

Guided Computer Tutorials

Learning

Adobe

Flash CS6

Module 2

By Greg Bowden

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Learning Flash CS6

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Using Masks

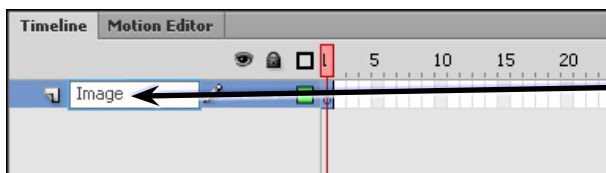
Some interesting and effective animations can be created using a layer to cover (or mask) part of another layer. The portion of the layer being covered can only be seen through whatever shape is drawn in the mask layer. The process is called MASKING.

Creating a Mask over a Background

For this first example a mask will be used to display part of a photo of London.

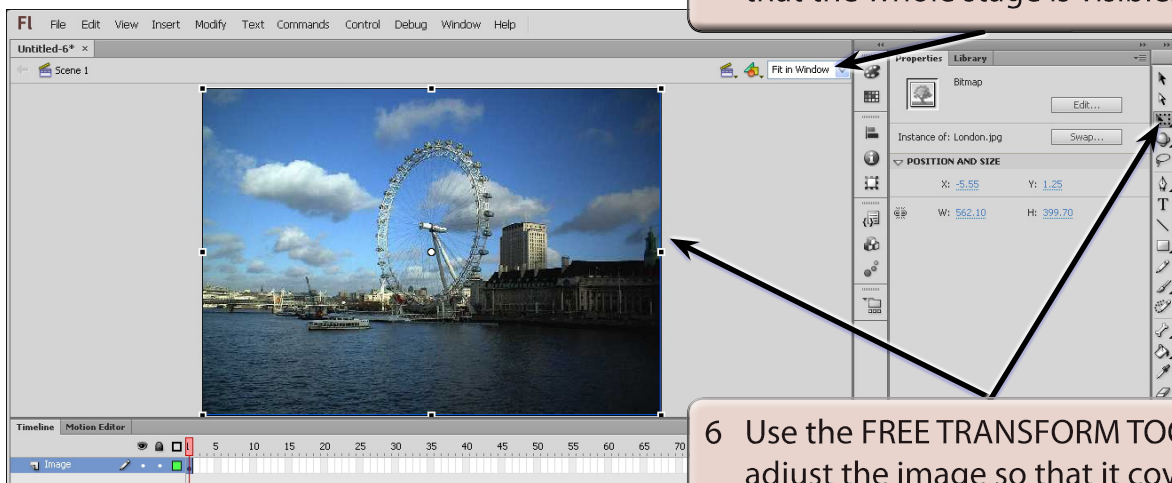
A Creating the Background Layer

- 1 Load Flash or close the current files and create a new ACTIONSCRIPT 3.0 file.



- 2 Alter the name of the layer to IMAGE.

- 3 Display the FILE menu, highlight IMPORT and select IMPORT TO STAGE.
- 4 Access the FLASHcs6 SUPPORT FILES, open the CHAPTER 14 folder and import the LONDON image.

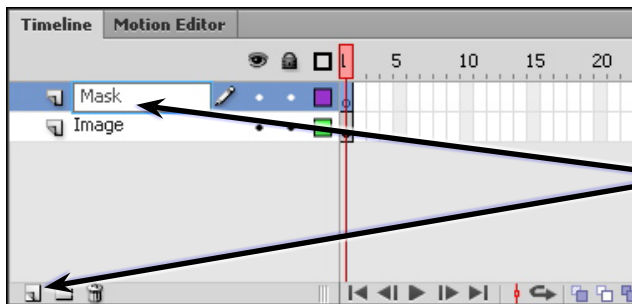


- 5 Set the ZOOM to FIT IN WINDOW so that the whole stage is visible.

- 6 Use the FREE TRANSFORM TOOL to adjust the image so that it covers the stage area.

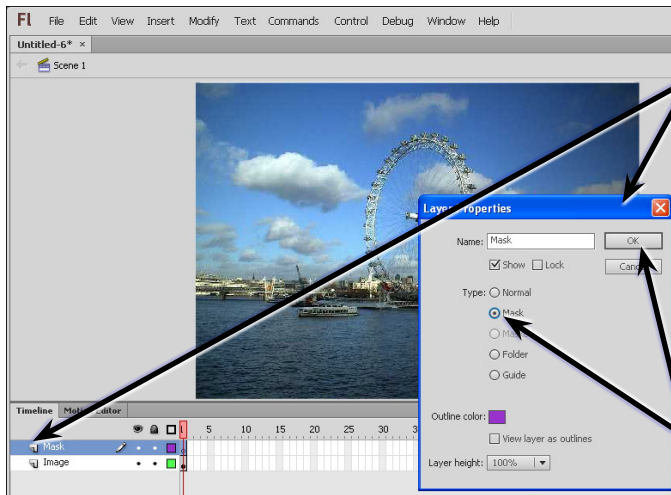
B Inserting the Mask Layer

For a mask to operate, a layer must be converted to a MASK layer.



1 Insert a new layer in the TIMELINE panel and call it:

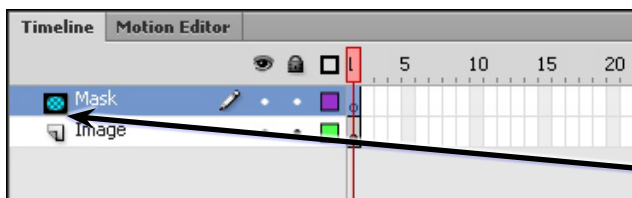
Mask



2 Double click on the layer icon to the left of the MASK name and the LAYER PROPERTIES dialogue box should be displayed.

3 Set the TYPE box to MASK and click on OK.

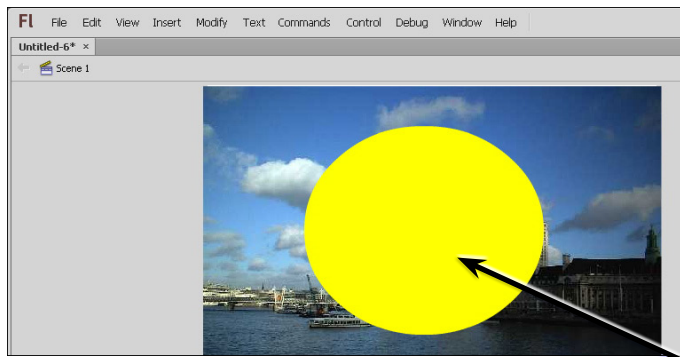
NOTE: You can also RIGHT+CLICK or CONTROL+CLICK on the layer name and select MASK from the CONTEXTUAL (or SHORTCUTS) menu.



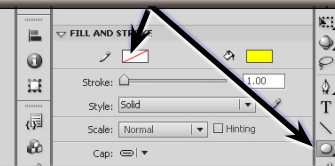
4 The MASK layer is given a different icon to distinguish it as a mask layer.

C Creating the Mask

A shape now needs to be drawn in the MASK layer. The background will only be seen through this shape. You can use the shape tools such as the OVAL and RECTANGLE TOOLS to create the shape, or use the BRUSH TOOL to draw a more complicated shape.

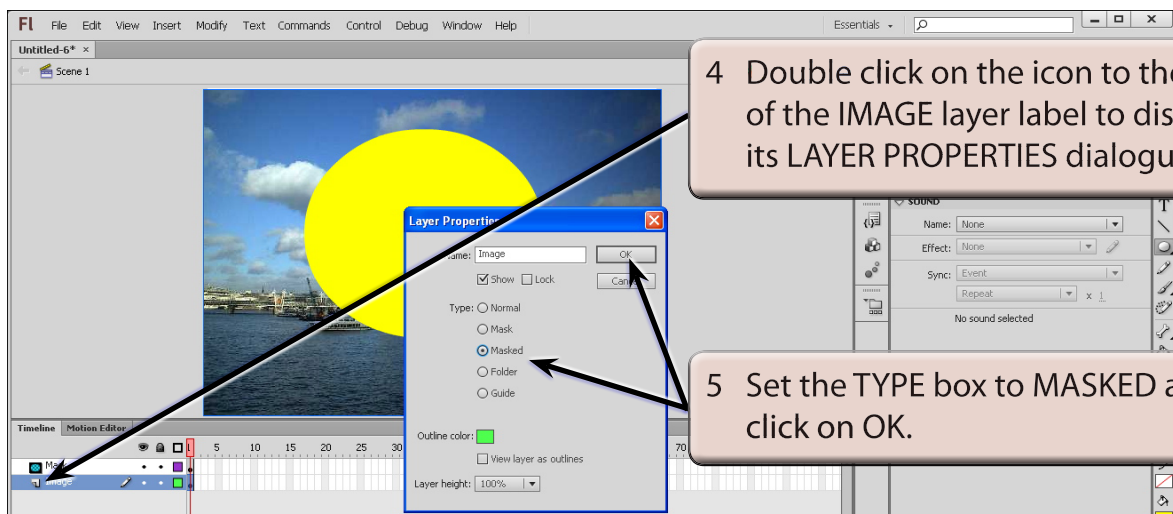


1 Select the OVAL TOOL from the SHAPES TOOL and set the STROKE COLOUR to NO COLOUR.



2 Draw an oval over the centre of the photo, the fill colour doesn't matter as shortly the background will be seen through the oval.

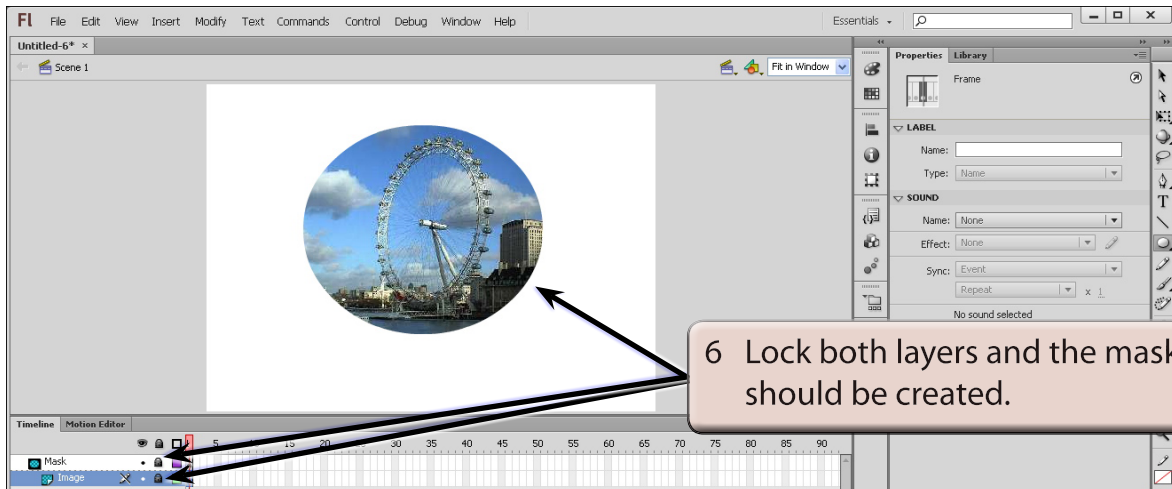
3 The program needs to be told which layer is to be masked. In this case it is the IMAGE layer.



4 Double click on the icon to the left of the IMAGE layer label to display its LAYER PROPERTIES dialogue box.

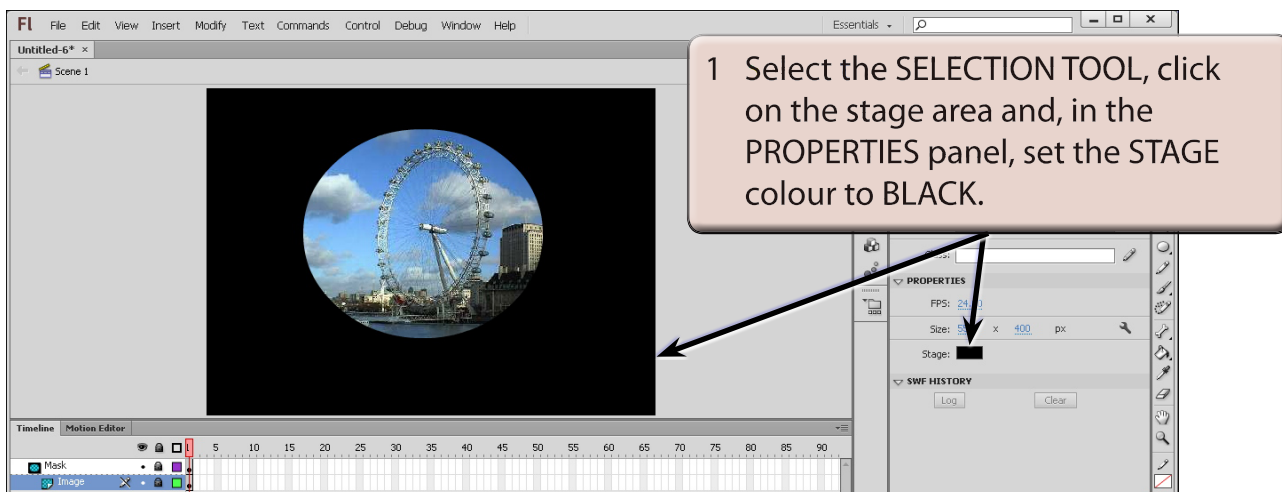
5 Set the TYPE box to MASKED and click on OK.

- NOTE:**
- i The IMAGE layer is indented under the MASK layer to indicate that it is masked by the MASK layer.
 - ii You can drag a layer to the lower edge of a MASK layer to quickly set it to a MASKED layer.



D Background Colours

Some interesting effects can be created by changing the background colour.



- 2 Set the ZOOM to 100% to see the effect more clearly.
- 3 Try some other background colours if you wish to.

Using the 3D Tools

Flash provides two 3D tools, the 3D Rotation Tool and the 3D Translation Tool. These tools allow you to move and rotate objects as if they were three-dimensional shapes. The shapes are not true 3D shapes, just 2D postcards and the tools only operate on Movie Clip symbols.

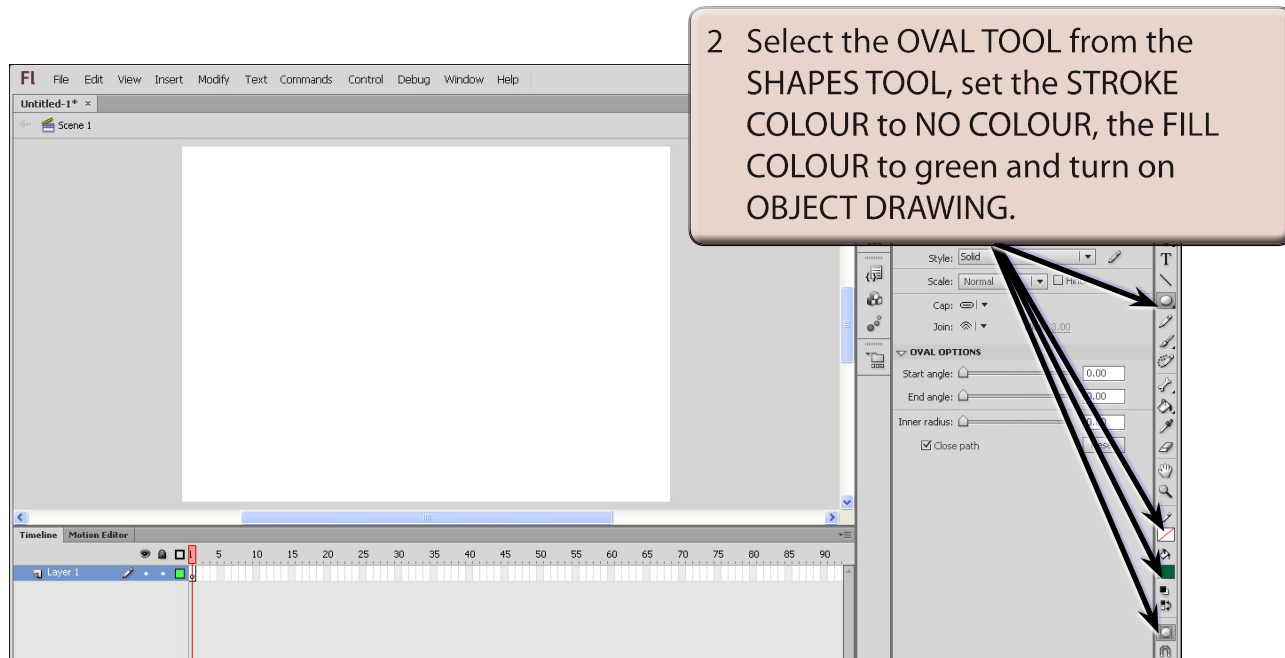
The 3D Rotation Tool

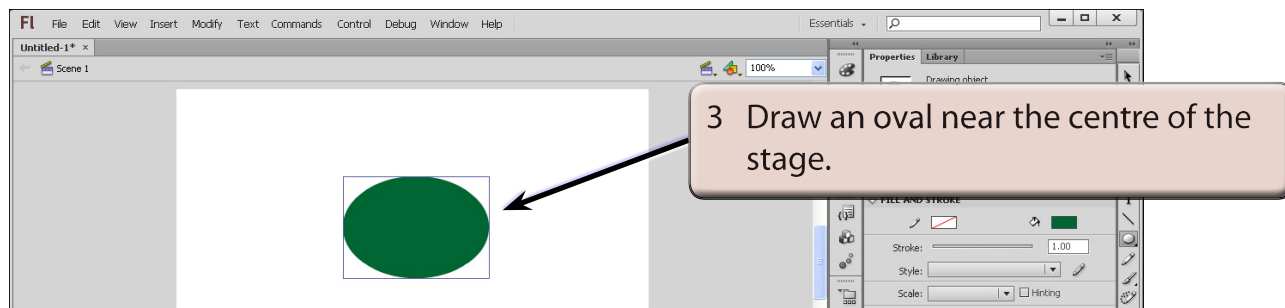
The 3D ROTATION TOOL allows you to rotate an object in the X, Y and Z axes.

A Creating the Movie Clip

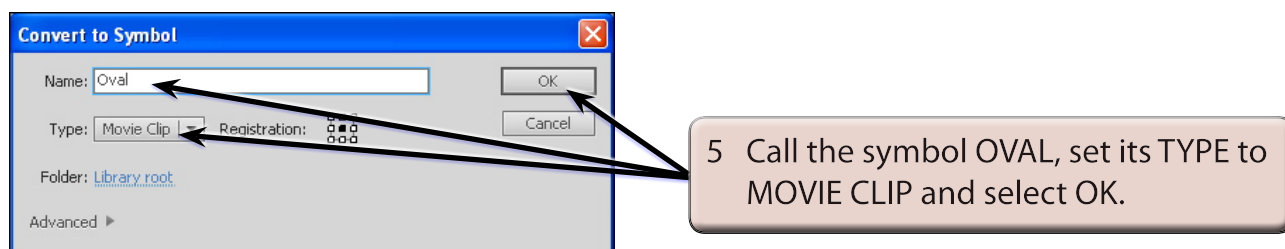
In order to use the 3D ROTATION TOOL, an object created in Flash or an image imported into the LIBRARY panel must be converted to a MOVIE CLIP symbol.

- 1 Load FLASH or close the current files, then create a new ACTIONSCRIPT 3.0 file.

