CS 1033

Multimedia and Communications

Lab 08: Fun with Animation
(Adobe Flash part 2 of 2)

NOTE: you will need headphones for this lab to plug into the computer. In the labs, try doing the following if the front headphone jacks are not working:

Start>Control Panel>Sound Effects Manager>Front Panel>Headphone for the jack you want to plug your headphones into

OR try this:
Start> Control Panel > Sound and Devices > Volume > Device Volume > Advanced > Option > Properties > Mixer Device > Realtek HD Front Green Jack > OK

LAB #8 - Tutorial 1

Objectives:

- **Working with a pre-made FLA file**
- **Organizing layers into folders**
- **Creating more realistic animations: movement and facial expressions**
- **Adding a button for playback (and disabling auto-playback)**

Before you Start: on your memory stick create a folder called lab08. Go to www.csd.uwo.ca/~lreid/cs1033labs/lab08 and download all the files and save them into your lab08 folder.

1. Start **Adobe Flash CS6**, and open the file ***monkey.fla*** in the ***lab08*** folder. Now immediately save the file as ***monkey_done.fla*** so you don't overwrite the original. There will be a window asking to convert the file. Click **Save**. The file has 3 layers:

   a) Background: contains the ***lion_king_jungle.jpg*** file, which has already been imported into the library and put into a layer for you (so you don't need to import it).
   b) Vine: contains a vine Shape that was made in Flash (i.e. not a Symbol). Note that part of it is outside the Stage; this part will not be shown when the movie is exported to SWF. You can also use the space around the Stage to place objects you are not currently working with.
   c) Monkey: contains a monkey image that was created in Photoshop, which was then imported into Flash. Each of the Photoshop layers have been saved in the library separately, but all have been put into a single Layer on the Stage.

   In the **Layer Manager**, hide all the layers by clicking the Eyeball icon, and then show all the layers one-by-one by clicking the to get an understanding of the contents of each layer.

2. Select the ***Background Layer***, and select frame 16. Insert a frame using **Insert > Timeline > Frame**. This inserts static frames between frame 1 and 16, so they cannot be used for animations. Any change to an object in a static frame will change the object in all static frames.

3. Select the ***Vine Layer,*** and select frame 16. Insert a frame the same way you did in step 2. Next, change frame 16 to a keyframe instead by selecting **Modify > Timeline > Convert to Keyframes**. This will replace the static frame in frame 16 with a **keyframe** instead, so you can work with **Shape Tweens**.

4. Select the Free Transform Tool and click on the vine. Once done move the cursor close to one of the corners of the vine shape. When your cursor turns into the rotation cursor (arrow pointing in a circle), click and drag the mouse button until the object **rotates about 45°** (see right):
   Once done, click on frame 1, then frame 16 again to ensure the shape is rotated only in the last frame (i.e. not a static frame).

5. Create a **Shape tween** by right clicking any frame between 1 and 15and selecting **Create Shape Tween**.

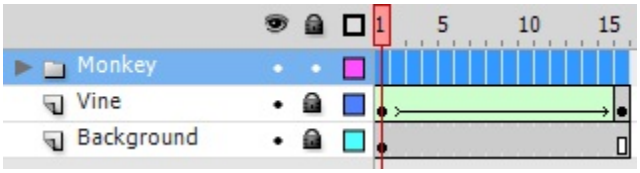
6. Select the **Monkey Layer,** which contains 18 Symbols from the Library. To animate a Symbol, you would use a **Classic Tween**. However, Classic Tweens can only work on one symbol per layer. You must split this layer so that each Symbol is in its own separate layer.

- **a)** To do this, first select the "Monkey" layer and then click on Frame 1. Each symbol of the monkey will be selected.
- **b)** Then select **Modify > Timeline > Distribute to Layers**. This will create 18 additional layers named after the Symbols they contain.
- **c)** You will notice the Monkey layer is now empty, so delete it by selecting it & clicking the Garbage Can Icon.

