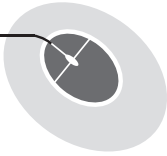




# More About Flash



## LEARNING OUTCOMES

**After the lesson, students will be able to:**

- » Start Flash.
- » Create a new Flash document.
- » Use the Tools panel.
- » Use Selection tools.
- » Use Colouring tools.
- » Use Text tools.
- » Use frame by frame techniques for animation.

## WARM UP

Recall the answers to the following questions.

1. What is Flash and what is it used for?

**Ans.** It is an animation software package. It is used for creating advertisements, movies, cartoons, games, etc.

2. Name any three components of a Flash document.

**Ans.** Stage, panels and Properties Inspector.

## CHAPTER NOTES

- » Flash is a very versatile software package used to create animations along with addition of sounds and video clips.
- » The Tools panel is the most used panel in Flash.
- » The Selection tool helps to select and modify the object's shape.
- » When we need to make changes to create different shapes of the drawn graphic in a document, we use the Subselection tool.

- » The Free Transform tool helps to scale, rotate, skew and distort a picture as per your requirement.
- » After you create a gradient fill, you can scale and rotate the gradient with the help of this tool.
- » The Lasso tool is a freehand selection tool.
- » The Pen tool is used to draw graphics with the help of anchor points and create line paths in the document.
- » Using the Add Anchor Point tool, we can add more anchor points on a path and any graphic drawn by any tool by clicking on the path.
- » Using the Delete Anchor Point tool, we can delete anchor points by clicking on them.
- » We can modify a path with the help of the Convert Anchor Point tool.
- » The Text Tool is used to type text in a document.
- » With the help of the Line tool, we can make straight lines as well as a curved path.
- » The Rectangle tool has different types of shape tools to draw shapes in a document, such as Rectangle, Oval, Rectangle Primitive, Oval primitive and PolyStar shapes.
- » The Pencil tool is a freehand tool that is used to draw. When you click on the Pencil tool, more options will appear at the bottom of the Tools Palette.
- » The Brush tool is a freehand tool used to create drawings and lines in the document.
- » The Ink Bottle tool is used to change the stroke colour.
- » The Paint Bucket tool helps to fill the selected colour in the selected area of a drawing.
- » The Eye Dropper tool helps to pick any colour from a picture or graphic where you want to fill a color that is not available in the Colors Palette.
- » The Eraser tool can erase an object as well as unwanted areas of a document in five different ways.
- » In the Zoom mode, the Hand tool is used to move a document in any direction. You can also hold down the Spacebar and move the document with the help of the mouse.

- » With the help of the Zoom tool, we can see objects and pictures in the Zoom mode and modify them as required.
- » When we draw any graphic with the help of any tool, the stroke automatically appears in the graphic with the same graphic colour.
- » Fill Color: First choose the foreground colour for the graphic and then draw the graphic in the document.
- » Keyframe is the frame in which you establish exactly what should appear on the stage at that particular time.
- » Blank key frame causes nothing to appear on the stage.
- » Button is an item that a user can click on to cause an action.
- » Frame rate, stated in frames per second (fps), is the rate at which each frame in an animation is played back for the user.
- » Layers help you to deal with more complex Flash projects. They are like transparent sheets kept on one another where you can see the content of each sheet from the top. You may edit the content of one layer without disturbing the other layers.
- » Symbol is a reversible object created in Flash. It gets stored in a library with a name.
- » Library is a storage facility for all media elements used in a Flash file.
- » Tween is used to make a change between two objects.
- » Instance is an occurrence of a symbol used from the Library.
- » Frame-by-frame animation is the way cartoons have been animated since the early days of animation.

## **DEMONSTRATION**

- » Start and exit Flash
- » Open, close and save a project
- » Make a simple drawing in a Flash document

## **LAB ACTIVITIES**

- » Create a new Flash document and perform the following tasks:
  - Change the background colour to green.
  - Show/hide the rulers.

- Change the ruler units into cms.
- Show/hide the grid.
- » Draw the sun and the clouds by using the tools in the Tools panel. Animate the sun by using frame-by-frame animation.
- » Draw and colour the scenery by using the tools in the tools panel.
- » Create an animation using the Oval tool.

## ASSESSMENT

Teacher can assess the students by taking an oral quiz on the various tools of Flash as well as their functions.

## SUGGESTED CLASS ACTIVITIES

Find the following words related to Flash software in the word grid given below.

SYMBOL	LAYER	TWEEN	LIBRARY
LASSO	GRADIENT	TRANSFORM	

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