

## **A. Introduction**

### **About Flash**

#### **What is Flash?**

- Flash is a development tool that allows you to create animation and interactive experiences.
- It is an animation and interactive authoring program.
- Authoring program is a tool to develop multimedia product, it is designed to manage and manipulate individual multimedia elements and provide user interaction.

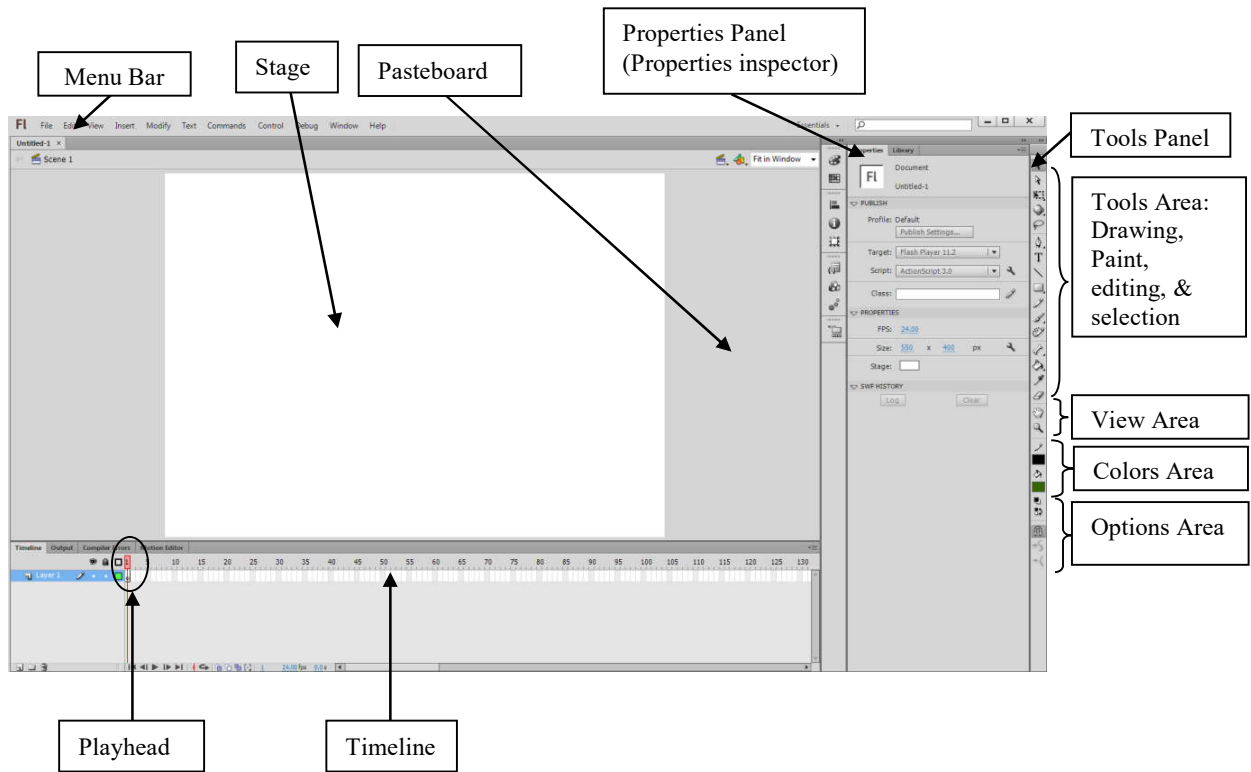
#### **Flash can be used for**

- Web sites
- Web-based applications
- CD-ROM and interactive applications
- Video

#### **Characteristic of Flash**

- The native format of Flash is vector images, which can reduce the size of graphic files.
  - Vectors are scalable
- Flash provides streaming content over the Internet
  - Instead of waiting for the entire contents of a web page to download, Flash provides “streaming” delivery method over the Internet, so that computer begins playing the file as it continues to receive it, keeping ahead so playback does not pause or break up.
- Flash works on a movie metaphor
  - Metaphor is a figurative representation that links the content of a screen to an established mental model.

