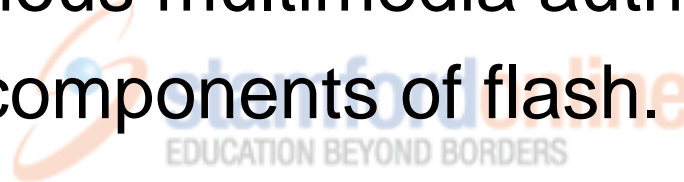


Week 8:
Multimedia Authoring tool:
Macromedia Flash

MCG 301
Multimedia

Learning Outcome

- At the end of the lesson, students should be able to:
 - identify various multimedia authoring tools;
 - use basic components of flash.



Multimedia authoring tool

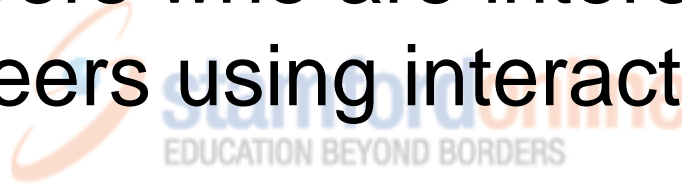
- Adobe authorware
- Adobe Director
- Adobe Flash CS3
- Mediator 9



Adobe Flash CS3

- Adobe® Flash® CS3 Professional software is the most advanced authoring environment for creating rich interactive content including websites, online advertisements, instructional media, presentations, games, and mobile device content.

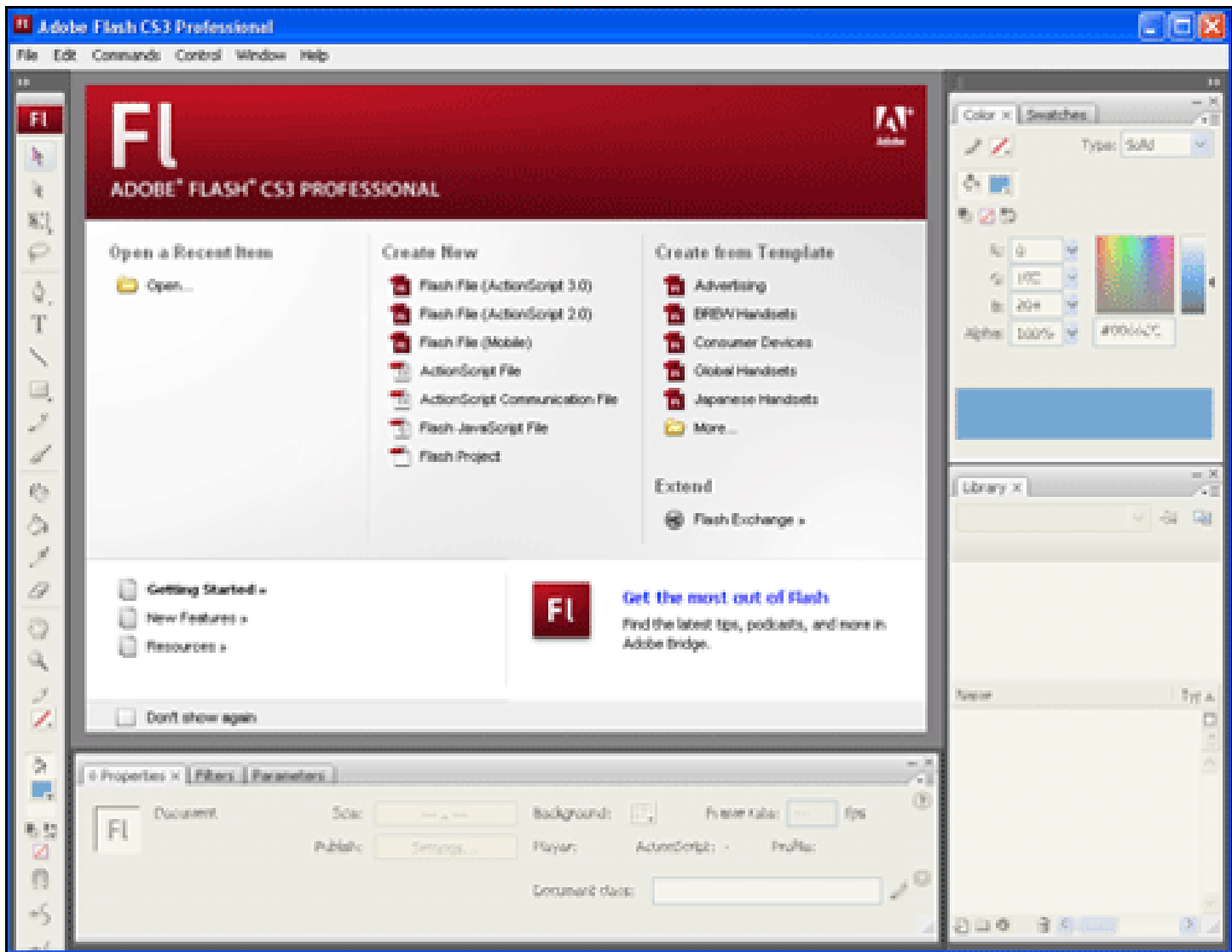
- Flash CS3 Professional offers nearly limitless opportunities to student designers and developers who are interested in building careers using interactive design technology.