7. With so many layers belonging to the monkey object, it makes sense to organize them into a **folder**:

- **a)** Click the Folder Icon beside the Garbage Can Icon, and rename the new folder to "Monkey".
- **b)** Select the first monkey layer, then use the scrollbar at the right of the Toolbar to scroll down to the bottom of the list (do NOT select a different layer yet).
- **c)** Hold down the <Shift> button on your keyboard, then click the last monkey layer. This will select the layers between the previously selected layer and the layer you are <Shift>-clicking on.
- **d)** Use the scrollbar again to scroll up to where the Monkey folder is (do NOT click it yet).
- **e)** Drag the selected layers into the Monkey folder (to do this hold the left mouse key). On the left of the folder, there will be an arrow pointing down. Click on it to hide the folder contents.

8. One advantage to organizing layers into folders is that you can act on multiple layers at once. However, Flash is finicky and sometimes chooses the wrong layer. To ensure the Vine and Background Layers don't get changed, lock them by clicking the black dot under the Lock Icon for both of them(see below).



9.

- **a)** With the Monkey Folder still closed, select it. This will select each of the Layers within the Monkey Folder (note if you select the Monkey Folder while it is open, it will NOT select all of the Layers).
- **b)** Next, click on frame 16 and insert a **Keyframe**. It will appear that nothing has happened (as the Keyframe does not show up in the folder layer), but when you open the folder, every layer that it contains will have the Keyframe added.
- **c)** Open the folder to verify this is correct, then close it again.

10.

a) Make sure frame 16 of the **Monkey** folder is selected.

b) Using the Selection Tool, move the monkey object to the lowest part of the vine.

c) Next, use the Free Transform Tool to rotate the monkey until his hands line up with the vine shape again (you may have to use the Selection Tool again after this, to move the monkey into place).

d) Then right click any frame between 1 and 15 of the **Monkey** folder and select **Create Classic Tween**.

e) Preview the movie to ensure the animation plays correctly.

11. Although the monkey is moving, the animation still doesn't look realistic. You can address this by manipulating individual body parts (Symbols), such as his tail:

- **a)** Open the **Monkey** Folder, and select the **monkey-tail** Layer at <u>frame 16</u>
- **b)** Use the Free Transform Tool to rotate the tail until its curly part is right beside the monkey's left knee

12. Simple facial manipulations can also add emotions to an animation. For example:

- **a)** Select the ***monkey-mouth-wide*** Layer at <u>frame 16</u>, and zoom to 200% (top right of the stage)
- **b)** Select the Free Transform Tool, and click and drag the rectangle in the lower right corner until the mouth appears smaller (about a quarter of its original size) and upside down.
- **c)** You may have to use the Selection Tool to move the mouth into a better position on the face.
- **d)** Close the Monkey Folder, zoom back out to 100%, and preview the movie.

13. If our animation is looping, we would like the start and end positions to be the same. To do this:

- **a)** Unlock the **Vine**, then select <u>frame 1</u> of the **Vine** Layer, then hold down the <Shift> key. While holding it down, click on frame 1 of the Monkey Folder. This will select frame 1 for both the Vine layer and the folder.
- **b)** Select **Edit > Timeline > Copy Frames** to copy the frames into memory.
- **c)** Select <u>frame 31</u> of the **Vine** Layer, then hold <Shift> and select <u>frame 31</u> of the Monkey Folder.
- **d)** Select **Edit > Timeline > Paste Frames**. This will only copy the frames and position of the symbols and shapes. We will need to create the Tweens.
- **e)** Right click on any <u>frame between 17 and 30</u> on the **Monkey** folder layer. Select **Create Classic Tween**.
- **f)** Right click on any <u>frame between 17 and 30</u> on the **Vine** layer. Select **Create Shape Tween**.
- **g)** Select <u>frame 31</u> of the **Background** Layer, and select **Insert > Timeline > Frame**. Copying <u>frame 1</u> from a static layer is not recommended, as frame 1 is a Keyframe (by default), so whatever frame you pasted into would become a Keyframe as well.

