

Week 9-11:
Multimedia Authoring tool:
Macromedia Flash

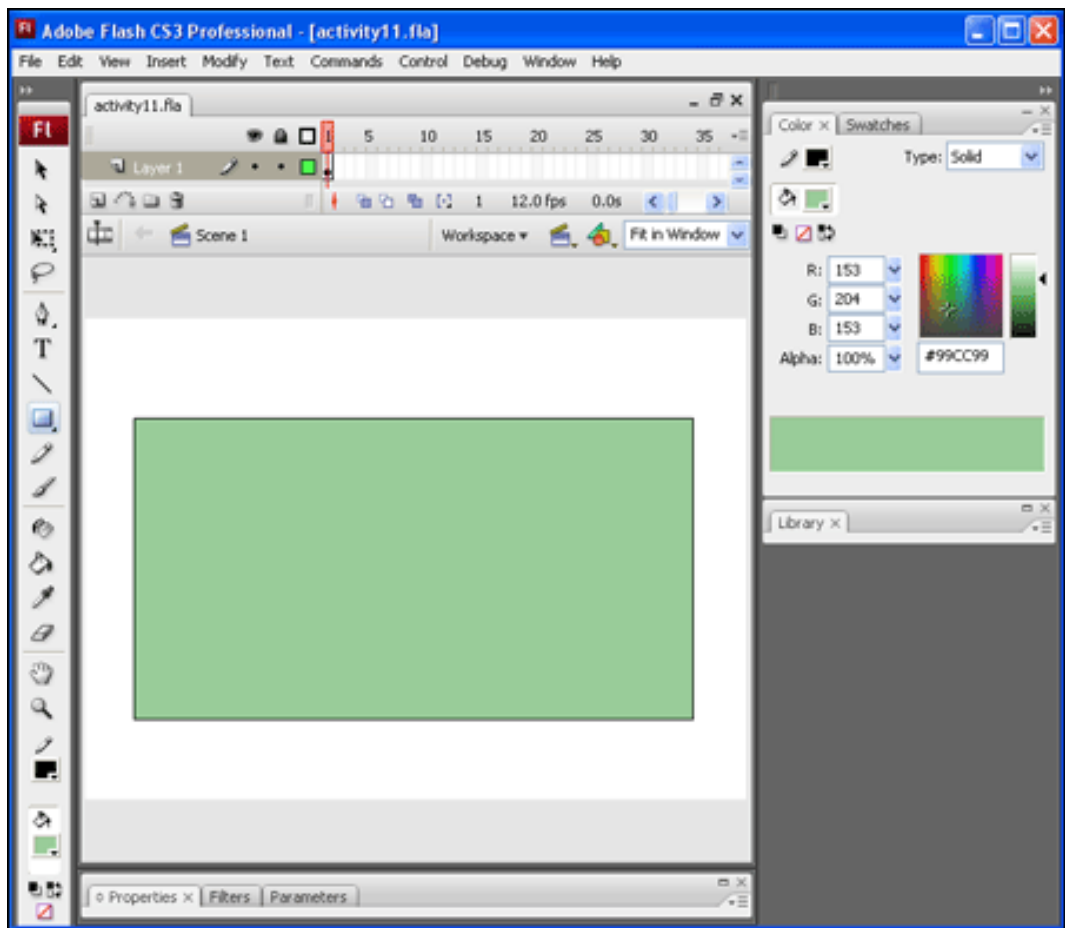
MCG 301
Multimedia

Using Flash CS3: Basic Colour



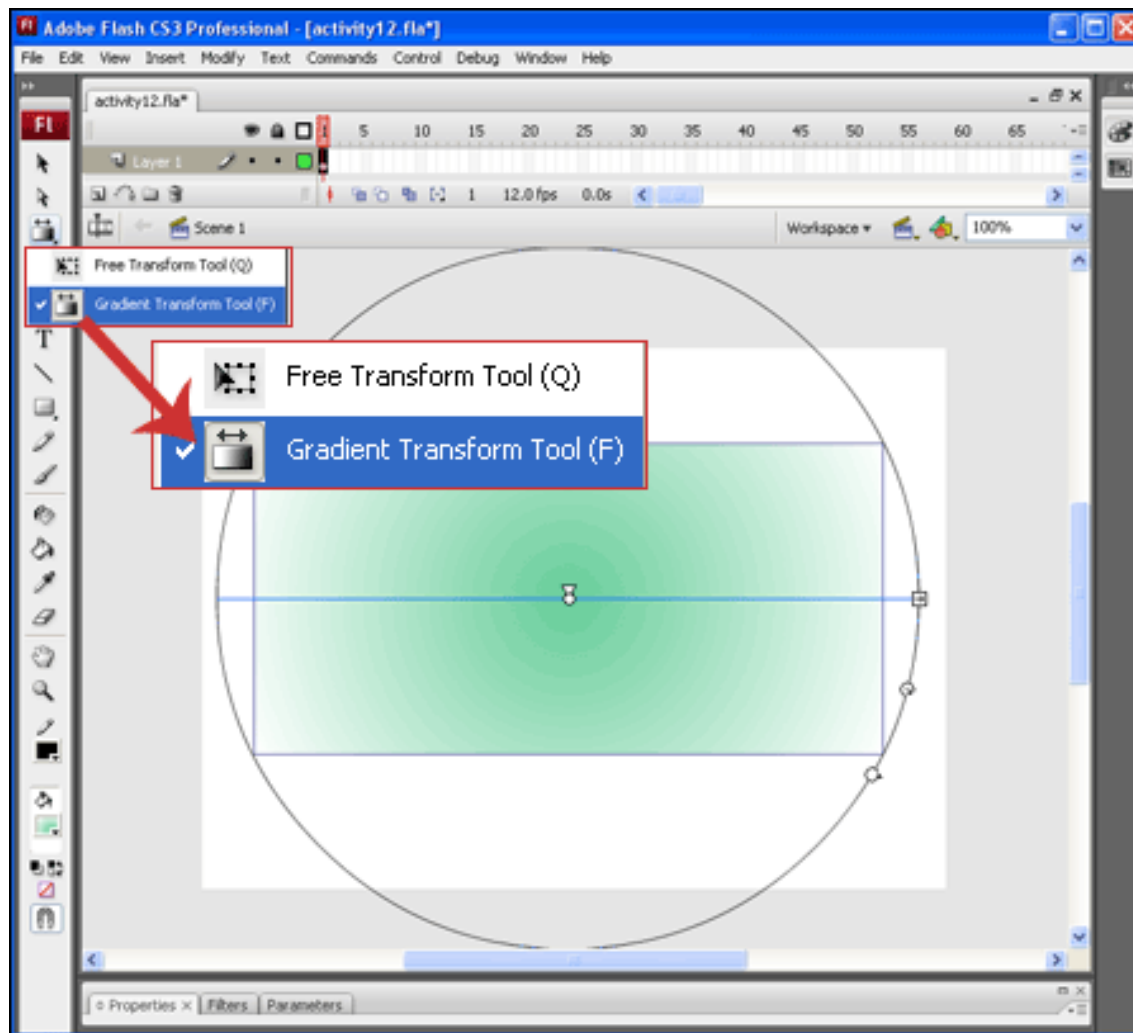
Using Colour Basics: Colour Mixer

- **activity11.fla**
- Explore how to select different solid colours as well as changing the brightness and darkness of that colour.
