

# Introduction to Flash

## The Flash Toolbar

Arrow Tool - selecting objects

Line tool - drawing lines

Pen - creating special lines

Oval tool

Freehand Pencil Lines

Free Transform (Resize and Rotate)

Ink Bottle (Outlines objects)

Eye Dropper (Pick up a colour)

Hand Tool (Moves the stage)

Pencil Draw Colour

Fill Colour

Snap Tool

Tool Options (These are for pencil)



Subselection - can help modify objects

Lasso - for selecting objects

Adding text

Rectangle tool

Paint Brush

Fill Transform (modify an existing fill)

Paint Bucket for filling objects

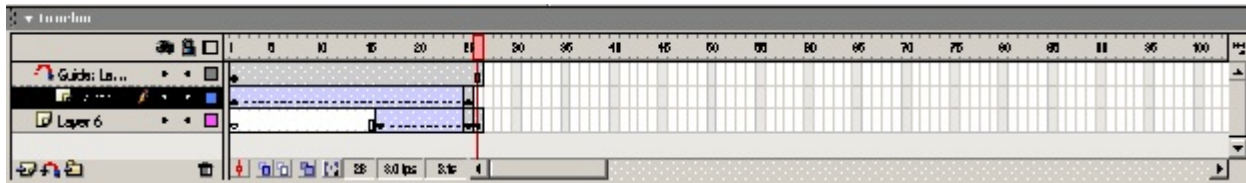
Eraser

Zoom Tool (Magnify your objects)

Options change depending on the tool selected

## Timeline

The timeline is where we find the sequence of frames that make up our animation. We see layers, frames, keyframes etc.



At the bottom of the timeline there is an edit for the number of frames we see in one second (fps). The default is 12 frames per second.

## Properties

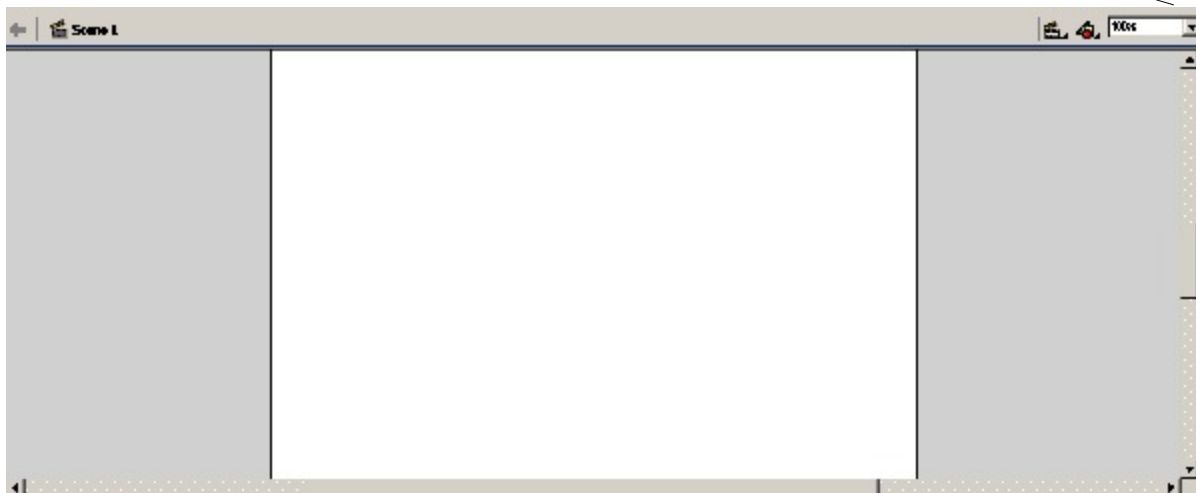


The properties area changes depending on what tool you are using. This set of properties shows when you have chosen the Arrow Tool.

## The Stage

The stage is where all of your drawing takes place. Any drawing not on the stage will not show up in your resulting movie.

This setting allows you to pick how much of the stage you see.



