

## Creating Scenes

Scenes are self contained Flash screens that follow each other in sequence, just like the acts of a play. To illustrate how scenes are used, a simple 4-scene zoo animation will be created. The first scene will introduce the Zoo, the second scene will create an Ape animation and the third and fourth scenes will display cat animations.

We will just use animal photographs in this example so you can see how to put the scenes together. In the normal use of scenes you would create more detailed animations.

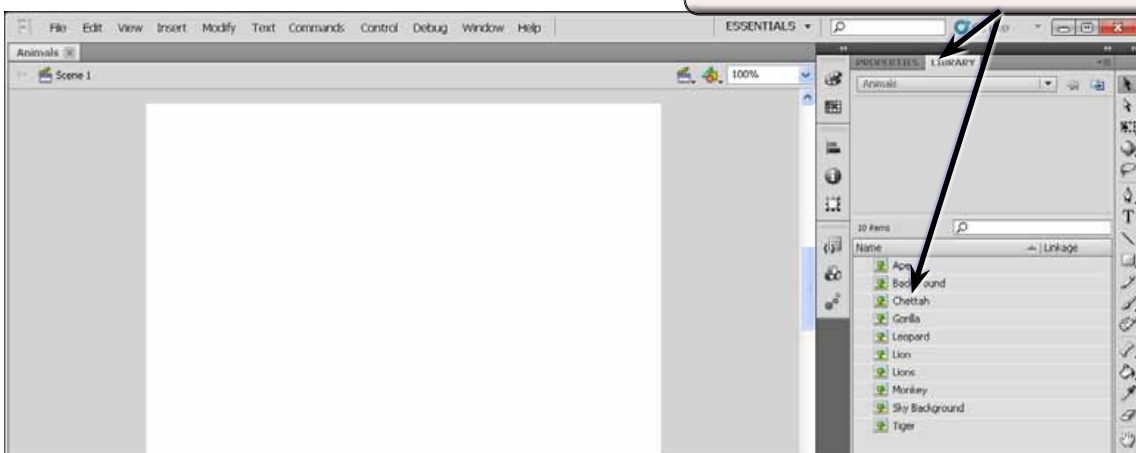
### Loading the Prepared File

A file with all the photographs and backgrounds has been prepared for you.

- 1 Load Flash or close the current file and click on the OPEN button.
- 2 Access the FLASHcs5 SUPPORT FILES and open the CHAPTER 24 folder.
- 3 Open the ANIMALS file.
- 4 Use SAVE AS from the FILE menu to save the file in your STORAGE folder under the name:

Animals

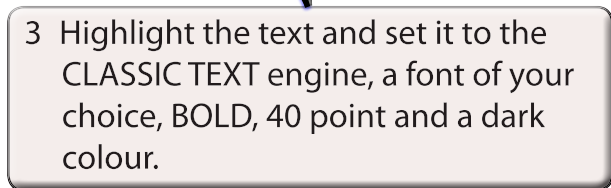
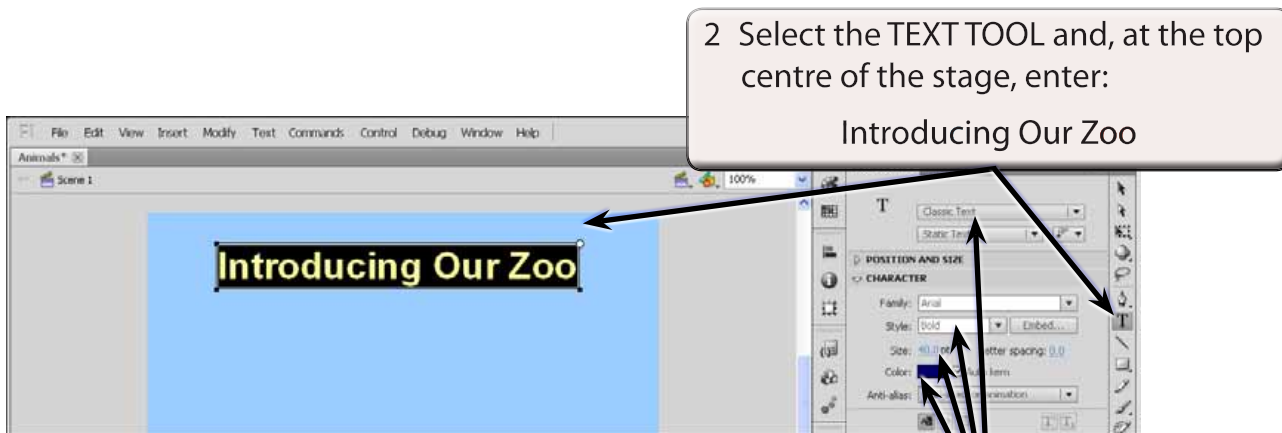
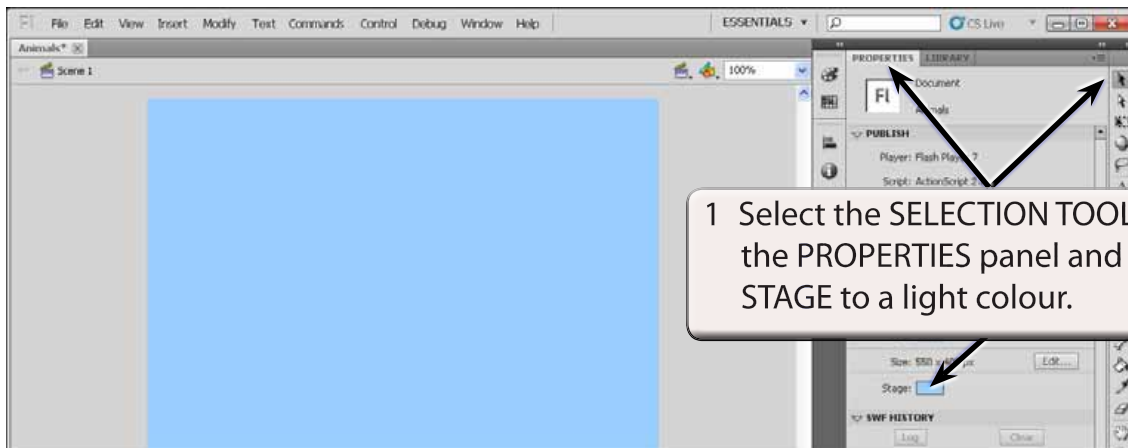
- 5 Open the LIBRARY panel and the assets that will be used should be displayed.