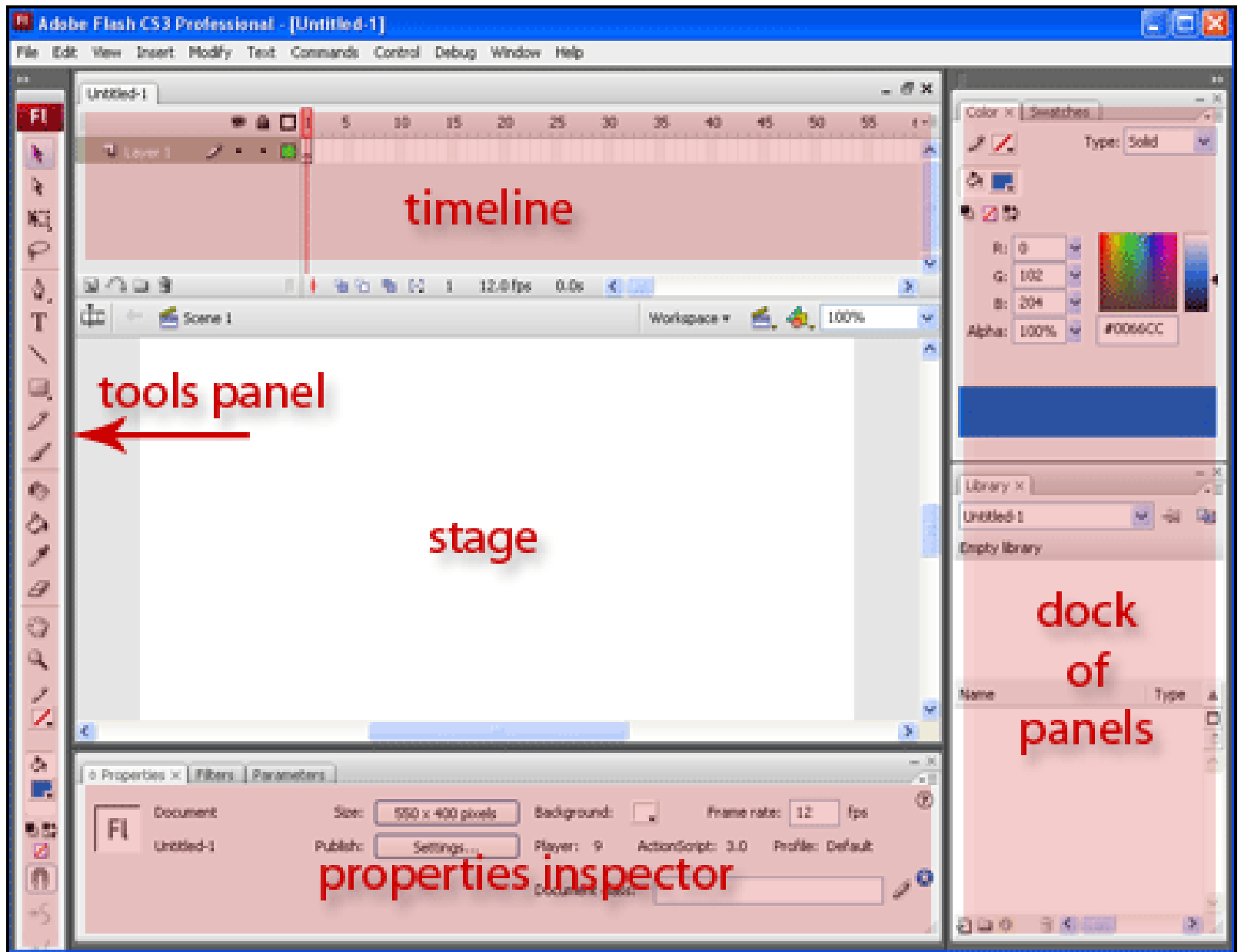
Using Flash CS3: Basic Drawing



- When opening Flash, the first screen you will see is the "**Welcome Screen.**" This can be disabled by selecting "**Don't show again,**" or re-activated by going to your "**Preferences**" located under the "**Edit**" menu.

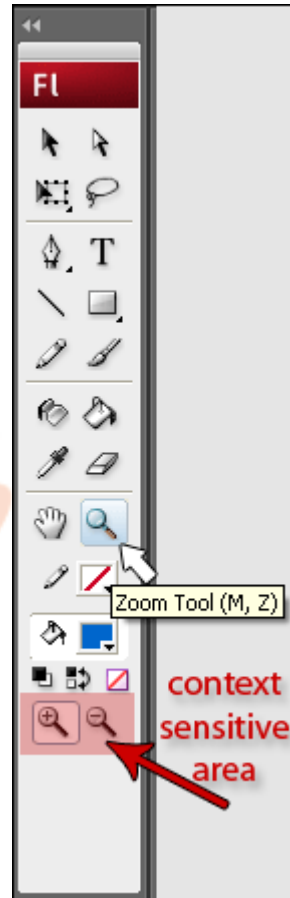


- 1. Stage:** the portion that will be visible when you publish this file to a web page or a projector screen on a CD-ROM.
- 2. Timeline:** shows the progression of your movie as you go from frame to frame. Determines how and when content will appear.
- 3. Properties Inspector:** adapts to the element that you are currently working with.
- 4. Tools Panel:** contains editing tools for your projects.
- 5. Dock of Panels:** contains open panels that are frequently used for easy access as you create and edit your project.



Drawing Basics: Exploring the Tools Panel

- Notice when you mouse-over an item in the "**Tools Panel**" that the keyboard short-cuts are included in the mouse-over description.