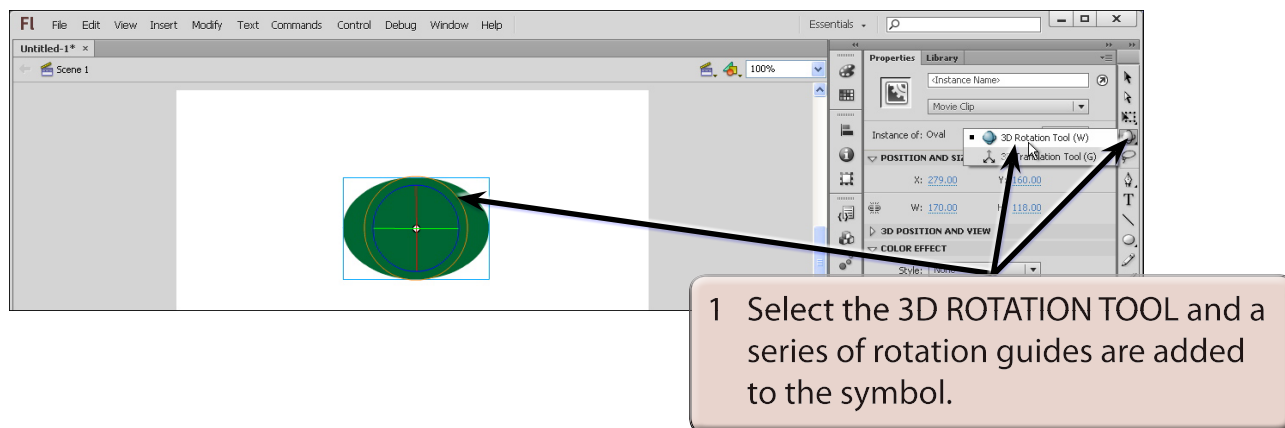




- 4 Display the MODIFY menu and select CONVERT TO SYMBOL (or press the F8 key).

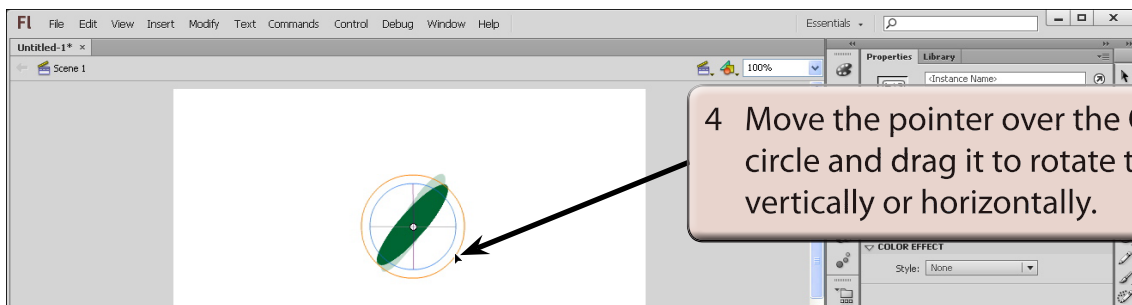
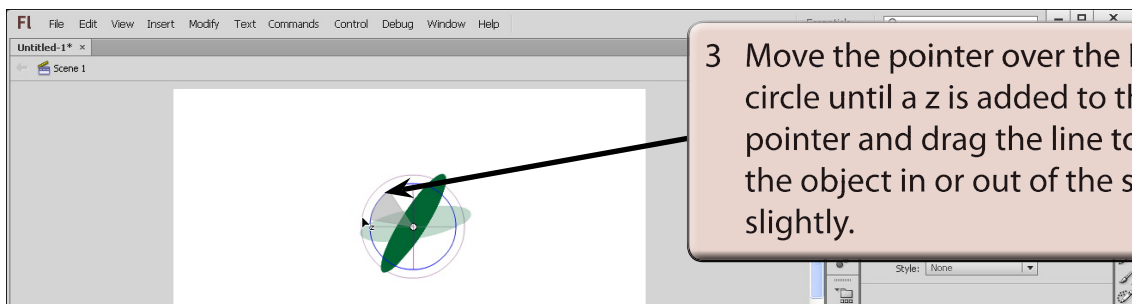
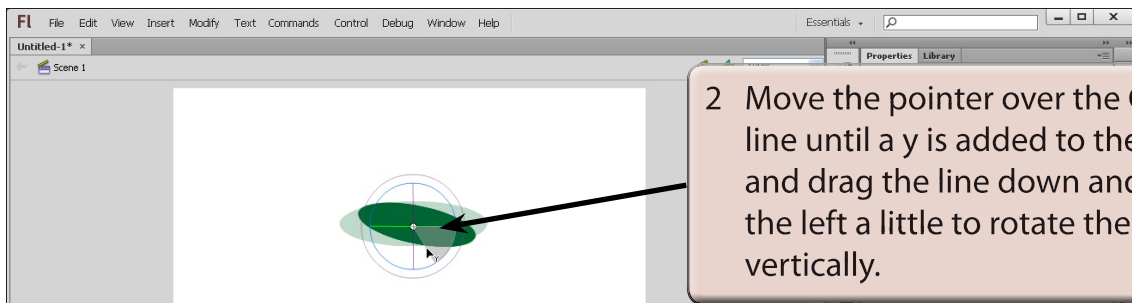
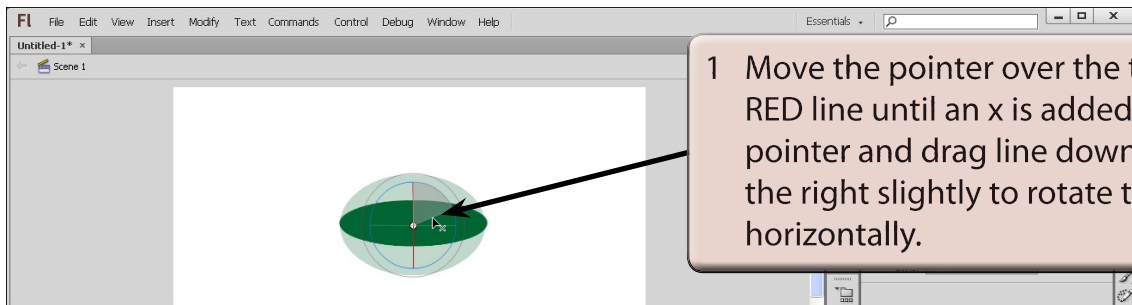


B Selecting the 3D Rotation Tool



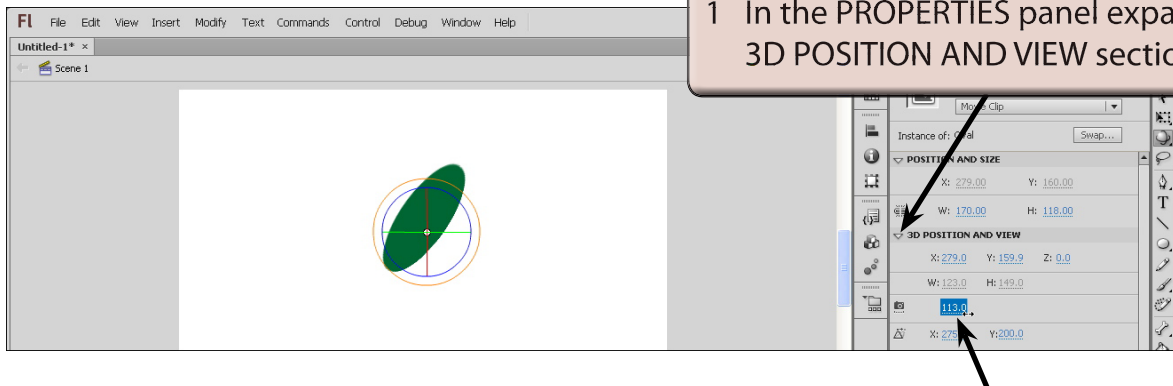
- 2 The rotation guides have the following purposes:
- The **RED** guide controls the HORIZONTAL (or X axis) movement.
 - The **GREEN** guide controls the VERTICAL (or Y axis) movement.
 - The **BLUE** guide controls the DEPTH (or Z axis) movement.
 - The **ORANGE** guide controls the movement in both the vertical and horizontal planes.

C Rotating the Object



D Adjusting the Perspective

You can control the FIELD OF VIEW (camera angle) by adjusting the PERSPECTIVE ANGLE in the PROPERTIES panel.

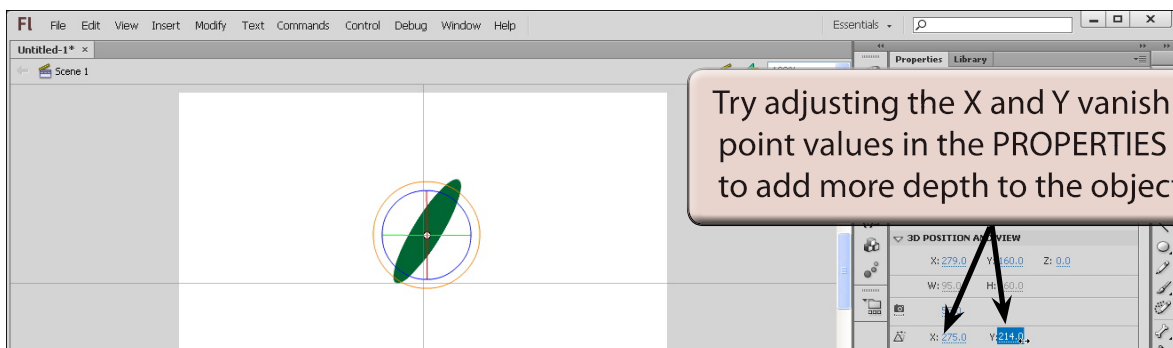


2 Drag the PERSPECTIVE ANGLE box to the left or right to adjust the camera angle.

NOTE: The default camera angle is 55° which can be entered in the PERSPECTIVE ANGLE box to return the view to normal.

E Adjusting the Vanishing Point

The VANISHING POINT controls the depth of view of the three dimensional object.



Using Behaviours

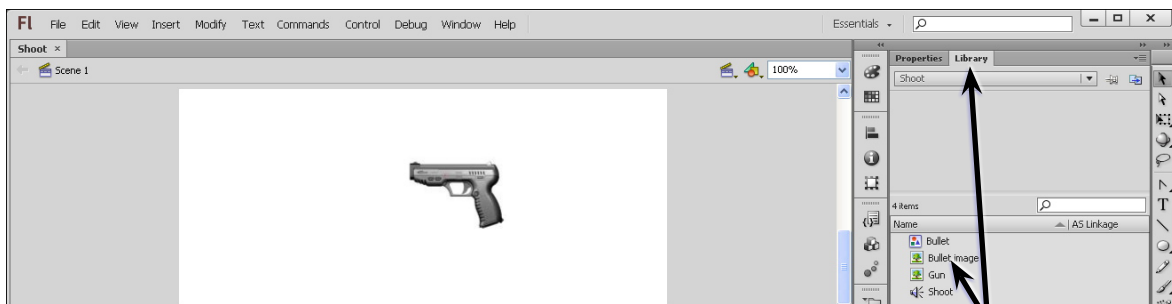
Behaviours are snippets of Flash commands that can be applied to animations. They allow you to use Flash's action commands without needing a detailed knowledge of how to write action scripts. To illustrate the use of BEHAVIOURS an animation that allows to user to click on a gun to fire a bullet will be created. This is a technique employed in some computer games.

Loading the Prepared File

- 1 Load Flash or close the current file then click on the OPEN button.
- 2 Access the FLASHcs6 SUPPORT FILES, open the CHAPTER 16 folder and load the SHOOT file.
- 3 Save the animation in your STORAGE folder under the name:

Shoot

Looking at the Animation



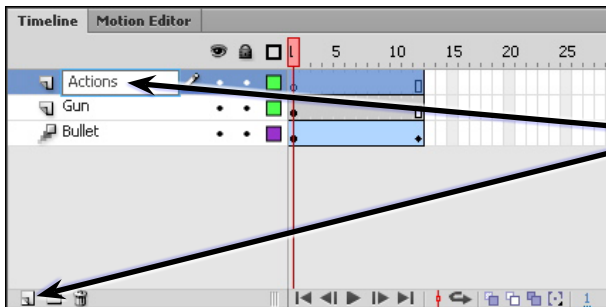
- 1 Open the LIBRARY panel and you will see four assets: Bullet, Bullet Image, Gun and the Shoot sound.

- 2 Preview the animation and the bullet should 'fire' from the gun. It is just a simple Motion Tween that moves the bullet from behind the gun to the left of the stage. We want the animation (and a sound) to play only when the gun is clicked on.
- 3 Use SAVE AS from the FILE menu to save the file in your STORAGE folder as:

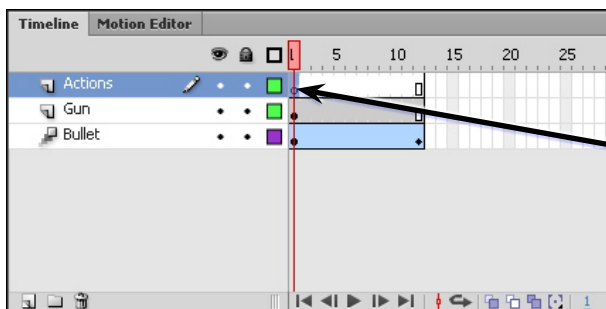
Shoot

Stopping the Animation

A stop command needs to be inserted so that the animation will not automatically play. It is good practice to put all your action commands in their own layer.

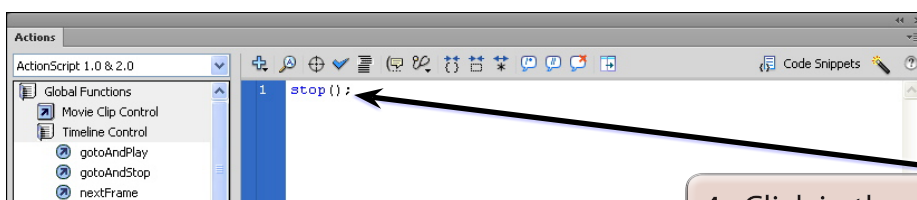


1 Click on the GUN layer in the TIMELINE panel, insert a new layer above it and call it ACTIONS.



2 Click on the empty KEYFRAME MARKER at FRAME 1 of the ACTIONS layer.

3 The ACTIONS panel needs to be opened. Display the WINDOW menu and select ACTIONS (or press the F9 key).



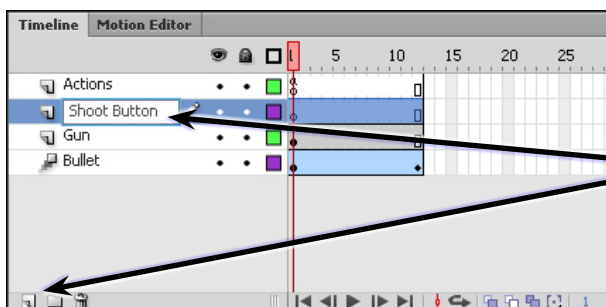
4 Click in the right frame and enter: `stop();`
then close the ACTIONS panel by clicking on its CLOSE box.

NOTE: A small o is added above the blank KEYFRAME MARKER in the ACTIONS layer. This is the STOP symbol.

- 5 Use the CONTROL menu to test the movie and the bullet should not move.
- 6 Close the TEST MOVIE screen.

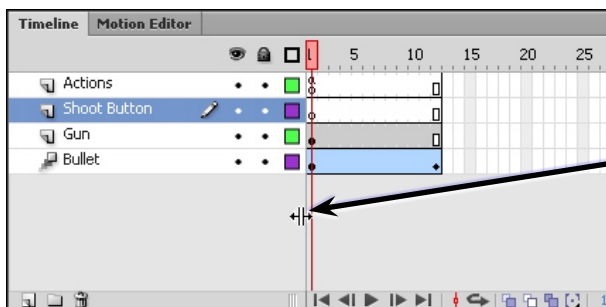
Setting an Invisible Button

To allow a user to click on the gun, an invisible button needs to be set over it.

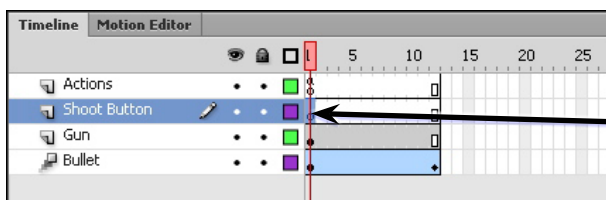


- 1 Click on the GUN layer in the TIMELINE panel, insert a new layer and call it:

Shoot Button

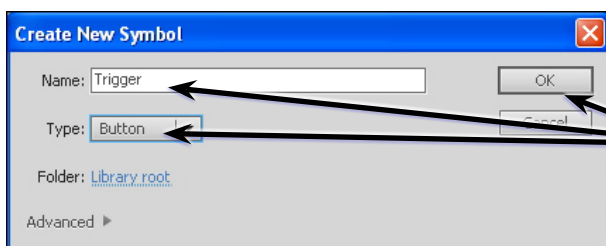


- 2 You can widen the label section of the TIMELINE panel to provide more room for the label names by dragging its right border to the right.

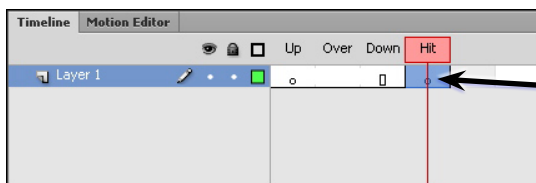


- 3 Click on the KEYFRAME MARKER at FRAME 1 of the SHOOT BUTTON layer.

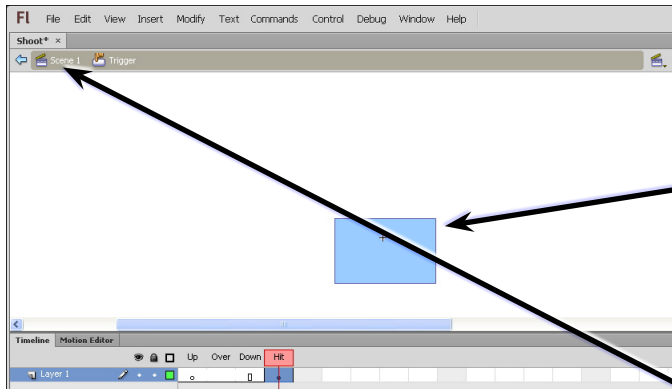
- 4 Display the INSERT menu and select NEW SYMBOL.



- 5 Call the symbol TRIGGER, set its TYPE to BUTTON and click on OK.



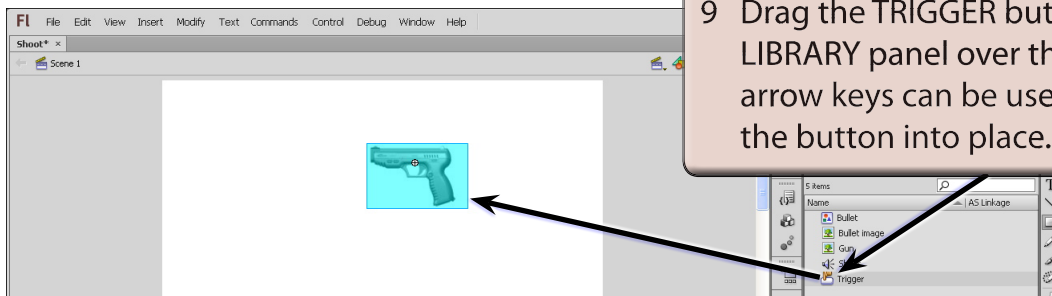
6 Click in the HIT frame in the TIMELINE panel and insert a KEYFRAME (F6).



7 Select the RECTANGLE TOOL from the SHAPES TOOL and draw a rectangle roughly the size of the gun anywhere on the stage.

8 Click on the SCENE 1 label to return to the animation.

NOTE: The colour of the rectangle doesn't matter as it won't display in the animation. It is simply a HIT AREA for the mouse to click on.



9 Drag the TRIGGER button from the LIBRARY panel over the gun. The arrow keys can be used to nudge the button into place.

- NOTE:**
- i If the rectangle is the wrong size, double click on the TRIGGER symbol in the LIBRARY panel and free transform its size.
 - ii You could set the TRIGGER button to just the size of the trigger on the gun. You could create a computer game where the HIT area becomes progressively smaller as a player progresses to higher levels.

