

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 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.

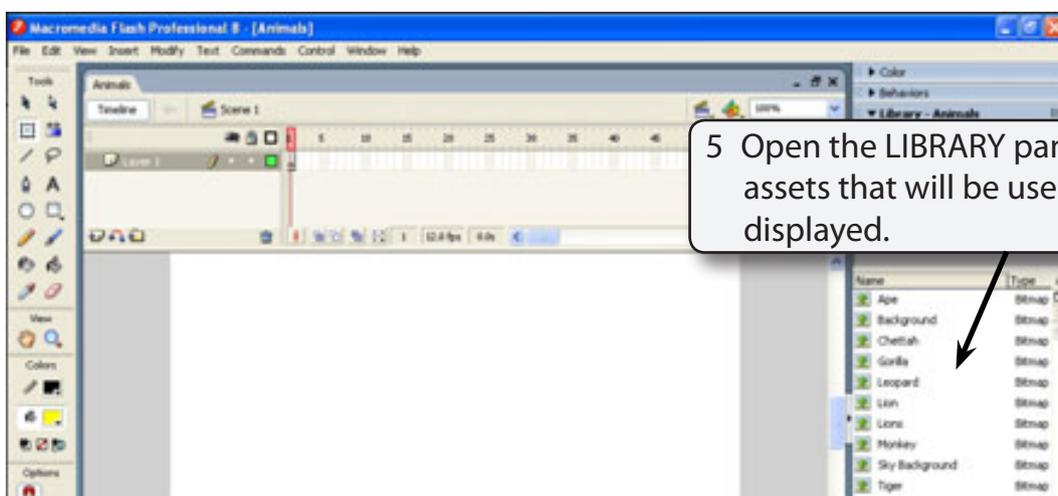
Loading the Prepared File

A file with all the photographs and backgrounds has been prepared for you.

- 1 Load Flash and click on the OPEN button, or close the current file and click on the OPEN button.
- 2 Access the FLASH SUPPORT FILES and open the CHAPTER 21 folder.
- 3 Open the ANIMALS file.
- 4 Save the file in your STORAGE folder under the name:

Animals

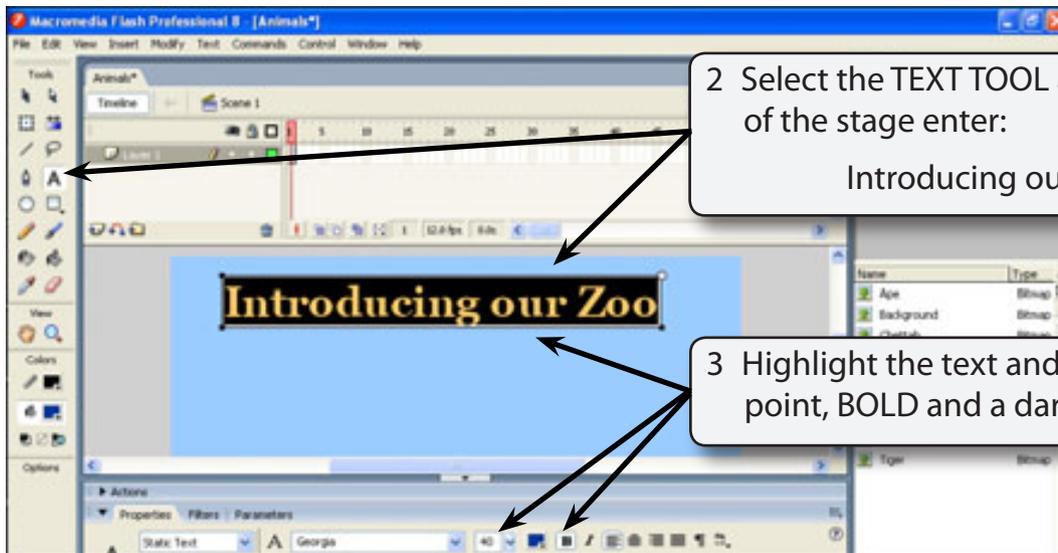
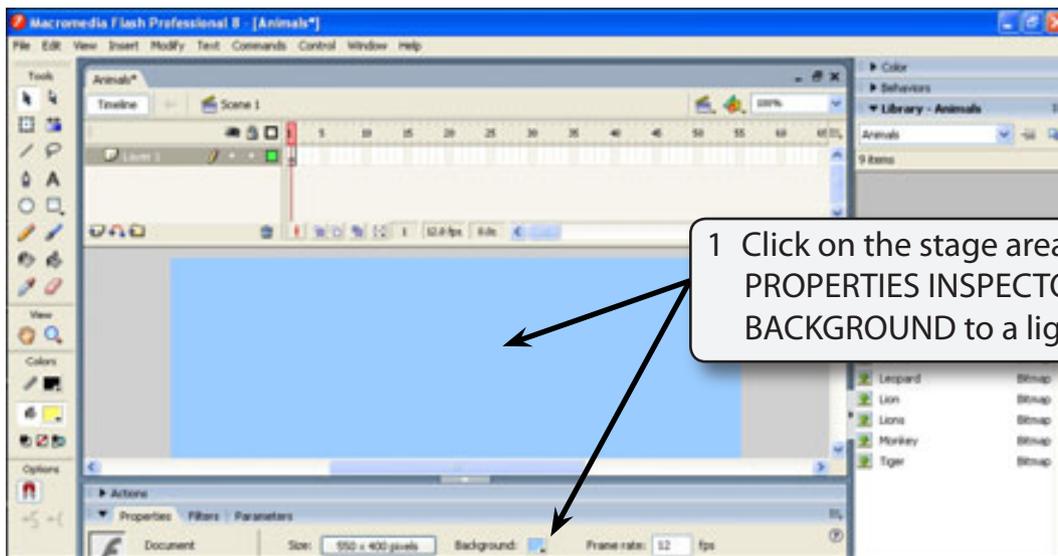
Flash 8 users will need to click on SAVE to the CONVERT FILES warning.