14. So far, you have been using the **Play** button to quick-preview your movie. To preview how the movie would actually look as a SWF, select **Control > Test Scene.** This will create a temporary SWF file, and play the movie back for you. When you do this, you will notice the animation endlessly looping. Although you can change the looping setting in the Flash Player, an alternative is to create a "Play" button instead (close the looping movie before continuing):

- **a)** Close the **Monkey** Folder, and select the **Background** Layer.
- **b)** Create a new layer, and rename it to "***Button***". It will be placed above the **Background** Layer in the **Layer Manager**. Ensure it is selected before continuing.
- **c)** To select a button, first select **Window > Common Libraries > Buttons**.
- **d)** In the panel that appears, scroll down to the "**playback flat**" folder, and double-click the folder icon (clicking the text doesn't work).
- **e)** In the folder, click on the "***flat blue play***" button to display it in the preview window.
- **f)** Drag the button to the Stage (note that it will appear in the Library as well as a Button Symbol)
- **g)** Close the buttons selection box.
- **h)** Resize the button to make it a little bit bigger, and move it to the bottom right corner of the Stage.

15. Preview the SWF using **Control > Test Scene**. The animation will be looping, turn it off using **Control > Loop** in this Flash player window. Next, try clicking the button you just inserted. Note that the button doesn't do anything. Close the Flash player window before continuing.

16. The button didn't work because it hasn't been "set up" to do anything. To set it up:
    - **a)** Select the button on the Stage, and click on **Window > Actions**. This displays the **ActionScript** available in Flash. Change the dropdown setting to Actionscript 1.0 & 2.0 (if its not set already).
    - **b)** Type in the ActionScript so it looks like the image on the right.
    - **c)** At the bottom, ensure you are working in the **"flat blue play"** tab. This indicates that you are setting the Actionscript as an overall button property.
    - **d)** Press **F9** to hide the window, and preview using **Control > Test Scene**.

17. The previous step set up your button so that when you click on it, the movie will play. But the automatic playback and looping is a little bit annoying. You can disable it directly in the movie:
    - **a)** Select frame 1 in the Button layer (the starting frame).
    - **b)** Select **Windows > Actions**.
    - **c)** On the left, select **Global Functions > Timeline Control**, double-click on "**Stop**", so the ActionScript on the right appears (if it doesn't, type it in by hand)
    - **d)** At the bottom, note that you are typing into the "**Button: 1**" tab. This indicates that you are setting the Actionscript only for frame 1.
    - **e)** Close the window by pressing **F9**, and preview using **Control > Test Scene**. Your button works!

Note on ActionScript: ActionScript, like JavaScript, is an advanced scripting language (a type of computer programming language). The ActionScript listed here is the only ActionScript you will use in this course. For those interested, courses in programming languages are offered by the Computer Science Department.

18. **Save your file as *monkey_done.fla*, and close it.**

LAB #8 - Tutorial 2

Objectives:

- **Using "Staggered" Tweens**
- **Working with Symbol Tweens: Zooming**
- **Working with Text Tweens: Ghost Writing**
- **Working with Mask Tweens: Inverted Color Strip**
- **Positioning Sound Clips**

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1. Create a new Flash File (Actionscript 3.0).

a. Select **Modify > Document** and set the following:

- **Dimensions**: width=400, height=260
- **Background Color**: black
- **Frame Rate**: 18 fps

b. Select **File > File Info** and set the following:

- **Title**: "Eye Scan"
- **Description**: "Eye scanning animation"

c. Save the file as **eyescan.fla**.

2.

a. Import the file "**eye-400x260.jpg**" to the Stage.

b. Select the image and change the Layer name to "***Eye***".

c. In the **Property Inspector**, adjust the image dimensions and position so it barely appears by setting:

- Width ("W:") = 1.0
- Height ("H:") = 1.0
- Placement on X-Axis ("X:") = 200.0
- Placement on Y-Axis ("Y:") = 130.0

The eye should now be a tiny dot in the middle of the stage

Creating a Zoom Effect using Tweens

3. Creating a "Zoom-In" Tween:

a. In the ***Eye*** Layer, select frame 10, and insert a **Keyframe**.

b. Then right click any frame between 1 and 9 and select **Create Classic Tween**.

c. Select frame 10 again, select the eye object on the Stage (it appears as a dot), and in the **Properties Inspector**, change the values to:

- Width = 400.0
- Height = 260.0

The picture should be centered on the Stage. If its not, drag it so it is centered and fills the Stage.

