

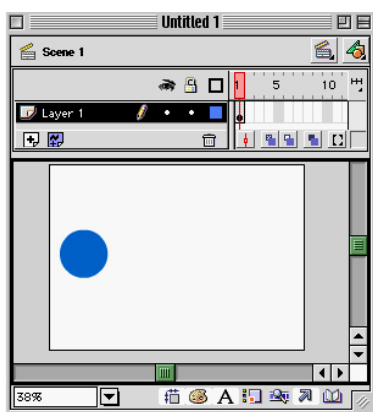
## Using Flash

[define flash]

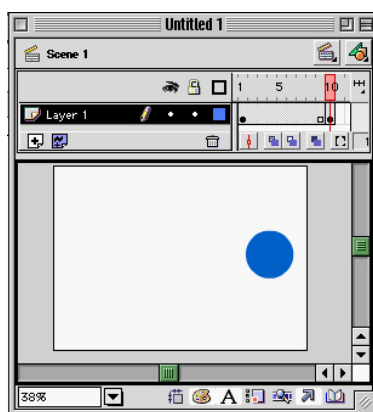
The two major elements in making Flash fly are tweening and symbols (actually, the TRUE element is Actionscript, and if you take my Digital Media Program class, you'll learn more about it). Let's examine both elements:

### Tweening

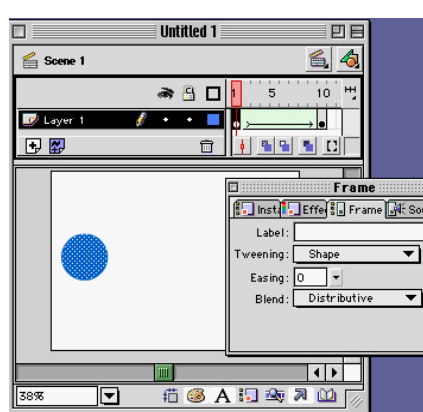
How do we make this ball move across the stage, from left to right? We could click on every frame in the timeline and draw the ball a little to the right each time, or we could just click on a frame further down the timeline and "tween" the two balls.



1. A ball drawn on the left side of the screen.



2. Click on frame 10, hit F6 (insert key frame) and drag the ball to the right side.



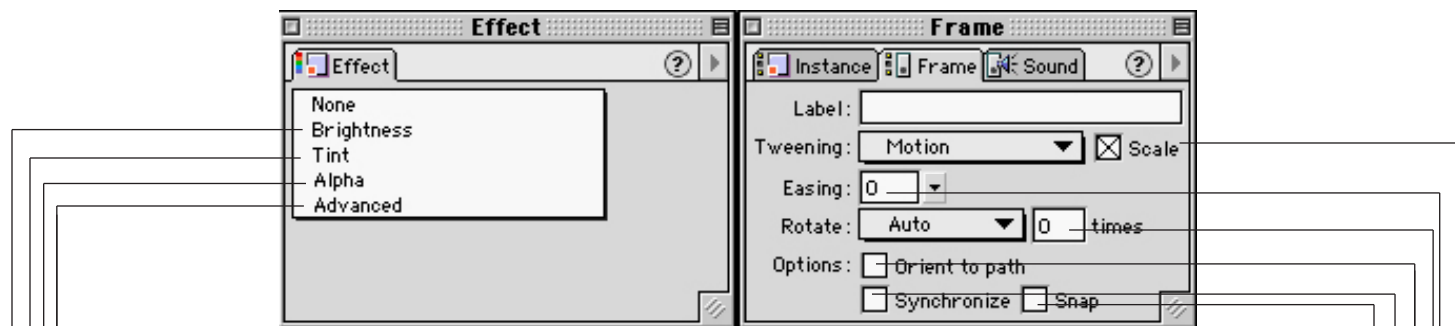
3. Click back on frame 1, and in the frames palette, change tweening to "shape".



4. If we hit the play button on the controller, or just push return or enter, we can watch the animation smoothly run. Yipee!

### Symbols

If you select Motion instead of Shape in the frame palette, you'll notice that nothing happens. That's because Motion only works if the object is a Symbol. To make any object a symbol, click on it and hit F8, or go to Insert>Convert to symbol (hit F8 for crissakes). Choose movie clip if you want the symbol to animate independently of the Scene 1 timeline. Actually, there's no reason not to choose movie clip, as far as I know, unless your object is a button. Once an object is a symbol, you can do much more than just move it around:



**Effect**

- None
- Brightness
- Tint
- Alpha
- Advanced

**Frame**

- Label: [ ]
- Tweening: Motion [v]  Scale
- Easing: 0 [v]
- Rotate: Auto [v] 0 [ ] times
- Options:  Orient to path  Synchronize  Snap

- Allows for control over RGB color channels in the image
- Changes the transparency of the object
- Changes the color of the object
- Makes the object brighter or dimmer as it goes along
- Attaches the tweened element to the motion path by its registration point
- Ensures that the instance loops properly in the main movie
- Allows object to follow path drawn in Guide Layer
- Rotates object a specific number of times
- Object starts off slow, gets faster (or vice-versa)
- Changes the scale of the object if checked

## Setting up your homepage in Flash

Flash works like many graphics programs by allowing you to create shapes, draw, and use text. This is all done with the toolbar:

