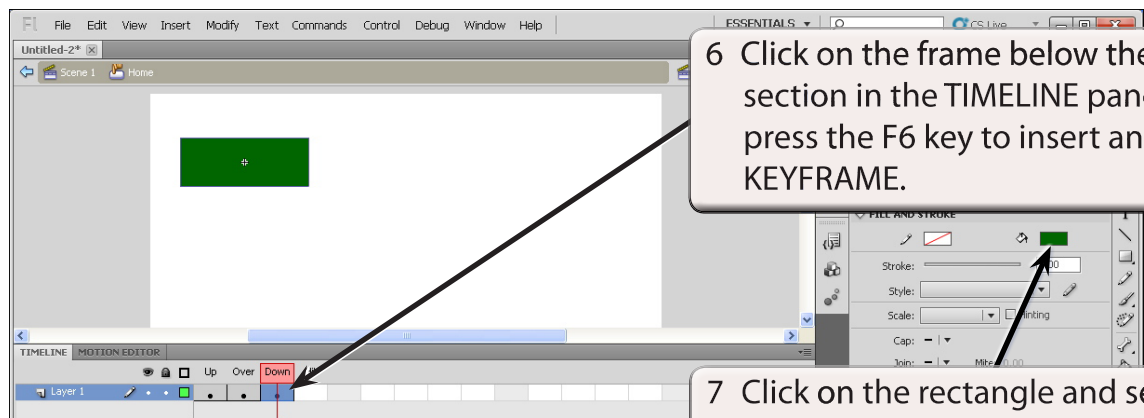


4 Click on the rectangle and change its FILL COLOUR to BLUE.



5 Click on the UP keyframe in the TIMELINE panel and the red rectangle should be returned.

**NOTE:** The colour change has only affected the OVER state. The PLAYHEAD can be dragged across the states to see how the button will operate.

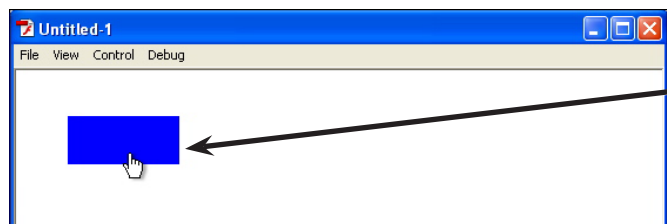


6 Click on the frame below the DOWN section in the TIMELINE panel and press the F6 key to insert another KEYFRAME.

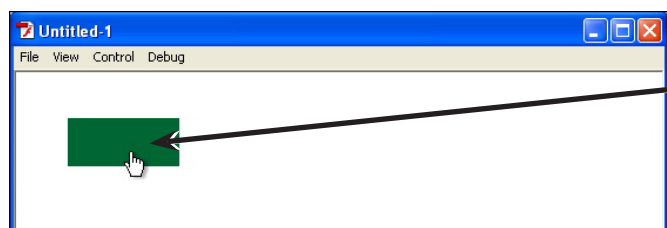
7 Click on the rectangle and set its FILL COLOUR to GREEN.

## C Testing the Button

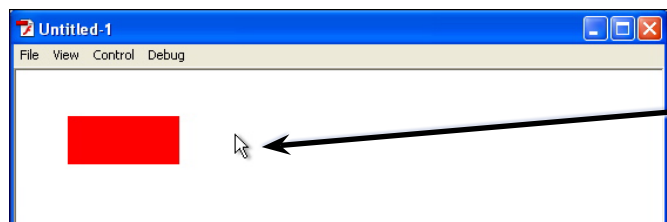
- 1 Display the CONTROL menu, highlight TEST MOVIE and select TEST (or press CTRL+<enter> or COMMAND+<return>).



2 Move the pointer over the rectangle and it should turn blue.



3 Click on the rectangle and it should turn green.



4 Move the pointer outside the rectangle and it should return to red.

- 5 Close the TEST MOVIE screen.

# Publishing Animations

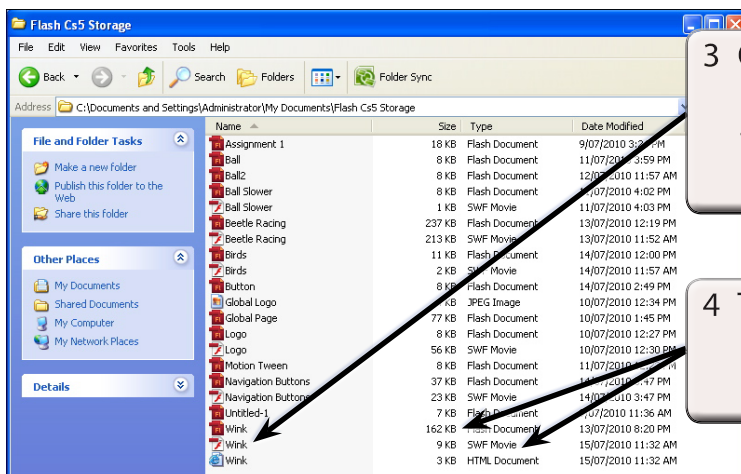
Once animations are complete they can be published in a format that allows them to be placed within web pages or viewed on media players such as Windows Media Player or QuickTime Player. This applies to Motion Tweens, Shape Tweens, Classic Tweens or Frame By Frame Animations.

## Simple Publishing

The easiest way to publish a movie is to publish it without worrying about changing any of the default settings. In fact every time you test a movie Flash is building a published file in the same folder that the Flash file is saved in. The format of the published file is a SWF file. You will see these files automatically appearing in your STORAGE folder.

- 1 Load Flash or close the current file and open your WINK animation.
- 2 Display the FILE menu and select PUBLISH (SHIFT+F12 can be pressed as a shortcut).

**NOTE:** The file will be saved as an SWF file with the same name as the Flash file (WINK). SWF stands for ShockWave Flash format and it indicates that the file has been compressed to the smallest size possible.



3 Open your STORAGE folder outside Flash and you should see 3 WINK files. Look at the file sizes (the VIEW menu can be used to turn this on).

4 The Original is much larger than the SWF file, which is larger than the basic HTML code file.

**NOTE:** You can simply test the movie when it is complete and you have a published version of the file in your folder.



# Flash Project 1

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## iSounds

