

# **Flash 8 Contents**

---

## **Chapter 1: Getting Started With Flash**

The Flash Start Page.....	1-1
The Flash Screen.....	1-2
The Flash Workspace .....	1-3
The Properties Inspector .....	1-4
The Panels .....	1-5
The Tools Panel .....	1-5
The Timeline Panel .....	1-6
The Actions Panel .....	1-7
The Properties Inspector.....	1-7
The General Panels.....	1-7
Rulers, Grids and Guides.....	1-11
Rulers.....	1-11
Grids.....	1-12
Guides .....	1-13
Using the Drawing Tools.....	1-15
<b>Flash Assignment 1.....</b>	<b>1-16</b>

## **Chapter 2: Drawing Tools**

Cookie Cutting.....	2-1
Selecting Objects.....	2-3
The Selection Tool .....	2-5
Exercise 2.1 .....	2-7
Rounded Rectangles .....	2-8
The Pencil Tool.....	2-9
The Brush Tool.....	2-11
The Ink Bottle and Paint Bucket Tools .....	2-13
The Ink Bottle Tool .....	2-15
The Paint Bucket Tool .....	2-16
The Eyedropper Tool .....	2-16
The Eraser Tool .....	2-17
<b>Flash Assignment 2.....</b>	<b>2-19</b>

## Chapter 3: Symbols, Libraries and Layers

Creating a Simple Logo .....	3-1
Drawing a Circle .....	3-1
Adding a Rectangle .....	3-2
Placing the Rectangle Over the Circle .....	3-3
Adding Text to the Logo.....	3-4
Duplicating the Logo .....	3-6
Using Symbols and Libraries .....	3-9
Creating a Symbol .....	3-9
The Library Panel .....	3-10
Exporting Graphics .....	3-13
Layers.....	3-14
Importing the Graphics .....	3-14
Adding the Background to the Stage.....	3-15
Adding a Second Layer .....	3-16
Adding an Image to the Image Layer.....	3-17
Adding the Logo.....	3-18
Using the Layers.....	3-19
Changing the Stacking Order .....	3-19
Turning Layers Off .....	3-19
Locking Layers.....	3-20
Image Outlines.....	3-21
<b>Flash Assignment 3.....</b>	<b>3-22</b>

## Chapter 4: Tween Animations

Creating a Motion Tween.....	4-1
Setting the Symbol.....	4-1
Setting the End Keyframe .....	4-2
Setting the Motion Tween.....	4-4
Understanding the Timeline Panel .....	4-5
Adjusting Animations .....	4-6
Rotating Objects .....	4-7
Scaling Objects in an Animation .....	4-9
Inserting Another Keyframe.....	4-10
Exercise 4.1 .....	4-11
Deleting a Keyframe .....	4-11
Tweening Along a Path .....	4-12
<b>Flash Assignment 4.....</b>	<b>4-16</b>

## Chapter 5: Multiple Object Animations

The Background Layer .....	5-1
Setting the Background Layer .....	5-1
Locking the Layer .....	5-2
The Ball Layer .....	5-2
Adding the Frames .....	5-3
Animating the Ball .....	5-4
Drawing the Ball .....	5-4
Converting the Circle to a Symbol .....	5-5
Setting the End Keyframe .....	5-5
Setting the Motion Tween.....	5-6
Creating the Bounce .....	5-7
Easing In and Out .....	5-7
<b>Flash Assignment 5.....</b>	<b>5-10</b>

## Chapter 6: Shape Tweening

Setting the Start Shape.....	6-1
Setting the End Shape.....	6-1
Setting the Shape Tween .....	6-3
Adjusting Shapes.....	6-3
Using Shape Hints.....	6-5
Removing Shape Hints.....	6-7
Reversing the Shape Tween .....	6-8
Modifying the Ball Animation .....	6-9
Adding Extra Frames.....	6-9
Inserting Another Keyframe .....	6-10
Adjusting the Shape of the Ball .....	6-10
Creating the First Shape Tween.....	6-12
Creating the Second Shape Tween .....	6-13
Final Adjustments .....	6-14
Adjusting the Easing Out .....	6-14
Speeding up the Animation .....	6-15
Removing Frames.....	6-15
<b>Flash Assignment 6.....</b>	<b>6-16</b>

## Chapter 7: Fixed Point Animations

Loading the Prepared File.....	7-1
Adding Layers .....	7-2
Inserting the Frames .....	7-2
Adding Guides to the Screen.....	7-3
Animating the Big Hand .....	7-4
Adding the Symbol to the Animation .....	7-4
Editing the Big Hand Symbol .....	7-4
The First Quarter Animation .....	7-6
The Second Quarter Animation.....	7-7
The Third Quarter Animation .....	7-8
The Fourth Quarter Animation .....	7-9
Animating the Small Hand .....	7-10
Using Onion Skin.....	7-10
Inserting the Small Hand Symbol .....	7-10
Editing the Small Hand Symbol.....	7-11
Creating the Motion Tween.....	7-12
Exercise 7.1 .....	7-14
<b>Flash Assignment 7.....</b>	<b>7-15</b>

## Chapter 8: Motion Guide Animations

Loading the Prepared File.....	8-1
Converting the Beetles to Symbols .....	8-2
The Red Beetle.....	8-2
The Blue Beetle.....	8-4
Setting the Frames.....	8-5
Animating the Red Beetle .....	8-5
Setting the Motion Guide .....	8-5
Setting the Animation .....	8-7
Animating the Blue Beetle .....	8-10
Setting the Motion Guide .....	8-10
Setting the Animation .....	8-11
Copying Frames .....	8-13
Stopping the Animation.....	8-14
Changing Speeds.....	8-15
<b>Flash Assignment 8.....</b>	<b>8-16</b>

### **Chapter 9: Keyframe Animations**

Drawing an Eyeball .....	9-1
Adding the Eye Shape .....	9-3
Copying the Eye .....	9-5
Adding Layers .....	9-6
Animating the Eyelid.....	9-7
Duplicating the Keyframes.....	9-10
<b>Flash Assignment 9.....</b>	<b>9-14</b>

### **Chapter 10: Creating Buttons**

Creating a Simple Button .....	10-1
Setting the Button Symbol.....	10-1
The Button States .....	10-2
Testing the Button.....	10-4
Adding Text to the Button.....	10-5
Other Adjustments .....	10-6
The Hit Area.....	10-7
Creating a Button.....	10-7
Setting the Over and Down States .....	10-8
Setting the Hit Area.....	10-9
Creating a Navigation Bar .....	10-11
Loading the Global Page File.....	10-11
Adding the Button Layer.....	10-12
Creating the First Button .....	10-12
Adding Some Text to the Button .....	10-13
Setting the Button States.....	10-14
Copying the Buttons .....	10-16
Altering the Text .....	10-17
Testing and Modifying the Buttons .....	10-17
Using Prepared Buttons .....	10-18
<b>Flash Assignment 10.....</b>	<b>10-20</b>

## Chapter 11: Publishing Animations

Simple Publishing .....	11-1
Publish Settings .....	11-2
Importing Flash Movies into DreamWeaver.....	11-4

## Flash Project 1

iSounds .....	P1-1
---------------	------