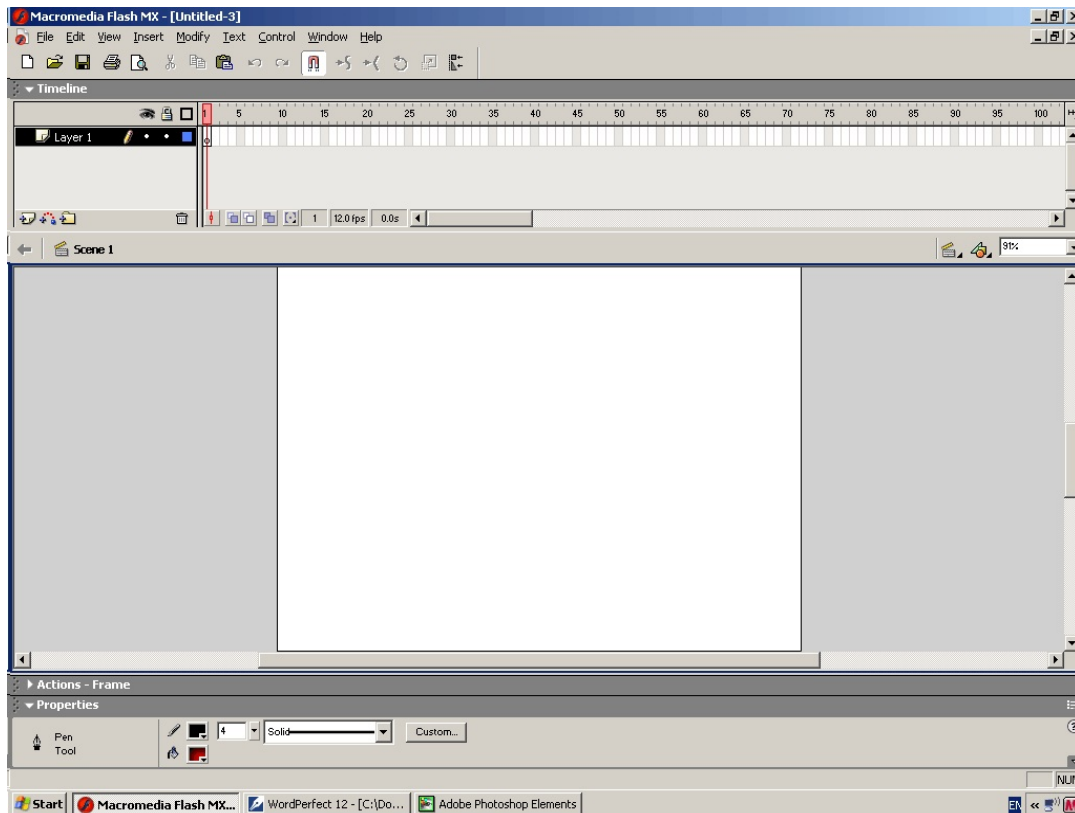
# Creating Your First Flash Animation

## Motion Tweens

The concept of animation is to create the look of movement when we are actually looking at a series of individual pictures played sequentially. You may have created a flip book in public school as an activity.

The simplest of animations is to create a motion tween. The word tween likely comes from word between. This concept is based on creating a starting image, an ending image, and letting the program do all the work in between.

When you open Flash, you will see an empty timeline and a blank stage



You will need to locate two images that I have provided for this exercise. They are located in Students Common in my folder.