- At the bottom of the "**Tools Panel**" is a context sensitive area that changes depending on the tools selection.
- **PRACTICE:** *Select different tool selections, then notice how the content sensitive area changes when different tools are activated.*



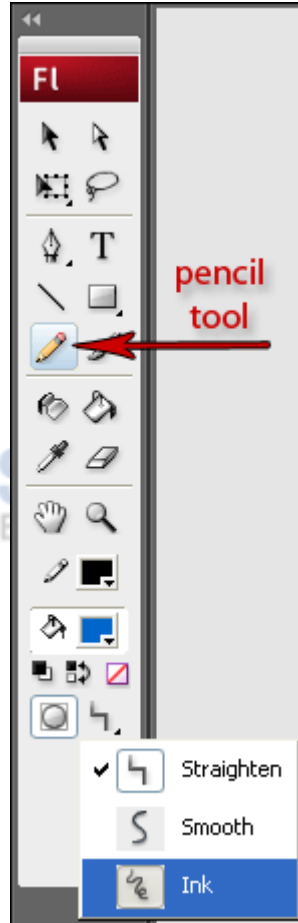
Zoom Tool (M, Z)

context sensitive area

donline
BORDERS

Exploring the Pencil and Line Tool

- Select the "**Pencil Tool**" (see image to the right).
- In the context sensitive area, explore the straighten, smooth, and ink options.
- Draw a line using the ink option, then select the line using the "**Selection Tool.**" Once the line is selected, go to the context sensitive area and select to straighten the line.



online
RDERS

Exploring the Cap Ends on a Line







- Select the “**Line Tool**”.
- Using the “**Properties Window**”, select a different colour and a different stroke height.
- Explore the “**Cap**” option.
- Finally, explore the different line strokes.








In this activity, explore using the pencil and paint brush with the oval and rectangle tool options.





