



## Multimedia Journalism

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### Using Flash to Create Animated Environments

#### Objectives:

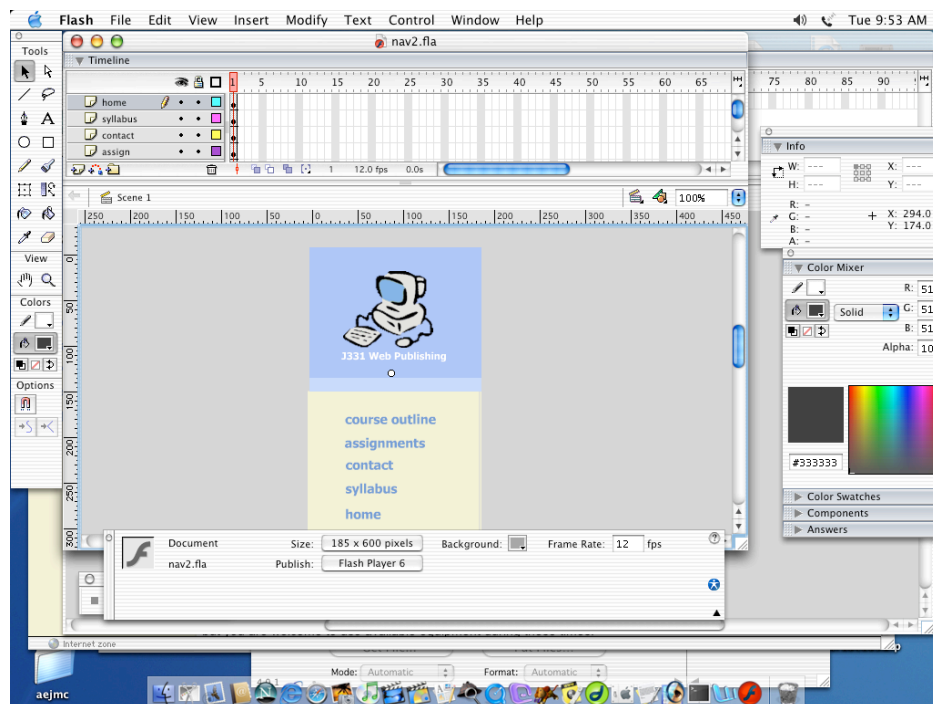
- Understand the capabilities of Flash
- Gain a general overview of features and tools
- Learn basic tweening
- Import existing images into Flash
- Create animated interface with scenes, buttons, movie clips

Flash is a vector-based animation environment that allows you to add animation to your Web site or to create an entire site in Flash. It uses a movie metaphor for most of its elements.

When you enter Flash, it opens in a new Movie. Elements of the screen include the Stage, Timeline, Toolbars, and Palettes. The Stage is where all actions take place. The actions are organized into Scenes and you can have multiple scenes (like multiple pages in a Web site).

Symbols are created by either inserting a new symbol or converting an existing image to a symbol. Symbols are placed in the Library that is unique to a specific Movie (there are some shared libraries).

The Timeline records the actions in each Frame. It also allows multiple independent images and actions through Layers.



You can use Flash to add an animated component to a page, create a Flash intro. to a regular html Web site, or to create an entire site.

1. **Open New File** – should be open when application opens or choose File, New.
2. **Change Document Properties**  
Modify, Document. Change dimensions, change background color,
3. **Create New Symbol - Text** – Insert – New Symbol, name it “name”, choose graphic and OK (You are no longer in the Scene, but in the Edit Symbol area, note the tabs at the top of the Stage)  
Use Type Tool to Type some text, change the font size and size and pick any color you want (use the Properties Inspector). Make sure you orient the symbol around the crosshairs. This will become important when we animate.

#### 4. **Animate the Symbol – rotation, scaling and movement**

Move back to the Scene - Click Scene Icon or Edit, Edit Document

Select Window, Library (to see new symbol in library)

Name Layer 1, “name”, by double-clicking it

Drag symbol on stage in frame 1 (makes keyframe – indicates that action is happening.)

Make Frame 20 a keyframe (F6) – inserts frames in between 1 and 20 and moves graphic to all frames in between.

Click frame 1 and select Tweening, Motion Clockwise, 5 in the Properties Inspector

Test with controller (if Controller is not open, click Window, Toolbars, Controller)

(Makes name spin in place)

**Make Image Move and Spin** - Click on Frame 1. Use the move tool (arrow in top left corner) to move object bottom left. Use Free Transform button to scale it down

Click on Frame 20 and move it up right, and make it big

Test with controller- name now spins from a small word on bottom left to a large word on top right.

Save File – Choose File, Save As “flashdemo fla.”

#### 5. **Import Symbol**

Click on Insert, New Symbol

Choose File, Import. Find the file named star.gif. This will open in the symbol editor

Look in the Symbol Library. There are two instances of star, one is the gif, the other is your symbol. Use the symbol because it has special Flash properties.

