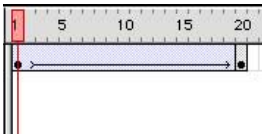
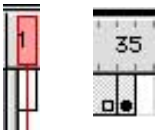
Flash 5 Notes

Vector

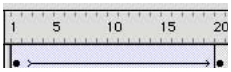
Bitmap



Timeline



Blank Keyframe,
and Keyframe



Motion Tween

Symbol dialog box

Library

Bitmap & Vector Animation:
Flash allows us to create animations using vectors (like Illustrator drawings) and bitmaps (pixel based images like Photoshop). Because of the small size of vector based files and their ability to scale beautifully, Flash movies can be both small and very high quality. Remember that as you add more bitmaps, the movie file size will grow larger and the download time will increase.

Timeline:
Flash uses a **timeline** to create animations. To create an animation you must first add a **keyframe** to a frame in the timeline. Keyframes mark the beginning or the end of an animation. For example, to make something scale from small to large, you create two keyframes and scale the object on the second keyframe. To create the in between frames of the animation, select the first keyframe, click and hold and choose Flash's **Create Motion Tween** command from the menu that pops up.

The timeline runs by default at **12 frames per second**. If you create an animation with 2 keyframes, 24 frames apart, your animation will be about 2 seconds in duration.

Symbols:
If you want to have a vector or bitmap fade in or fade out, or have some attribute change over time, you have to convert it to a **symbol** in Flash. After you create a new symbol or convert a graphic to a symbol, it appears in the **Library** along with any bitmaps that you import.

To edit a symbol, double click its icon in the Library or any instance on the canvas. Any changes made to that symbol will effect all instances of that symbol throughout the entire movie.

There are 3 types of symbols in Flash:
Graphic: For graphics that fade in fade out, etc.
Button: Buttons have 4 state; Up, Over, Down and Hit. The first 3 act just like a web page button with rollover effects. The fourth, the Hit state, is the "hot spot" that activates the rollover state.
Movie Clip: This symbol is used when you want to make an animation that plays independently of the main movie.

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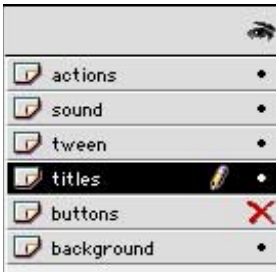
A good example of animation that should be a movie clip is a logo of a jumping man that keeps jumping even if the main timeline of the movie is stopped, waiting for the user to click on a button.



Layers

Layers:

The timeline has multiple layers which can be locked, made invisible or switched to outline viewing. **Only one tween is allowed per layer**. I usually make at least six layers for every movie to make selection easier by separating the elements of the movie (Actions, Sound, Tween, Titles, Buttons, Background). Double click on a layer name to change it.

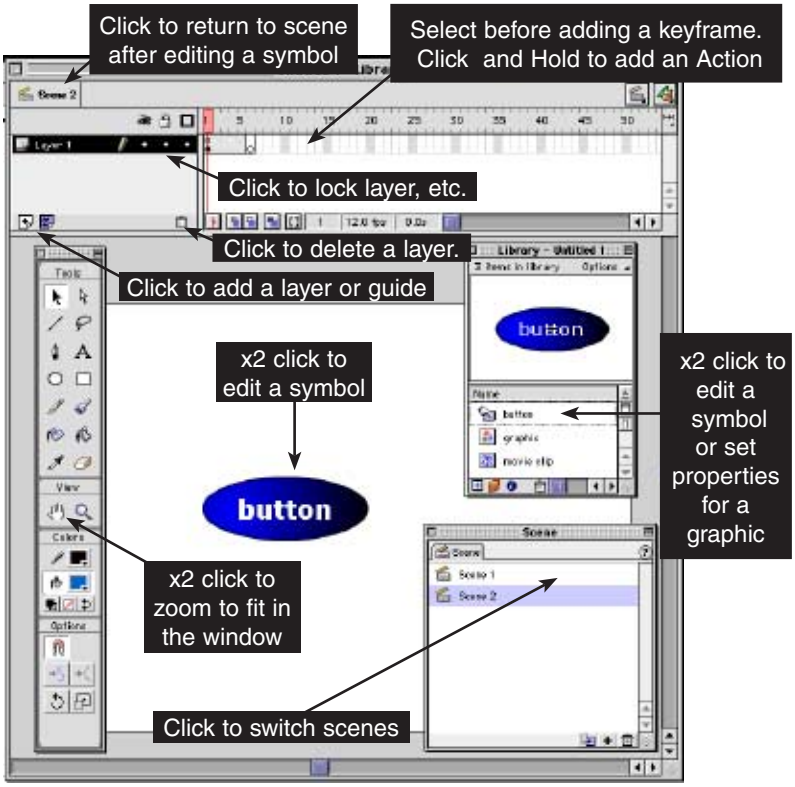
Scene Inspector

Scenes & Actions:

Scenes are a great way to divide a movie into manageable parts. To move between scenes while creating a movie, click on a scene name in the **Scene Panel**. Buttons allow the viewer to move between scenes. To make a button jump to another scene, select it on the canvas and add a "go to" **action** in the Actions panel. If the panel is not showing choose **Window > Actions**.

Actions Tab of Frame Properties

Keyframe with "a" signifies an action has been applied



A movie will, by default, automatically jump from scene to scene and loop while playing, unless you add a stop action to the last frame at the end of each scene.

Clicking & Double Clicking to select or modify:

It takes a while to figure out where you should be clicking or double clicking in Flash. Here are some examples to help you know here to click.

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