Properties Filters Parameters

Shape   18.25  Solid  Custom...  Cap: 

  Stroke hatching Scale: Normal  Miter: 3  Join: 

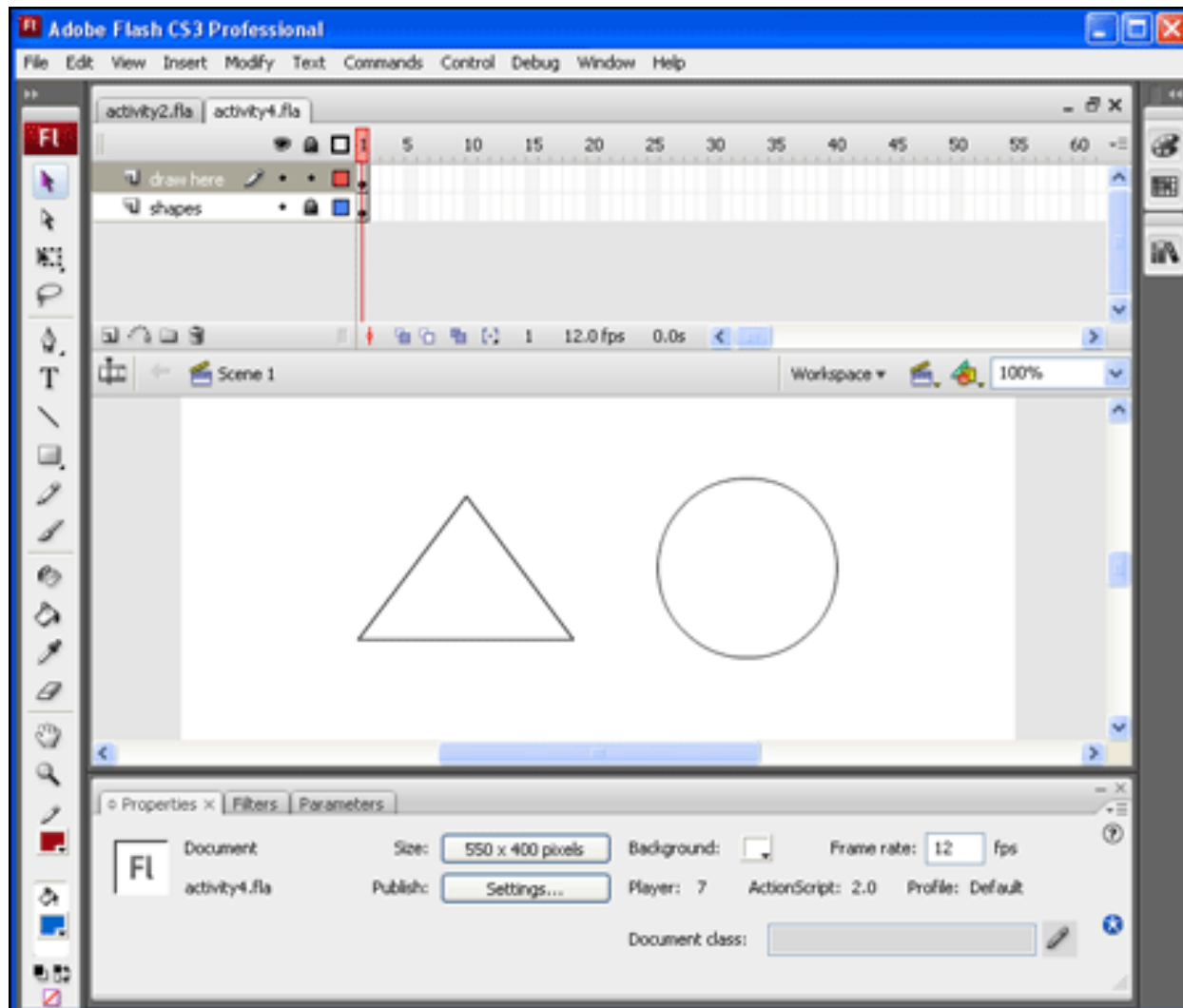
W: 395.8 X: 65.4
H: 0.0 Y: 216.7

Cap: 