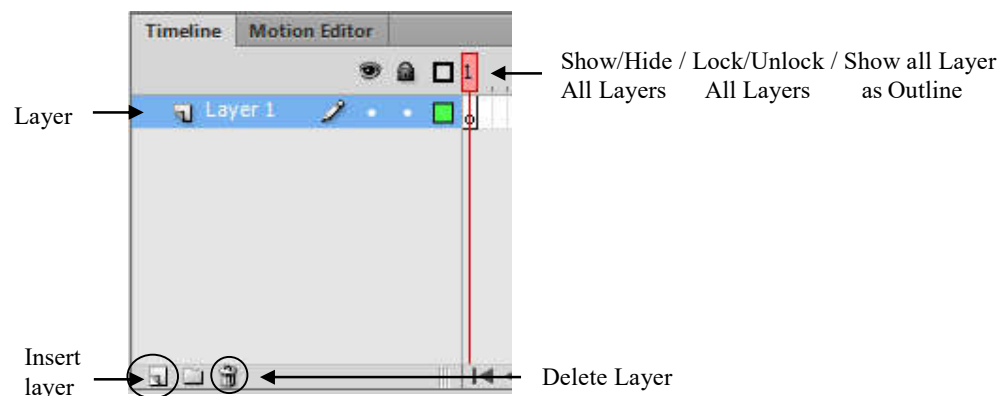
## Understanding the Workspace of Flash



The followings are the important parts of the workspace: 1) Timeline, 2) Stage, 3) Panels and 4) Tools Panel.

### 1). Timeline

- The timeline is used to organize and control the movie's content by specifying when each object appears on the stage.
- The timeline has separate **layers**.
  - Like transparent sheets of content stacked on top of one another. They allow users draw or place images on different layers without affecting other items on other layers. There is no limitation to the number of the layers. A well-categorized system of layers allows users to manage objects more efficiently.
  - Adding a layer causes it to be placed on top of the other layers.
  - Can be re-ordered by dragging up or down. The “Front and Behind” position of the object on the stage is related to sequence of the layers.

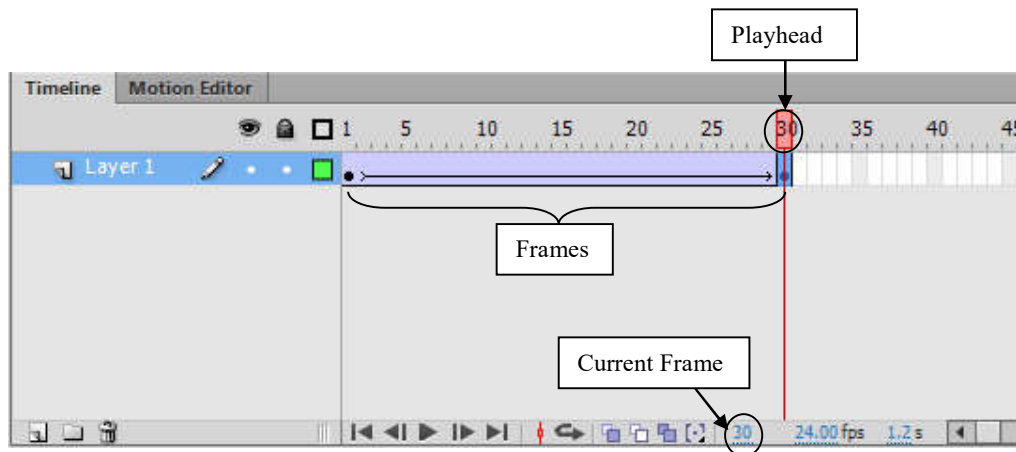


Try to:

1. Insert / rename / delete layers
2. Show/Hide All Layers ( ) / Lock/Unlock ( ) All Layers / Show all Layer as Outline ( )

**Note:** When you choose any of the layers, a pen icon will be displayed on the layer.

- The timeline has a **playhead**.
  - The playhead indicates which frame is playing.
  - You can manually move the playhead by dragging it left or right. Dragging the playhead also allows you to do a quick check of the movie without having to play it.



- The timeline is made up of individual units called **frames**.
  - Content is displayed in frames as the playhead moves over them when the movie plays.
  - The status bar indicates the current frame the playhead is on.