- Select "**linear**" type and explore how to change colours, set and remove colour pointers to manipulate the graduation, and swap colours.
- Select "**radial**" type and repeat step three exploration.



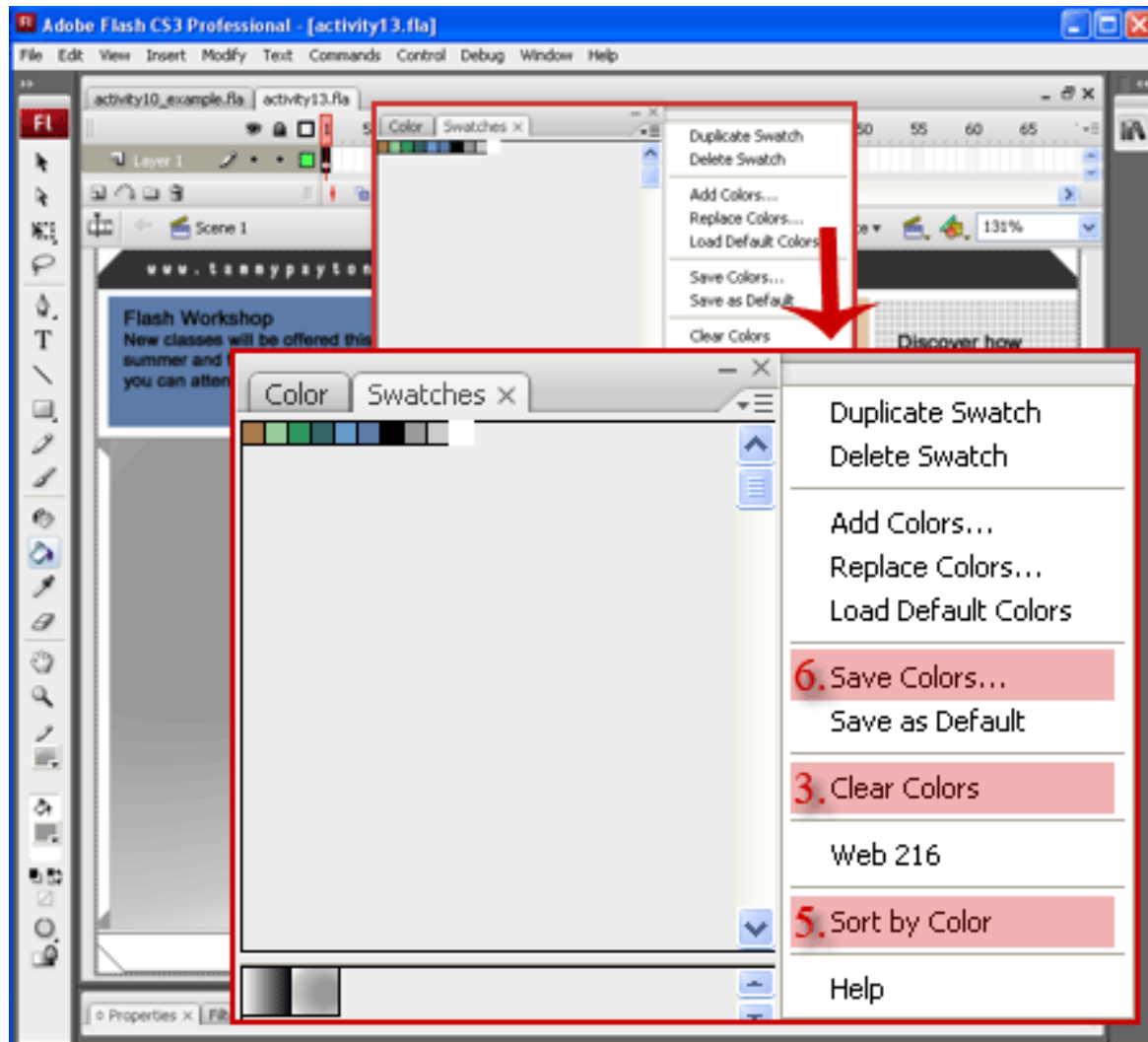
Using Colour Basics: Gradient Transform Tool

