

Getting Started With Flash

Adobe Flash CS5 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

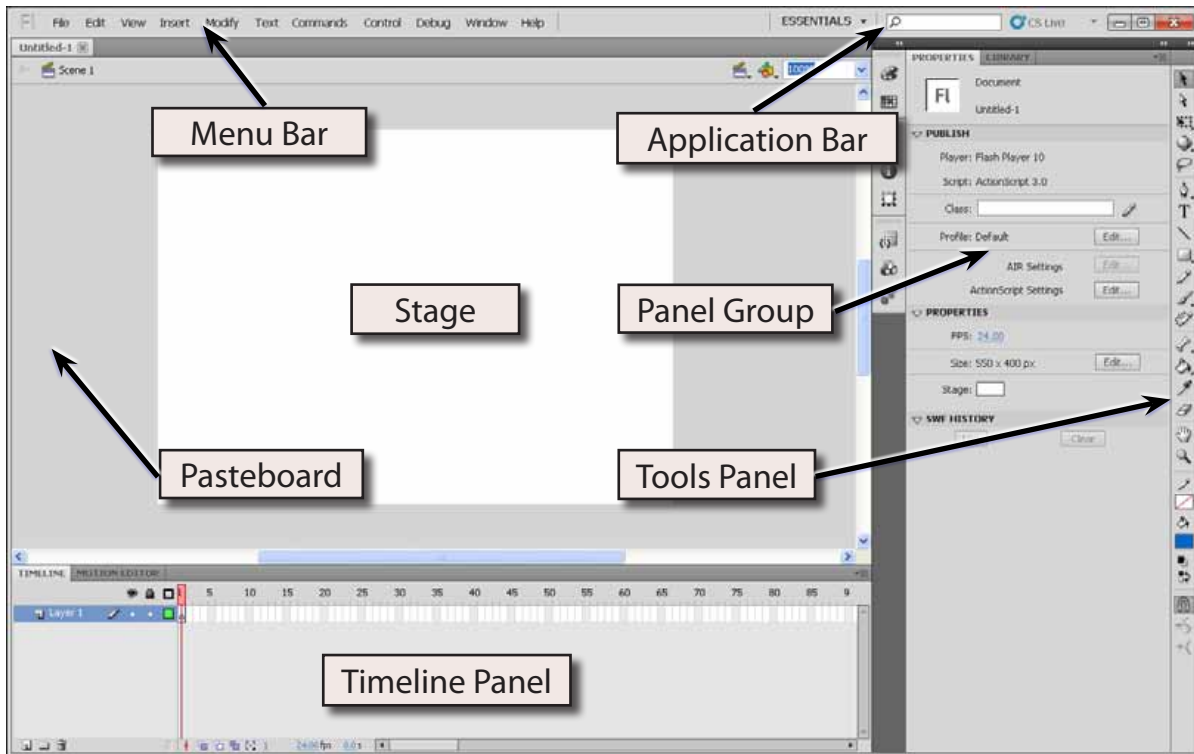
- 1 Load Flash CS5 and the following WELCOME screen should be displayed.



- 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

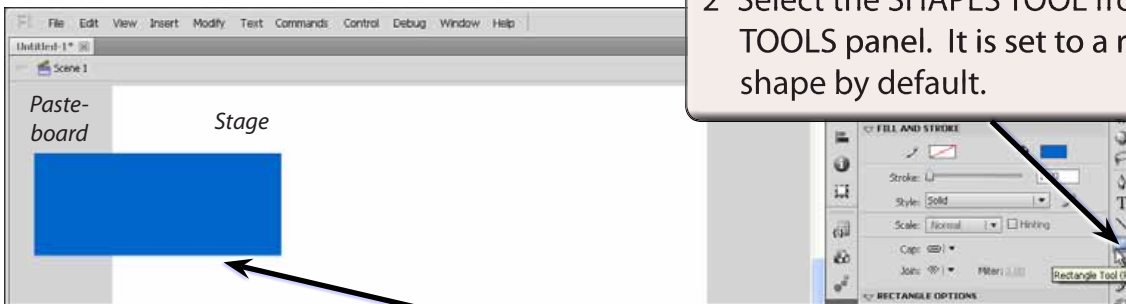
There are two parts to the Flash workspace which is at the centre of the screen.