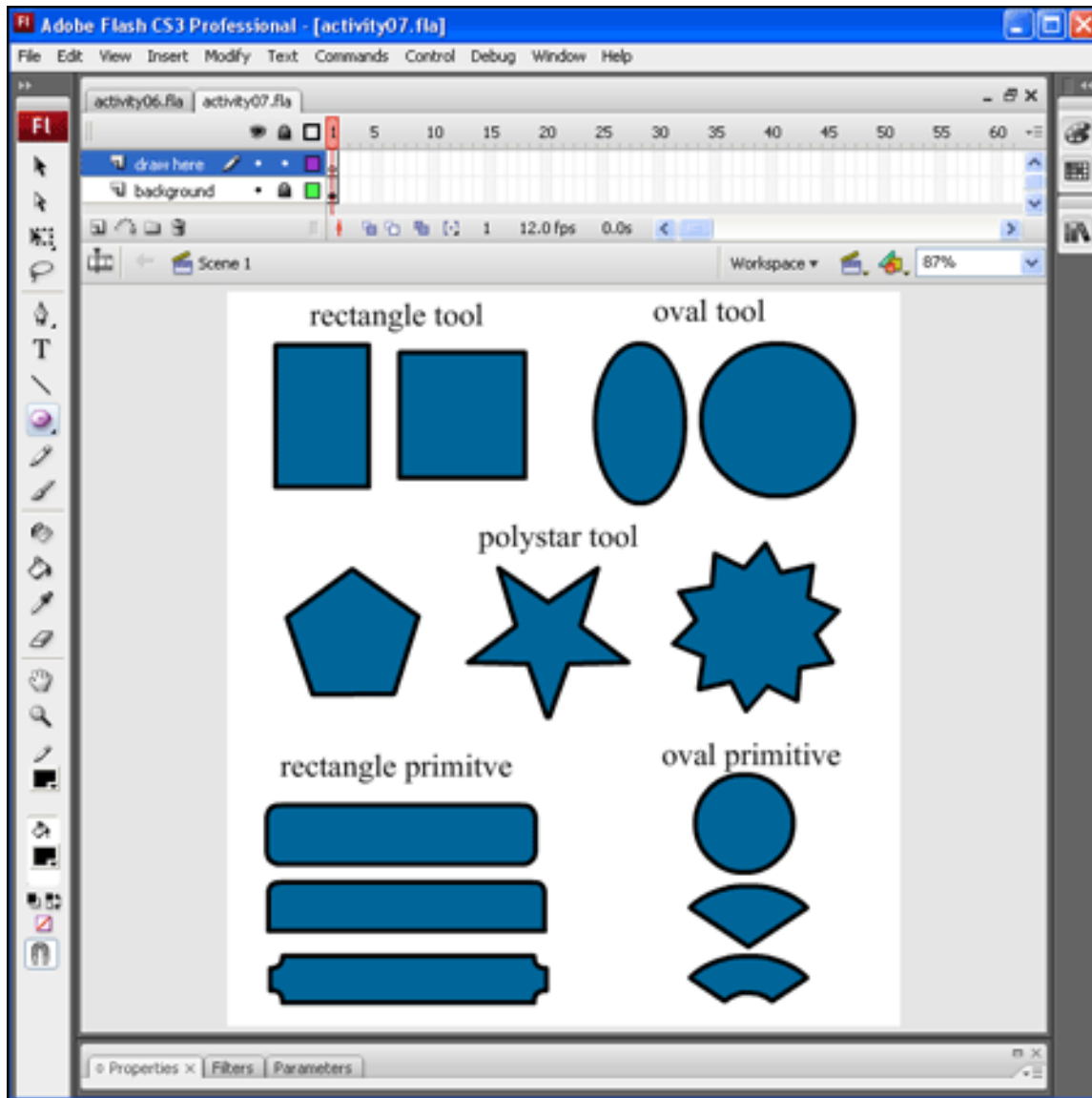
Exploring the Pen Tool

- **Workshop: open activity6.fla**
- Select the pen tool, then use the pen tool to select each corner of the triangle. Once you have a closed figure, use the pen tool to deselect the anchor points.
- Select the pen tool, then set an anchor point at four equal parts on the circle, by clicking, then slightly dragging to bend an arc, outlining the circle.
- Use the "**Subselection Tool**" to choose then move the anchor points.