- **Workshop: open activity12.fla**
- Select the "**Rectangle Tool**" and turn the "**Object Mode**" on in the "**Context Sensitive**" area. Next draw and fill a rectangle, using the "**radial**" type of filling.
- In the "**Tools Panel**" select the "**Gradient Transform Tool (F)**" and explore the controls.



Using Colour Basics: Colour Swatches

- **Workshop: open activity13.fla**
- In the "**Color Panel**" select the tab "**Swatches.**"
- In the "**Swatches**" menu, clear all colours.
- Select the "**Eyedropper**" and select a colour in the graphic, then pour it either in the solid or gradient area of the "**Swatches**" panel. Repeat until all colours have been added.
- Once all colours have been selected, choose to "**Sort by Color**"
- Now in the menu, select to "**Save Colors**"
- You now can add this swatch of colours to any .fla file by selecting "**Add Colors**".

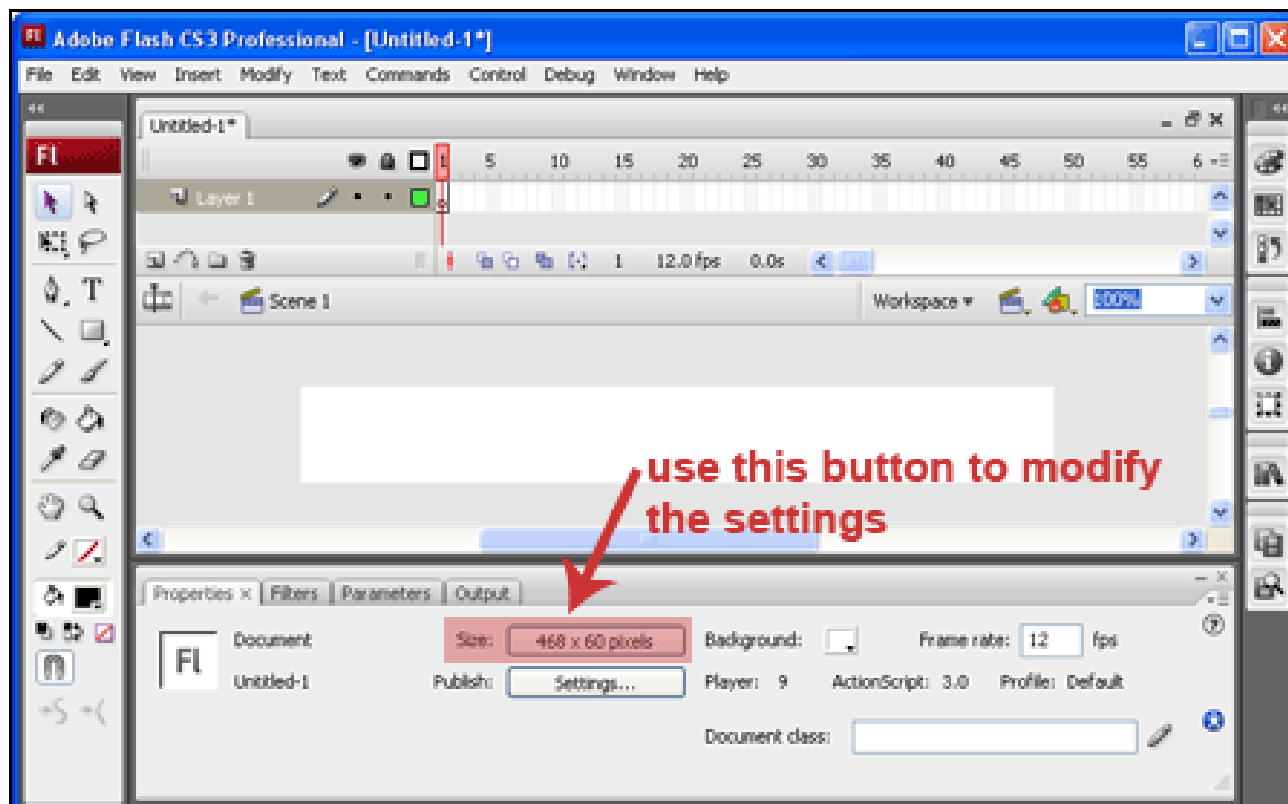


Using Flash CS3: Basic Animation



Animation Basics: exploring the timeline

- **Workshop: create a new file**
- Use the properties panel to change background colour, edit size to 468X60, change frame rate to 24.
- Discuss key frames (F6), blank key frames (F7) and frames (F5) in the timeline.
- Save file as **activity14.fla**



