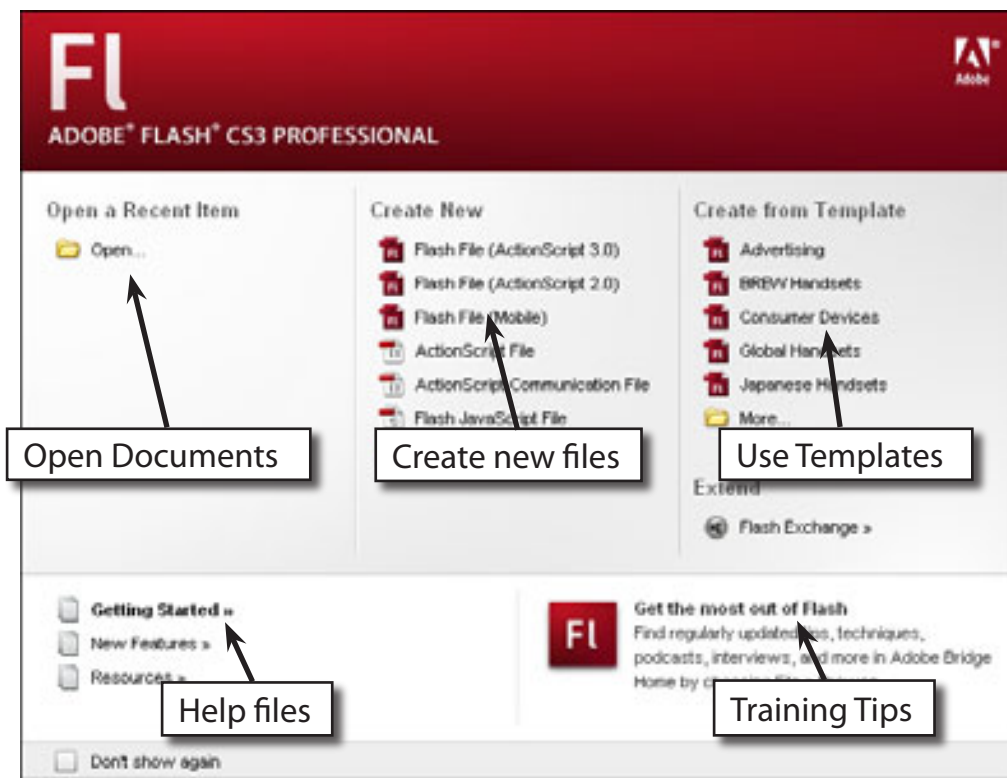


# Getting Started With Flash

Adobe Flash CS3 is a design tool set up primarily to allow the efficient creation of animations, especially for web pages. It has been developed to allow animations to be reduced to the lowest size possible so that the speed of operation within a web site is not too slow. In this chapter you will be introduced to some of the basics of Flash.