4. Creating a "Zoom-Out" Tween:

- **a.** In the ***Eye*** Layer, select frame 46, and insert a **Keyframe**.
- **b.** Then select frame 1, and copy (from **Edit>Timeline>Copy Frame**) the selected frame (frame 1) into memory.
- **c.** Select frame 55, and paste the frame.
- **d.** Finally, select any frame between 46 and 54, and **Create Classic Tween**.
- **e.** Preview your movie: it will take 0.5 seconds to zoom into the eye, which will stay on stage for 2 seconds, then take another 0.5 seconds to zoom back out.

5. Lock the Eye Layer to prevent any further accidental changes to it.

Using Text for "Ghost Writing"

6. Create a new Layer, and rename it to "***Writing***".

a. Select the **Text Tool** T

b. In the **Property Inspector** set the following:

- **Font** to "***Orator Std***"
- **Font Size** to 24
- **Font Color** to black
- **Style** to **Bold**.

7. We will now be adding the text to animate:

- **a.** Select frame 10 in the **Writing** Layer, and insert a **Keyframe**.
- **b.** Then type in the following word and move it to the upper left corner of the Stage: "SCAN_".
- **c.** The underscore at the end will act as a "cursor" in your animation. (Note: the font you selected can only type capital letters, no lowercase).

8. The text we added will be changed every 2 frames:

- **a.** Select frame 12 in the **Writing** Layer.
- **b.** Hold down the <Ctrl> key, and click on frames 14, 16, 18, 20, 22, 24, and 26 to select them as well.
- **c.** Convert these frames to Keyframes using the command **Modify > Timeline > Convert to Keyframes**.

9. Select frame 10, and edit the text to delete all the letters except for the underscore. Edit the text in frames 12, 14, and 16 as well, to make the text appear as below:

Frame 10: _
Frame 12: S_
Frame 14: SC_
Frame 16: SCA_
Frame 18: SCAN_

10. Select frame 20, and change the text color to red. Do the same for frame 24 (skip frames 22 and 26).

11. Select frame 26, and delete all the text. Preview the movie to watch the "ghost writing", the flashing red text, and to ensure the text disappears when the playhead reaches frame 26.

12. Lock the Writing Layer to prevent any further accidental changes to it.

Adding an Inverse Color Mask (with Animation)

When a mask is applied to a layer, it covers the layer beneath it, essentially hiding it. In this tutorial, you will not only be applying a mask, but animating it to make the appearance of the eye object being "scanned".

First, you will modify the eye graphic that you have been working with to create a second copy with its colors inverted. Since Flash is not an image editing tool, you will be using Photoshop to create this effect.

13. Start up Photoshop CS6. Open the file ***eye-400x260.jpg*** that you have been working with.

14. From the **Menu Bar**, select **Layer > New Adjustment Layer > Invert**. Press "OK".

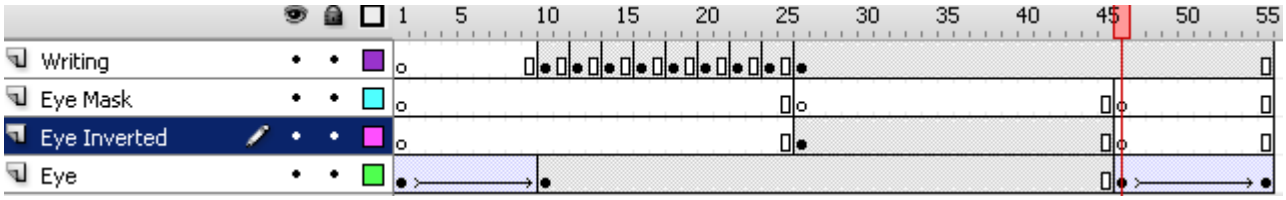
15. Select **File > Save As**. Change the format to JPEG, and save the file as ***eye-400x260-inverted.jpg***. In the options panel that appears, ensure Quality is set to "Maximum" and press OK. Quit Photoshop.

16. In Flash, select the **Eye** Layer.
- **a.** Then create a new layer, and rename it to "***Eye Inverted***".
- **b.** Next, import the file you created in Photoshop and add it to the **Eye Inverted** Layer.
- **c.** You will have to change its dimensions in the **Property Inspector** to width=400, height=260.
- **d.** Move the image so it is centered on the Stage and fills it up (if its not there already). You should not be able to see the original **Eye** Layer.