Animating Still Photos

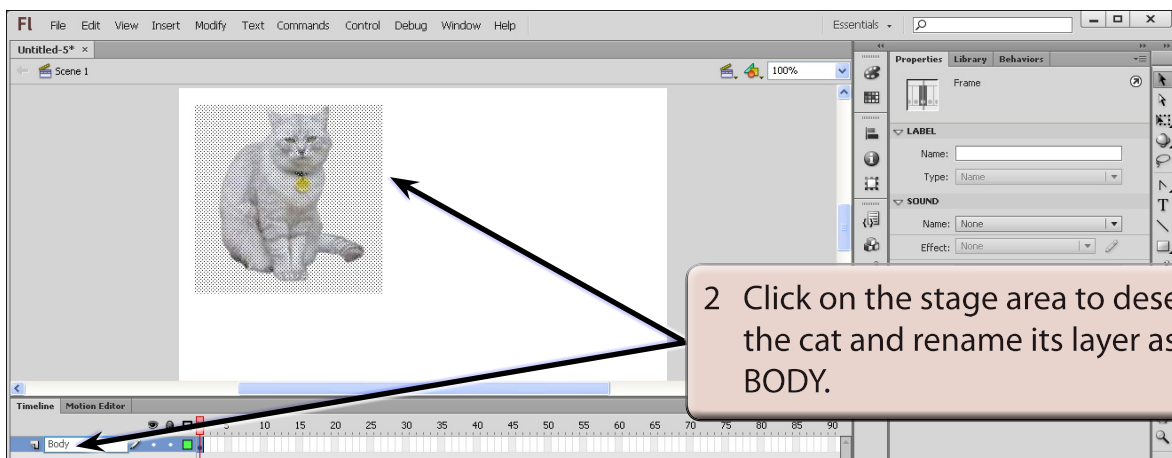
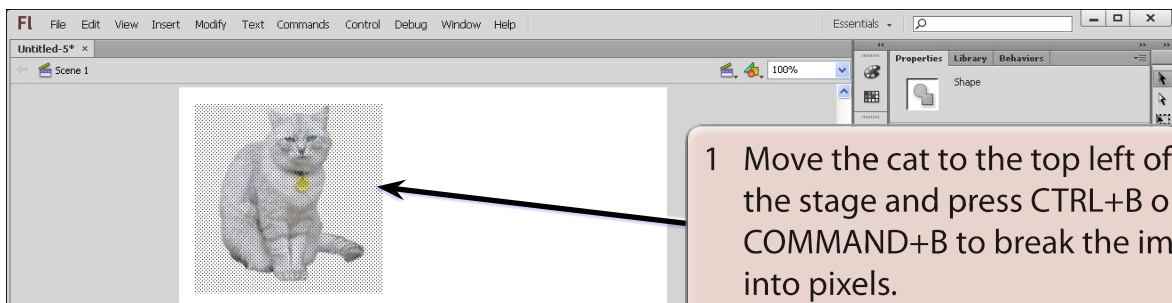
Life can be added to still photos by using Flash to animate parts of them. To illustrate this we will use a photo of a cat and make its head shake and tail wag.

Loading the Prepared File

- 1 Load Flash or close the current file and create a new ACTIONSCRIPT 3.0 file.
- 2 Display the FILE menu, highlight IMPORT and select IMPORT TO STAGE.
- 3 Access the FLASHcs6 SUPPORT FILES, open the CHAPTER 17 folder and load the CAT image.

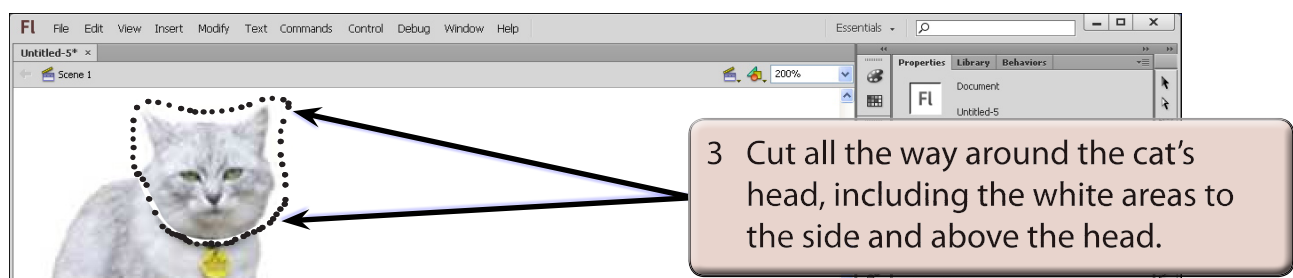
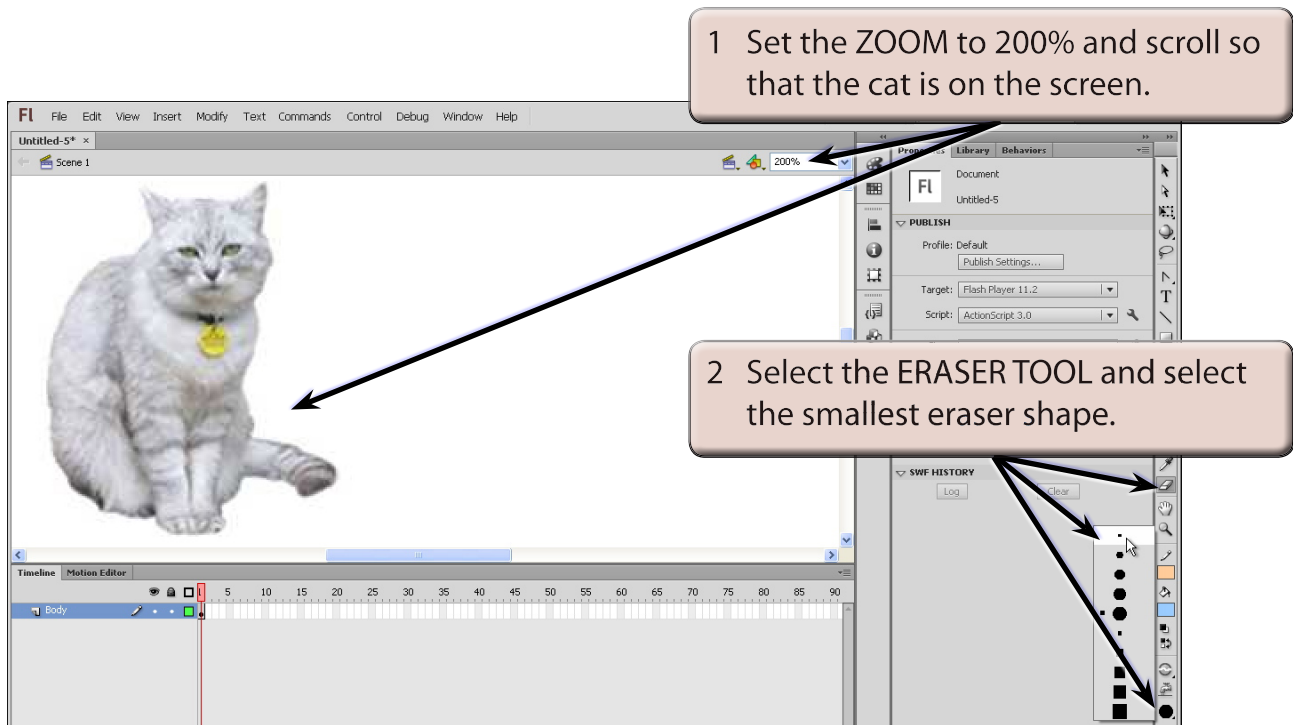
Breaking the Photo Apart

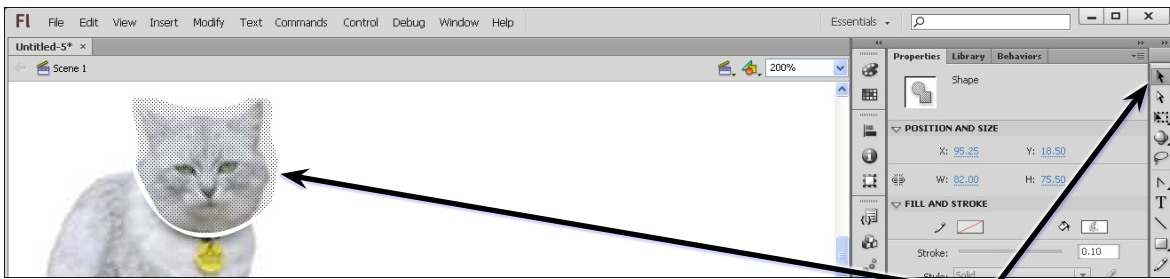
In order to edit the photo, it must be broken apart into individual pixels.



Separating the Head

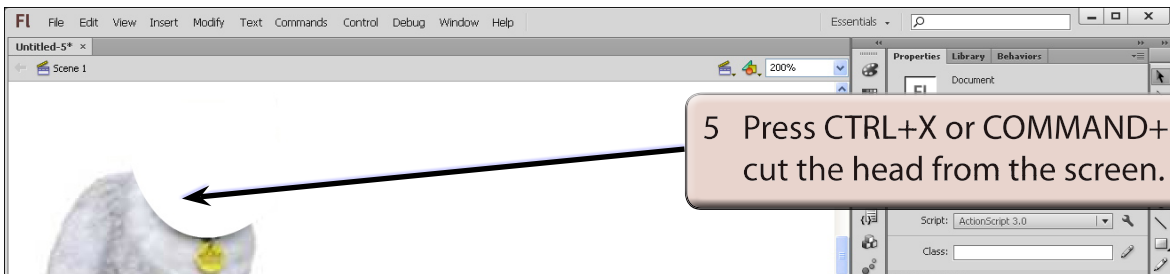
To animate the head it needs to be separated from the body and converted to a symbol. It is also good practice to place the head in its own layer.



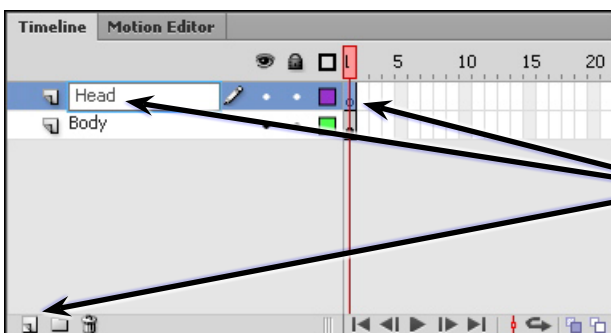


4 Select the SELECTION TOOL and click on the cat's head to select it.

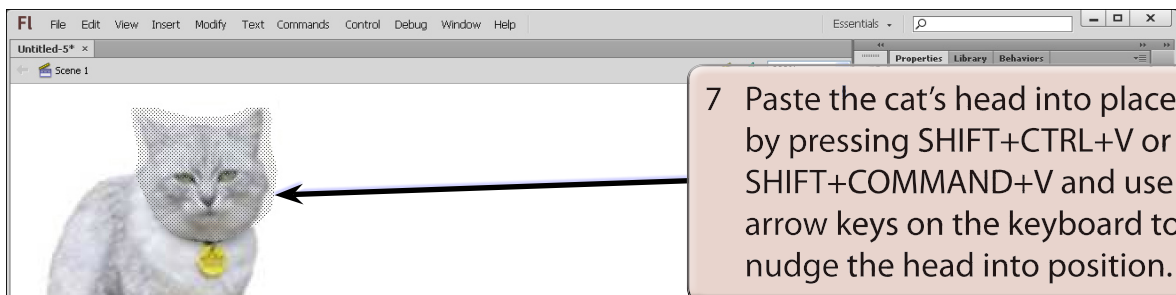
NOTE: If the whole cat's body is selected you will need to erase around the cat's head again.



5 Press CTRL+X or COMMAND+X to cut the head from the screen.



6 In the TIMELINE panel insert a new layer, call it HEAD and click on its first frame.

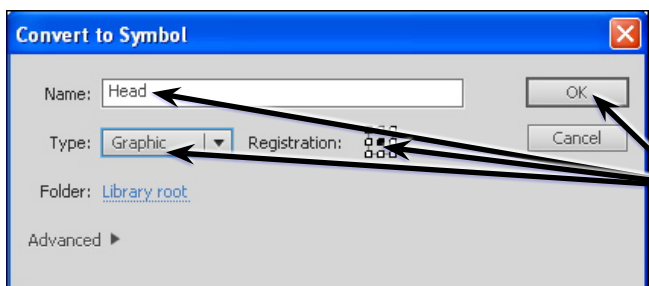


NOTE: You can also select **PASTE IN PLACE** from the **EDIT** menu. **PASTE IN PLACE** inserts the copied item in exactly the same position that it was cut from.

Converting the Head to a Symbol

To animate the head using a Motion Tween, it needs to be converted to a symbol and its reference point set to the base of the head.

- 1 With the head selected, press F8 to convert it to a symbol (or select CONVERT TO SYMBOL from the MODIFY menu).



- 2 Call the symbol **HEAD**, set its **TYPE** to **GRAPHIC** and its **REGISTRATION** to **CENTRE**.

- 3 Select **OK** to create the symbol.
- 4 The rotation of the symbol is more accurate if the **REGISTRATION MARKER** is moved to the base of the head. Double click on the head to set the screen to **EDIT SYMBOL MODE**.

Using the Bone Tool

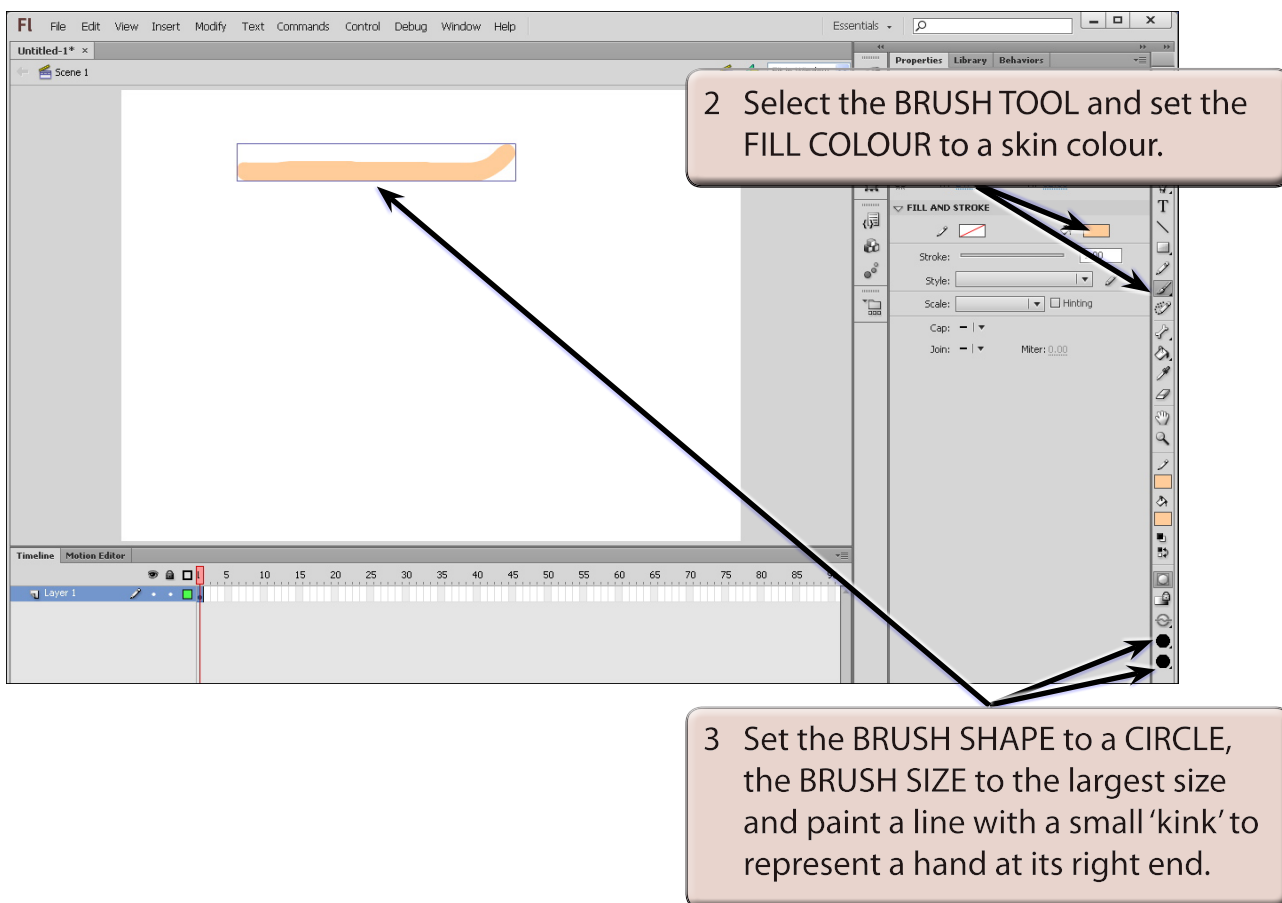
The BONE TOOL allows you to set hinges either within an object or between a group of objects. It can be applied to create human movements in arms and legs, robotic arm movements, crane operations, etc.

The Bone Tool Basics

To illustrate the basics of the BONE TOOL, a simple shape will be converted into an arm.

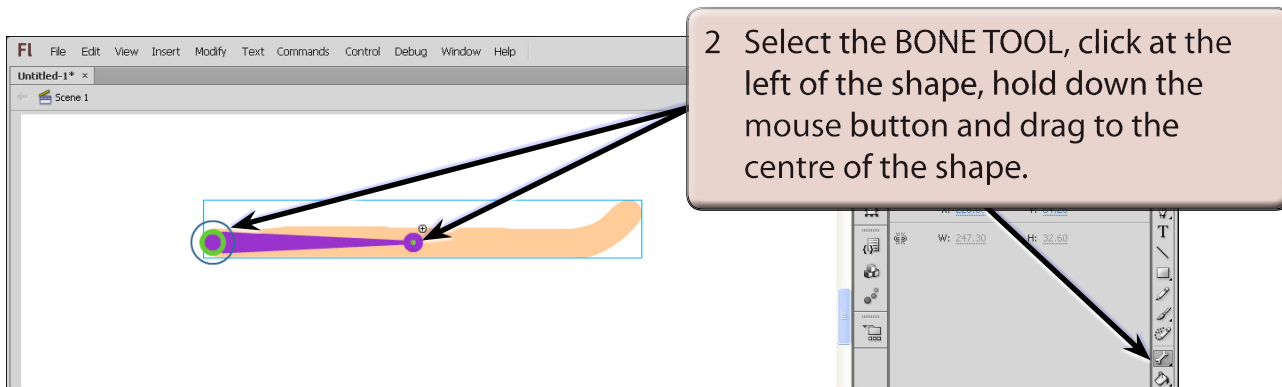
A Drawing the Shape

- 1 Load Flash or close the current files and create a new ACTIONSCRIPT 3.0 file.



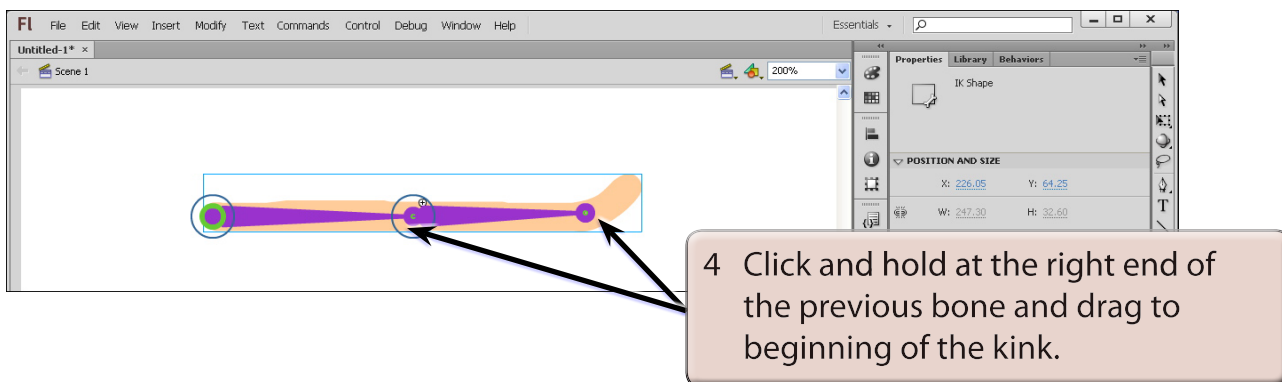
B Applying the Bone Tool

- 1 Press CTRL+ or COMMAND+ to zoom the view to 200%.