## The Flash Start Page

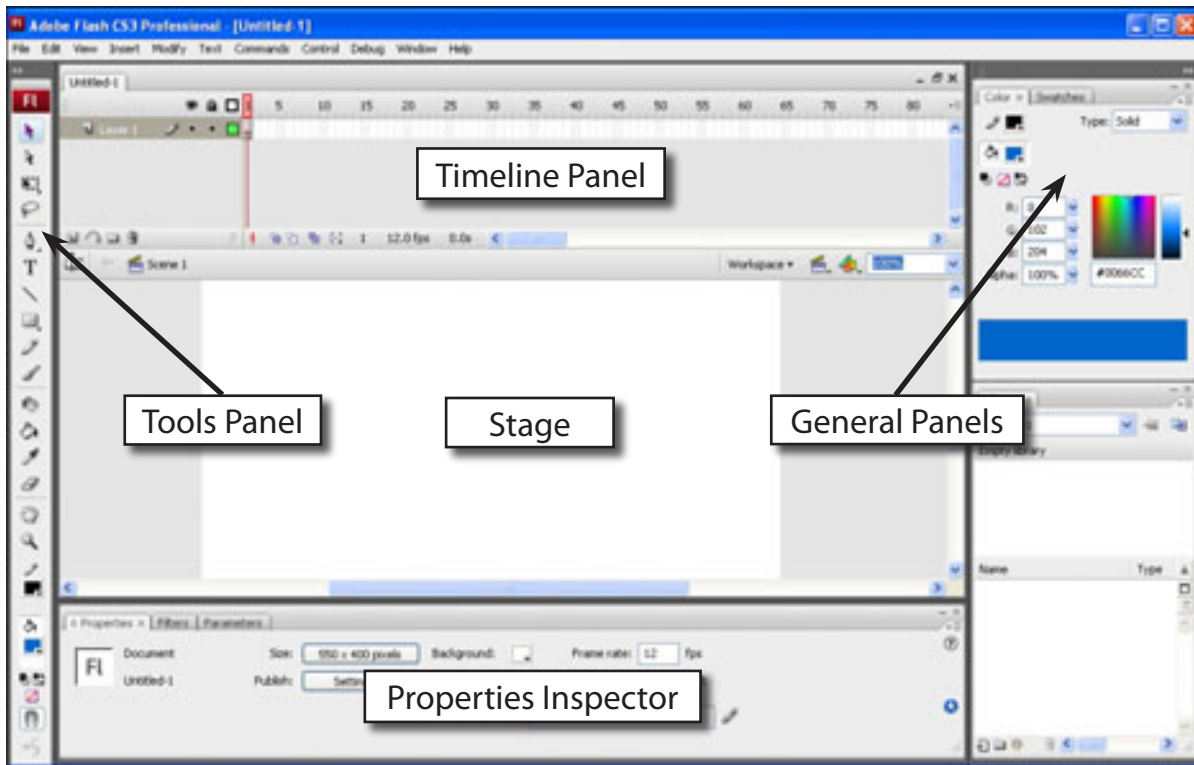
- 1 Load Flash CS3 and the following START PAGE should be displayed.



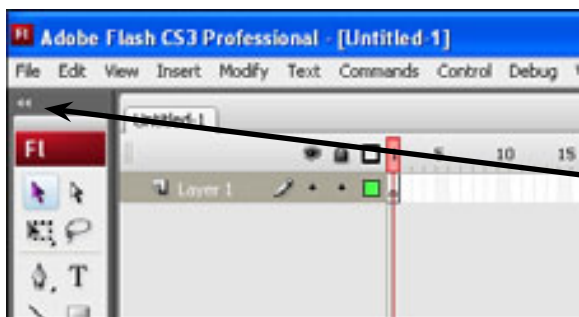
- 2 The START page allows you to open saved files, start different types of files and obtain help with Flash.
- 3 Under the CREATE NEW section click on FLASH FILE (ACTIONSCRIPT 3.0) to start a new Flash document.

## The Flash Screen

- 1 You will receive the FLASH SCREEN similar to the following diagram.



- 2 Look at the labelled sections of the diagram and refer to the diagram until you are fully familiar with the different screen sections.



- 3 The double arrows at the top of the TOOLS PANEL can be used to display the tools in two columns.