17. With the **Eye Inverted** Layer still selected, convert frames 26 and 46 to **Keyframes**, using **Modify > Timeline > Convert to Keyframes**.

18. With **the Eye Inverted** Layer still selected, create a new layer and name it "***Eye Mask***". Convert frames 26 and 46 in this layer to **keyframes**. Note this layer has not been converted to a mask yet.

19. Select frame 1 of the **Eye Inverted** Layer, and use the **Selection Tool** to select the inverted eye image on the **Stage**. Use **Edit > Clear** to delete it. Do the same for frame 46. This will cause the inverted eye shape and mask to be applied only during frames 26-45. Your timeline should appear as below:



20. Right click on the Eye Mask layer, and in the pop up menu, select "**Mask**". This will convert the layer into a Mask Layer, and will also lock both the Eye Mask and Eye Inverted Layers (masks only work when the layers are locked). To create the actual animation, follow these steps:

a) Unlock the Eye Mask Layer and select frame 26.
b) Draw a tall, thin rectangle with the **Rectangle Tool** that touches the left border of the stage, as shown on the right (don't worry about the color)
c) Right Click frame 45, and **Create Classic Tween.**
d) Drag the rectangle so it touches the right border of the Stage. This will be the last frame for the "scan". This frame will automatically be converted to a Keyframe as well.

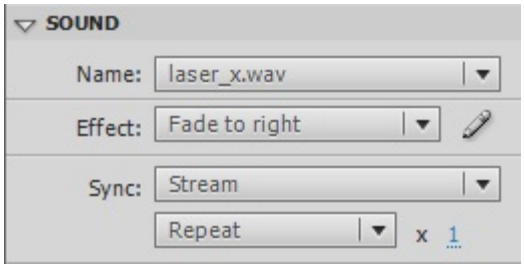
e) Play the movie. The effect animates, but the colors are not appearing correctly.
f) Lock the Eye Mask Layer (all four layers should now be locked).
g) Play the movie again to see the proper effect.

Positioning Sound Clips

21. Create a new layer, and rename it as "**Scan Sound**". You will be inserting a sound in this layer that will play during the "scanning" mask effect you just created. To have the sound sync up with the "scanning", convert frames 26 and 46 to Keyframes. The sound will play during frames 26 to 45.

22. Use **File > Import > Import to Library** to import the sound file "***laser_x.wav***".

23. Select frame 26 in the **Scan Sound** Layer, and make the following changes in the Properties Inspector:



The laser_x.wav clip you are inserting is 1.5 seconds long, but the space between frames 26-45 is only 1 second long. This will cause the clip to be "cut off" at the end. Flash CS6 is not a sound editor, so you can't compress the sound clip into one second. You will learn how to edit sound clips in another lab.

24. Save the file as eyescan.fla, and close it.

LAB #8 - Tutorial 3

Objectives:

- **Nesting Symbols with Movie Clip Symbols**
- **Graphic Symbols vs. Movie Clip Symbols**
- **Filters for Movie Clip Symbols**
- **Combining Video Clips with Movie Clip Symbols**

So far, you have been working primarily with Shapes and Graphic Symbols. During this lab, you will use Movie Clip Symbols to nest ("package") graphic symbols, as well as other Movie Clip Symbols. You will start by creating a car movie clip symbol that is made up of individual component symbols.

1. Create a new Flash file, rename the first layer to "***A Car Instance***", and save it as **cars.fla**.

2. Select the **Oval Tool**
   - **a.** In the **Properties Inspector**, set:
     - **i.** **Stroke Color** to black
     - **ii.** **Stroke** to 5
     - **iii.** **Fill color** to dark green
   - **b.** Draw a small circle on the screen. This will be the basis for a wheel.

3. Click on the zoom tool in the tool bar and zoom in quite closely on the wheel to make this step easier. Then select the Line Tool , and use it to draw spokes in the wheel as shown in the figure on the right (don't bother making the spokes perfectly symmetrical).

4. Select the Paint Bucket Tool , change the fill color to white, and use it to make the center of the wheel white as shown on the right.