Animation Basics: modifying shape & position

- **Workshop: open activity14 fla**
- Select the "**Rectangle Tool**", then select the colour of the rectangle fill, choose "no stroke" colour and draw a rectangle on the stage - don't worry about the size!
- Use the "**selection tool**" to select the rectangle on the stage, then modify the width/ height and X/ Y screen position.
- Save this file as **activity15 fla**.

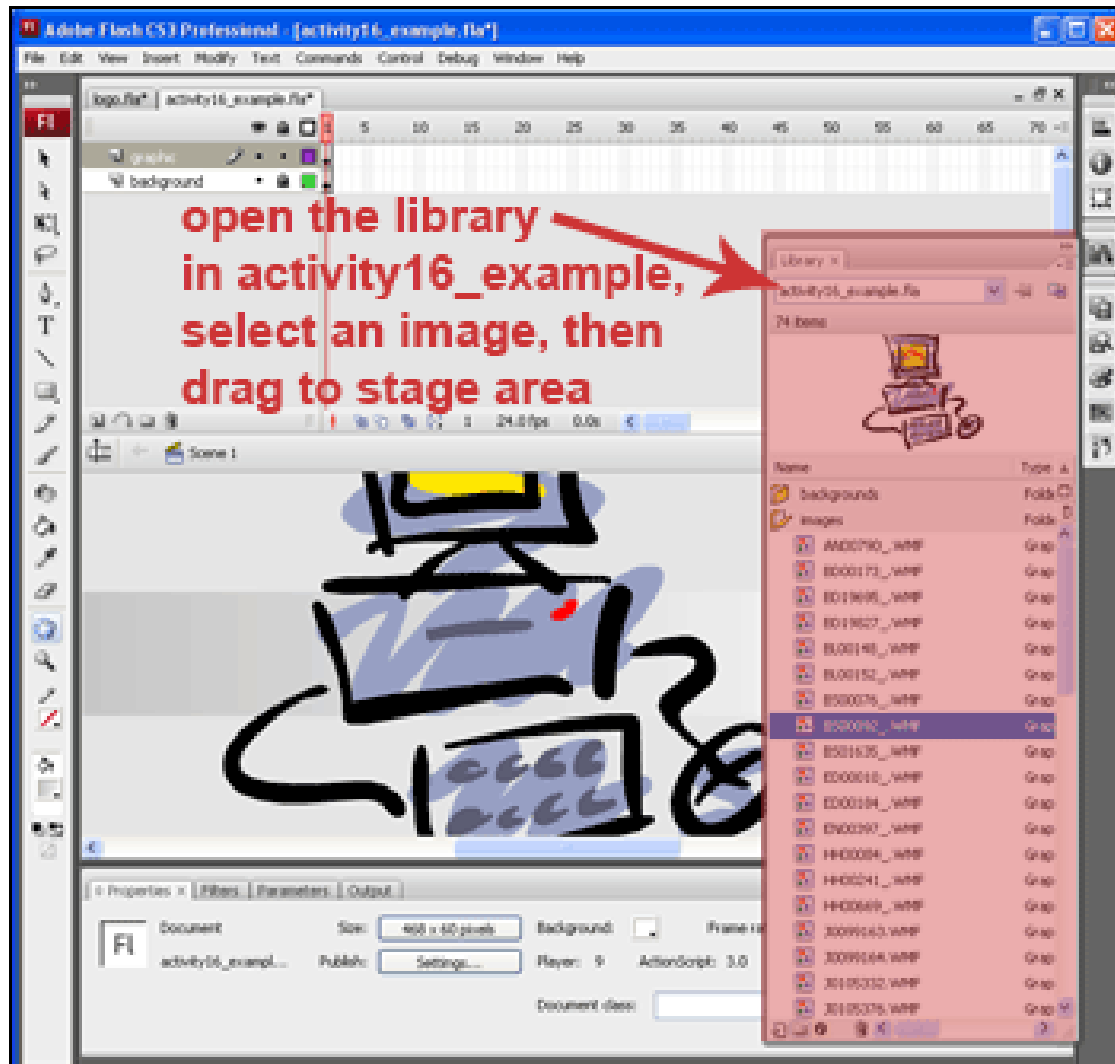
**use these settings to
modify size and position of
rectangle**

The screenshot shows a software interface with a Properties panel. The panel has tabs for Properties, Filters, Parameters, and Output. The Properties tab is active, showing a 'Shape' icon, a lock icon, and input fields for width (468.0), height (60.0), x (0.0), and y (0.0). A red arrow points from the text above to the 'Shape' icon.

