Outline for

UCLAE Flash 1: Session #3

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| TITLE | Advanced Tools |
| DATE | Thursday 7pm – 10pm, July 10th, 2008 |
| INSPRIRATION | Line Rider Game - <http://linerider.com/> |

1. INTRODUCTION

Administrative issues

* Any questions from last session?

1. OUTLINE

Chapter  6. Graphics on Multiple Layers

* Touring the Timelines Layer Features
  + Above Layers
    - Show as outlines
    - Lock/Unlock
    - Hide/Show
  + On Layers
    - Layer
    - Mask
    - Masked
    - Guide
    - Folder
    - Active
  + Below Layers
    - Add layer
    - Add motion-guide
    - Add folder
    - Delete
* Creating and Deleting Layers and Folders
  + To add a layer or a folder
  + To delete a layer or a folder
  + To delete multiple layers and/or folders
* Controlling Layers and Folders
  + To work with Layer Properties dialog
* Setting Layer Properties via the Timeline
  + To rename a layer or folder
  + To lock/unlock a layer or folder
  + To view the contents of layer or folder as outlines
* Organizing with Layers and Folders
  + To reorder layers or folders
  + To move existing layers into folders
  + To hide/show layers inside folders in the Timeline
* Working with Graphics on Different Layers
  + To activate a layer
  + To edit merge –shape
    - Regardless of layer selected use the stage
  + To edit fills across layers
    - Regardless of layer selected use the stage
* Cutting and Pasting Between Layers
  + To paste across layers
  + To use the Paste in Place (**discuss Paste in Place**) command across layers
* Distributing Graphic Elements to Layers
  + To place selected elements on individual layers
    - Select elements on the same layer
    - Modify -> Timeline -> Distribute to Layers
* Working with Guide Layers
  + To create a plain guide layer
* Working with Mask Layers
  + To create a mask layer
  + To create the mask
    - Draw fills on that mask layer
    - Flash uses only fills (ignores strokes)
    - Lock mask and masked layers to preview result

Chapter  7. Working with Symbols

* Understanding the Library Panel Understanding Library Hierarchy
  + Library Terms
    - Asset
      * Symbol (drawn in Flash)
        + MovieClip (May be static or animated. The inner timeline plays independent of parent timeline.)
        + Button
        + Graphic (May be static **or animated**. The inner timeline **plays dependently along with parent timeline**.)
      * Font
      * Sounds
      * Video Clips
      * Bitmaps
  + To open the library of the current movie
  + To view the library of another open document
  + To open the library of a closed Flash document
    - File -> Import -> Open External Library
  + **Discuss Window-> Common Libraries**
  + To change Library panel width
  + To resize library columns
  + **Create, use, & delete library folders**
* Converting Graphics to Symbols
  + **Benefits of Symbols**
    - Reduce file-size
    - DRY (Don’t Repeat Yourself) when drawing art
    - Changes to repeated symbols are easy
  + To turn an existing graphic into a symbol
    - Select Shape, Modify -> Convert to Symbol (F8)
    - **Drag Shape into Library Panel** (This is the Flash “Rockstar” Method)
  + **Symbol instance parts**
    - Bounding box
    - Registration point (See page 191 for full description)
    - Transformation point
* Creating Symbols from Scratch
  + Insert -> New Symbol
  + **Introduction to the Timelines Edit Bar**
    - Back button
    - Current Scene
    - Symbol being edited
    - List of scenes
    - List of Symbols
* Using Symbol Instances
  + To place a symbol instance in your movie
* Modifying Symbol Instances
  + To change an instance’s color property
  + To change an instance’s brightness
* Swapping One Symbol Instance for Another
  + To switch symbols
  + Select symbol instance on the stage
  + In the Property Inspector click ‘Swap’
  + Choose replacement
* Editing Master Symbols
  + Edit -> Edit Symbols
  + Edit -> Edit Selected
  + Right-Click symbol instance on stage, -> Edit In Place
* Duplicating Master Symbols
  + Use Library
* Deleting Master Symbols
  + Use Library
* Converting Symbol Instances to Graphics
* Select symbol instance on stage, Modify -> Break Apart
* Object-Level Undo
  + **See Preferences to change between Object-Level Undo and Document-Level Undo**

NOTES

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