## 2). Stage

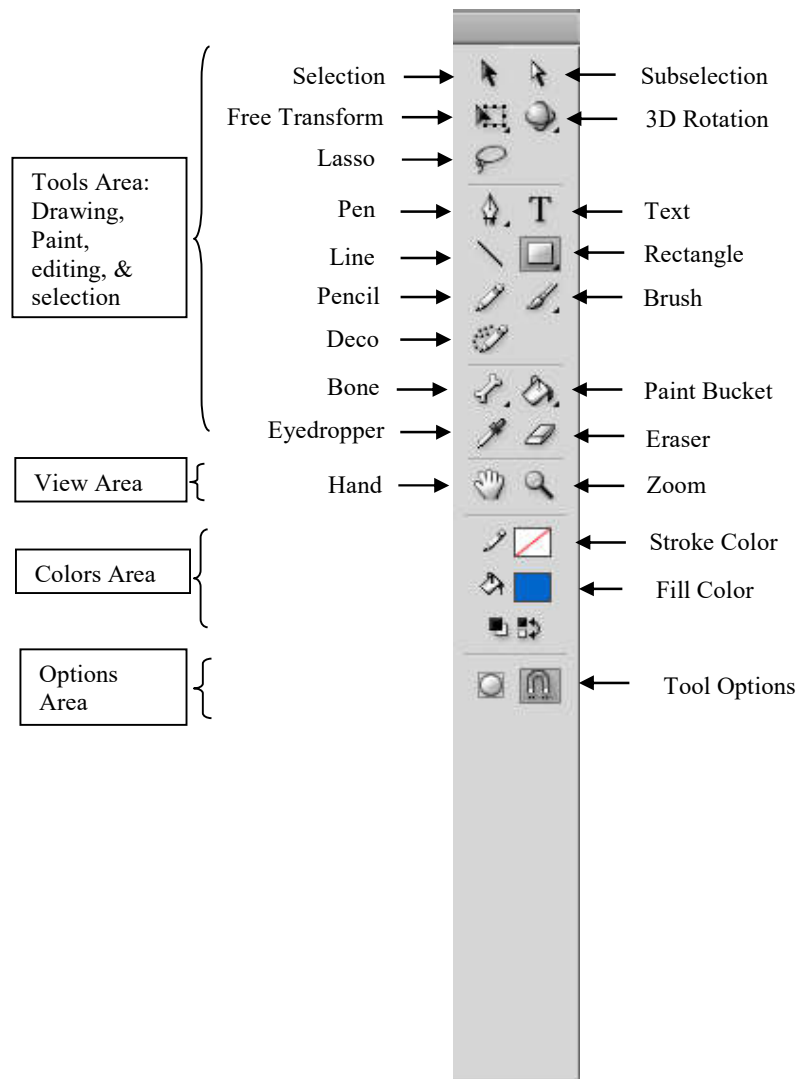
- Contains all objects that are seen by the viewer in the final movie.
- You can draw objects on, or import objects to the stage.

## 3). Panels

- Help you view, organize, and change elements or object in a file.
- The options available on panels control the characteristics of symbols, instances, colors, type, frames, and other elements. You can use panels to customize the Flash interface.
- Panels include Properties Panel, Library Panel, Tools Panel, Actions Panel, Color Panel, Swatches Panel, and etc.

## 4). Tools Panel

- Contains a set of tools used to draw and edit graphics and text.
- Divided into four sections: Tools, View, Colors, and Option.



The followings are the tools and their functions:

| <b>Tool Name</b> | <b>Function</b>                                                                                                                         |
|------------------|-----------------------------------------------------------------------------------------------------------------------------------------|
| Selection        | Selects objects on the work area; an object must be selected before it can be modified.                                                 |
| Subselection     | Selects objects or parts of objects by dragging a rectangular selection marquee.<br>Modifies specific anchor points in a line or curve. |
| Free Transform   | Moves, scales, rotates, skews, or distorts objects.                                                                                     |
| Lasso            | Selects objects or parts of objects by dragging a free-form selection marquee.                                                          |
| Pen              | Draws lines or curves by creating a series of dots (anchor points technically) that are automatically connected.                        |
| Text             | Creates and edits text.                                                                                                                 |
| Line             | Draws straight lines (strokes) of varying lengths, widths and colors.                                                                   |
| Rectangle        | Draws rectangles of different sizes and colors. Press and hold [Shift] to draw a perfect square.                                        |
| Oval             | Draws oval shapes. Press and hold [Shift] to draw a perfect circle.                                                                     |
| Pencil           | Draws freehand lines and shapes.                                                                                                        |
| Deco             | Creates drawings and animation based on dynamic shapes and colors.                                                                      |
| Brush            | Draws / paints with brush-like strokes.                                                                                                 |
| Ink Bottle       | Applies color, thickness and styles to lines.                                                                                           |
| Paint Bucket     | Fills enclosed areas of a drawing with color.                                                                                           |
| Eyedropper       | Picks up styles of existing lines, fills, and text and applies them to other objects.                                                   |
| Eraser           | Erases lines and fills.                                                                                                                 |
| Hand             | Moves the view of the Stage and Work Area.                                                                                              |
| Zoom             | Increases or reduces the view of the Stage and Work Area.                                                                               |