W:	468.0	x:	0.0
H:	60.0	y:	0.0

Animation Basics: using the library

- **Workshop: open activity15.fla**
- Open the library by selecting "**Ctrl+L**" or "**Windows**" > "**Library**"
- Notice that the library is empty.
- Open the library for "activity16_example.fla" by going to "**File**" > "**Import**" > "**Open External Library**"
- Browse through this library, select an image from the folder "**image**" then drag to stage area.
- Close the library for "activity16_example.fla"
- Note that the graphic now appears in your "**activity15**" library.
- Save this file as **activity16.fla**



Animation Basics: creating a Motion Tween

- **Workshop: open activity16**
- Make sure your graphic is on a different layer from your background
- Next select "**Frame 9**" and press "**F6**"
- With Frame 9 still selected, move and re-position your image to fit inside of the banner area
- Save file as **activity16.fla**

Fl Adobe Flash CS3 Professional - [activity16_example fla*]

File Edit View Insert Modify Text Commands Control Debug Win

logo fla* activity16_example fla*

1 5 10 15

graphic

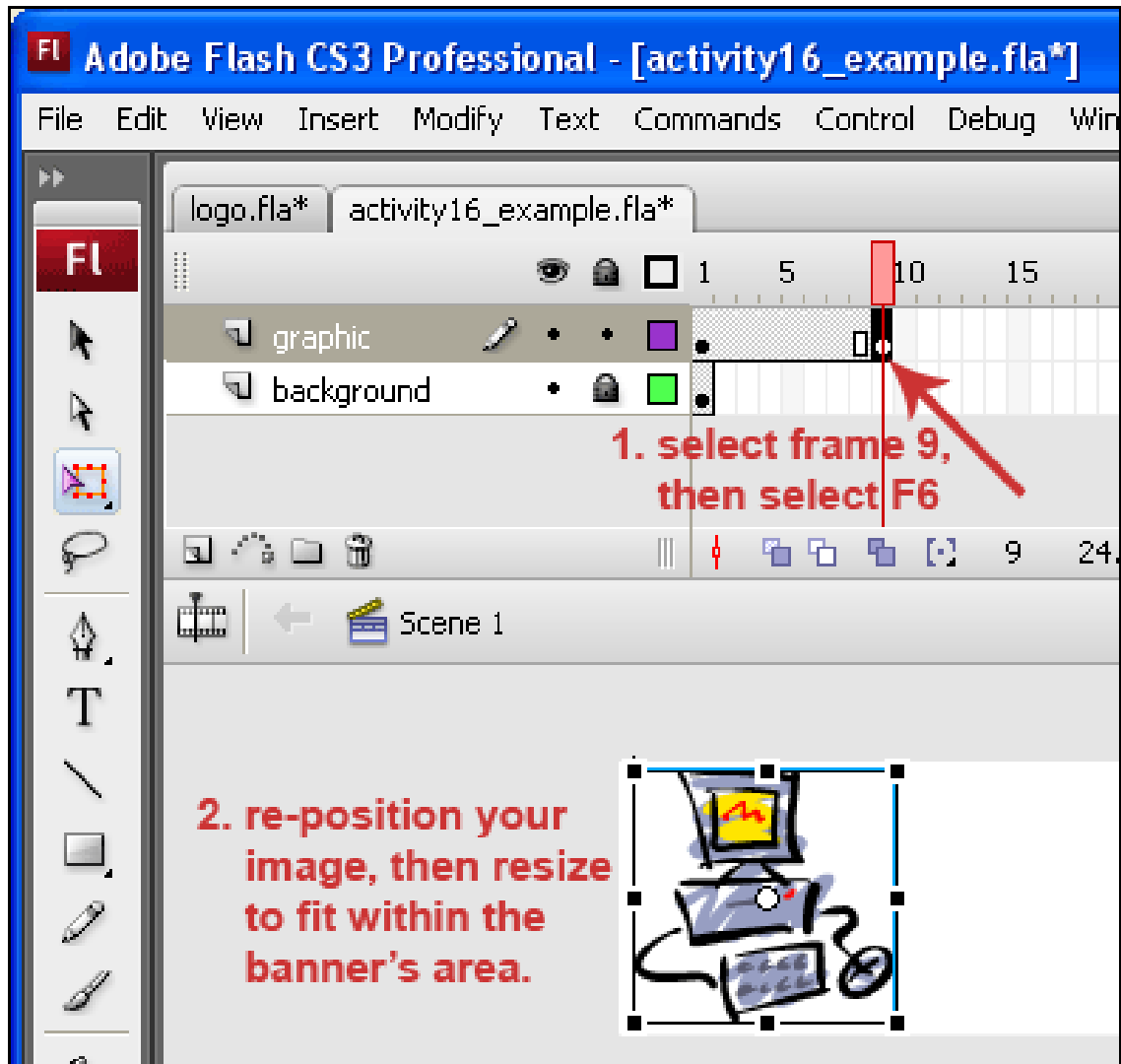
background

1. select frame 9, then select F6

9 24

Scene 1

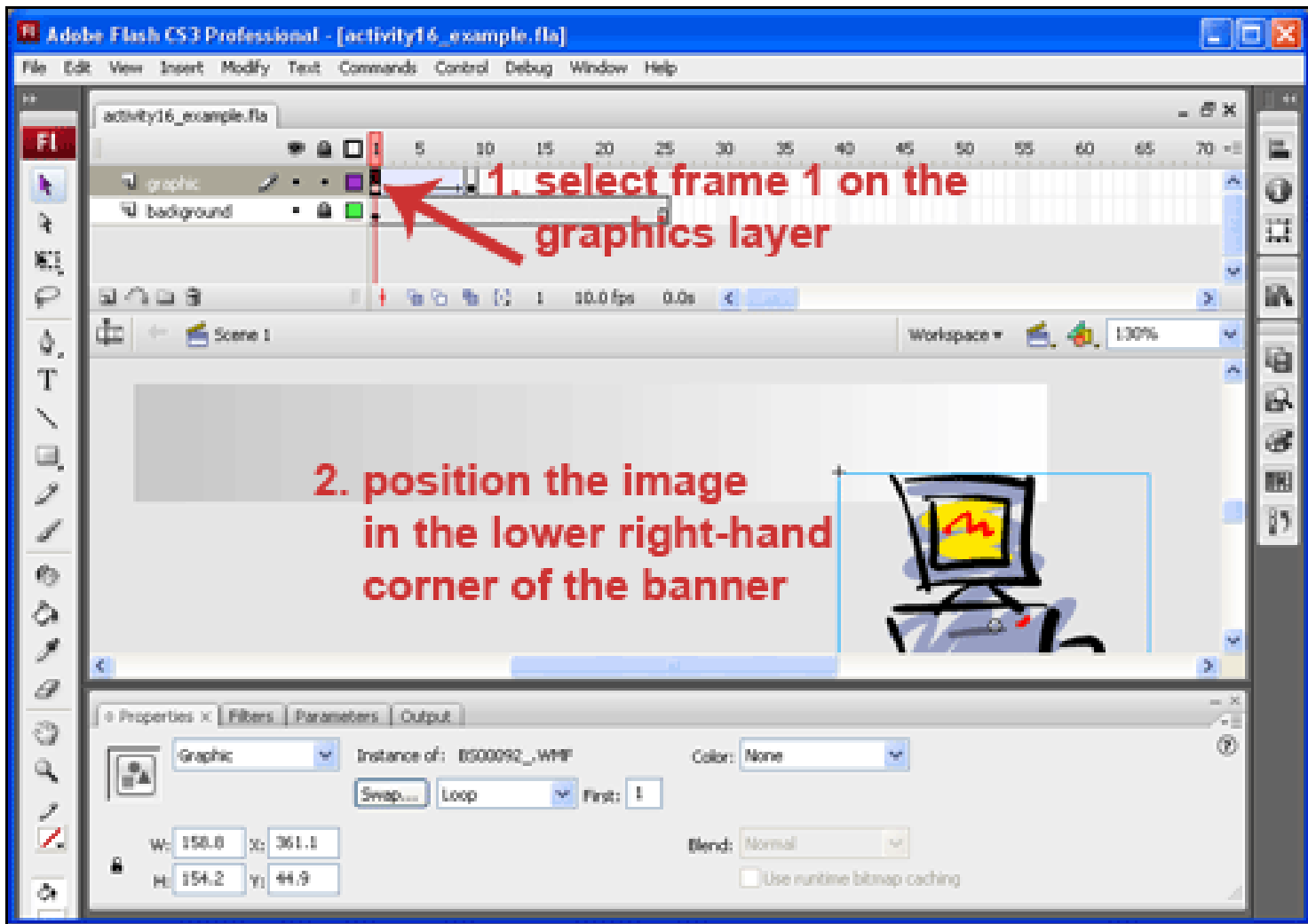
2. re-position your image, then resize to fit within the banner's area.



The screenshot shows the Adobe Flash CS3 Professional interface. The title bar reads "Fl Adobe Flash CS3 Professional - [activity16_example fla*]". The menu bar includes "File", "Edit", "View", "Insert", "Modify", "Text", "Commands", "Control", "Debug", and "Win". The timeline at the top shows a sequence of frames from 1 