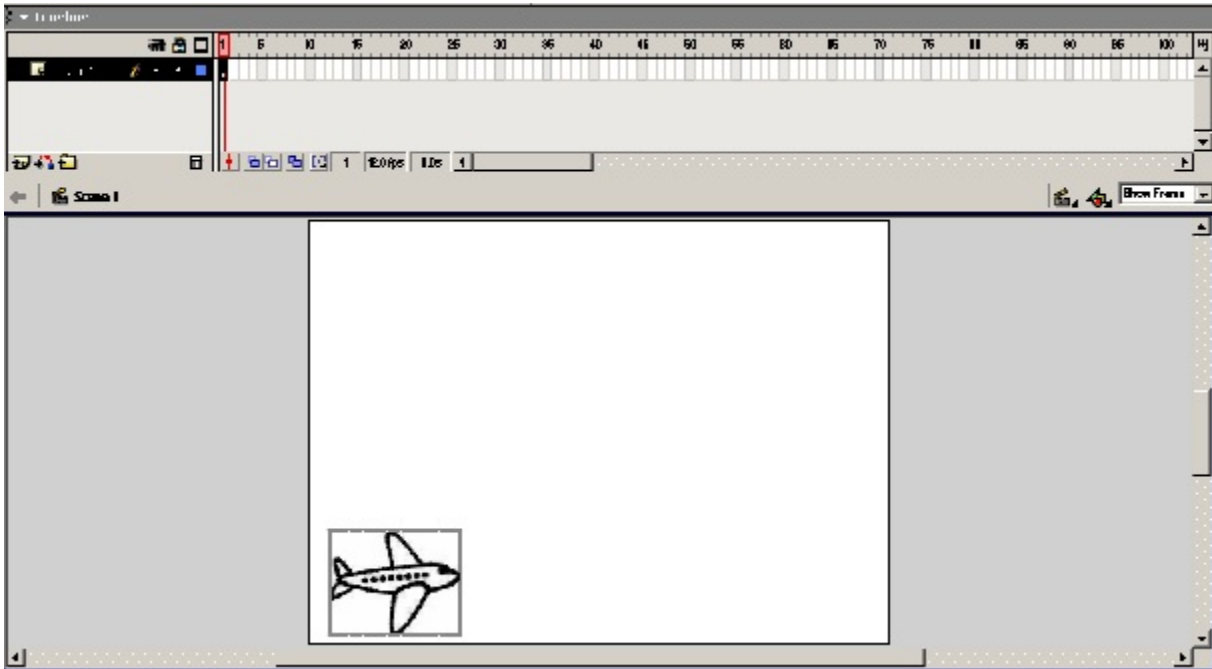


plane.jpg

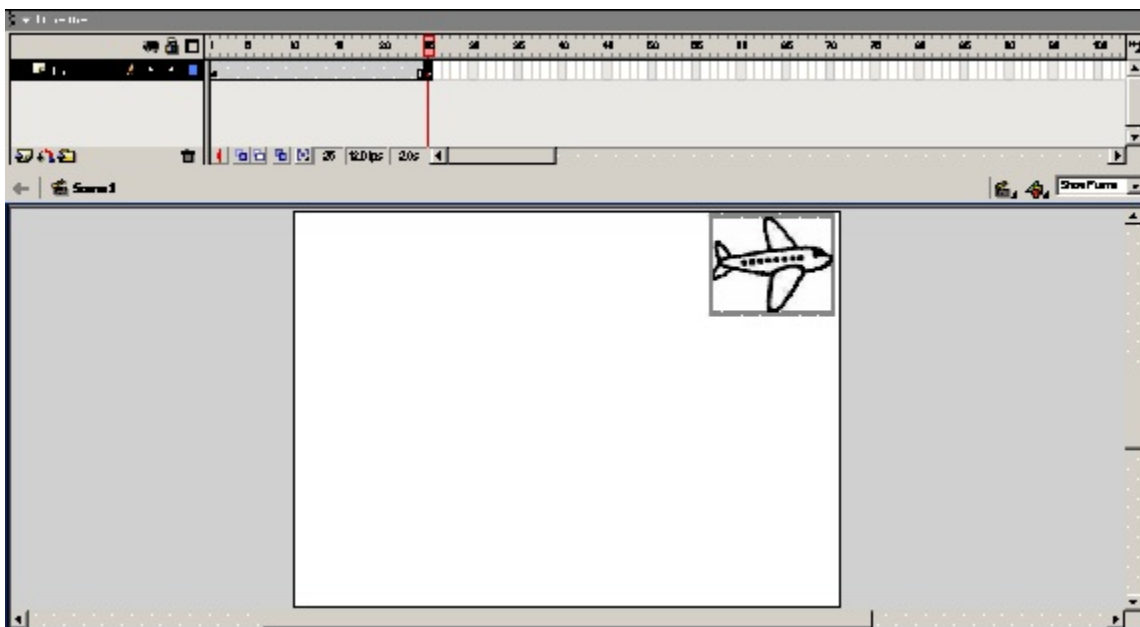


bomb.jpg

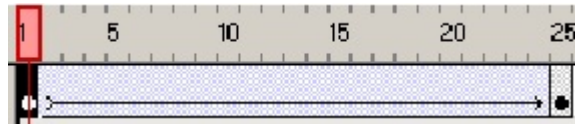
1. In the timeline, select the first frame by clicking your mouse inside the frame.
2. In the file menu, choose import. You will need to browse to Students Common to find the plane.jpg file.
3. Once you have chosen the file, using the Arrow tool, place the plane in the lower left corner of the stage. Your screen should appear as follows:



4. In the timeline, click in empty frame number 25, under the Insert menu, choose Keyframe. A little black dot should show in the empty frame.
5. With that frame still selected, drag the image to the top right corner. This only modifies this frame, not the others from 1 to 24. Your screen should appear as follows:



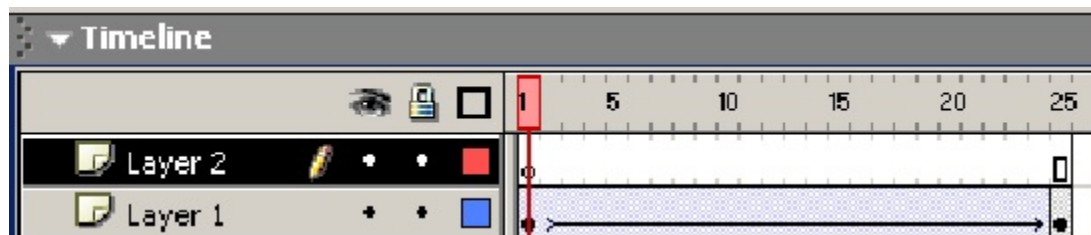
Position your pointer in the timeline at the first frame of Layer 1. Right click with your mouse and select *Create Motion Tween*. You will see an arrow appear between your two keyframes, frame 1 and frame 25. It will appear as follows:



7. Choose the *Control* menu at the top and pick *Play*. You may need to rewind on occasion to see your movie from the beginning.
8. Make sure you save your file at this point to your H: drive. You may wish to restart here if you make mistakes in the upcoming items.

