

Flash is the standard file format for delivering interactive visually rich content and animation on the web.

Vector graphics and vector-based animations on the web.

Movie ending: .swf; Work file: .fla

CORE ELEMENTS OF FLASH

1. Open up Flash | icons, menus, toolbars, panels and edit bar.
2. Hand tool | top right hand corner percentage

Stage -Where all the action takes place VS.. WORK AREA

Properties Panel = your best friend

It will change depending on what tool you are on

Click on workspace to get to main properties.

Tools

You can access toolbar by window>tools

Select tool

Draw a circle | move circle (stroke is affected)

Double click to select the whole object

Using select tool to draw a rectangle around objects.

To group object go to MODIFY>GROUP

Rectangle

Line tool Custom line preferences | Play with manipulating edges |

Ink Bottle Changes colors on lines and Strokes

Oval tool

Eraser

Pencil Preference box and options (straighten, smooth and ink)

Paint brush Four Mode Options | Normal, Fills Behind, Selection, Paint Inside

Free transform tool Four options down in tool bar.

Pen Tool dragging = Bezier | clicking = straight lines | click first point to complete circle

Direct Select Tool get closer when go over point turns into white triangle, then select Bezier curves

4 WAYS TO MODIFY SIMPLE GRAPHICS

1. **Transform tool** in toolbox | look through options below
2. **Transform panel** | window>transform
3. transform visually > look for grabber when approaching an object
4. go to **Modify** menu > **Transform** > flipping, rotating and skewing, distort graphics symmetrically

MODIFY SHAPES

1. double click to select entire object
2. pin dots represent that shape is an object that can be modified.
3. you can easily modify with the curve or corner pt. Just by moving your cursor over shape
4. hold down shift key to select more objects
5. you can also drag with the selection tool to select
6. if already selected click to deselect
7. you can easily delete and add anchor points with the pen tool
8. When working with a few objects on the same layer and you don't want them to overlap
Modify>group to self-contain | Modify >ungroup
9. To edit a group: edit>edit selected
10. Align palette> Window align

WORKING WITH TEXT

Text Tool | WORD WRAP |

Properties panel> must say static text (for now) | point size | tracking | font | anti-alias for read.

HOW TO EDIT TEXT

1. Modify> break apart (one time) = single letter text box
2. Modify>break apart (two times) = raw shapes/you will see pin dots

TIMELINE (record of activity, composed of frames)

Frame = grey numbered segments

Key frame = A fixed point in time represented by visual content >Nothing will change unless you add another keyframe f6

(copy paste new square -move & make bigger)

Layers Label | Move Around | Insert | Trash | Folder

TIMELINE

1. add layer, delete layer, folders, change the layer name, hide layers, lock layers, outline of layers, drag to change order of layers
2. a layer is activated when it is selected and highlighted = will always go on this layer
3. You can copy and paste objects on different layers all onto one layer>just hold down the shift key
4. Underneath timeline you may view ...current frame, frame rate, elapsed time.
5. Key frame- represents an event occurring on timeline. A CHANGE!
6. Blank key frame – empty locations on the timeline that are ready to have content placed in them.
7. Playhead- red rectangle with a long red line-indicates current frame you are viewing.

TIMELINE TIPS

1. click to the right of the layer name to select all frames on the layer
2. you can click and drag certain key frames to move.
3. to duplicate key frames click, drag, and hold down option key. Same thing as adding new keyframe
4. To reverse: Modify>Timeline>Frames>Reverse (won't see anything in timeline, but will notice during playback).

FRAME BY FRAME ANIMATION

- a traditional way to animate
- each time a key frame exists, it's time for new content
- you can either modify current content or create new content in the new key frame
- you can drag key frames out to make time lapse longer

ONION SKINNING

Play with the free transform tool

Modify onion markers

WHAT DO SHAPE TWEENS DO?