to 15, with frame 9 highlighted in red. A red arrow points to frame 9. The main canvas displays a banner area with a computer illustration. The illustration consists of a monitor, a laptop, and a tablet, all connected by lines. The illustration is enclosed in a blue dashed border, indicating it is selected and being repositioned or resized. The text "2. re-position your image, then resize to fit within the banner's area." is written in red below the illustration.

Animation Basics: creating a Motion Tween

- **Workshop: continue working with activity16.fla**
- Select "**Frame 1**" on the graphic layer.
- Position your image in the lower right-hand corner of the banner.
- Save file as **activity16.fla**



Animation Basics: creating a Motion Tween

- **Workshop: continue working with activity16.fla**
- Select "**Frame 4**" on the graphic layer. Then in the "**Properties Inspector**" select "**Motion**" > "**Tween**"
- Select different settings on the "**Ease**" and explore how this effects the animation.
- Select to "**Rotate**" your image in your animation.
- Save file as **activity16.fla**

Animation Basics: working with text

- **Workshop: open activity16**
- Create a new layer then make sure the other layers are locked.
- Go to Frame 9, which is right after your graphic has animated in, and press "F6" to add a key frame. Type the first letter in your banner.
- Select Frame 10, press "F6" then add the second letter in your banner.
- Repeat this process until all letters in your banner are added.
- With Flash CS3, you have the option to add filters to your banner - check it out!
- Save file as **activity16.fla**