5. Using the Selection Tool , select the entire wheel (hold the left mouse button and move selection from upper left to lower right corner of the wheel)
   - **a.** Convert it to a Graphic Symbol using **Modify > Convert to Symbol**.
   - **b.** Call the symbol "**Wheel**", and set its type to "**Graphic**". It will now appear in the Library. You just converted a Shape into a Graphic Symbol.
   - **c.** Check the "Wheel" symbol is indeed in the library. If your library is not open, select **Window> Library** or press Ctrl + L.

6. Now we will convert the wheel into a "**Movie**" Symbol using the Wheel Symbol we just created.
   - **a.** Select the Wheel instance on the Stage, and convert it to a Symbol again.
   - **b.** This time, call the symbol "Rotating Wheel", and set its type to "Movie Clip". You just "packaged" a Wheel Graphic Symbol **instance** into a Movie Clip Symbol.

     In other words, the "Rotating Wheel" Movie Clip Symbol contains a "Wheel" Graphic Symbol instance.

7. Double click on the "Rotating Wheel" symbol in the library. This will go to the Master Version of the "Rotating Wheel" Symbol, and in the Edit Bar you should see "Scene 1 : Rotating Wheel".

8. Change the layer name to "**A Wheel Instance**", as that is what the layer contains.
   a. You will now create a simple tween to make the wheel rotate.
   b. Select frame 20, and insert a **Keyframe** using **Insert > Timeline > Keyframe**.
   c. Right click on frame 1, and select **Create Classic Tween**.
   d. In the **Properties Manager** set **Rotate** to "CW", and Rotation count to "1". Use **Control > Play** to preview the animation.

9. Go back up a scene to the "main" scene, using the blue arrow in the **Edit Bar**. In the **Edit Bar**, you should now see "Scene 1" (as shown below).

   Try using **Control > Play** to preview the animation, and note it doesn't work anymore. Furthermore, the **Layer Manager** only shows 1 frame, even though you know the **Rotating Wheel** symbol uses 20. When working with nested Symbols, you have to use **Control > Test Scene** to see the final product.

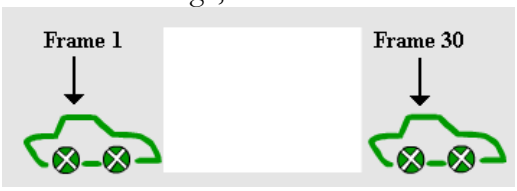
10. Create another instance of the **Rotating Wheel** by dragging it from the Library, onto the Stage.

    Position it close to the other wheel, then use the Brush Tool  to draw the car's body (see below).

11. Select everything on the screen, and convert it to a **Movie Clip** Symbol called "***Car***".

12. Select frame 30, and insert a **Keyframe**. Then right click frame 1 and create a **Classic Tween**.

13. With frame 1 still selected, move the car to the left so it is no longer on the Stage, and move it down so the wheels line up with the bottom of the Stage. Then select frame 30, and move the car to the right area off the Stage, as shown below:



14. Preview your movie with **Control > Play,** and watch the car move without the wheel animation. Then try **Control > Test Scene**, which shows only the Stage. The car will appear to come out of nowhere and drive across the screen, with the wheels spinning the entire time.

    Note: When you were creating the Rotating Wheel Symbol, you set the animation to 20 frames. The Car Symbol, on the other hand, was set to 30 frames. But when you tested the movie, the wheels were spinning for all 30 frames.

    This highlights an important difference between Graphic Symbols and Movie Clip Symbols: multi-frame Graphic Symbols are synchronized and need to match the Timeline in which you place them. Movie Clip Symbols, on the other hand, play independently from the Timeline (as they have their own), so they will keep looping (like the wheels above).

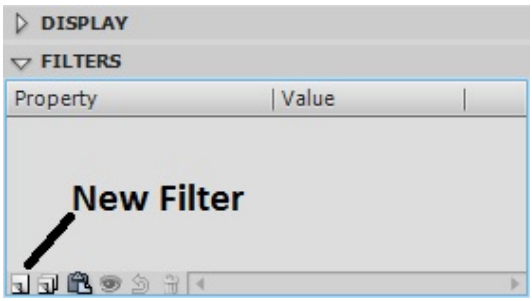
Filters for Movie Clip Symbols

In Flash, there are three basic ways to make one **Movie Clip Symbol** instance look different than another. For example, to make the rear wheel look different than the front wheel, you can:

- **a.** Create a new type of wheel symbol, then nest it in a different rotating wheel symbol, and nest that into the Car symbol (instead of the current rear wheel).
- **b.** Use the "**Color**" and "**Blend**" options in the **Property Inspector**.
- **c.** Add **Filters** to change how the Symbols appear. This is the method you will work with next.