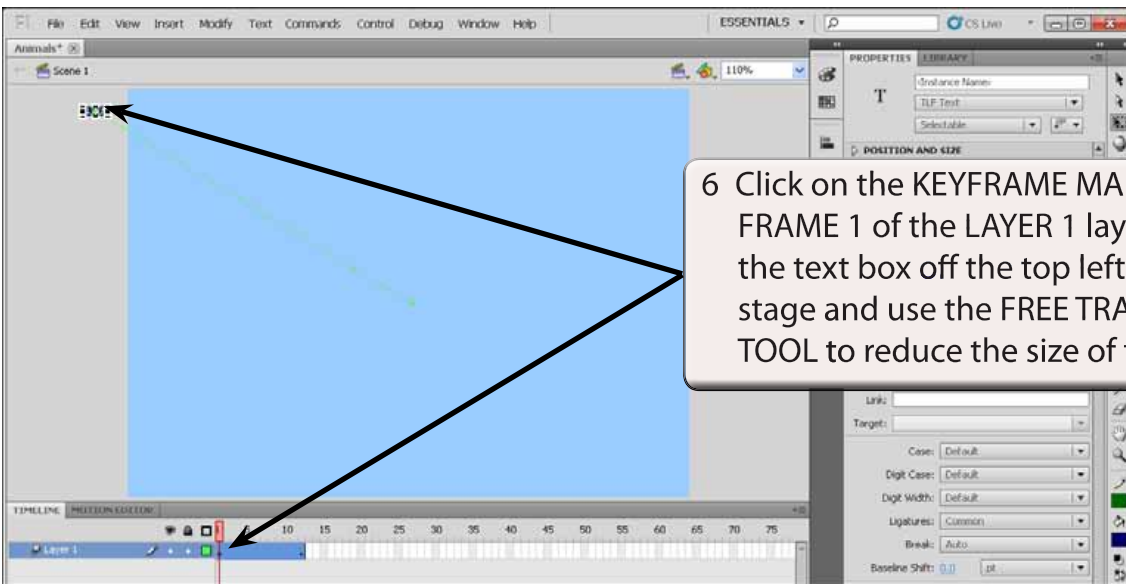
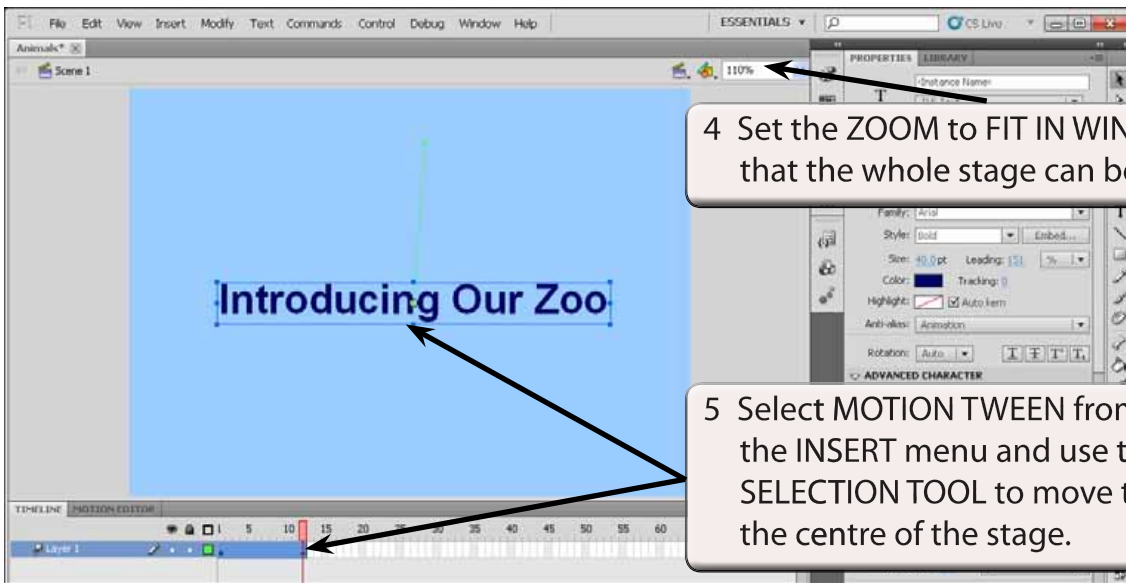