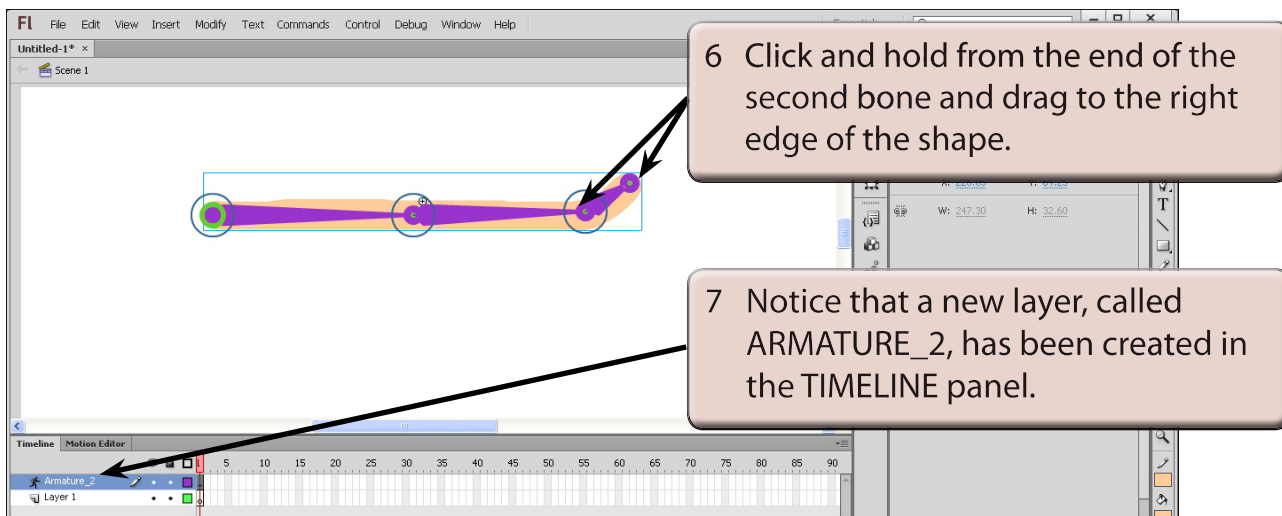
- 3 When you release the mouse button the first bone is created.

NOTE: This first section will represent a bone from the shoulder to the elbow.



- 5 Release the mouse button to create the second bone.

NOTE: This second section will represent a bone from the elbow to the wrist.

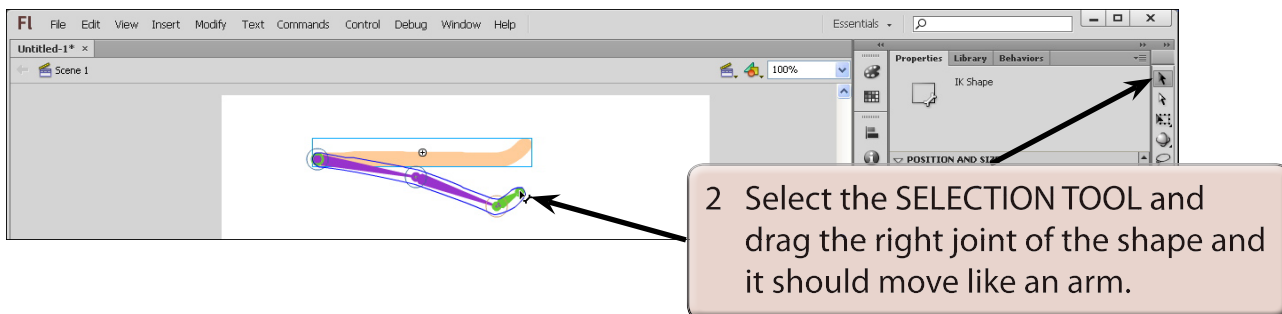


NOTE: All the bone sections are moved into the **ARMATURE** layer.

C Using the Bone Links

The bone sections have set a rotation point at the left of the shape and hinges (or joints) at the centre and near the right of the shape.

- 1 Press **CTRL-** or **COMMAND-** to return the view to 100%.



NOTE: When the mouse pointer is over a joint, a bone symbol is added to the pointer to indicate that the joint can be moved.

D The Pin Option

The PIN option allows you to fix the position of a bone and prevent it from moving.

The first screenshot shows a skeletal animation with three bones. A callout box labeled '1' points to the 'Pin' checkbox in the 'LOCATION' section of the Properties panel, which is currently checked. A callout box labeled '2' points to an 'x' icon at the end of the leftmost bone, indicating it is pinned.

The second screenshot shows the same animation. A callout box labeled '3' points to the link between the second and third bones, indicating that dragging this link will move only those two bones.

The third screenshot shows the same animation. A callout box labeled '4' points to the 'Pin' checkbox in the Properties panel, which is now unchecked.

5 Try moving the right link again and all the bones should move.

Adding Sounds to Animations

A sound track can be added to Flash movies or Flash buttons. This sound track can be music, a narrative that you record, pre-recorded sounds, etc. Flash will import sound formats such as MP3, AIF and WAV.

It is good practice to place sounds in a separate layer (or layers) so that you can control when the sound starts and finishes.

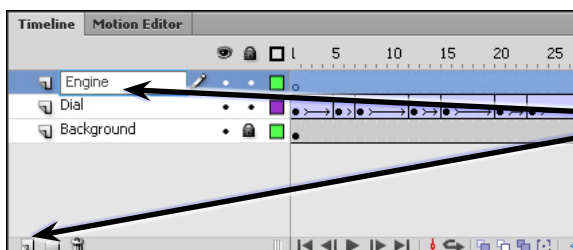
Loading an Animation and Sound

A sample sound will be imported into the LIBRARY panel then added to the car speedometer that you created in an earlier assignment.

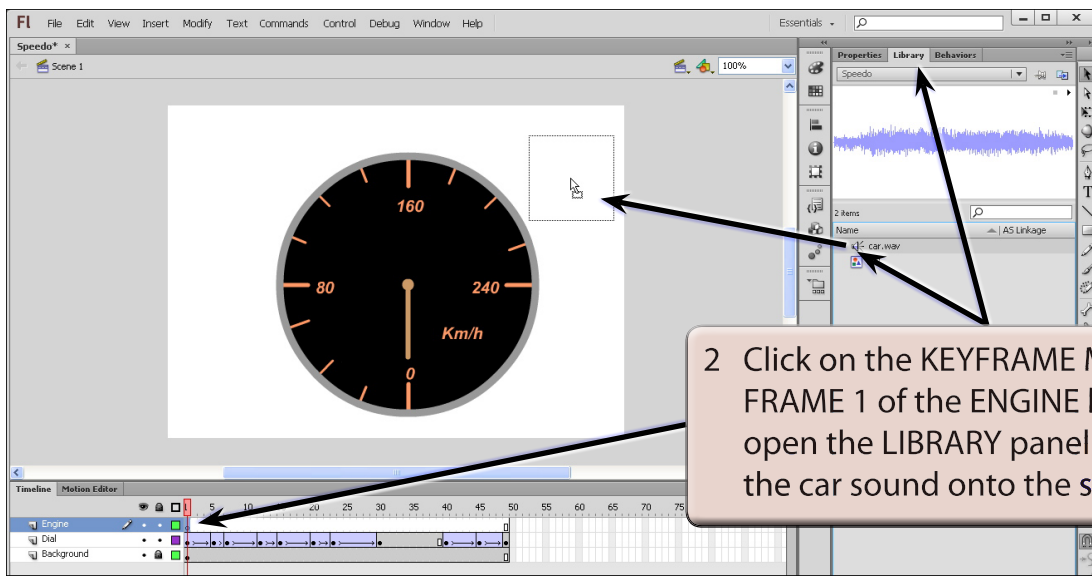
- 1 Load Flash or close the current files then click on the OPEN button.
- 2 Access the FLASHcs6 SUPPORT FILES, open the CHAPTER 19 folder and load the file:
Speedo
- 3 Display the FILE menu, highlight IMPORT and select IMPORT TO LIBRARY.
- 4 Access the FLASHcs6 SUPPORT FILES, open the CHAPTER 19 folder and open the sound file:
Car
- 5 Play the animation. In this case, a Classic Tween was used to make the change of direction of the dial easier to create.

Adding Sounds to the Timeline

You can add sounds directly to the movie by dragging the file onto the stage. However, for more control over the sound it is better to add it into the required number of frames. Obviously, you will not see the sound on the stage, just in the TIMELINE panel.



- 1 Click on the DIAL layer, insert a new layer and call it ENGINE.



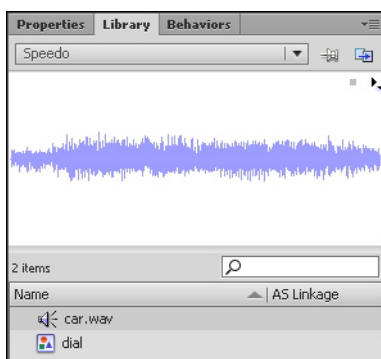
- NOTE:**
- i You can press **CTRL+L** or **COMMAND+L** to quickly open the **LIBRARY** panel.
 - ii The sound waves are added to the **ENGINE** layer in the **TIMELINE** panel.

3 Use **SAVE AS** from the **FILE** menu to save the file in your **STORAGE** folder as:

Speedo

4 Press **<enter>** or **<return>** to preview the movie and the sound should play as the speedo dial moves.

5 Press the **ESC** key if the sound keeps playing.



Synchronising Sounds

The SYNC (for synchronise) option in the PROPERTIES panel gives you control over when your sound plays. There are four SYNC settings:

Event The sound will be synchronised to an event such as a mouse click.

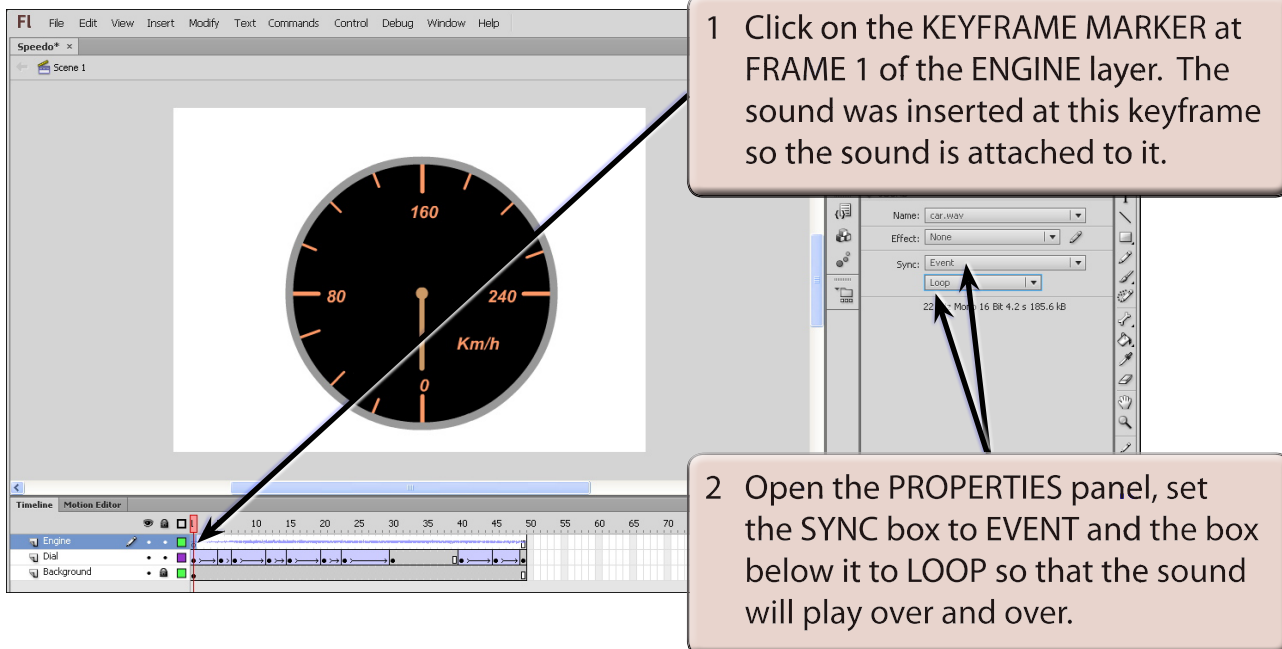
Start The sound will start when the movie is loaded.

Stop The sound will not start when the movie is loaded. It will require some sort of action for the sound to play.

Stream Links the sound to an animation in a movie. The sound plays within the frames in the TIMELINE panel.

A Event

You will see the main use of EVENTS a little later when attaching sounds to buttons. For now, the event will just be the start of the animation.



The screenshot shows the Animate software interface. The main canvas displays a speedometer animation. The timeline at the bottom shows the 'Engine' layer with a keyframe marker at frame 1. A callout box points to this marker with the instruction: '1 Click on the KEYFRAME MARKER at FRAME 1 of the ENGINE layer. The sound was inserted at this keyframe so the sound is attached to it.' Another callout box points to the 'Properties' panel on the right, where the 'Sync' dropdown is set to 'Event' and the 'Loop' checkbox is checked. The instruction for this box is: '2 Open the PROPERTIES panel, set the SYNC box to EVENT and the box below it to LOOP so that the sound will play over and over.'

1 Click on the KEYFRAME MARKER at FRAME 1 of the ENGINE layer. The sound was inserted at this keyframe so the sound is attached to it.

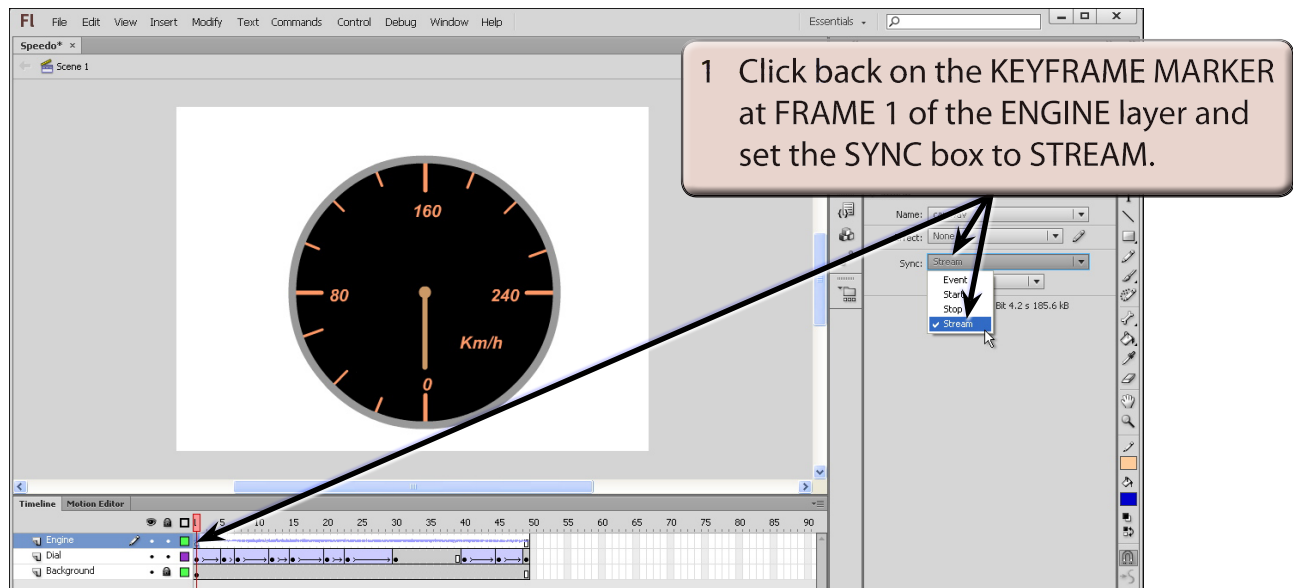
2 Open the PROPERTIES panel, set the SYNC box to EVENT and the box below it to LOOP so that the sound will play over and over.

3 Preview the movie and the sound should play continuously as the dial moves.

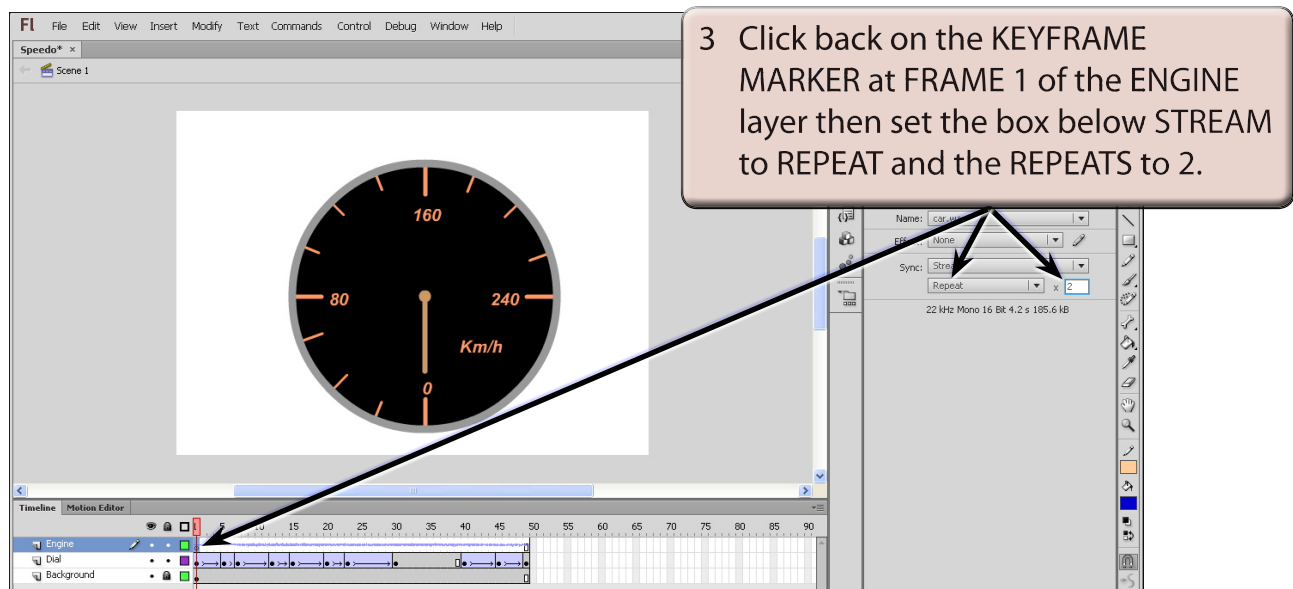
4 Press the ESC key to stop the sound.

B Stream

Stream compresses the sound into the set frames.



- 2 Press <enter> or <return> to preview the movie and the sound is compressed to the number of frames in the movie.



- 4 Click on the stage to set the change, preview the movie and the sound should repeat twice within the 50 frames, although it may be a little difficult to hear the repeat.

Code Snippets

Adobe Flash has its own programming language, called ActionScript. This allows you to enter code to more accurately and professionally control your animations. However, ActionScript does take quite sometime to learn. To allow you to use ActionScript without needing to know how to write ActionScript commands, Flash provides CODE SNIPPETS of some of the common tasks used in Flash animations.

Using Code Snippets is also a good way to develop your understanding about how ActionScript commands need to be entered.

Loading a Prepared Symbol

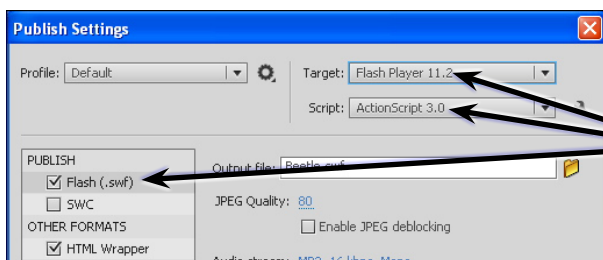
Code Snippets need to be applied to movie clip symbols so, to save time, one has been prepared for you.

- 1 Load Flash or close the current files then click on the OPEN button.
- 2 Access the FLASHcs6 SUPPORT FILES, open the CHAPTER 20 folder and load:
Beetle
- 3 Use SAVE AS from the FILE menu to save the file in your STORAGE folder as:
Beetle

Checking the Flash Settings

Code Snippets use ActionScript 3.0 so, when applying Code Snippets to previously created files, it is a good idea to check that the file is set to that version of ActionScript.