15.

- **a.** Double click the **Car** on the stage. This will go to the Master Version of the "**Car**" Symbol.
- **b.** Click once on the rear wheel (a **Rotating Wheel** instance) to select it.
- **c.** In the **Properties Inspector**, click on the "Filters" tab.
- **d.** Select the New Filter Button (see right)
- **e.** For now, select the "**Adjust Color**" filter, and set the Hue to -120. This will make the rear wheel red.



16. Go back up a scene to the "**main**" scene, using the blue arrow in the **Edit Bar**. The Edit Bar should now read "Scene 1". Select frame 1 before continuing.

17. Select the car on the Stage, and add a **Drop Shadow** filter.

- **a.** In the filter's options panel set:
  - **i.** **Angle** to 135
  - **ii.** **Distance** to 10
  - **iii.** **Blur X** to 10 (which will also change **Blur Y**)
  - **iv.** **Strength** to 100%
  - **v.** **Quality** to High
  - **vi.** Leave the **color** at black.
- **b.** Preview the movie. Notice that the Drop Shadow effect is being tweened, so it disappears by frame 30.

  Select the **Car** Symbol in the Library, and look at its preview window. It has the red wheel filter applied, but not the Drop Shadow filter. This is because the Drop Shadow is being applied to an instance of the Car Symbol, not the "Master Copy".

18. Select frame 30, select the car on the Stage, and modify the **Drop Shadow** filter so its settings are identical to the ones in frame 1 (see step 17 above).

19. Multiple filters can be applied to the same Movie Clip Symbol. Select frame 1, select the car on **Stage**, and add a **Glow filter**.

- **a.** Set **Blur X** to 10 (which will also change Blur Y)
- **b.** **Strength** to 200%
- **c.** **Color** to red
- **d.** **Quality** to Low.

Preview the movie, and watch the red glow slowly disappear.

20. Save the **cars.fla** file, and close it.

Combining Video Clips with Movie Clip Symbols

21. Create a new Flash file, and do the following:
- Set the Stage size to **Width**=512px, **Height**=384px
- Rename the first layer to "**Video**"
- Save the file as **mashup.fla**.

22. Use **File > Import > Import Video** to import ***tv.avi*** to the Stage, as an Embedded Video:
- **a.** Remember from the last lab that Flash CS6 needs to convert .avi movie files to .flv files before being able to use them. Select **Browse** and select the tv.avi file.
- **b.** Press **Ok** to the warning, then press **Launch Adobe Media Encoder.**
- **c.** When this Media Encoder program opens, press the **Start Queue** button  .
- **d.** Once the video has been converter, go back to Flash CS6.
- **e.** Click **Browse** again and select ***tv.flv***.
- **f.** Select **Embed Video in SWF and play in timeline.** Click **Next**.
- **g.** Leave the **Embedding** options at the default values and click **Next**.
- **h.** Leave all other options at their default values, and click "Next" then "Finish".

Once the video clip has been imported (it should be 89 frames), center it in the Stage.

23. You need to block the credits on the TV. To do this:
- **a.** Create a new Layer and rename it as "***Screen Blocker***".
- **b.** Select the **Rectangle Tool**
- **c.** Change the **Fill Color** to dark blue
- **d.** Draw a rectangle over the blue and black area of the TV screen (so only the purple and TV dials are showing).

24. Create a new Layer, and rename it as "**Car**". You will be importing the car you created into this file. To do this, select **File > Import > Open External Library**. Select the **cars.fla** file, and open it. A second library panel will appear on the screen, allowing you to select Symbols from the ***cars.fla*** file!

25. From the ***cars.fla*** Library, drag the "Car" Movie Clip Symbol onto the Stage and on the middle of the TV. Use the **Free Transform** Tool to adjust the size of the car so it fits into the TV screen (see image at right).

26. Save the file as **mashup.fla** and preview the movie with **Control > Test Scene**.

That's it for the Flash labs!