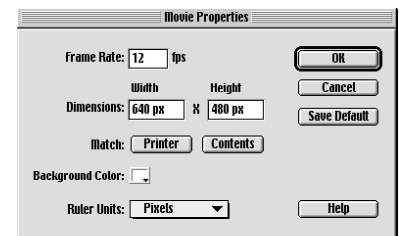
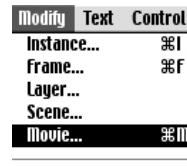
- a. Selection
- b. Direct selection
- c. Line
- d. Lasso
- e. Pen
- f. Text
- g. Ellipse
- h. Rectangle
- i. Pencil
- j. Brush
- k. Stroke
- l. Fill
- m. Eyedropper
- n. Eraser



- a. Selects the pixels in a shape
- b. Selects the paths in a shape
- c. Draws a line
- d. Selects an area of pixels defined by the user's mouse
- e. Draws a curved line using beziér points
- f. Types text
- g. Draws an ellipse or circle
- h. Draws a rectangle or square
- i. Makes lines from mouse movements
- j. Makes thicker strokes out of mouse movements
- k. Strokes outer edge of a shape
- l. Fills shape
- m. Sets the current available color to a color on the stage
- n. Erases objects

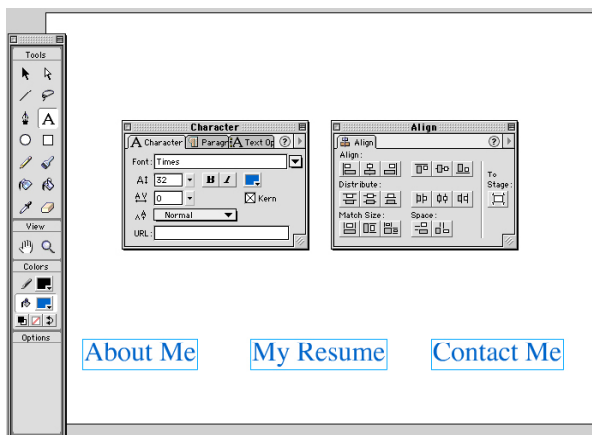
### Step 1: Define the movie properties

After launching flash, go to modify>movie and change the dimensions to 640x480.



### Step 2: Create your navigation

Using the text tool, type in each of you buttons. Make sure they are in separate text boxes. Use the Character tool and the align tool to control the design and placement of the text.

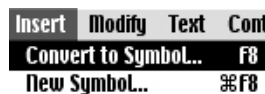


### Step 3: Add Graphics

Bring over any graphics you made for your homepage from Photoshop or Illustrator by simply copying and pasting them into flash. Place them in appropriate places on the stage.

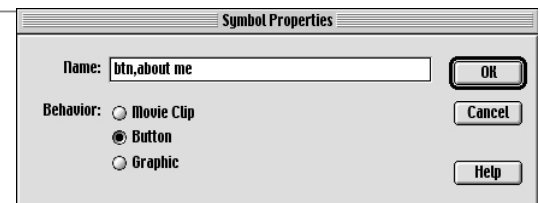
### Step 4: Make buttons

One at a time, click on each of your text boxes with the selection tool, and go to Insert>Convert to symbol.



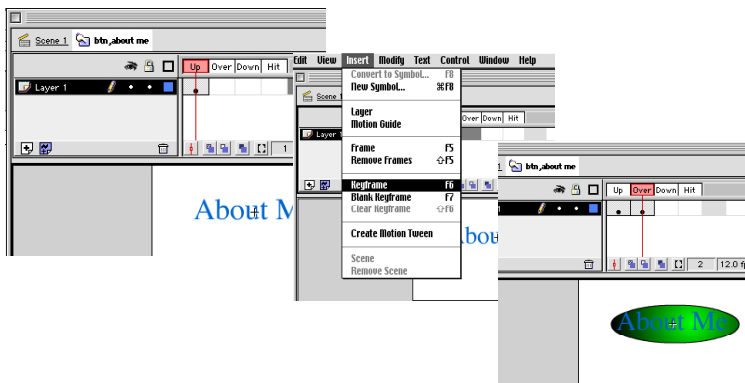
Make sure the symbol is a button, and name it appropriately.

Layer  
Motion Guide



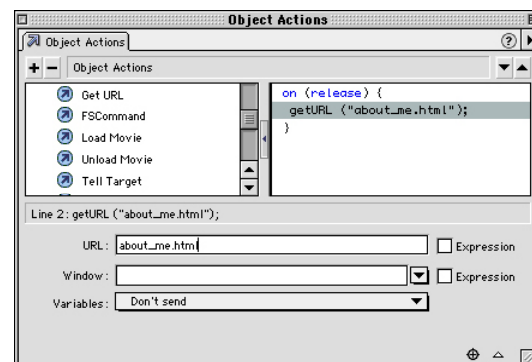
### Step 5: Enhance the buttons

One at a time, double click on each of your buttons. You will be brought into the symbol editing section of flash. Click on the "over" state tabs, go to insert>keyframe, and change the button on the stage to appear more dynamic.



### Step 6: Define the link

One at a time, click on each of your buttons with the selection tool, and in the Object Actions plette, select "Get Url" from the list of actions on the left. In the URL box, type in the name of the file you want to link to (in my case, it was "about\_me.html").



Next Time:  
Putting the flash file on a web page