

Useful Tools

To complete this module, some useful tools that Flash provides will be looked at. These include inserting Video Clips, using Preset Animations, using the Deco Tool and using the Spray Brush Tool.

Converting Video Clips

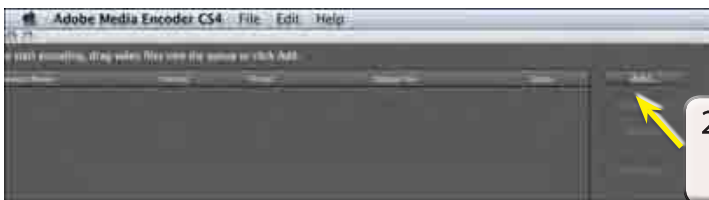
Video clips can be inserted into Flash and used within animations. The videos to be imported must be in one of three formats, FLV, F4V (H264) or MP4 (H264). If the video to be imported is in a different format, it needs to be converted into one of the three formats. Adobe provides a conversion program with Flash called Adobe Media Encoder CS4 to allow for the conversion of files into the required formats. If this program is not on your system, it can be downloaded from the Adobe web site.

If you do not have access to Adobe Media Encoder CS4, skip to the Importing the Video Clip section on page 23-3.

A Importing the Video Clip.

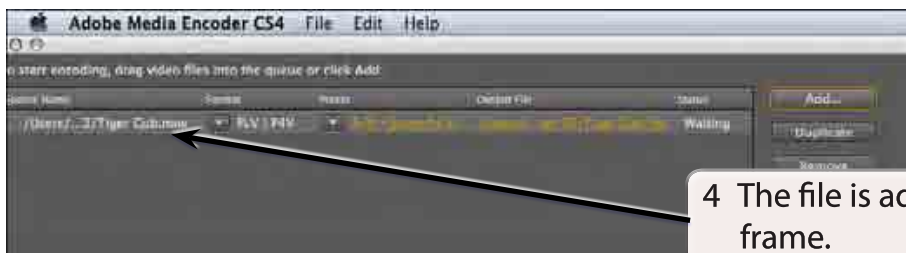
A sample video clip needs to be imported into Adobe Media Encoder.

- 1 Load Adobe Media Encoder CS4 and remove any files that may be displayed.



- 2 Click on the ADD button to insert the video.

- 3 Access the FLASHcs4 SUPPORT FILES, open the CHAPTER 23 folder and open the TIGER CUB.MOV file.

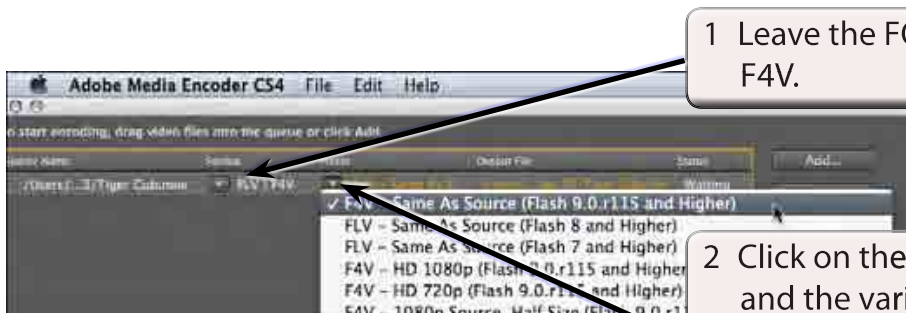


4 The file is added to the ENCODER frame.

NOTE: You can add multiple video clips and convert them in the one session if that is required.

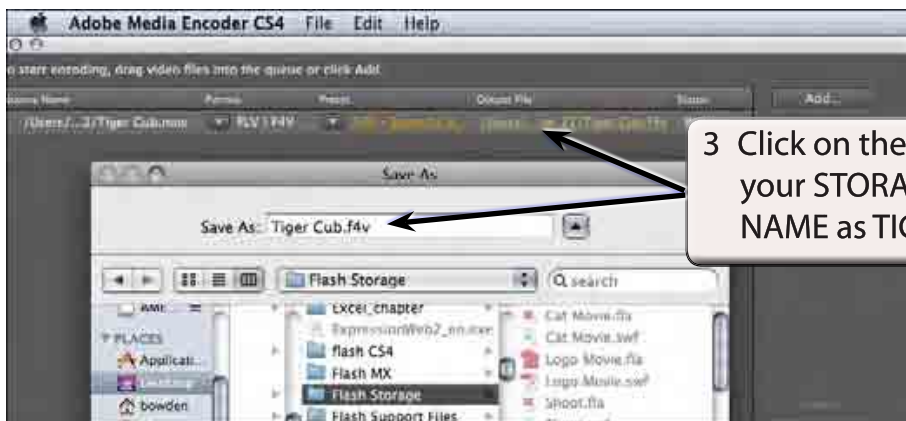
B Saving the File

You can adjust the formats and presets before saving the conversion, however, the default settings are quite suitable.

