MACROMEDIA FLASH

Definition

Flash is a popular authoring software developed by Macromedia. It Is Also Known As "Shock Wave Flash". It is a program that creates interative and animation media such as motion graphics ,presentation and websites.

SOFTWARE EXTENSION:

Flash

FILE EXTENSION:

.FLA   **(FLASH ANIMATED FILE)**

.SWF **(SHOCK WAVE FILE)**

WORKING AREA:

Stage

DEFAULT NAME:

Untitled

VERSIONS:

1. Future splash
2. Macromedia flash   1   1996
3. "   "   2   1997
4. Adobe flash   CS3   2007
5. "   "   CS5   2011
6. "   "   CS6   2012
7. "   "   CC   2013
8. Adobe Animate   so on to 2020

Macromedia   **Flash**   **8.0**
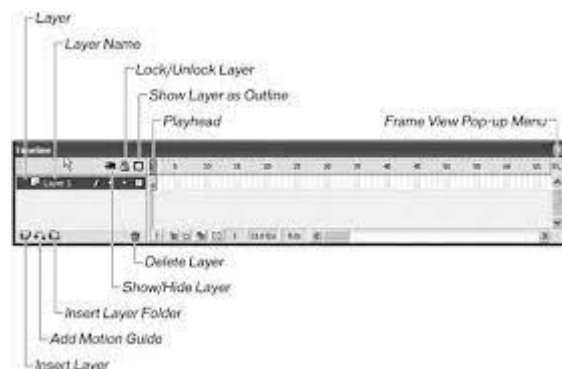
Company name   software   version

Timeline:

The part where you will control the behaviour of the object animation using Frames

Layer
Layer Name
Lock/Unlock Layer
Show Layer as Outline
Playhead
Frame View Pop-up Menu
Delete Layer
Show/Hide Layer
Insert Layer Folder
Add Motion Guide
Insert Layer

FRAMES:

Frames are considered as the soul of any animation as these frames are used to organize and control the complete animation.

There are 3 types of frames.

1. Blank frame   [F7]
2. Duplicate   [F6]
3. Show frame   [F5]

Fps = <u>Frames Per Second</u>

Enter   ⟶ animate object on stage

Ctrl + enter   ⟶ animate object shockwave file

Animation:

There are three type of animations

    Frame by frame
    Motion tween
    Shape tween

	Shortcut keys of flash	
1	Tool bar	Ctrl + F2
2	Timeline	Ctrl + Alt + T
3	Color mixer	Shift + F9
4	Color swages	Ctrl + F9
5	Library	Ctrl + L
6	Fit to screen	Ctrl + 2
7	Properties	Ctrl + F3
8	Actions	**F9**
9	Alignments	Ctrl + K
10	Info	Ctrl + I
11	Transform	Ctrl + T
12	Symbol	Ctrl + F8
13	Group	Ctrl + G
14	Ungroup	Ctrl + Shift + G
15	Break	Ctrl + B
16	Free transform	**Q**
17	Zoom in	Ctrl + [+]
18	Zoom out	Ctrl + [-]
19	Redo	Ctrl + Y
20	Undo	Ctrl + Z
21	Document property	Ctrl + J
22	New layer paste	Ctrl + Shift + B
23	New stage	Ctrl + N
24	Animate	Ctrl + Enter
25	Blank Frame	**F7**
26	Duplicate Frame	**F6**
27	Show Frame	**F5**

Difference Between Scene And Symbol

Scene	Symbol
1) We can use scenes in Flash to organize our document	1. Symbols allow you to use the same asset more than once without storing multiple copies of it in your FLA file.
2) Add Scene in Flash • Goto Insert Menu • Click on scene	2. Ctrl + f8 to Convert Scene into Symbol
3) Swaping between Scene • Goto Window Menu • Goto Other Panel • Click on Scene	3 There are Three Type Of Symbol • Movie Clip • Button • Graphics