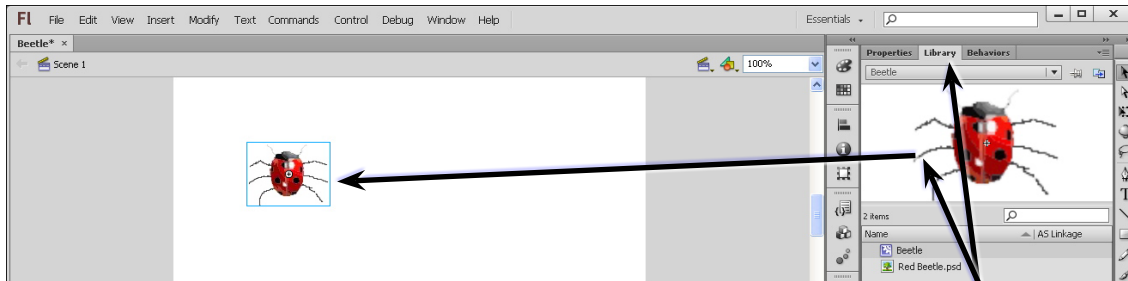
- 1 Display the FILE menu and select PUBLISH SETTINGS.



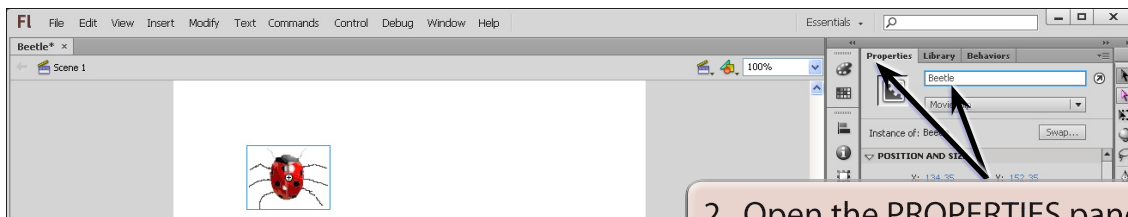
- 2 Check that FLASH (.SWF) is selected in the PUBLISH frame, set the PLAYER to one of the FLASH PLAYER 11 versions and the SCRIPT to ACTIONSCRIPT 3.0, then select OK.

Naming the Movie Clip

When using ActionScript it is best to name the movie clip before applying code snippets to it. If you don't do this, Flash will ask you to anyway.



- 1 Open the LIBRARY panel and drag the BEETLE movie clip onto the stage.

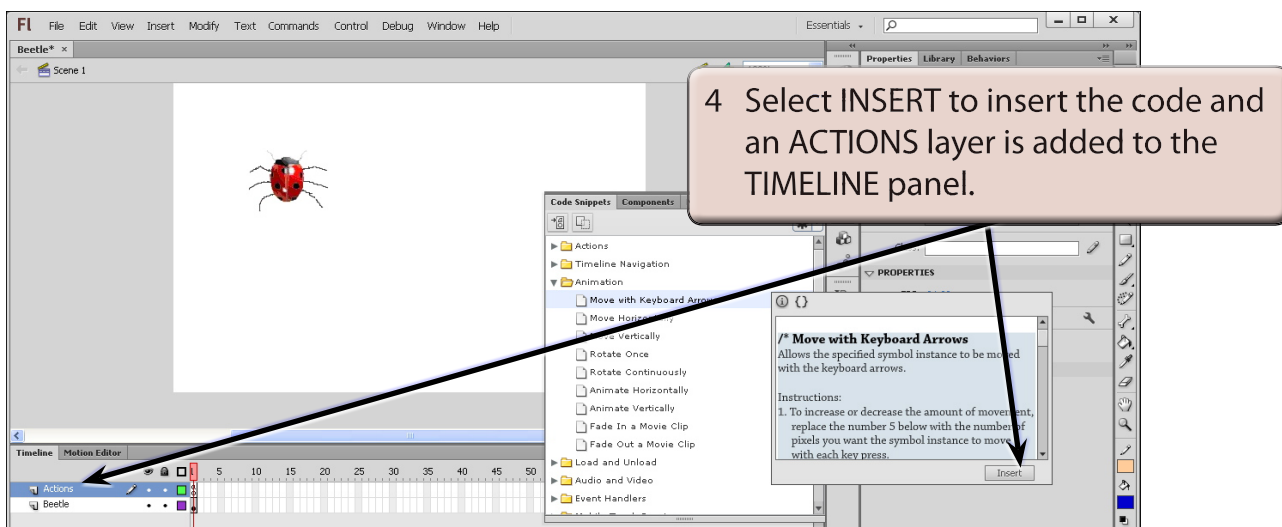
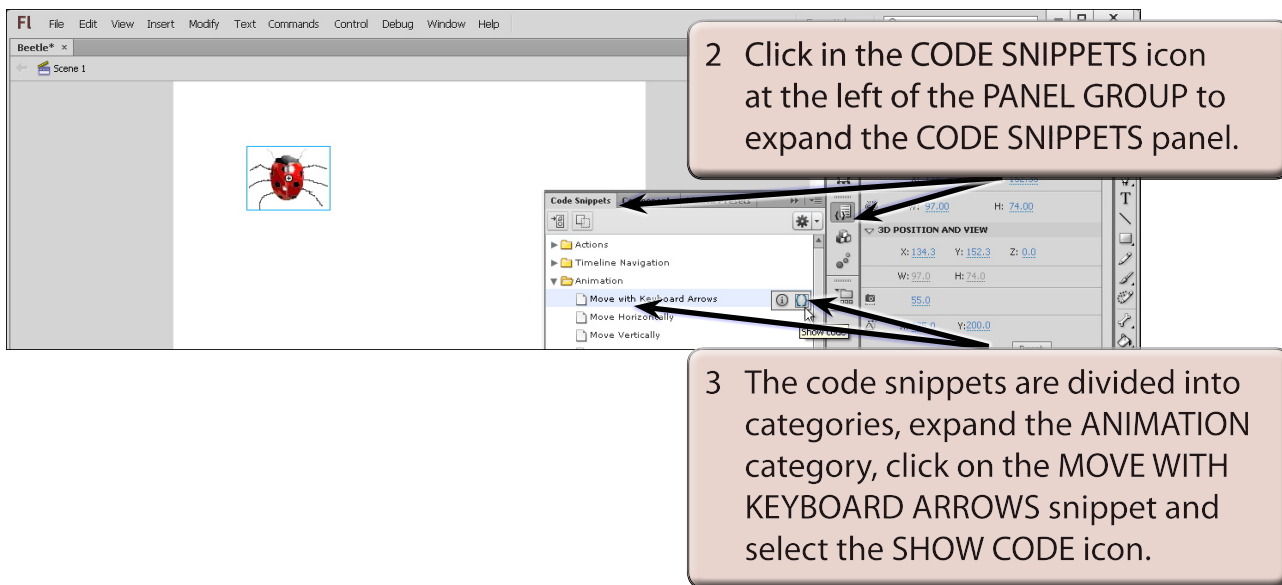


- 2 Open the PROPERTIES panel, enter the name BEETLE in the INSTANCE NAME box and press <enter> or <return>.

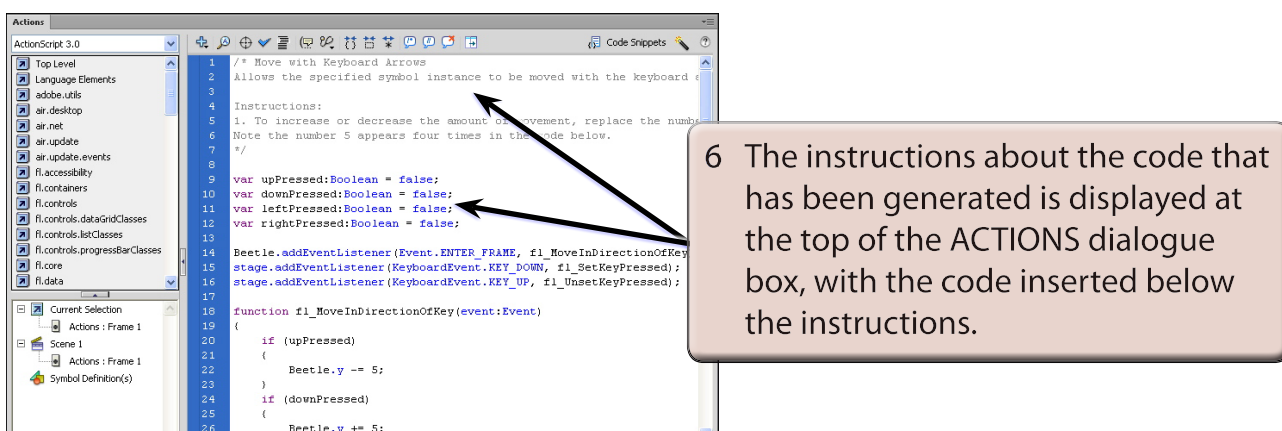
Controlling Objects With the Arrow keys

You can set a movie clip symbol to be controlled by the keyboard arrows when the file is exported.

- 1 The BEETLE movie clip symbol should be selected on the stage.

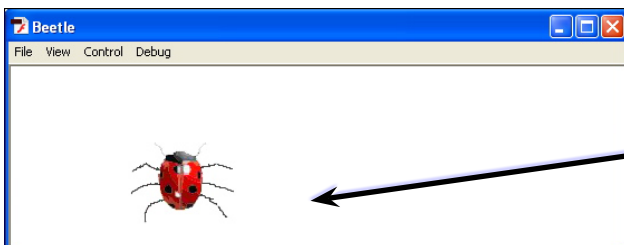


5 Display the WINDOW menu and select ACTIONS to open the ACTIONS panel.



NOTE: Notice that the instructions say that if you want to increase or decrease the amount movement, change the 5 value in the code.

- 7 Close the ACTIONS panel.
- 8 Display the CONTROL menu, highlight TEST MOVIE and select TEST.

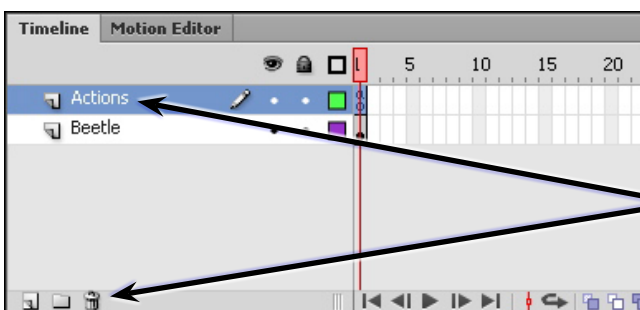


9 Press the arrow keys and the beetle should move in the direction of the arrow that you press.

- 10 Close the TEST MOVIE screen.

Moving Objects With the Mouse

There is a code snippet that allows you to attach a movie clip to the mouse so that it moves as you move the mouse.



1 Select the ACTIONS layer in the TIMELINE panel and click on the DELETE LAYER icon to remove the layer.

NOTE: Deleting the ACTIONS layer will remove all the code from the symbol.

Text Formatting

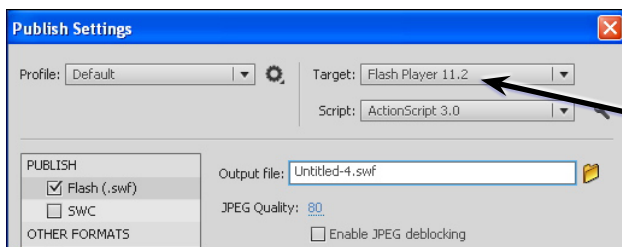
Flash is now widely used in the creation of web page layouts or content for mobile devices such as mobile phones, iPods, iPads, etc. Because of this, recent versions of Flash have introduced far greater text formatting features, many of which are similar to those in design programs such as Adobe InDesign and Adobe Illustrator.

The new text features are called the Text Layout Framework (or TLF for short) and they require Flash Player 10 or later to be viewed. If you need to provide content for use on previous Flash Player versions, the text can be set to Classic Text, but this reduces the amount of formatting features that you can use.

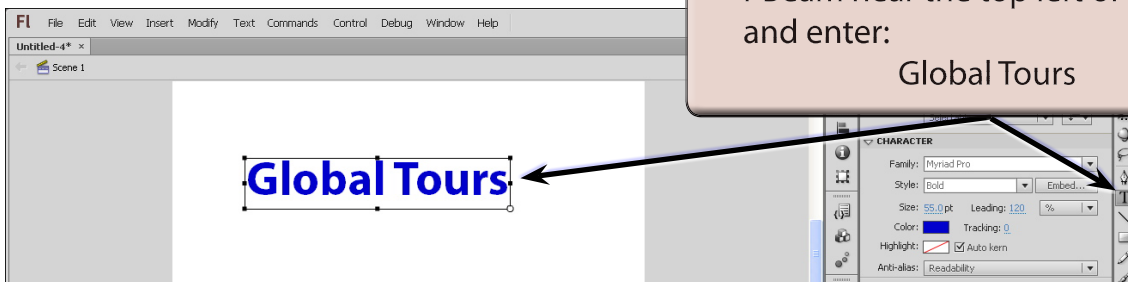
The Text Layout Framework

Some simple text will be entered and formatted using the TLF Text options.

- 1 Load Flash or close the current file and create a new ACTIONSCRIPT 3.0 file.
- 2 Display the FILE menu and select PUBLISH SETTINGS.

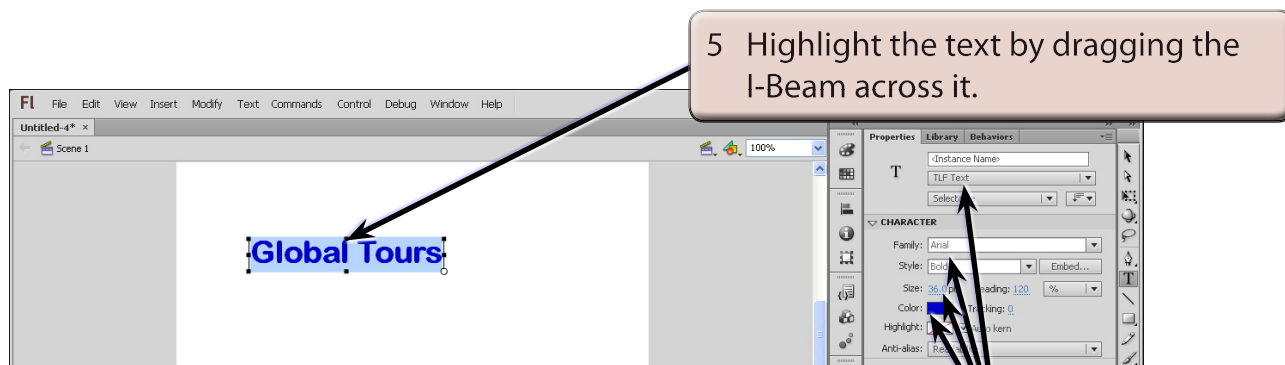


- 3 Check that the PLAYER is set to FLASH PLAYER 10 or later and select OK.



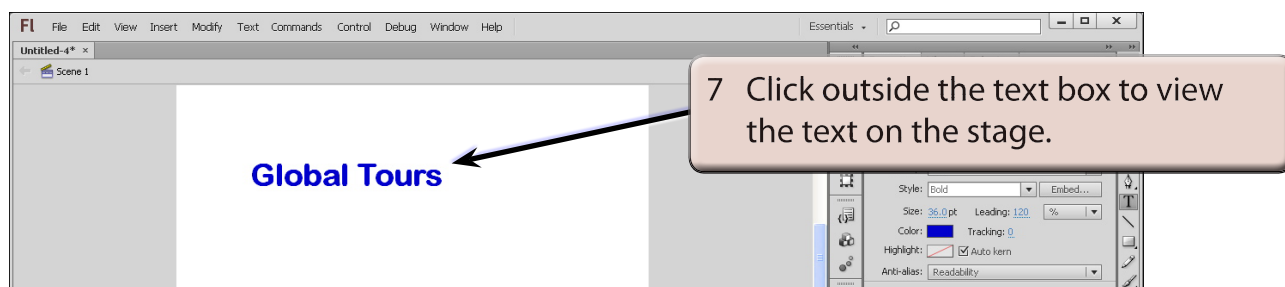
- 4 Select the TEXT TOOL, click the I-BEAM near the top left of the stage and enter:

Global Tours



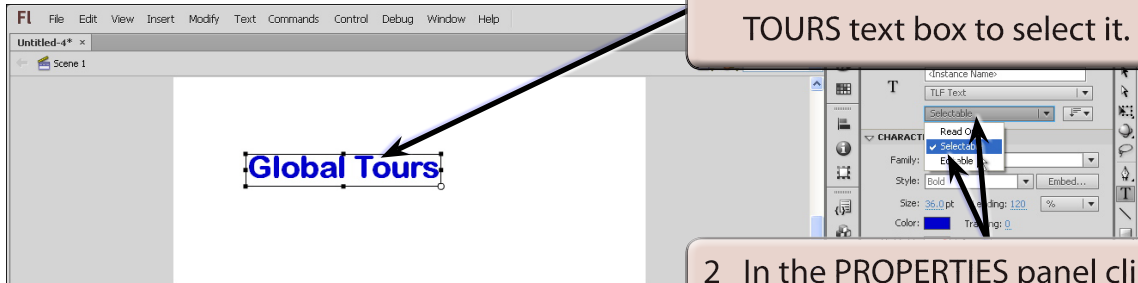
6 In the PROPERTIES panel check that the TEXT ENGINE box is set to TLF TEXT then set the font FAMILY to ARIAL, the STYLE to BOLD, the SIZE to 36 point and the text COLOUR to BLUE.

NOTE: The text SIZE can be entered by clicking in the POINT SIZE box in the PROPERTIES panel and entering the required size or by dragging the bottom border of the POINT SIZE box.



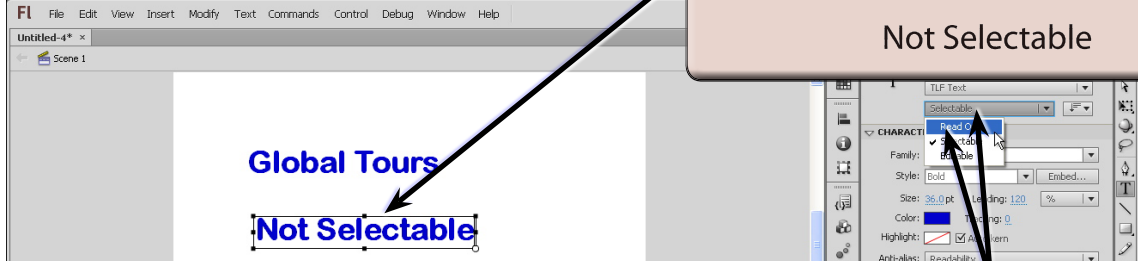
Selectable Text

You can allow text from a Flash file to be copied and pasted within a web site. This might be useful if you are providing information on a web site that others may wish to use. Only a whole text box can be made selectable, not individual words. You can also make the text editable within the web site.



1 Click the I-Beam in the GLOBAL TOURS text box to select it.


2 In the PROPERTIES panel click on the TEXT TYPE box and select the SELECTABLE to enable the text to be selected.



3 Click the I-Beam under GLOBAL TOURS to add another text box and enter:

Not Selectable

4 In the PROPERTIES panel click on the TEXT TYPE box and select READ ONLY.

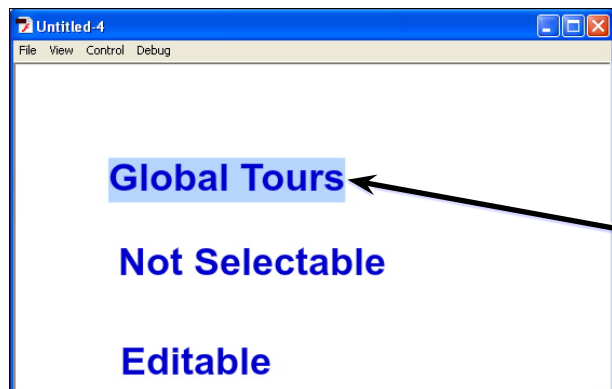


The screenshot shows the Adobe Flash CS6 interface. On the stage, there are three text boxes: "Global Tours" (blue), "Not Selectable" (blue), and "Editable" (blue). The "Editable" text box is selected, and a black arrow points from it to a callout box. The Properties panel on the right shows the "Text" section with the "Text Type" dropdown menu open, and "Editable" is selected. A black arrow points from the "Editable" option in the dropdown to a callout box.