1. tween shapes of objects
2. tween color
3. tween a position of an object.
4. tween transformation

EXERCISE 1: SQUARE INTO A CIRCLE

1. Draw a black circle
2. Insert new key frame on frame 15 (should have 15 frames of just a circle)
3. In frame 15 draw a large black square OVER THE CIRCLE
4. click timeline anywhere in between two keyframes.
5. open properties panel and select shape from the TWEEN drop-down menu.
6. deselect timeline and you'll notice it is a pale green color where shape tween exists.
7. if you click the onion skin outlines button (just below timeline) you will see a render of the animation.
8. control>test movie or apple enter = .swf
9. TO MAKE A SMOOTHER TRANSITION
10. select frame 1 > copy frame (CTRL + C or right click frame, choose copy frame from menu)
11. click on frame 30 > insert blank key frame (hold down mouse for options) MUST BE BLANK = empty white circle
12. Use edit > paste in place (shift + CTRL + v) to insert original circle into frame.
13. click in timeline between frames 15-30 and choose SHAPE TWEEN from properties menu.
14. SHOULD BE SMOOTHER.
15. click on frame 15 and drag square a little way off to the side so you can see transition.

EXERCISE 2: IRREGULAR SHAPES

1. new document | change fps from 12 to 30 (properties panel)
2. select oval tool (black fill red stroke)
3. set stroke to 4 (properties panel)
4. use the oval tool to draw a big circle
5. insert a key frame on frame 20
6. with the circle selected, click free transform tool and choose envelope modifier.
7. Drag the points around the shape and change the overall shape of the circle.
8. Click any frame in between and select SHAPE TWEEN.
9. Insert a keyframe at 40 > Use distort modifier on the shape on frame 40 to create new shape version.
10. Select any frame between 20 – 39 and select SHAPE TWEEN from Properties.
11. Select all frames and edit>timeline>copy frames
OR click to right of layer name and CTRL + C
12. Insert a BLANK keyframe on frame 41
13. PASTE the frames in using (EDIT > TIMELINE > COPY FRAMES)
14. Select all frames from 41-80 & select MODIFY>TIMELINE>REVERSE FRAMES
15. TEST MOVIE (CTRL + enter)

SHAPE TO TEXT TWEEN

1. New Document
2. Text tool type IN BIG BLOCK LETTERS "THIS IS MY FIRST"
3. Frame 30>insert new keyframe
4. with frame 30 selected highlight the text with text tool delete it and then type "text tween"
5. move it to the right hand of stage
6. Use the selection tool to select text field that you just created
 - a. MODIFY>BREAK APART menu option to break text into separate letters.
7. With all letters selected again MODIFY > BREAK APART (breaks them into graphics)
8. Now, do same thing with text in frame 1 (remember to do it twice).
9. click between two frames to create a shape tween.

MOTION TWEENS

used for moving an image from one point to another

- a. (REQUIRES)Only works for symbols or grouped shapes
- b. MUST GROUP THE OBJECT (CTRL G) or CONVERT TO A SYMBOL FIRST

x SHAPE TWEENS | Morphing of objects into something else. (Must see pin dots)

EXPLODING TEXT

1. TYPE OUT POW
2. MODIFY > BREAK APART
3. MODIFY > DISTRIBUTE TO LAYERS
4. CONVERT EACH LAYER INTO SEPARATE GRAPHIC SYMBOL
5. ADD A KEY FRAME ON FRAME 10 OF EACH (CAN HOLD DOWN SHIFT AND DO THIS
6. ON FRAME 20 MOVE EACH LETTER OFF THE STAGE>ROTATE>CHANGE THE ALPHA TO 0
7. PUT A MOTION TWEEN FROM 10 TO 20
8. SELECT FRAME 10>PROPERTY INSPECTOR EASE OUT 100 (EASE OUT GOES FASTER)
9. PUT IN FOLDERS

CREATE BOUNCING BALL

- a Draw ball, use gradient radial
- a. Convert to a graphic symbol
- b. New key frame (10) (20) | up, down, up
- c. Make a ball right next to it so you can see the difference
- d. Frame 1 (-100) Ease in | Frame 10 (+100 ease out)
- e. EASE OUT GOES FASTER & EASE IN GOES SLOWER