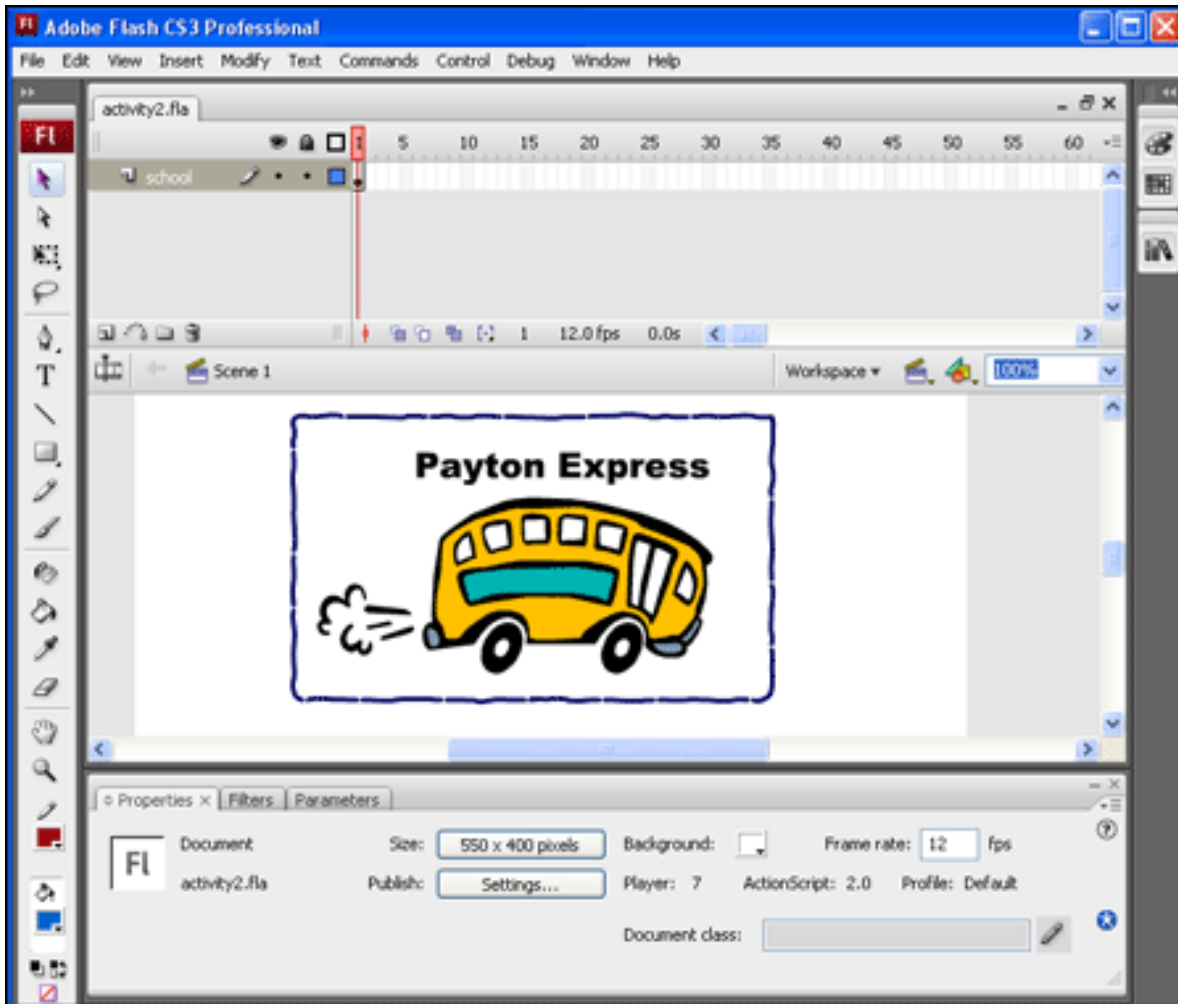
Exploring the Shape Drawing Tools

- **Workshop: open activity07.fla**
- Explore the five options for using the shape drawing tool. Begin by exploring the rectangle, oval, and polystar tools.
- Finally, explore the rectangle and oval primitive tools.