If you had imported the symbol into the movie, you could have chosen convert to symbol to make the object a symbol. Now you can insert the star into the Movie and animate it the same way we animated the name.

6. **Adding a Layer** – add a new layer for each animation. Click on the New Layer button (page with + sign in Timeline). You can double-click it to name it (call it star). Insert the star symbol into the Scene at the top left (you can start this offstage if you want). Follow the procedure above to make the star move across the top of the screen. Use the controller to test.

7. Continue working with Layers to add additional text, images or animation as necessary. When you are happy with your results, File Save.
8. **Adding Scenes** - Show Scenes (Window, Scene)
9. Name original scene Enter by double-clicking.
10. Make a new scene called Photo 2, then click on it. You can add background image, layers, images, text as necessary. For now, just Import a photo.
11. Continue making new Scenes, giving them unique names, and adding photos.
12. File Save.
13. **Create buttons** – Create a next button. Insert, New Symbol, name it and select Button. Then create each of the button states, Up, Over, Down, Hit.
14. **Insert buttons on each scene** – drop the next button onto each scene. Select the button, put an event handler, and use the GoToandPlay action (instead of GetURL).

```
on (release) {  
    gotoAndPlay('Scene 2', 1);  
}
```
15. This will allow you to have each scene advance one by one on the button click.
16. Make sure there is a **Stop Action** on the final frame of each scene.
17. You can also add scenes that represent other areas of the site, like scenes for links, contact information, and bio. These buttons would all be resident on the main page and would reference their appropriate scene. Use the triangle button at the top of the Library to duplicate the button and add different text to it.
18. **Save and Publish**, Change the Publish Settings to create swf and html formats. Test in browser.
19. Look at the HTML that is created. Flash provides the proper HTML coding to insert your flash movie into the page. You can add additional html for alignment or other items if necessary.

**You can make a simple Flash intro, by doing all action in one scene, or you can use Flash to make an entire Web site by using Scenes to represent different pages. When making a Flash intro, the action at the end of the intro (either in the frame or on the button) will be:**

```
getURL (('home.html','_blank');
```



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### Flash Continued...

#### Create animation on a path

Insert, New Symbol, name it and make it a graphic

Make a small graphic center on cross hairs.

Click on Enter scene or Edit, Document

Insert Layer for this graphic (use + sign under layers), name it , and drag it on stage, down right

Make a keyframe at 20 (F6)

Click Frame 1 and select Tweening, Motion in Frames panel

Select frame 20 and move the object to opposite corner

Test

Select Insert, Motion Guide (creates new sublayer)

Make sure View Snap is on, use pencil to draw line

Click frame 1 and drag symbol onto path end (line up O). Make sure that arrow tool is on before you move it. It helps to drag the symbol from the center near the crosshairs.

Click frame 20, drag symbol onto path end (line up O)

Test, you can turn off path with dot under eyeball in layer.

Save

#### Morphing – add another layer, call it Morph

You use the shape tween with images that are NOT symbols. Draw a filled circle in

Frame 10 (use F6 to add keyframe).

Make a keyframe at Frame 20.

Type a word in Frame 20. Choose Modify, Break Apart to remove text properties.

Click on frame 10 and choose Tween, Shape in Properties Inspector.

Click on frame 20, and delete circle

Test

Save Movie

#### Using Movie Clips

By making a movie clip (Insert, new Symbol, select Movie), you can make a symbol that is its own little movie. What that allows you to do is have an animation that continues while the main movie has stopped. You can also use movie clips as button states. For example, when you rollover a button, not only will it change, but it can change into an animation.

Create an animation using the timeline in the Movie Clip symbol, then insert into your movie. Later make an animated button state. By using movie clips, you can expand your ability to make your flash movie more interactive.



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### Simple Action Scripting

Open Action Panel – action script is written in the window.

**Frame Actions** – put actions on a frame to stop a Scene or to make an action occur regardless of what the user is doing.

Make sure that it says Actions-Frame at the top of the Actions panel

```
stop();
```

A frame action will put a tiny @ in the frame to let you know that there is an action.

You can also choose the action Global Functions>Timeline Control> stop .

**Button Actions** – requires a user event (like a mouse click) before the action is performed.

You can use these actions on a button for the user to press to go to the Next Scene, a particular scene, a particular frame, or to an entirely different Web site.

Make sure that it says Actions-Button at the top of the Actions panel

Buttons need an event handler, typically

on (release) – you can also select from Movie Clip Control menu

And then the action, for example:

**To play a specific Scene(from the Global Functions>Timeline Control menu);**

```
on (release) {  
    gotoAndPlay('Scene 2', 1);  
}
```

**To play a specific Frame (from the Global Functions>Timeline Control menu):**

```
on (release) {  
    gotoAndPlay(10);  
}
```

**To open another Web site (like linking to Google, etc.) – from the Browser/Network menu:**

```
on (release) {getURL('http://www.google.com', '_blank');  
}
```