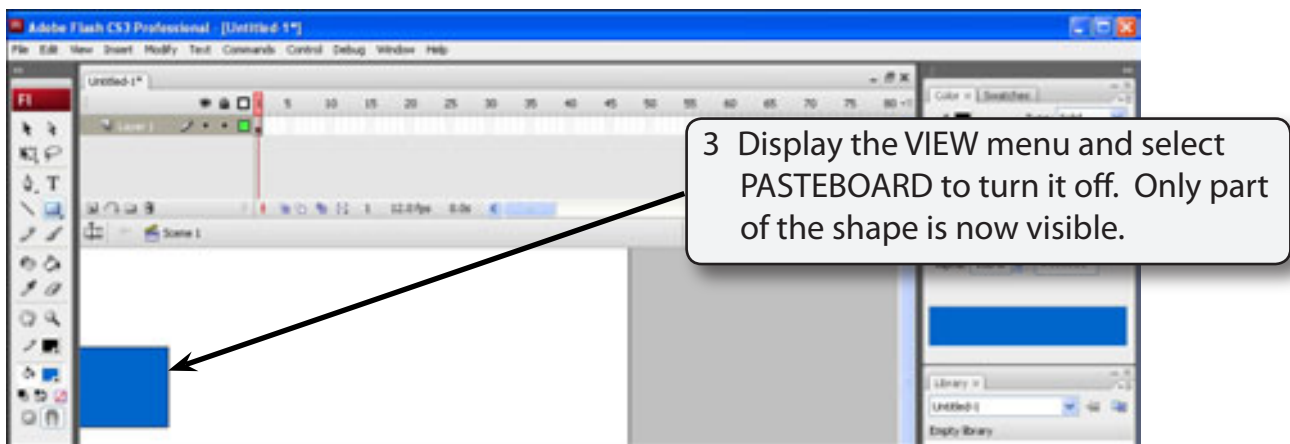
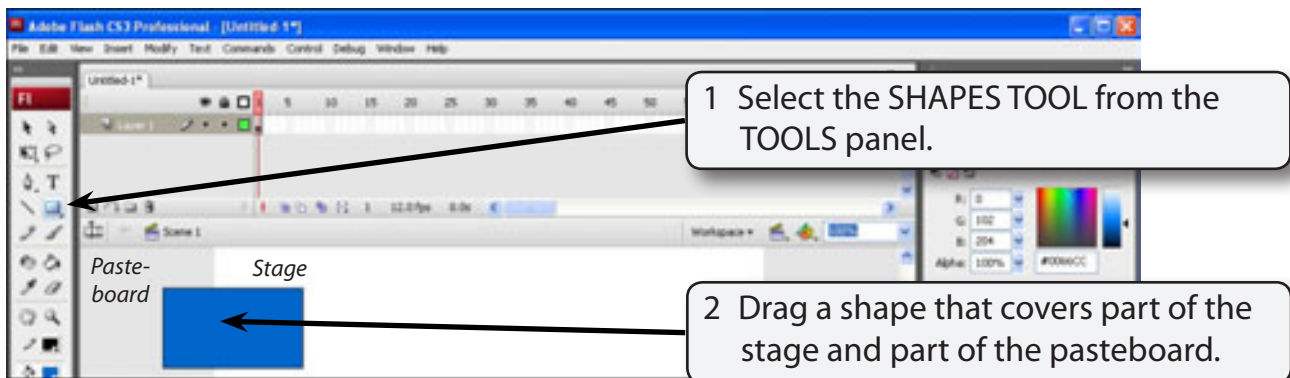
**NOTE:** It is personal choice whether you display the tools in one or two columns. They will be displayed in two columns in these tutorials.

## The Flash Workspace

There are two parts to the Flash workspace which is at the centre of the screen:

- The **STAGE AREA** which is the white area.
- The **PASTEBOARD** which is the grey area that surrounds the stage.

Only objects within the STAGE AREA are included in a movie. The PASTEBOARD is mainly used to allow objects to move onto the stage then off.