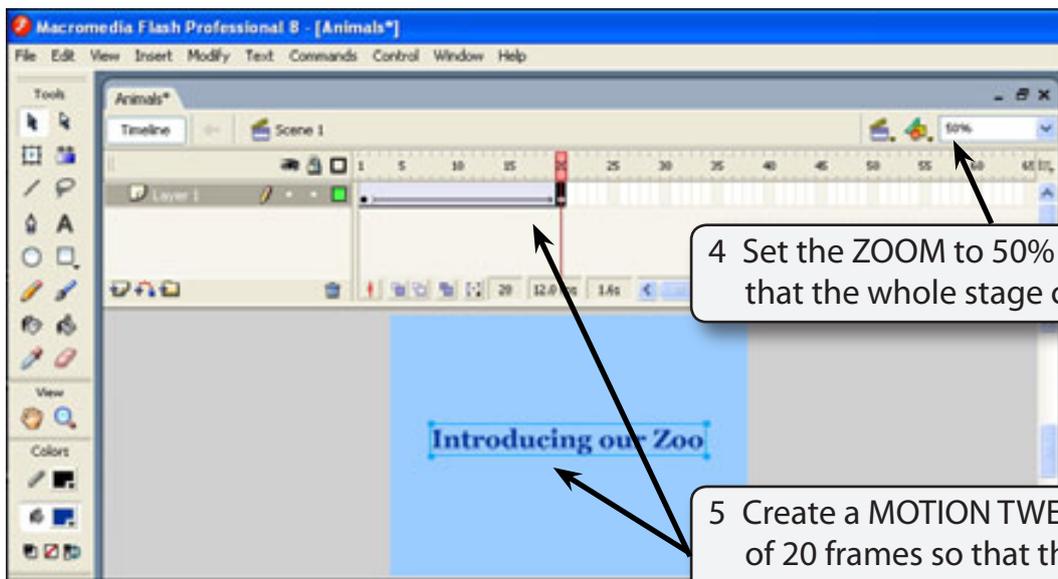


The Introduction Scene

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

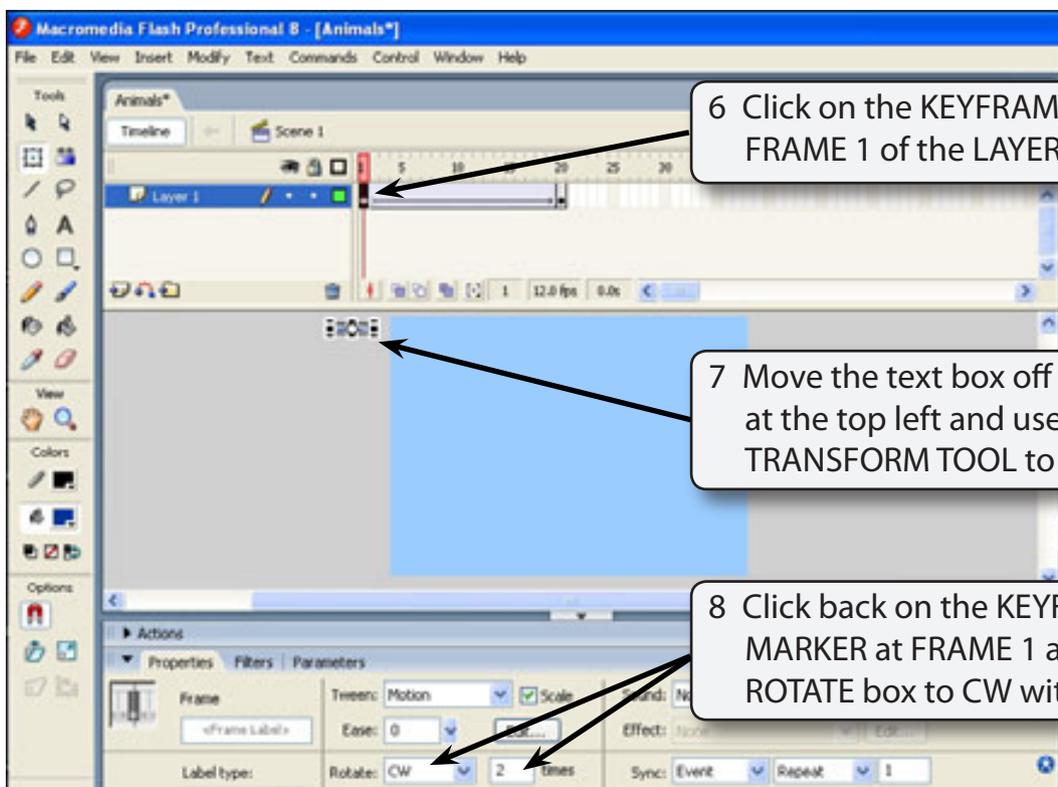
A Creating the Animation





4 Set the ZOOM to 50% or scroll so that the whole stage can be seen.

5 Create a MOTION TWEEN animation of 20 frames so that the text moves to the centre of the stage.

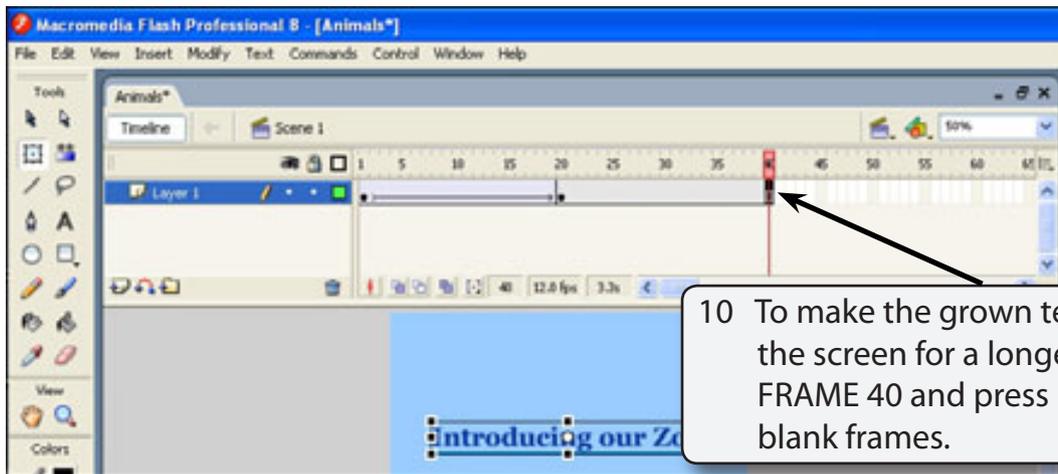


6 Click on the KEYFRAME marker at FRAME 1 of the LAYER 1 layer.

7 Move the text box off the stage at the top left and use the FREE TRANSFORM TOOL to reduce its size.

8 Click back on the KEYFRAME MARKER at FRAME 1 and set the ROTATE box to CW with 2 spins.

9 Test the animation and the text should start small then rotate and grow to the larger size.



B Naming the Scene

It is good practice to name scenes so that you know what they refer to.

- 1 If the SCENE panel is not in the dock at the right of the stage display the WINDOW menu, highlight OTHER PANELS (DESIGN PANELS for Flash MX 2004) and select SCENE. Drag the SCENE panel into the panel's DOCK above the LIBRARY panel.



NOTE: You can rename a screen at any time by simply double clicking on its name in the SCENE panel.