5 Add another text box under NOT SELECTABLE and enter:
Editable

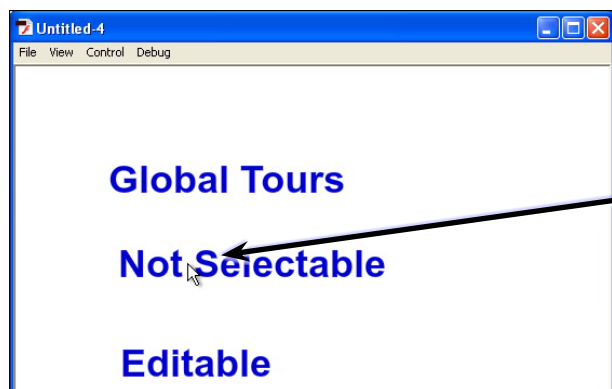
6 In the PROPERTIES panel click on the TEXT TYPE box and select EDITABLE.

- 7 Display the CONTROL menu, highlight TEST MOVIE and select TEST.



The screenshot shows the Adobe Flash CS6 interface. The text boxes "Global Tours", "Not Selectable", and "Editable" are on the stage. The "Global Tours" text box is highlighted with a blue selection box. A black arrow points from the highlight to a callout box.

8 Highlight GLOBAL TOURS and the text can be selected (and copied if need be).



The screenshot shows the Adobe Flash CS6 interface. The text boxes "Global Tours", "Not Selectable", and "Editable" are on the stage. The "Not Selectable" text box is highlighted with a blue selection box. A black arrow points from the highlight to a callout box.

9 Try highlighting NOT SELECTABLE and you should not be able to do so.

Text Effects

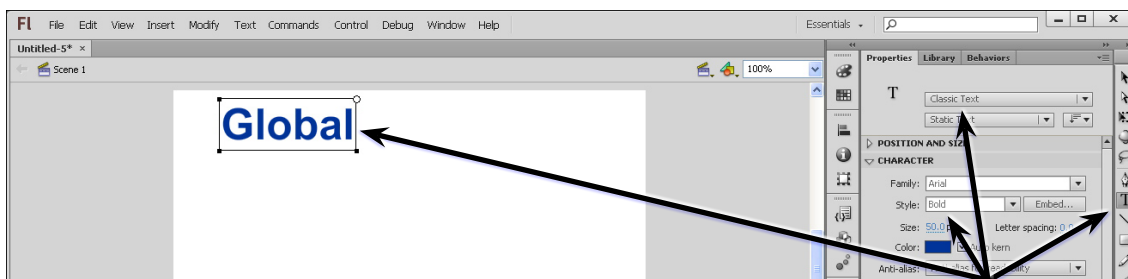
You can create a variety of different text effects using Flash. This ranges from simple text movement that you have done before to animating individual letters and distorting text into different shapes.

Animating Letters

You can split the text in a text box up into its individual letters then animate each letter.

A Breaking the Text Apart

- 1 Load Flash or close the current files and create a new ACTIONSCRIPT 3.0 file.

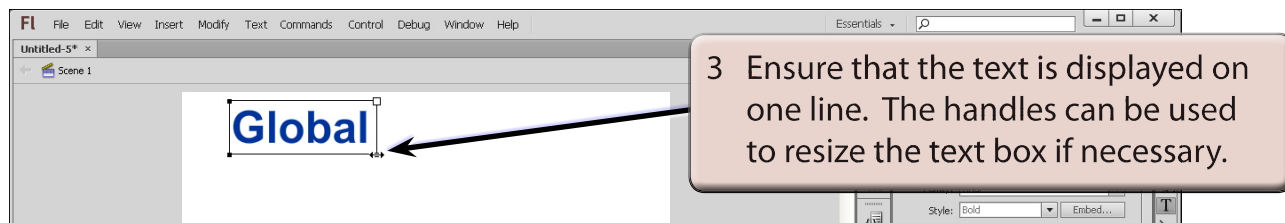


- 2 Select the TEXT TOOL and, in the PROPERTIES panel, set the TEXT ENGINE to CLASSIC TEXT, the STYLE to BOLD, the SIZE to 50 pt then enter the word:

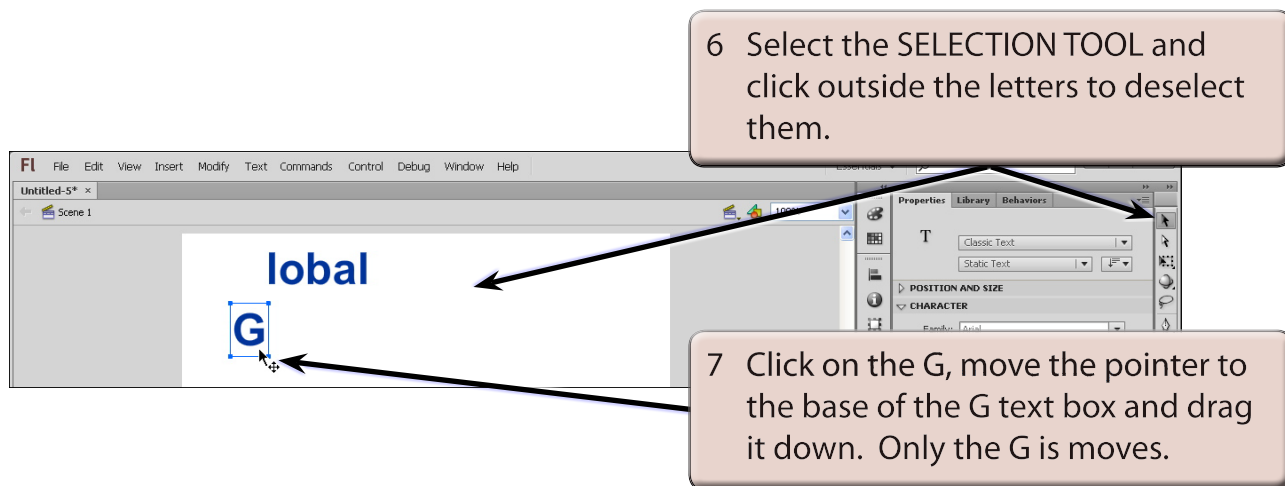
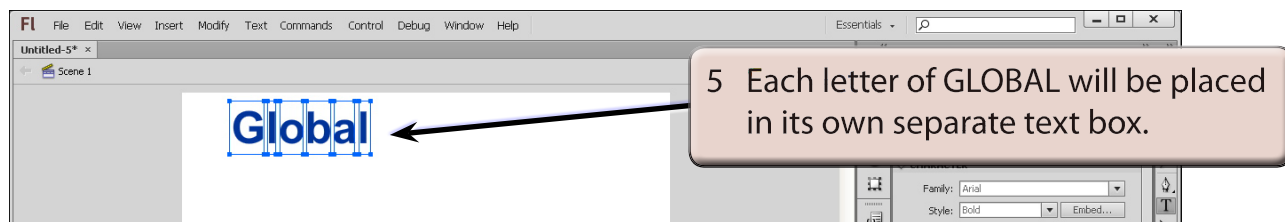
Global

at the top left of the stage.

NOTE: The CLASSIC TEXT engine is used here because shortly you will be setting each letter into an individual layer. The TLF TEXT has difficulty breaking text into individual letters. As we won't need to use any of the TLF TEXT formats here, it is easier to use the CLASSIC TEXT engine.

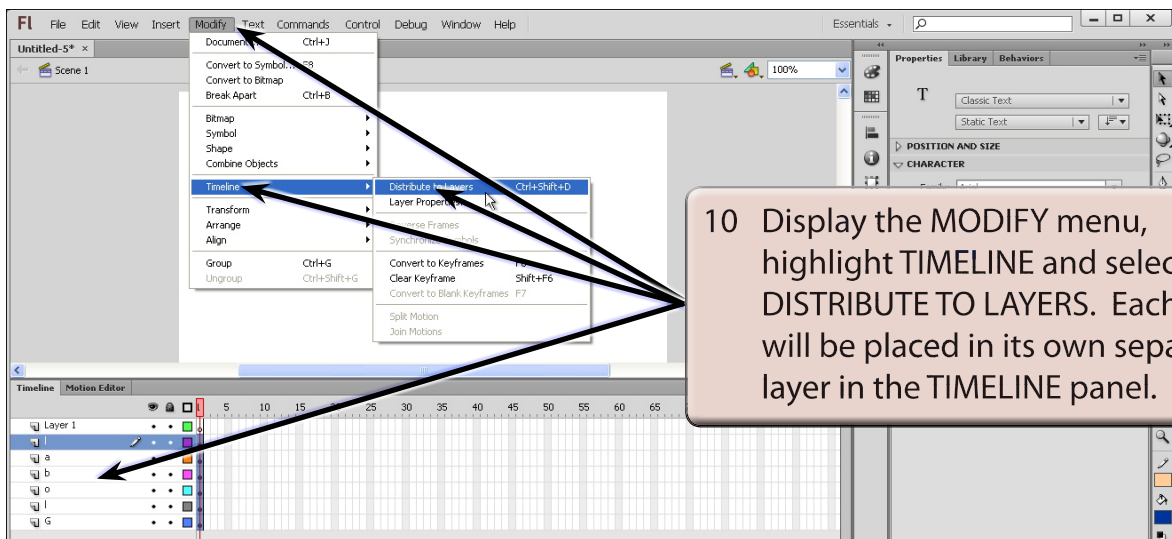


4 Display the MODIFY menu and select BREAK APART.



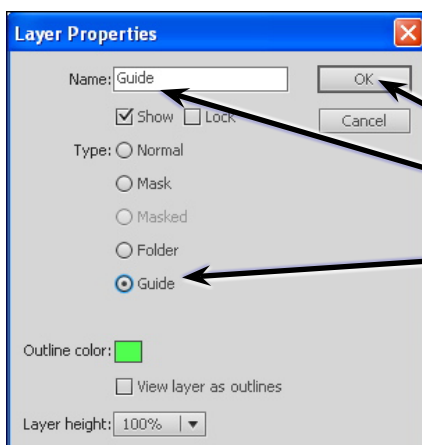
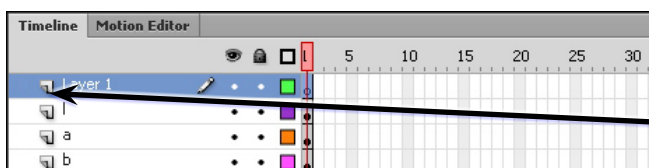
8 Press CTRL+Z or COMMAND+Z to undo the last move.

9 Press CTRL+A or COMMAND+A to select all the text boxes.



B Converting to a Guide Layer

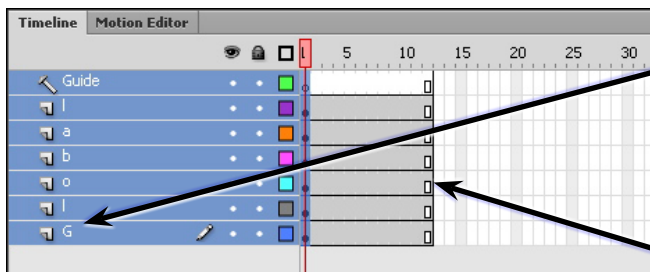
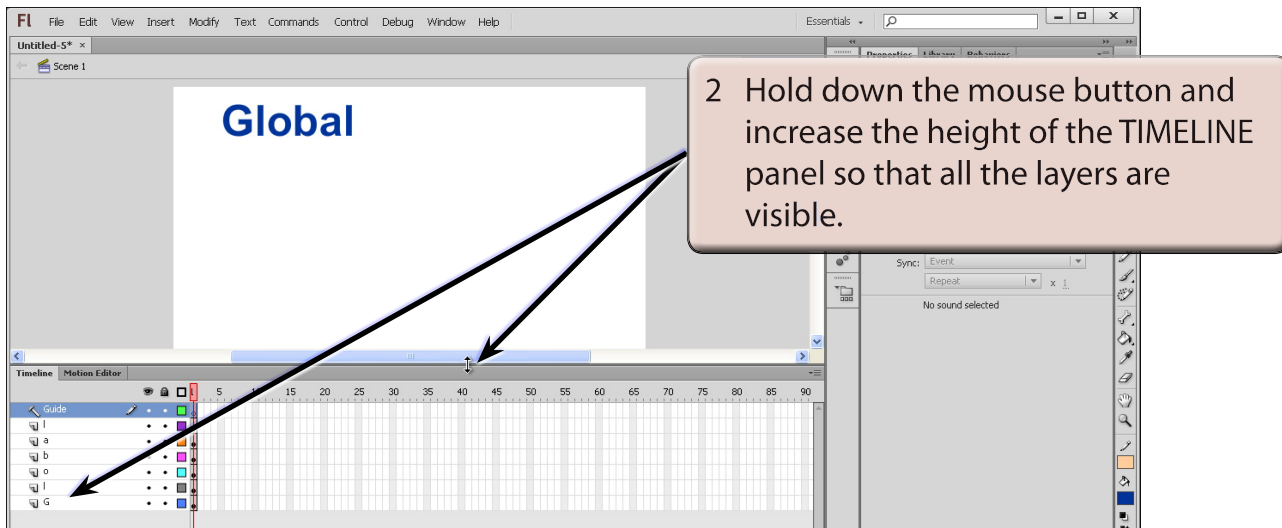
LAYER 1 is empty and it can be converted to a GUIDE LAYER so that guide lines can be added to the stage. Anything drawn in a GUIDE LAYER is not displayed in the movie, the content in it simply helps you position objects in an animation.



C Adding frames to the Layers

Frames can be added to all the layers in one step.

- 1 Move the pointer over the top border of the TIMELINE panel until it changes to vertical lines with arrows.



- 3 SHIFT+CLICK on the last layer and all the layers should be selected.

- 4 Press the F5 key 11 times to insert 11 frames to all the layers.

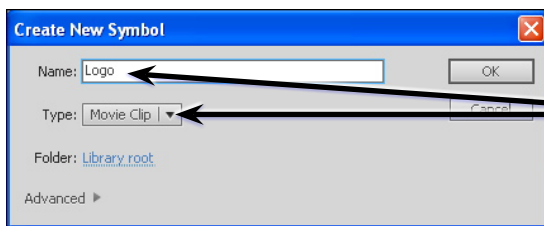
Text Effect Movie Clips

You can set special text effects as a movie clip then import them into web pages. For example, you might want an animated logo or a message flashing across the screen.

Creating the Movie Clip Symbol

The first step in the process is to create the movie clip symbol.

- 1 Load Flash or close the current file and create a new ACTIONSCRIPT 3.0 file.
- 2 Display the INSERT menu and select NEW SYMBOL.

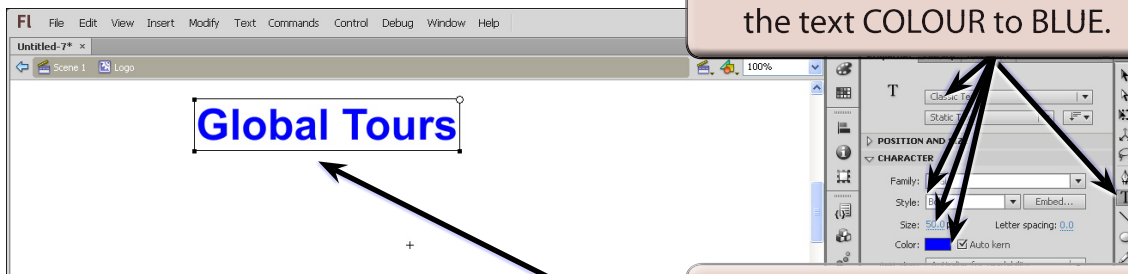


- 3 Name the symbol LOGO and set the TYPE to MOVIE CLIP.

- 4 Select OK and your screen will be set to MOVIE CLIP EDIT MODE.

Entering the Text

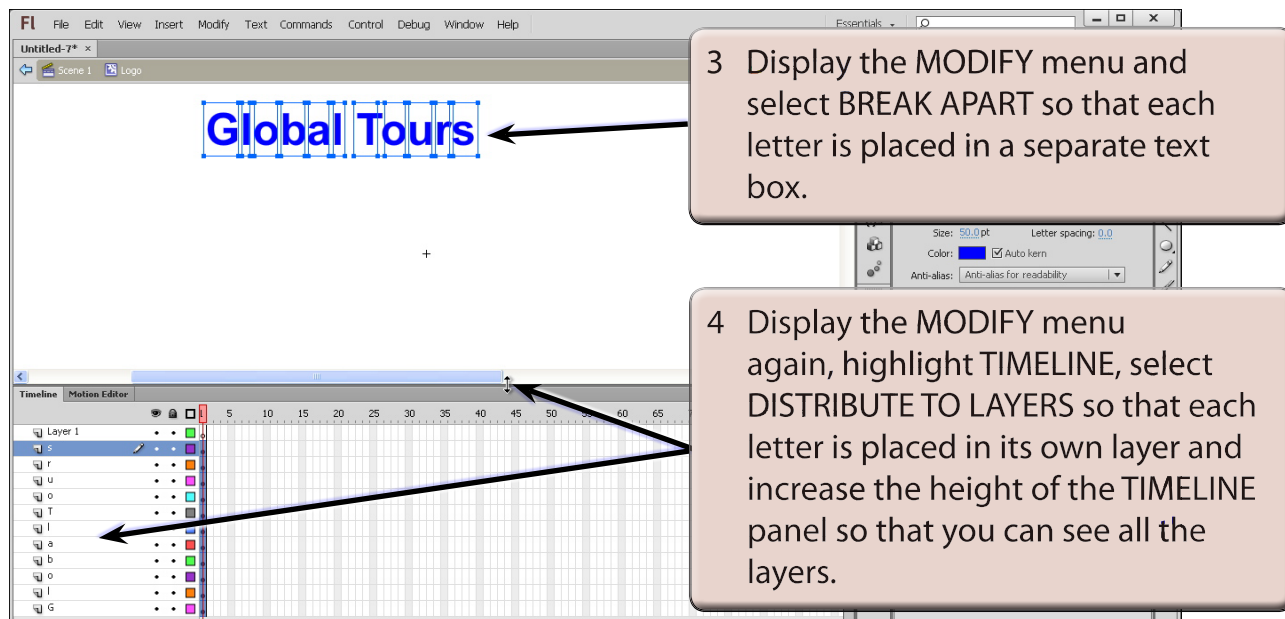
Some text will be entered then broken apart and distributed to layers so that each letter is in a separate layer. Once this is completed each letter can be animated.



- 1 Select the TEXT TOOL, set the TEXT ENGINE to CLASSIC TEXT, the STYLE to BOLD, the SIZE to 50 point and the text COLOUR to BLUE.