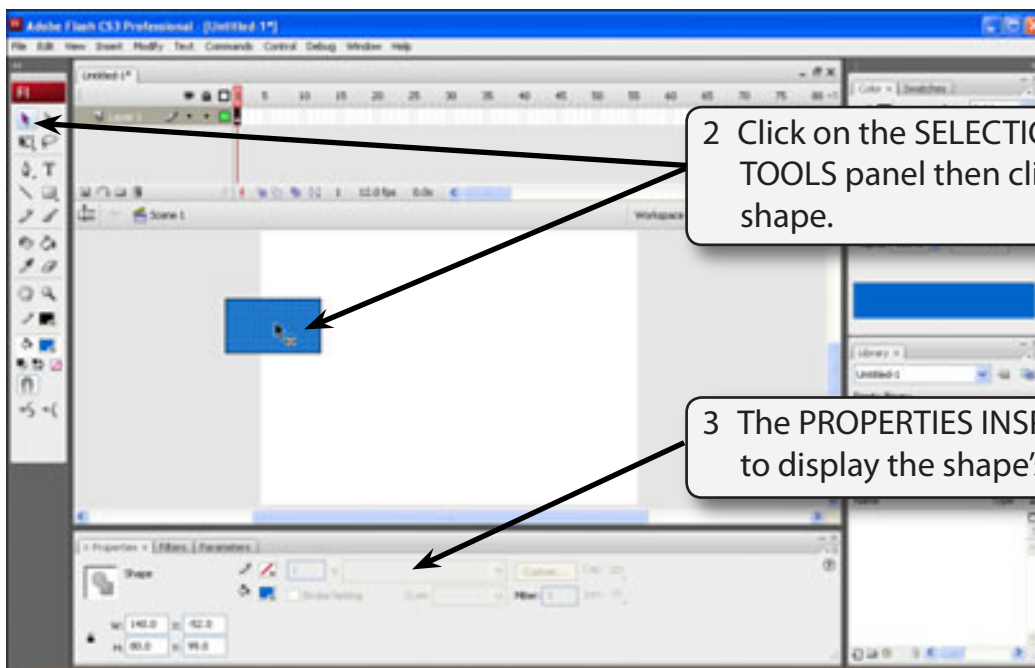
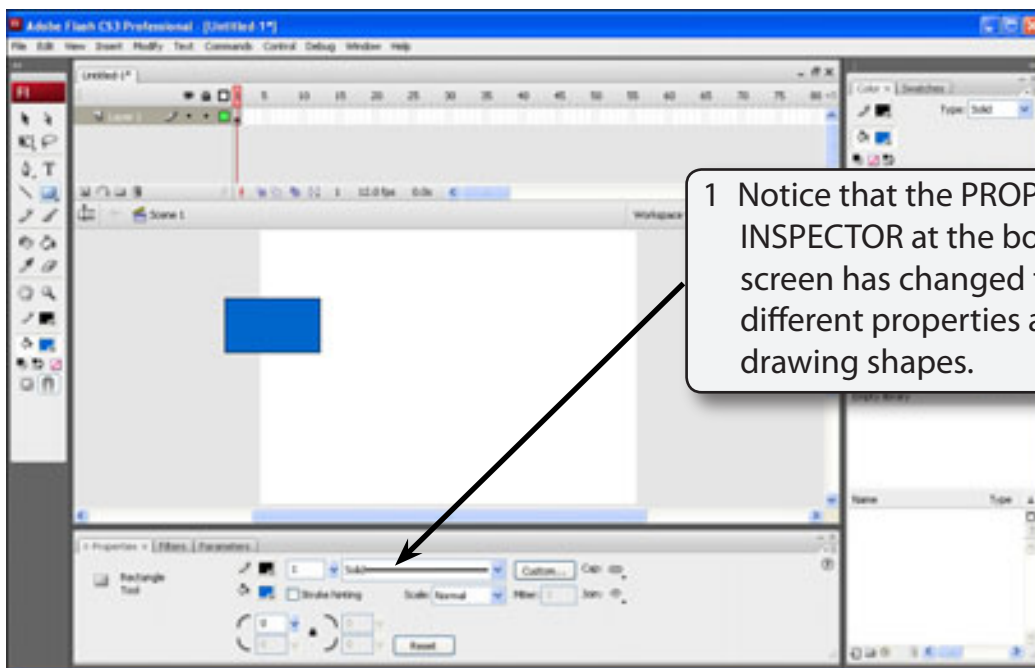


**NOTE:** This is what the shape would look like if we exported it from Flash.

- 4 Display the VIEW menu and select PASTEBOARD to turn it back on.

## The Properties Inspector

The PROPERTIES INSPECTOR is one of the most used sections of the FLASH screen.



4 Double click in the shape to select all its parts and press the DELETE key to remove it from the screen.

## The Panels

Flash provides all the tools needed to create animations in a series of panels that are displayed around the stage and work areas. There are basically five different panel sections.

### A The Tools Panel

The TOOLS panel runs down the left of the screen and it has four sections. The DRAWING tools, the VIEW tools, the COLOUR tools and the tool OPTIONS.