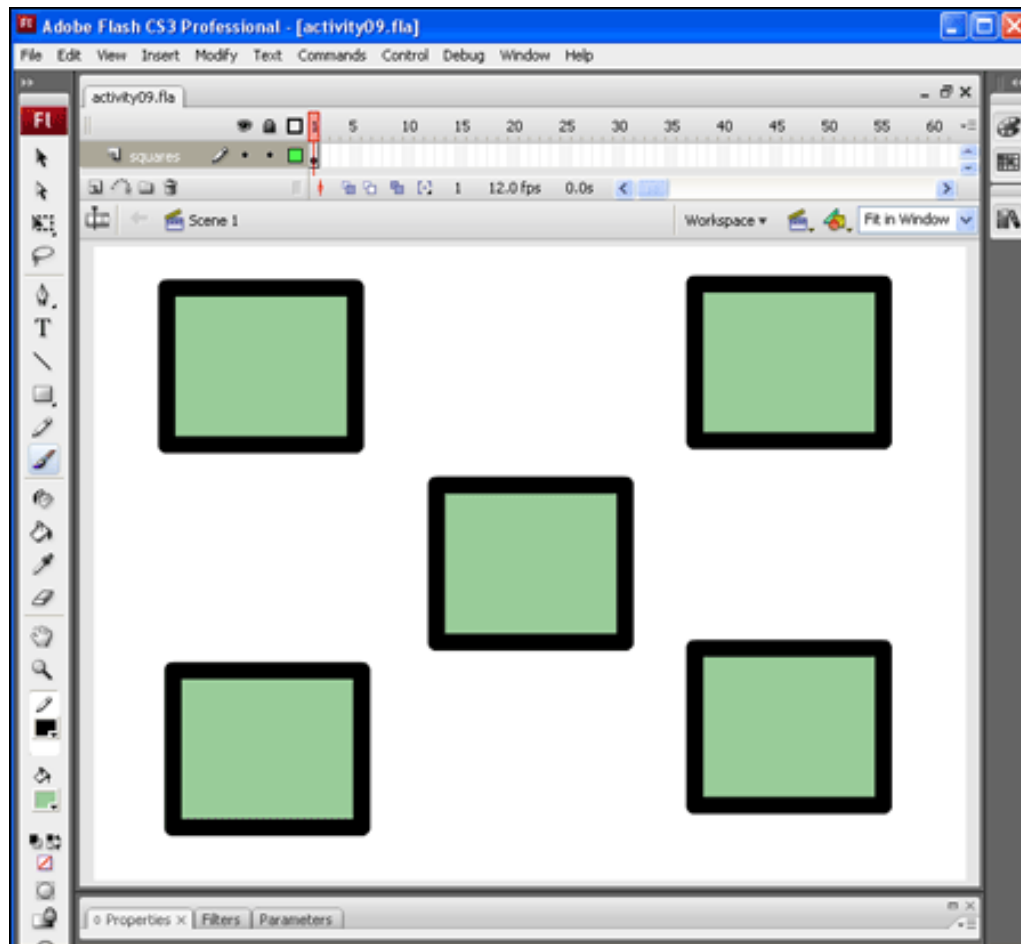
Manipulating Lines and Fills

- **Workshop: open activity08.fla**
- Explore single- and double-clicking to select colour, modify lines, and change the fill of the picture.
- Practice using the lasso tool to select the exhaust smoke, then to change the colour of it.
- Add a new outline colour to the bus or the picture frame using the ink well.



Using the Paint Brush and Eraser

- **Workshop: open activity09.fla**
- In the "**Tools Panel**", select the "**Brush Tool (B)**".
- In the "Context Sensitive" area, select the five different brush modes to explore the different functionality of each one.
- Next, open **activity09B.fla**.
- In the "**Tools Panel**" select the "**Eraser Tool (E)**".
- In the "Context Sensitive" area, select the five different eraser modes to explore the different functionality of each one.



Using Grouping

- **Workshop: open activity10.fla**
- Explore what happens when shapes overlap and discover how to keep objects intact by grouping an object.



activity10 fla

Layer 1

Scene 1

Workspace Fit in Window

1 12.0 fps 0.0s

1. remove the outline of the house
2. remove a portion of the cloud
3. move lines so that they intersect (create an x) and then cut a portion off
4. create an "x" pattern on the roof
5. create overlapping images that do not cut each other