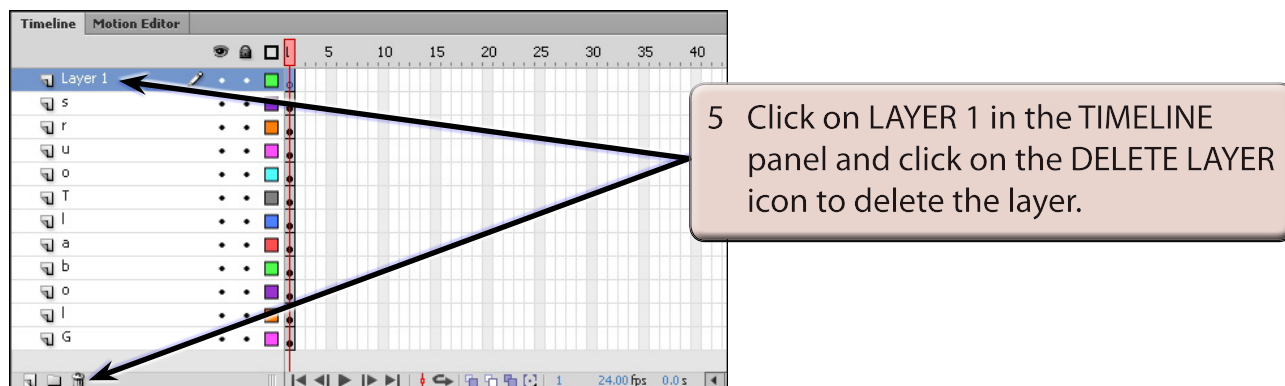
- 2 Click the I-Beam on the stage and enter:

Global Tours

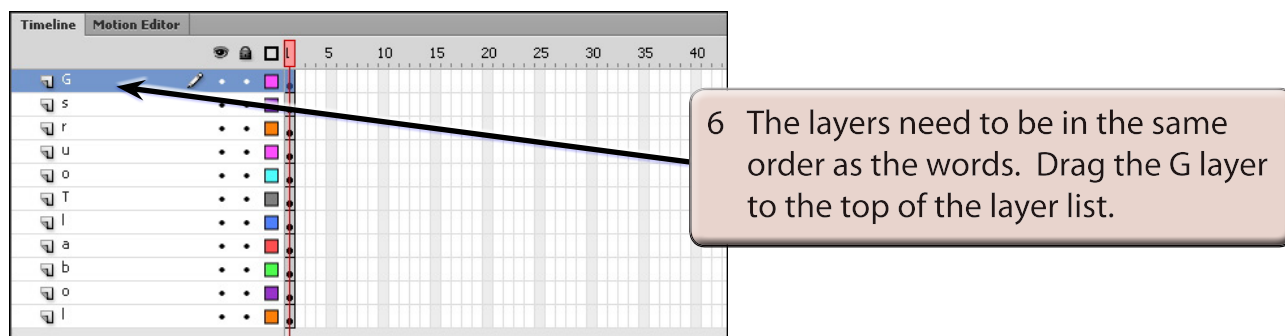


3 Display the MODIFY menu and select BREAK APART so that each letter is placed in a separate text box.

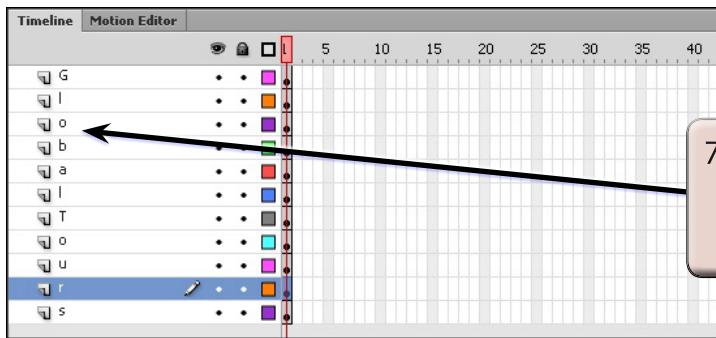
4 Display the MODIFY menu again, highlight TIMELINE, select DISTRIBUTE TO LAYERS so that each letter is placed in its own layer and increase the height of the TIMELINE panel so that you can see all the layers.



5 Click on LAYER 1 in the TIMELINE panel and click on the DELETE LAYER icon to delete the layer.



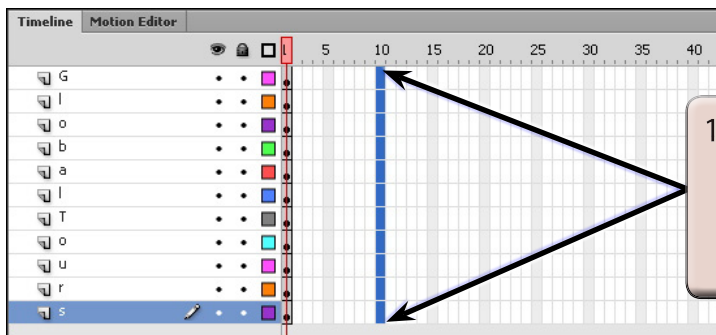
6 The layers need to be in the same order as the words. Drag the G layer to the top of the layer list.



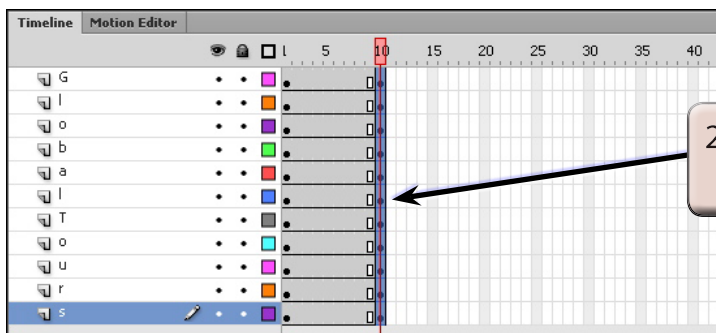
7 Repeat step 6 to move the other layers so that they are in the same order as the letters in the words.

Adding Keyframes

Keyframes will be added to each layer. This can be done in one step.



1 Highlight FRAME 10 for each layer by dragging the pointer from FRAME 10 of the G layer to FRAME 10 of the last L layer.

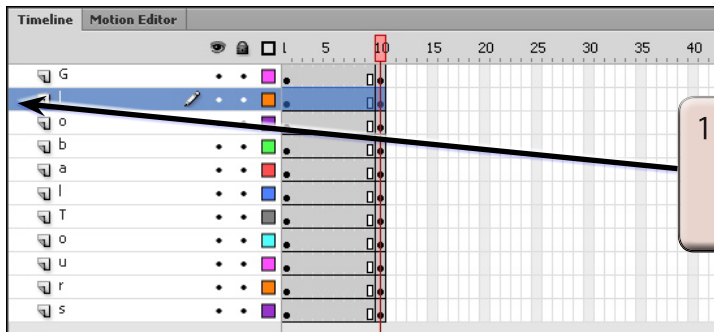


2 Press the F6 key to insert the KEYFRAMES.

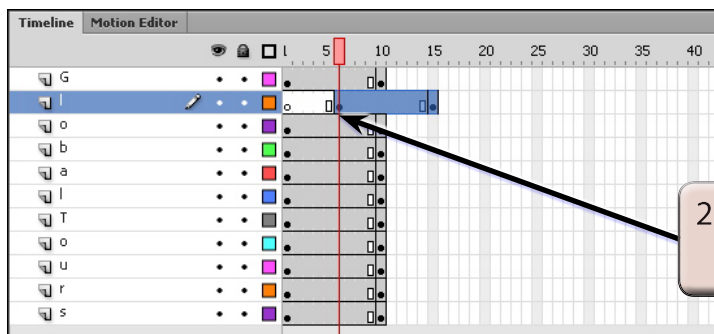
NOTE: KEYFRAMES should be added to FRAME 10 of each layer along with normal frames up to FRAME 10.

Animating the Letters

We want the G to come on the screen first followed by the L then the O, etc.



1 Click to the left of the first L layer icon (the second layer) to highlight all its frames.



2 Drag the KEYFRAME MARKER at FRAME 1 for the L layer to FRAME 6.

NOTE: All of the frames for the L layer should move to the right. This will cause the L to be placed on the stage 5 frames after the G.

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 big 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.

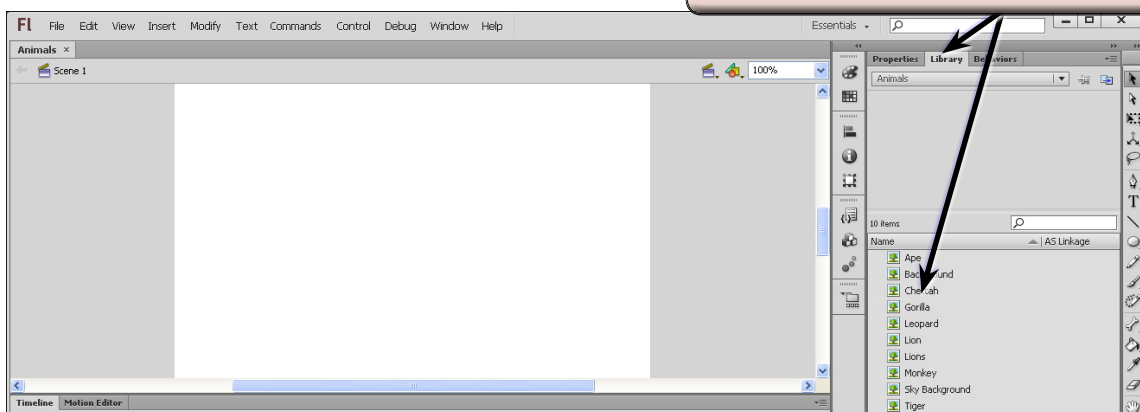
Loading the Prepared File

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 FLASHcs6 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

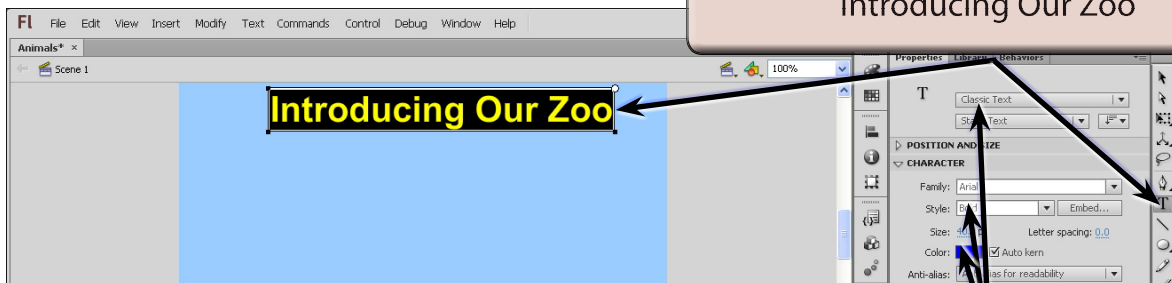
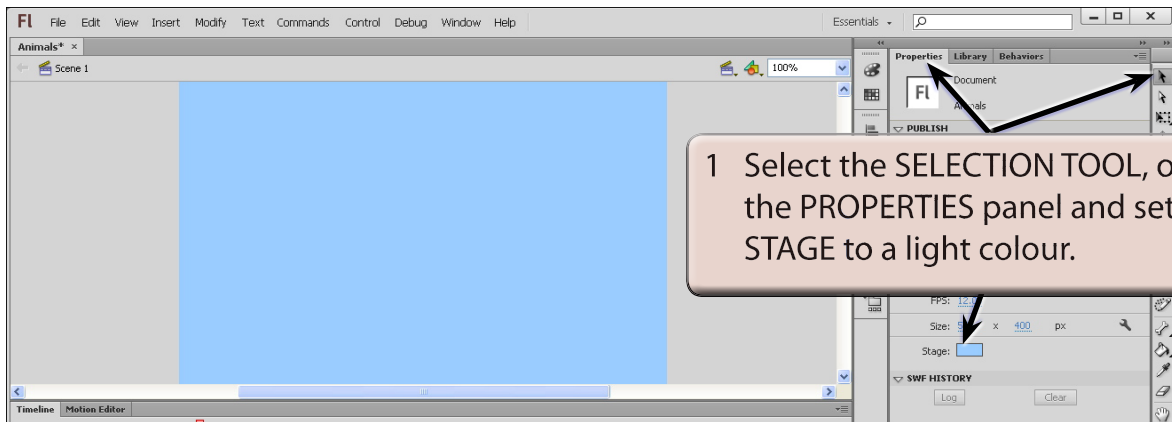
- 5 Open the LIBRARY panel and the assets that will be used should be displayed.



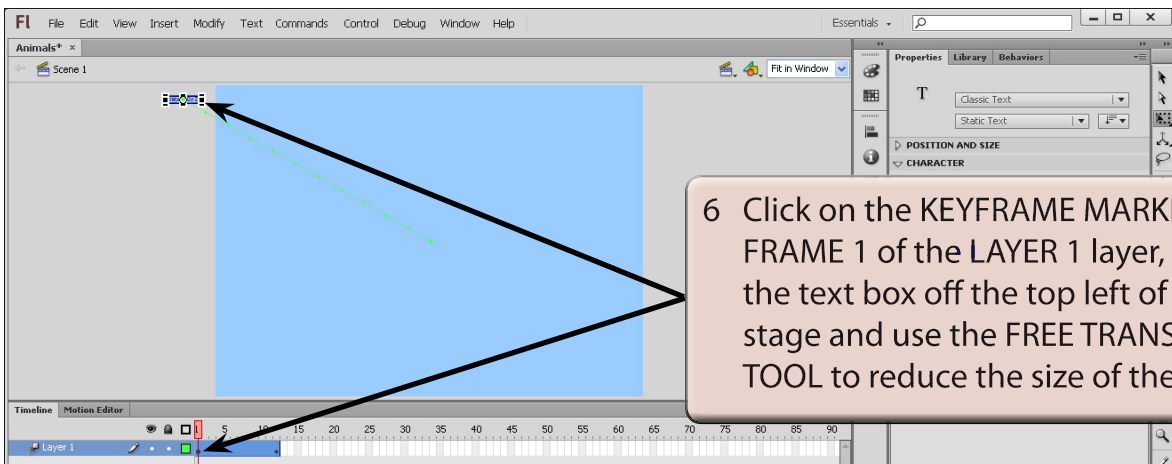
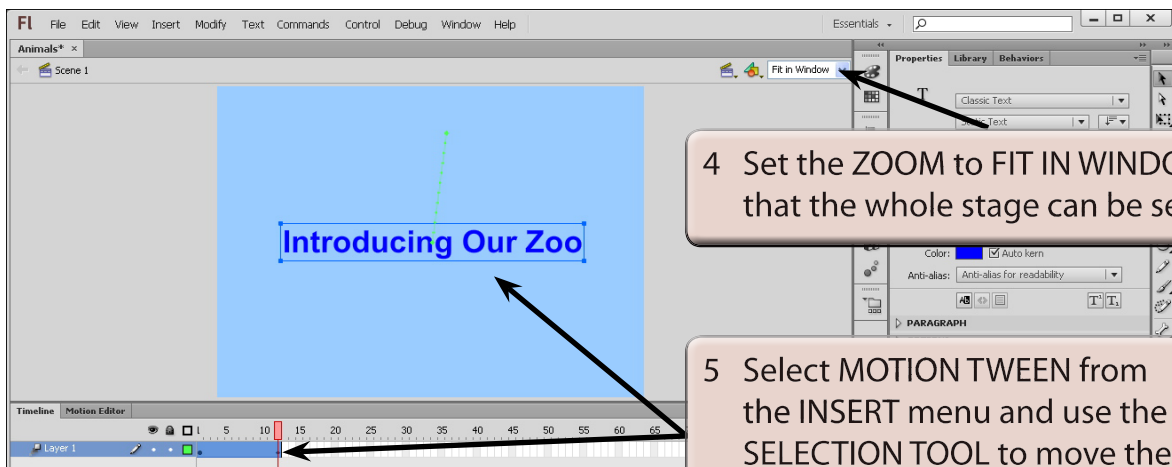
The Introduction Scene

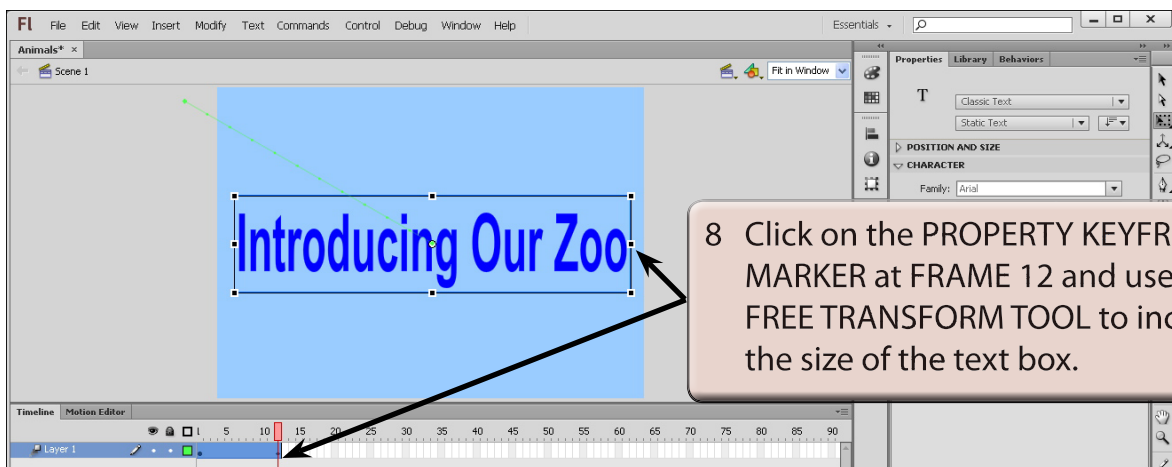
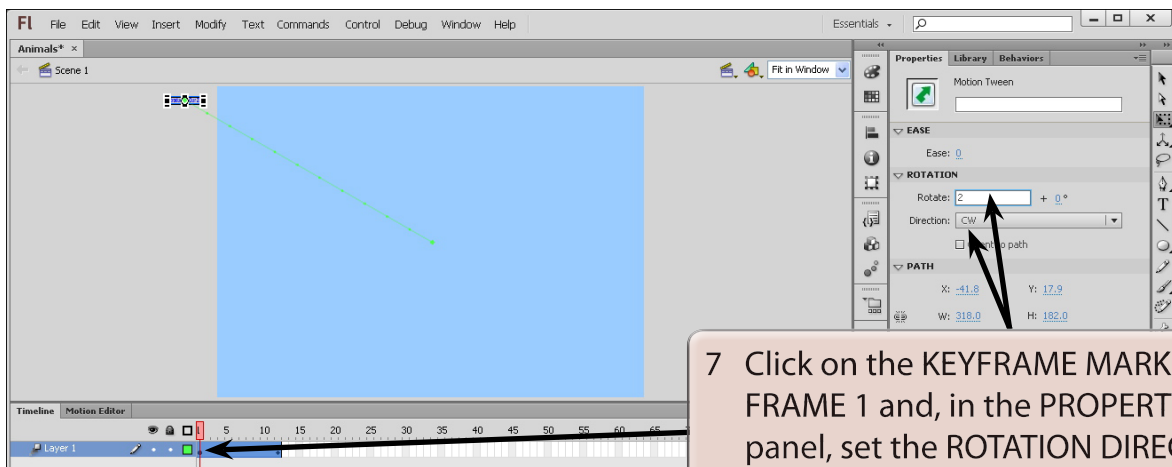
The Introduction scene will simply place the title on the screen as an animation.

A Creating the Animation



- 3 Highlight the text and set it to the CLASSIC TEXT engine, a font of your choice, BOLD, 40 point and a dark colour.





- 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 to.

Publishing For Mobile Devices

You can publish your Flash animations so that they can be viewed on mobile devices. When Flash files are published for mobile devices they are saved as .AIR or Adobe Integrated Runtime files and, with the CS6 version of Flash, all required files for either Android or iOS (Apple) systems are packaged together for easy upload to the required system. This packaging of files is called Captive RunTime.

In this chapter we will look at publishing a current Flash file in the AIR format and creating a file specifically for viewing on a mobile device. It is important to understand that when creating a mobile application, some ActionScript programming is required, so if you want to use Flash for that purpose, you will need to do some learning of ActionScript.