Adobe Flash CS3 Professional - [activity16.fla*]

File Edit View Insert Modify Text Commands Control Debug Window Help

1. create a new layer

2. go to frame 9, press F6 and type first letter in your banner

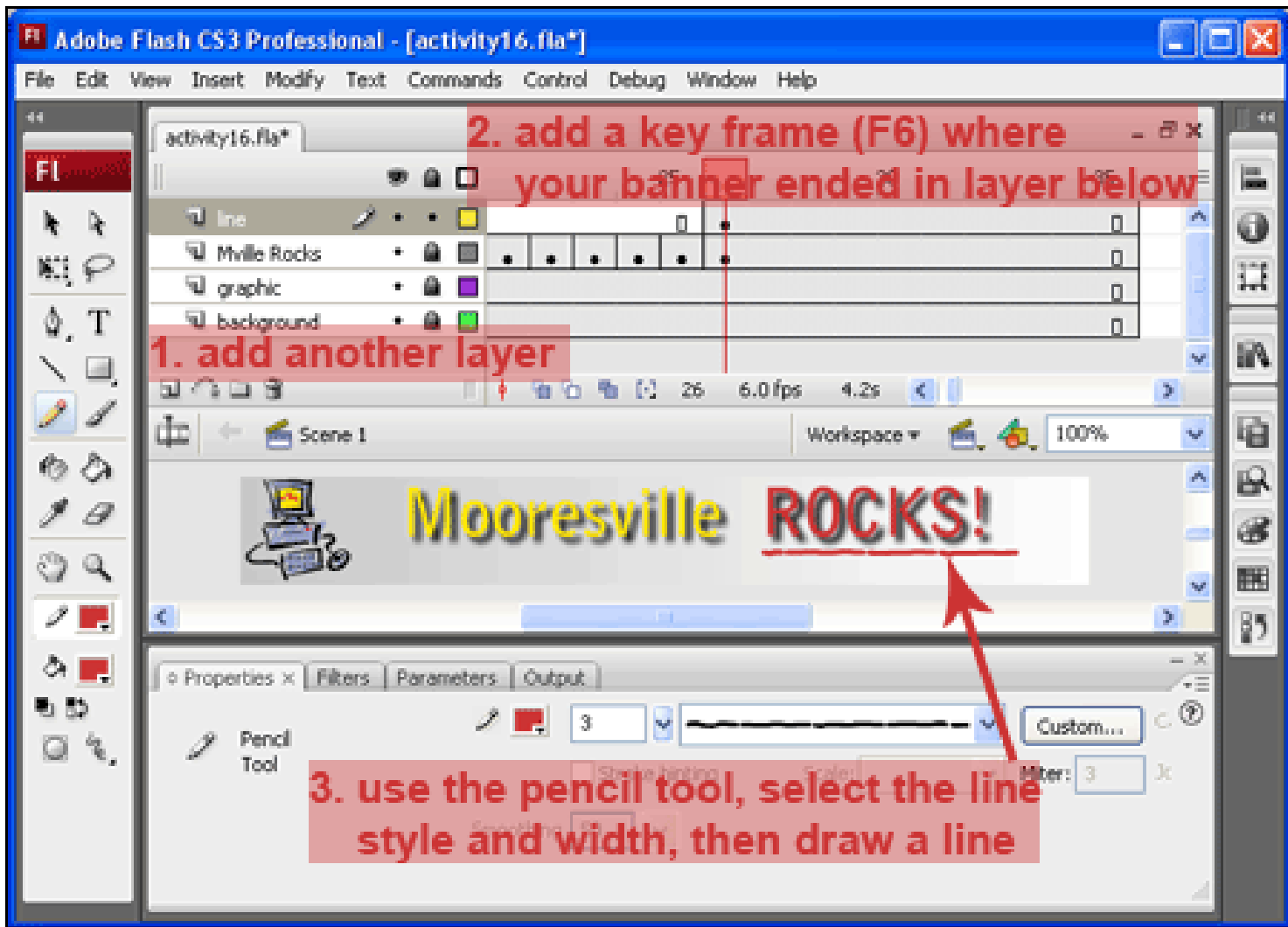
3. select frame 10, press F6, then add the next letter in your banner then repeat this step

4. choose to add a drop shadow for your banner by selecting the "filters" tab

The screenshot shows the Adobe Flash CS3 Professional interface. The main workspace displays a banner with the text "Mooresville ROCKS!". The text "Mooresville" is in yellow and "ROCKS!" is in red. A blue selection box surrounds the text. The Properties panel at the bottom shows the "Filters" tab selected, with a "Drop Shadow" filter applied. The filter settings include Blur X: 5, Blur Y: 5, Strength: 100%, Angle: 45, and Quality: low. The timeline shows frame 9 selected, and the text "Mooresville" is visible in the frame.