- 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.

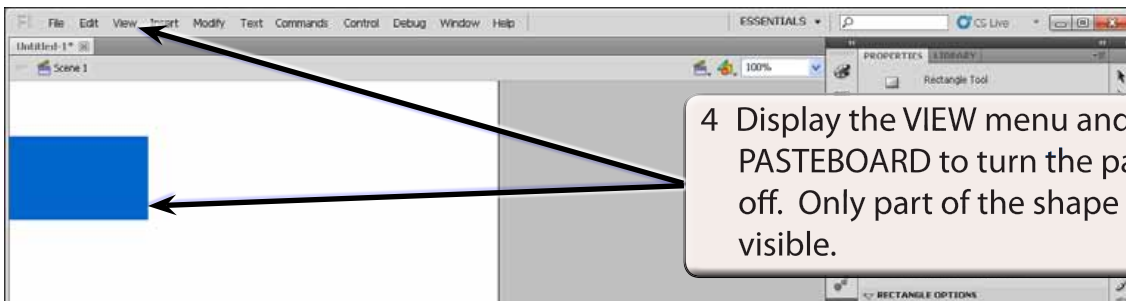


1 In the APPLICATION BAR check that the screen is set to the ESSENTIALS workspace.



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.



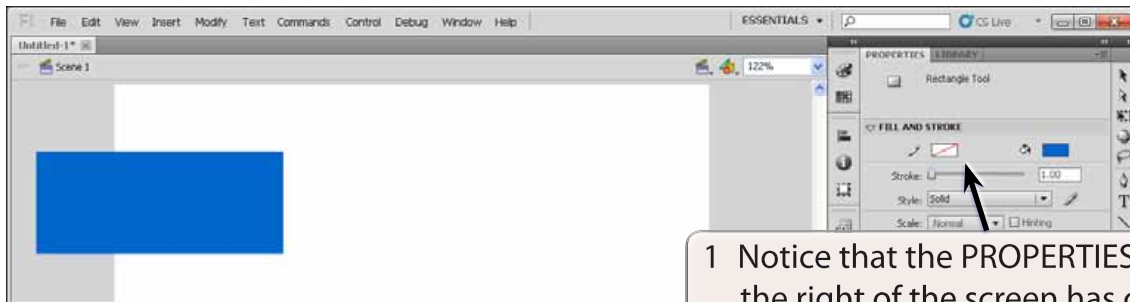
4 Display the VIEW menu and select PASTEBOARD to turn the pasteboard off. Only part of the shape is now visible.

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

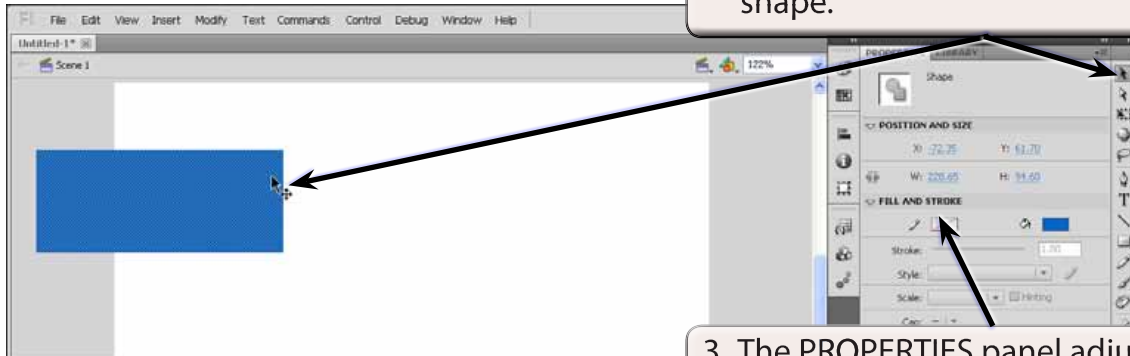
5 Display the VIEW menu and select PASTEBOARD to turn the pasteboard back on.

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.

Other Panels

Flash provides all the tools needed to create animations in a series of panels that are displayed around the stage and pasteboard.

A The Tools Panel

The TOOLS panel runs down the right of the screen and it has four sections. The DRAWING tools, the VIEW tools, the COLOUR tools and the tool OPTIONS.