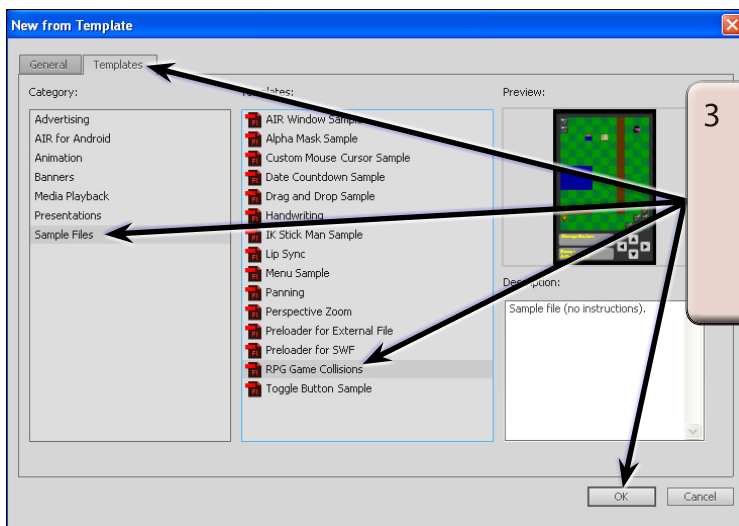
Publishing a Flash File

Any of the Flash animations that you have created in these modules can be exported for display on a mobile device. However, the dimensions of the document may not be suitable for view on a smaller screen. For that reason, we will use one of the sample Flash animations that is provided with the program.

A Loading the File

- 1 Load Flash or close the current files.





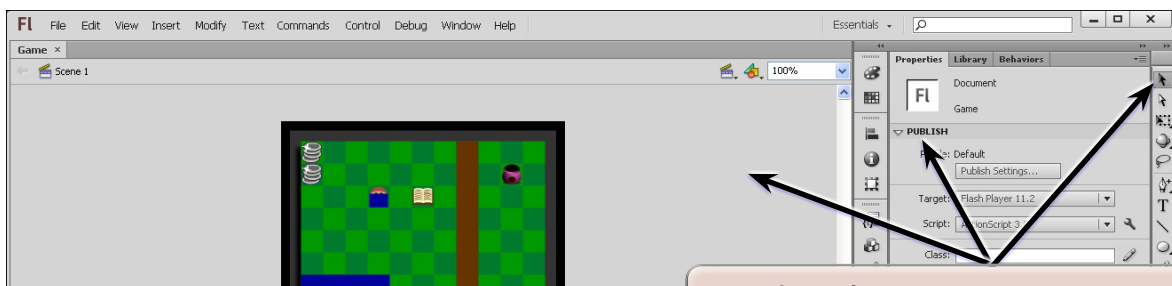
3 In the TEMPLATES tab of the NEW FROM TEMPLATE dialogue box select the SAMPLE FILES category followed by the RPG GAME COLLISIONS template and select OK.

- 4 The file is a game that gets the user to use the arrow buttons to move a figure to find money, books and artefacts.
- 5 Save the file in your STORAGE folder under the name:

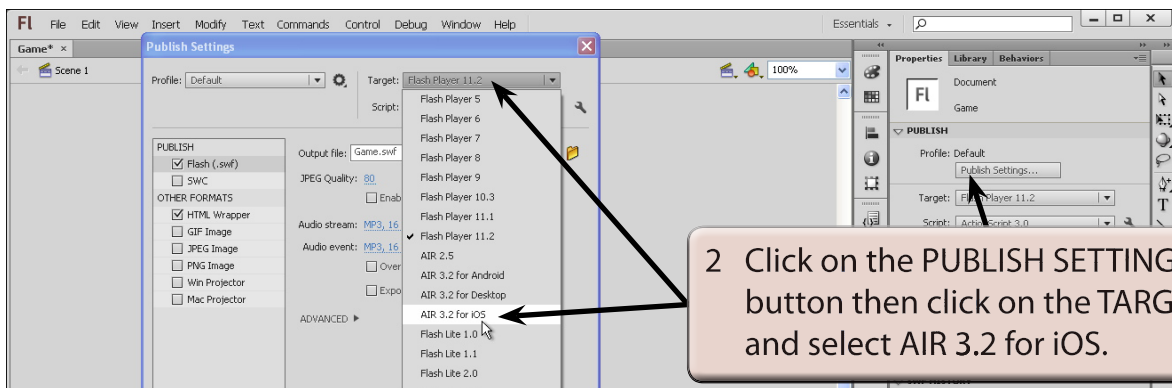
Game
- 6 Display the CONTROL menu, highlight TEST MOVIE and select TEST to see how the animation performs as a SWF file designed for the internet.
- 7 Close the TEST MOVIE screen.

B Publishing the File for a Mobile Device

We can see how the file will look on a mobile device. In this case we will publish to the iOS system.

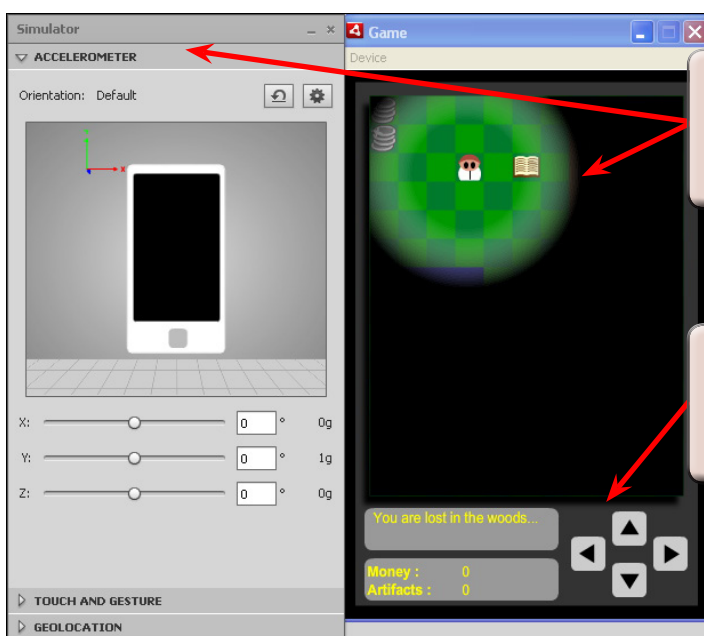
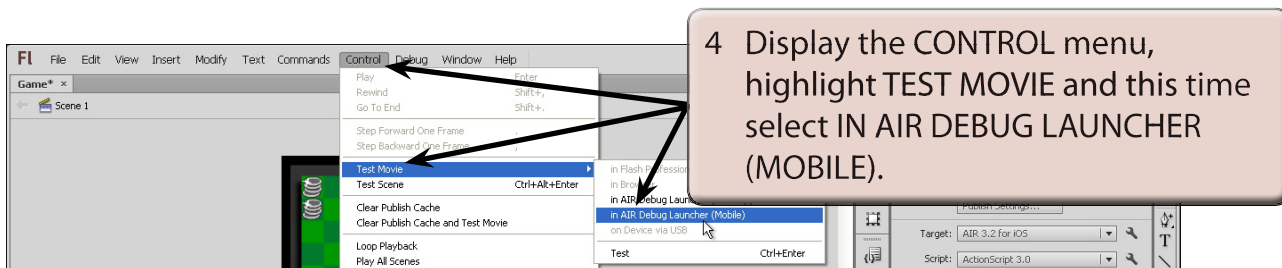


1 Select the SELECTION TOOL tool, click on the STAGE and, in the PROPERTIES panel, the PUBLISH section should be displayed.



3 Select OK to return to the file.

NOTE: You can also select PUBLISH SETTINGS from the FILE menu to open the PUBLISH SETTINGS dialogue box.



- 7 Close the GAME window then close the GAME file.

NOTE: You might like to test some of your Flash animations to see how they look in the Mobile Simulator.

Creating a Mobile Application

Normally mobile apps are created specifically for mobile devices. In this case a simple game app structure has been prepared for you and some mobile specific Code Snippets will be applied to it.

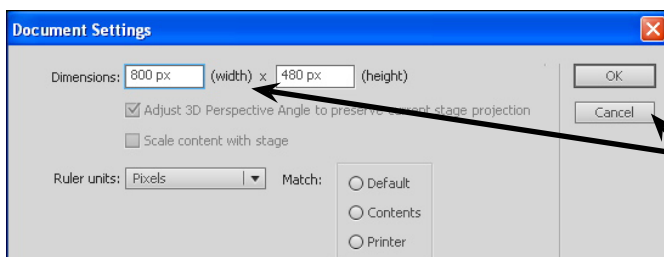
The App is a simple maze game where the user needs to drag a ball with their finger to the exit of a maze in the shortest possible time. There would need to be some ActionScript added to complete the App.

A Loading the Prepared File

- 1 Close the current file and click on the OPEN button.
- 2 Access the FLASHcs6 SUPPORT FILES, open the CHAPTER 25 folder and open the MAZE GAME file.
- 3 Use SAVE AS from the FILE menu to save the file in your STORAGE folder under the name:

MazeGame

- 4 Display the MODIFY menu and select DOCUMENT.



- 5 The DIMENSIONS of the document have been set to 800 px by 480 px which are the dimensions of some common smart phone screens when turned on their side. Select CANCEL to return to the document.

NOTE: The PUBLISH SETTINGS for this document have been set to the AIR 3.2 FOR ANDROID system.

Useful Tools

To complete this module, some useful tools that Flash provides will be looked at. These include inserting Video Clips, using the Deco Tool, the Spray Brush Tool and the Pen Tool, and applying Preset Animations.

Converting Video Clips

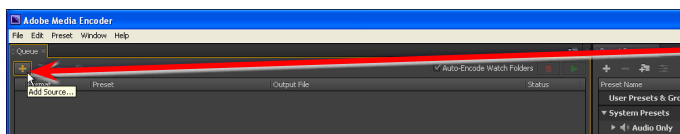
Video clips can be inserted into Flash and used within animations. The videos to be imported must be in one of three formats, FLV, F4V (H264) or MP4 (H264). If the video to be imported is in a different format, it needs to be converted into one of the three formats. Adobe provides a conversion program with Flash called Adobe Media Encoder CS6 to allow for the conversion of files into the required formats. If this program is not on your system, it can be downloaded from the Adobe web site.

If you do not have access to Adobe Media Encoder CS6, skip to the Importing the Video Clip section on page 26-3.

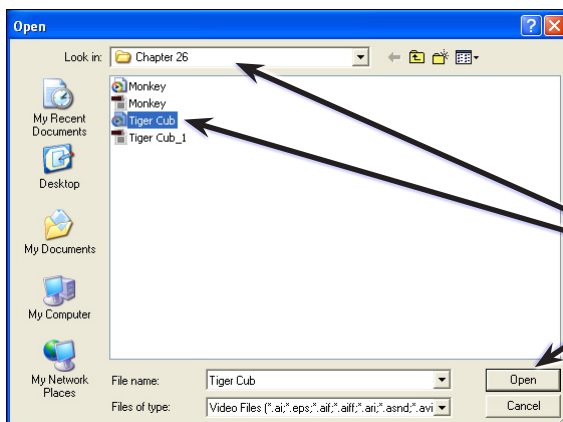
A Importing the Video Clip.

A sample video clip needs to be imported into Adobe Media Encoder.

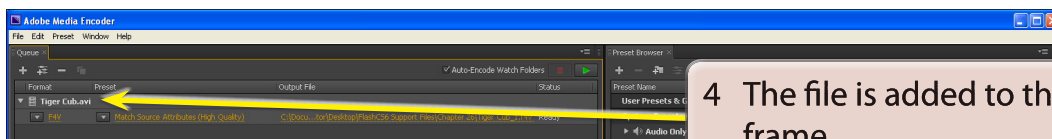
- 1 Load Adobe Media Encoder CS6 and remove any files that may be displayed.



- 2 Click on the ADD SOURCE (+) button next to QUEUE at the top left of the ADOBE MEDIA ENCODER dialogue box to insert the video.



- 3 Access the FLASHcs6 SUPPORT FILES, open the CHAPTER 26 folder and open the TIGER CUB.AVI file.

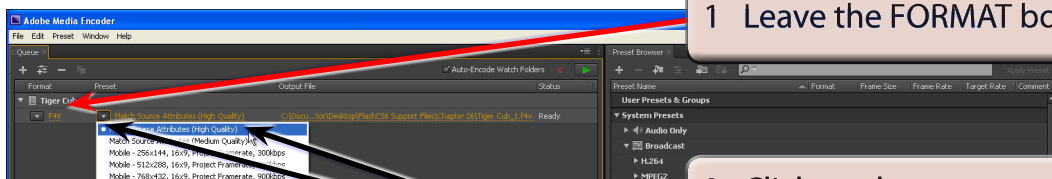


4 The file is added to the QUEUE frame.

NOTE: You can add multiple video clips and convert them in the one session if that is required.

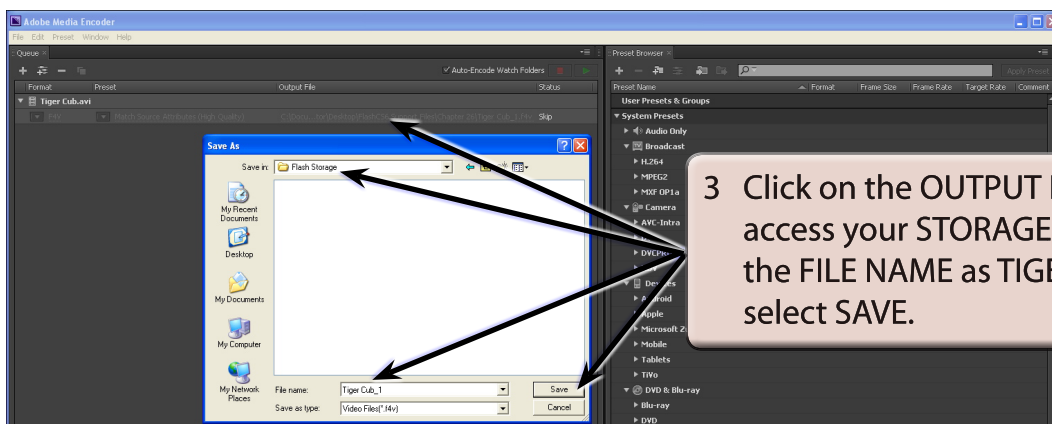
B Saving the File

You can adjust the formats and presets before saving the conversion, however, the default settings are quite suitable.

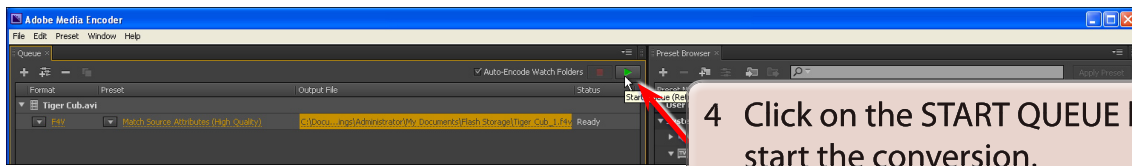


1 Leave the FORMAT box set to F4V.

2 Click on the arrow under PRESET and the various Flash video versions are displayed. Leave MATCH SOURCE ATTRIBUTES (HIGH QUALITY) selected.



3 Click on the OUTPUT FILE box, access your STORAGE folder, leave the FILE NAME as TIGER CUB_1 and select SAVE.



4 Click on the START QUEUE button to start the conversion.

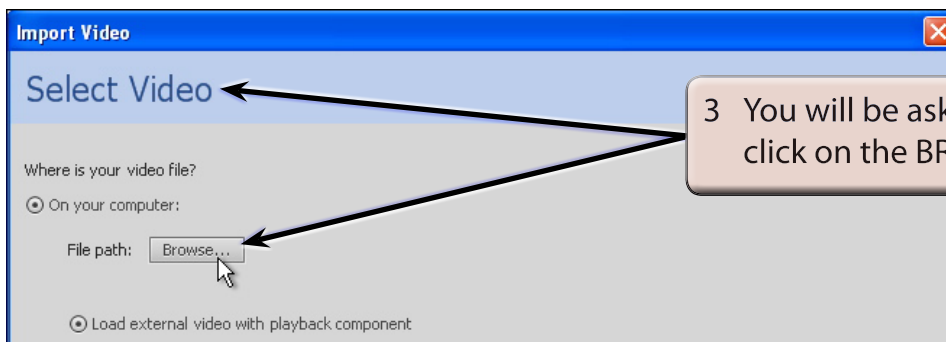
- 5 Exit from ADOBE MEDIA ENCODER.

Importing the Video Clip

The video clip can now be imported into Flash.

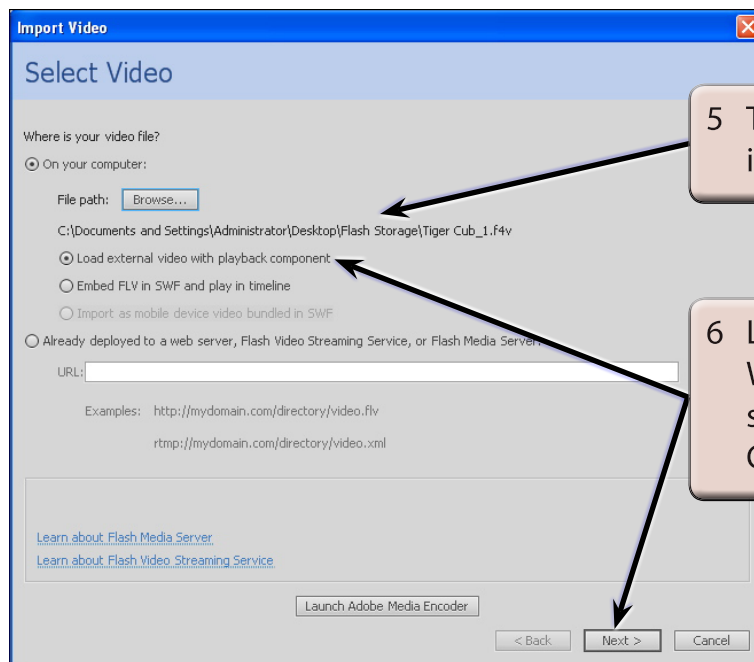
A Selecting the Video

- 1 Load Flash and create a new ACTIONSCRIPT 3.0 file.
- 2 Display the FILE menu, highlight IMPORT and select IMPORT VIDEO.



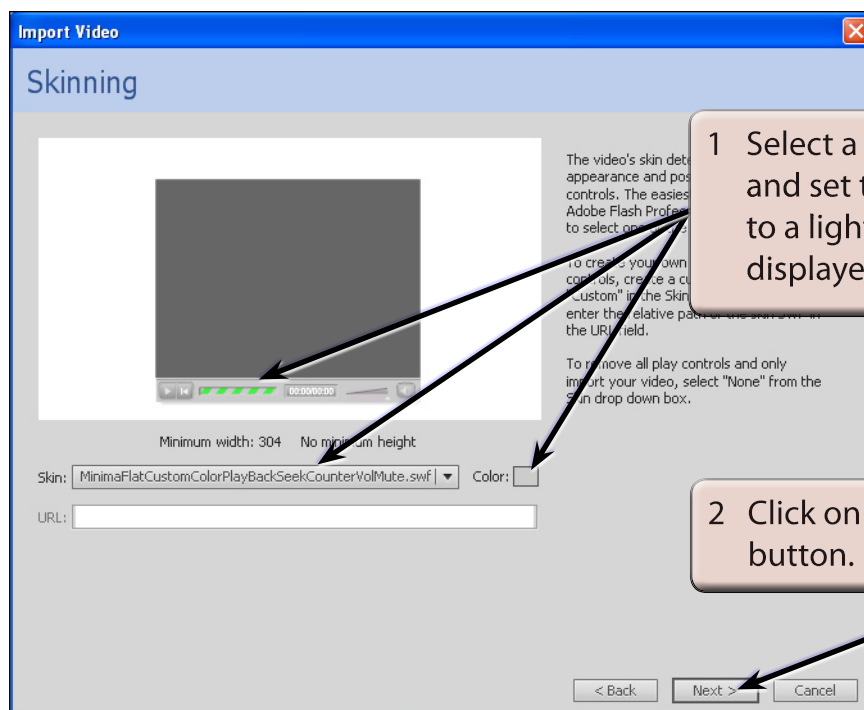
3 You will be asked to select the video, click on the BROWSE button.

- 4 Access your STORAGE folder and open the TIGER CUB_1.F4V file. If you did not have access to ADOBE MEDIA ENCODER, there is a copy of the converted video clip in the CHAPTER 26 folder of the FLASHcs6 SUPPORT FILES.



B Selecting the Skinning

The SKINNING is the video controller that is added to the video. Flash provides a range of different controllers for you to select from.



Flash Project 2

Alby's AutoBarn