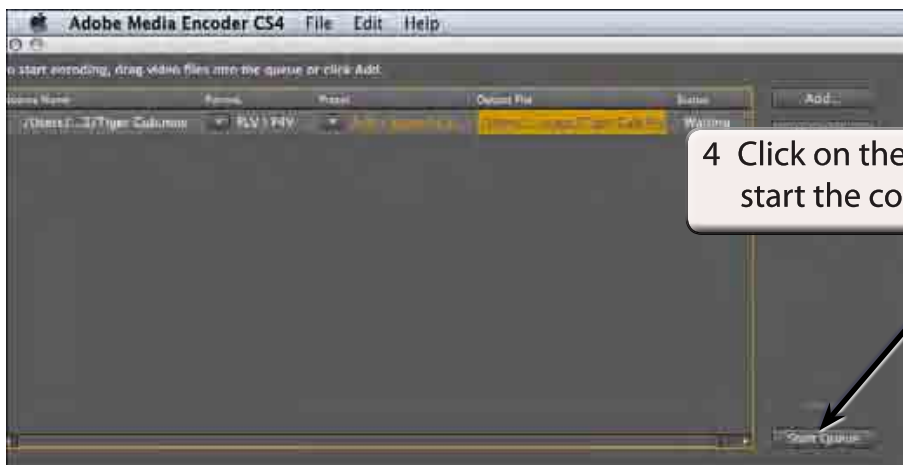


1 Leave the FORMAT box set to FLV/ F4V.

2 Click on the arrow under PRESETS and the various Flash video versions are displayed. Leave F4V SAME AS SOURCE (FLASH 9.0.r115 AND HIGHER) selected.



3 Click on the OUTPUT FILE box, access your STORAGE folder, leave the FILE NAME as TIGER CUB and select SAVE.



4 Click on the START QUEUE button to start the conversion.

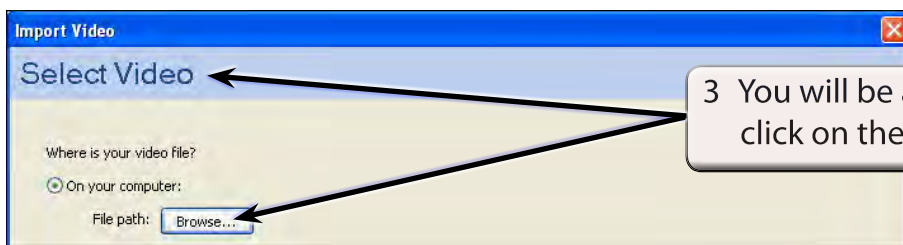
- 5 Exit from ADOBE MEDIA ENCODER.

Importing the Video Clip

The video clip can now be imported into Flash.

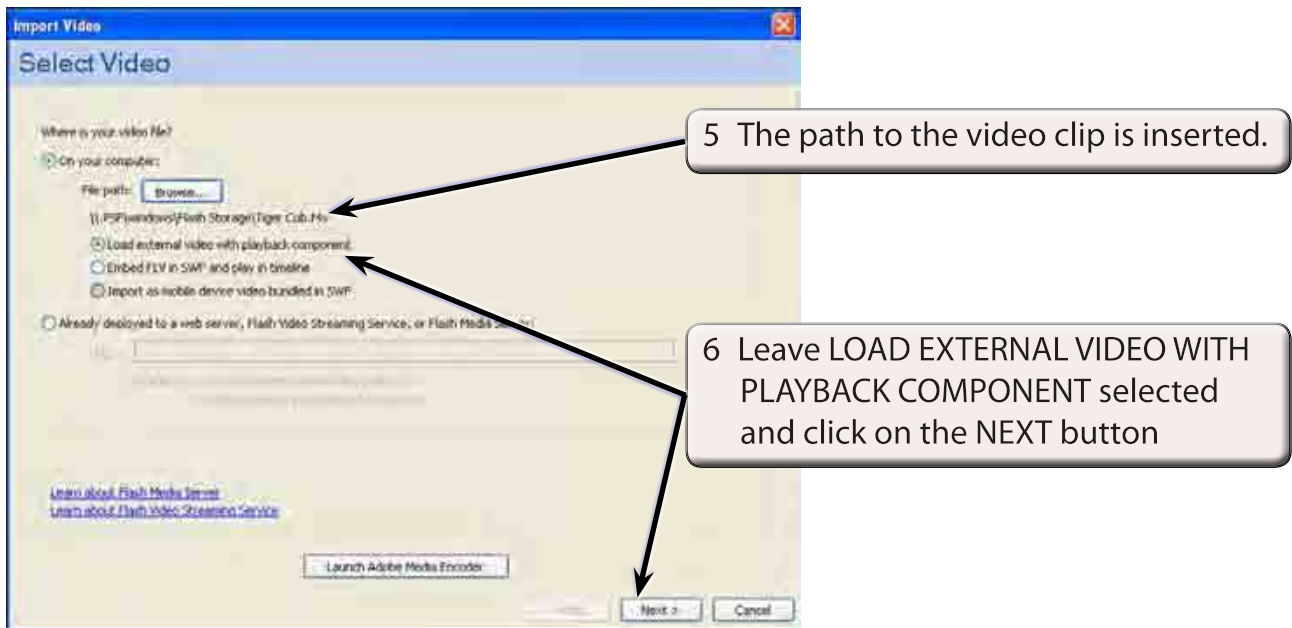
A Selecting the Video

- 1 Load Flash and create a NEW FLASH FILE or close the current files and create a NEW FLASH FILE.
- 2 Display the FILE menu, highlight IMPORT and select IMPORT VIDEO.



3 You will be asked to select the video, click on the BROWSE button.

- 4 Access your STORAGE folder and open the TIGER CUB.F4V file. If you did not have access to ADOBE MEDIA ENCODER, there is a copy of the converted video clip in the CHAPTER 23 folder of the FLASHcs4 SUPPORT FILES.



B Selecting the Skinning

The SKINNING is the video controller that is added to the video. Flash provides a range of different controllers for you to select from.