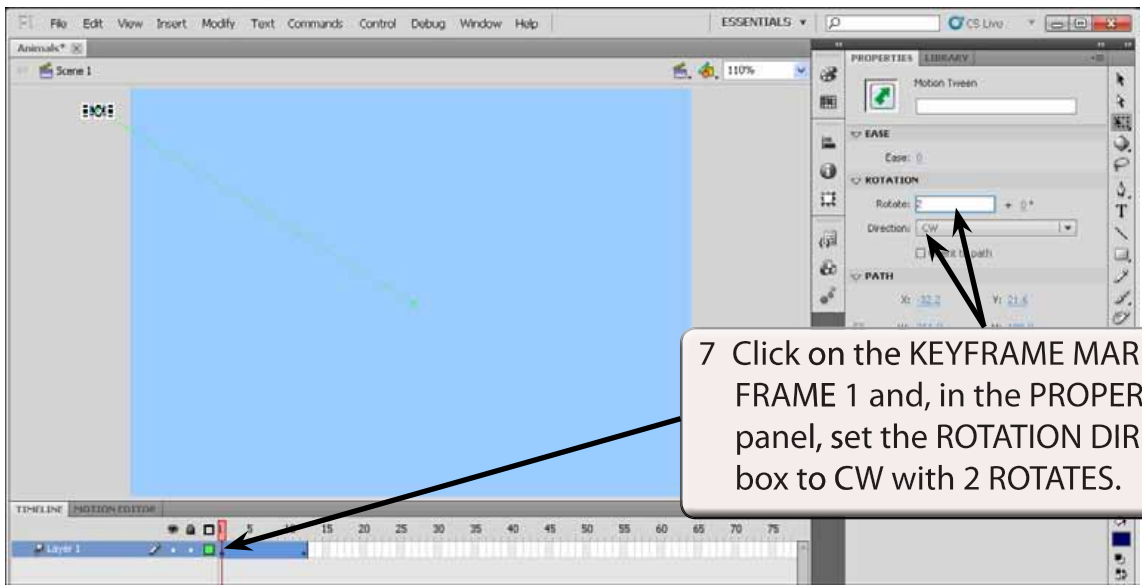
## The Introduction Scene

The Introduction scene will simply place the title on the screen as an animation.

### A Creating the Animation

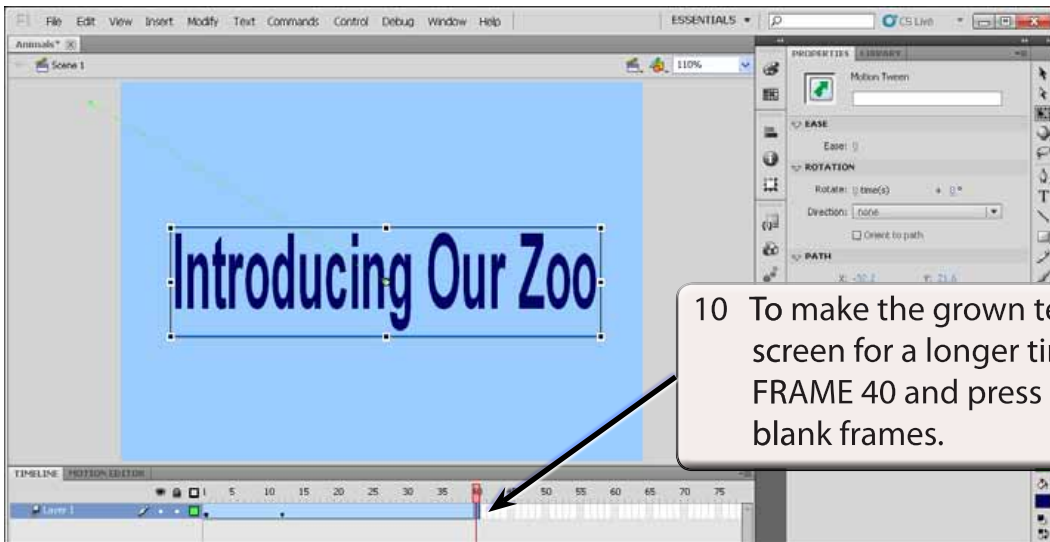






- 9 Test the animation and the text should start small then rotate and grow to the larger size.

**NOTE:** You can also apply some 3D ROTATIONS and 3D TRANSLATIONS to the text if you wish.



## B Naming the Scene

It is good practice to name scenes so that you know what they refer to.

- 1 Display the WINDOW menu, highlight OTHER PANELS and select SCENE.