Animation Basics: creating a Shape Tween

- **Workshop: continue working with activity16.fla**
- Create a new layer, naming it "**line**", then make sure the other layers are locked.
- See which frame your banner ended, then select the frame on your "**line**" layer, that is positioned where your banner ends - press **F6**
- Select the pencil tool, choose colour, line style and width of line. Now draw a line under the word you want to emphasize.
- Save file as **activity16.fla**



Animation Basics: creating a Shape Tween

- **Workshop: continue working with activity16.fla**
- Place another key frame (F6) five frames from where you first drew the line.
- Select any frame that is in the middle of where you first drew your line and where you just placed the second key frame. In the "**Properties Panel**" select "**Tween**" > "**Shape**"
- Save file as **activity16.fla**

Adobe Flash CS3 Professional - [activity16.fla*]

File Edit View Insert Modify Text Commands Control Debug Window Help

activity16.fla*

line

Moore Rocks

graphic

background

1. add another layer

2. place another key frame (F6) five frames from where you drew the line

3. select any frame in the middle of the two key frames, then in the properties panel, select "Tween" > "Shape"

Scene 1

Workspace

100%

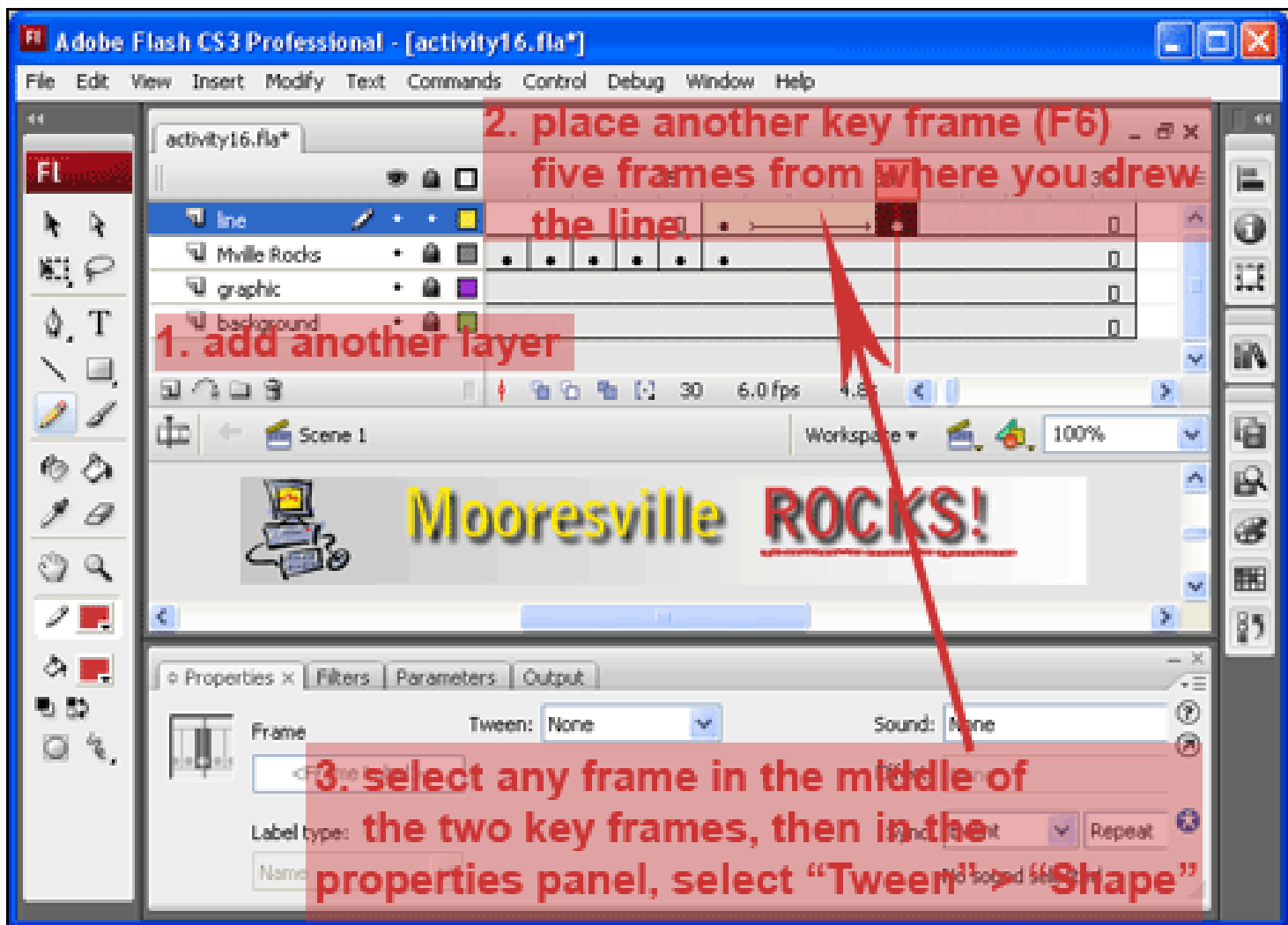
Mooresville ROCKS!

Properties Filters Parameters Output

Frame Tween: None Sound: None

Label type: Repeat

Name



- **NOTE:** - You may not see any difference between the first time you drew your line and how your line looks when your movie is played! Here's a quick way to fix that!
 - Select the key frame that holds the **FIRST** time the line appears.
 - Use the eraser tool and erase all but 1/4 inch of the beginning of the line
 - **NOW** replay your movie and see the animation work!