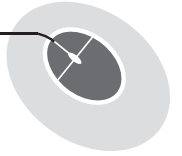# 8 Animation with Flash CS3

LEARNING OUTCOMES

After this lesson, students will be able to:

» Define multimedia software and give examples.

» List uses of Flash.

» Identify three basic items of a Flash document.

» Define timeline, edit bar and stage.

» Describe the use of panels.

» Describe and use the Property Inspector.

» Use and change the document properties.

» Understand frames and their use.

» Open and close Flash.

» Customise the Flash screen.

» Save and open a file.

WARM UP

» Suppose you wanted to create an animated landscape using Flash. What would it look like? Draw it here. Circle two areas where you would like provide movement.

Ans. Do it yourself.

CHAPTER NOTES

» Flash CS3 is multimedia software used to design user interfaces and applications.

- » With Flash you can create animated movies from scratch, import graphic content created in other programs and use Flash to animate it.
- » Flash has been one of the used formats in multimedia creation software for almost 10 years.
- » Some of the things that can be created with Flash are drawings and animations, multimedia websites, banner ads, tutorials, full-length ads and product presentations, customer service kiosks, television and film effects, games and other programs.
- » Each Flash document consists of three basic items.
  - ○ Timeline: A record of every frame, layer and scene in your movie.
  - ○ Edit bar: It displays text and menus for choosing symbols and scenes to work upon.
  - ○ Stage: It is the actual area in which your movie is displayed.
- » The stage is your virtual canvas. It is the area where you will draw the pictures and eventually string them together to create your own animation.
- » The stage is also your playback arena where you run a completed animation to test it out.
- » The grey area around the stage can be used as the expanded stage to store graphics for future use.
- » All software from the Adobe CS3 family has similar user interfaces, similar tools, familiar icons and customisable workspaces that enable you to move smoothly between Flash and other Adobe design software.
- » Panels help you to view, organise and change elements in your Flash document. Panels can have different appearances or states and are categorised into different types based on their function.
- » Flash creates a tabbed panel group known as the Property Inspector.
- » In Flash, the panel group has two tabs: the Properties tab and the Parameters tab.
- » The Properties tab displays information about the properties and attributes of tools and graphic elements.
- » The Parameters tab displays information about components.

» The Timeline determines the order in which the frames appear and their duration onstage.

» The Timeline is also where you specify how you want your layers stacked, i.e., which layer you want on top, which one beneath, and so on.

» All animations start with a single drawing and to draw something in Flash, you need drawing tools such as pens, pencils, brushes, colors, erasers etc.

» The Tools panel is where you find Flash's drawing tools.

» The Tools panel is divided into four sections. You can use the tools in the Tools panel to draw, paint, select and modify artwork, as well as change the view of the stage.

» When you are creating something in Flash, you are drawing one of two things: a stroke, which is a plain line or outline, or a fill, which is the area within an outline.

» Icons that appear in the Options section at any given time depend on which tool you've selected.

» The Document Properties dialog box lets you define the stage and set a frame rate for playing your movie.

» Frames are the lifeblood of your animation, and the frame rate is the heart that keeps that blood flowing at a certain speed.

» Flash's default setting is 12 frames per second (fps), a reasonable setting for animations viewed over the Web.

» In Flash, the Document Properties dialog box has a feature for creating metadata for .swf files.

» Metadata allows search engines to find your creations by title and/or keywords when you publish them to the Web.

» You can use the Document Properties tab of the Property Inspector to set some document properties.

DEMONSTRATION

» Open and close Flash

» Customise the Flash screen

» Save and open a file

LAB ACTIVITIES

» Draw the night sky and the moon by using the tools in the Tool panel. Animate the moon by using frame by frame animation.

» Draw and colour the scenary by using the tools in the Tools panel.

» Create an animation using the Oval tool.

ASSESSMENT

Students should be able to open, save and close a flash document. Teacher can assess them on these.

SUGGESTED CLASS ACTIVITIES

A. Find the basic components of the Flash screen in the following word grid. Diagonal words are also allowed.

T	O	O	L	S	G	J	N	O	J
I	K	K	V	Y	T	R	P	O	W
M	S	U	M	U	I	A	L	Y	E
E	M	T	K	R	N	N	G	S	B
L	D	A	U	E	K	T	J	E	C
I	T	B	L	N	N	E	R	I	A
N	W	S	O	H	F	R	D	C	M
E	K	O	U	S	E	F	O	K	N

B. Tick (✓) the correct option.

1. Flash is used for making _____.

   (a) presentations   (b) animations

   (c) worksheets   (d) None of these

2. Flash software is owned by a company named _____.
   - (a) Abode
   - (b) Dreamweaver
   - (c) Microsoft
   - (d) Macromedia
3. _____ is a record of every frame, layer and scene in your movie.
   - (a) Property Inspector
   - (b) Library
   - (c) Timeline
   - (d) Stage
4. _____ is the actual area in which your movie is displayed.
   - (a) Stage
   - (b) Timeline
   - (c) Panels
   - (d) None of these
5. Icons that appear in the _____ section at any given time depend on which tool you've selected.
   - (a) Properties
   - (b) Views
   - (c) Options
   - (d) Tools