We would like the plane to drop a few bombs about midway into its flight. There are a few things we will need to do to have this happen.

9. Under the *Insert* menu at the top, choose *Layer*. This will create a second layer for your bombs and another tween. Here is how it will look. We could name our layers but more on that later.

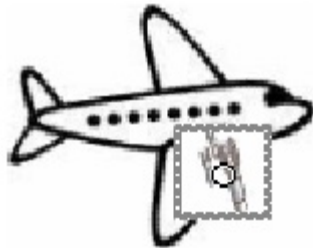


10. In Layer 2, click your mouse to select frame 15 or so. You will see that the plane is about mid-flight at this point.
11. Under the *Insert* menu at the top, choose *Keyframe*. A dot should appear in the frame. It will appear as follows:



12. We will now import the *bomb.jpg* file. Under the *file* menu, choose *Import* and browse to find the *bomb* file. Don't worry that it doesn't look quite right yet. We'll fix it up.

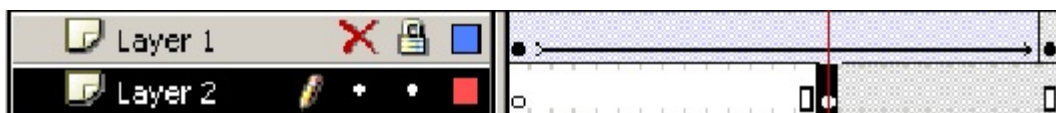
13. Your bombs will have a grey box around them. That means that the object is currently selected. If the grey box did not show, you would select the Arrow tool and then click on the bombs.
14. Under the Modify menu at the top, choose Transform=>Flip Horizontal. This will get the bombs dropping in the right direction when we let them go.
15. Select the Free Transform tool from the tool bar. The bombs will be surrounded by a set of lines and dots. The object is now ready to be resized.
16. Place the cursor over one of the corner dots, and click and drag to shrink the bombs. Pick an appropriate size. Careful you don't rotate the object by accident. Your result may not be as you hoped.
17. Select the Arrow tool to move your bombs to below the plane. You may notice that the bombs sit on top of the plane. This will require us to reorder our layers.



18. Reordering layers requires a very simple process. Where it says Layer 1 in the timeline, click and hold with your mouse while you drag it up. Layer 1 should now appear first. If your bombs disappeared, they are now behind the plane.
19. You can temporarily hide a layer, so we will hide Layer 1 by clicking on the dot under the eye beside Layer 1. You can also lock Layer 1 so we don't inadvertently make changes to it.

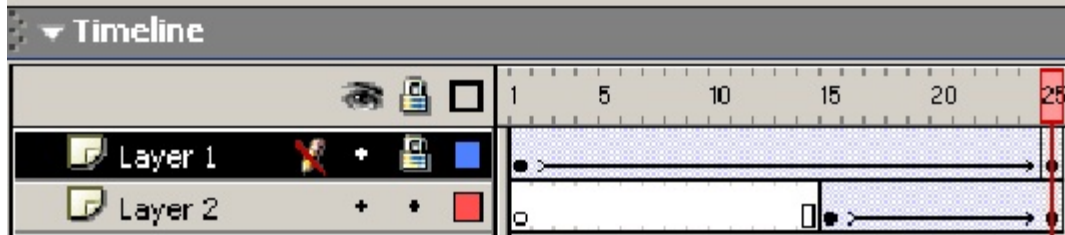


20. The next step is to have the bombs falling to the ground. In order to do this, we will need to create another tween. Make sure your timeline looks something like this. I have selected the keyframe in Layer 2 where I imported the bombs.



21. Click to highlight the last frame in Layer 2, just below the last keyframe in Layer 1.

22. Under the Insert menu at the top, choose Keyframe. A black dot should appear. Move the bombs with the Arrow tool to the bottom left corner.
23. Now we need to add the Motion Tween. Click your mouse back on the keyframe in Layer 2 where we imported the bombs (under the 15). Right click with your mouse and choose Create Motion Tween. Your timeline should look something like this.



24. Unhide and unlock Layer 1. Under the Control Menu at the top, choose Rewind and then Play. You should now have a plane dropping bombs.
25. Add another keyframe to Layer 1 and see if you can create a small explosion where the bombs land.



You can view my result in Students Common. The file called bombing run can be loaded into the Flash Player by double clicking it.

Congratulations, you are now finished learning a little bit about Flash and Tweens. There is a lot more that you can do with Tweens and I will illustrate some of them in the coming days.