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Name __Gaurav Arun Deore__

Title of Practical __Frame -by - Frame Animation__

Class __SYBCA__ Batch _____ Performed on _____

Roll No. _____ Practical No. __1__ Submitted on _____

Remarks _____ Returned on _____

Practical No. 1 :→ Frame by Frame Animation
Drawing a house & use of filters.

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* Steps :-

Step 1> Open flash CS3 & Create a new file.

Step 2> From menu bar select file option and then click on import. Again select Import to Stage option on it.

Step 3> Select any Png image of house for our drawing reference.

Step 4> Select a 60th frame on timeline window & right click on it and select the insert keyframe option or use shortcut 'F6'.

Step 5> Lock the current layer.

Step 6> Create a another new layer.

Step 7> Select the line tool from toolbox or use shortkut key press 'N'.

Step 8> Select a newly created layer.

Step 9> Start drawing house frame by frame. Starting from 1st frame. Draw some lines on 1st frame then some lines on second frame and

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So on .. till 60th frame.

Step 10) Now unlock first layer and right click on that layer and select delete layer option.

Step 11) Now we are left with Complete drawing of house.

Step 12) Select the Selection tool from toolbox or use shortcut key press 'Q'.

Step 13) Select your house drawing and press Ctrl + G.

Step 14) Now right click on your drawing and select 'Convert to Symbol', and set type to "movie clip" option.

Step 15) Click on "Filters" option you find it bottom left side of your window. It will give you list of filters.

Step 16) Apply your favourite filters & and save your file.

Step 17) Press Ctrl + enter to play on animation.

Practical No 2 :→ Creating Animated E-Card.

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* Steps :→

Step 1> Open flash CS3 & Create a file.

Step 2> Select a rectangle shape from toolbox and draw the rectangle on Stage take size a greeting Card.

Step 3> Choose any Color you want in color bucket and fill the Color in rectangle.

Step 4> Go to file menu and Select import option then Select import to Stage option.

Step 5> I making a birthday greeting Card, So I choose Cake image you can choose any image as your requirement.

Step 6> Adjust the image Size on Stage.

Step 7> Create a new layer 2 on layer panel.

Step 8> Select a layer 2 and Select text tool from toolbox.

Step 9> Write happy birthday greets on it.

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Step 10> Select 1st frame of this layer.

Step 11> Drag the text and move it's position outside the stage on upperside.

Step 12> Select both layers and click on 30th frem then right click and select insert keyframe option.

Step 13> Now click on 30th frame of Layer 2.

Step 14> Now select the text and move it inside our stage.

Step 15> Right click on layer 2 timeline window and select Create Motion Tween option.

Step 16> Press Ctrl + Enter to test an animation.

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Name _Gaurav Arun Deore_

Title of Practical _Demonstrate Masking in Flash cs3_

Class _5YBCA_   Batch _1st_   Performed on _____

Roll No. _23_   Practical No. _3_   Submitted on _____

Remarks _____   Returned on _____

Practical No. 3 ⇒ Demonstrate Masking in Flash CS3.

→ Steps ⇒

Step 1> Open the flash cs3 then Choose the flash file (ActionScript 3.0).

Step 2> Then Click on the file on the menu bar & Select Import option & Select the import to stage option ("Ctrl + R").

Step 3> Select the image from your local folder.

Step 4> First adjust the image size on stage.

Step 5> Click on Insert layer button and Create a "layer 2".

Step 6> From toolbox select any shape or press 'r' for rectangle, 'o' for oval.

Step 7> Draw the shape on the stage.

Step 8> Select the 60th frame on both layers on the timeline window.

Step 8> Then press the right click and select Insert keyframe option.

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Step 10) Then drag the shape to the right of the stage.

Step 11) Right Click on the layer 2 timeline window and select the Create motion tween option.

Step 12) Right Click on layer 2 icon and choose the mask option.

Step 13) Click Control option on the menubar and select the test movie option for run an animation or we can press the Ctrl + Enter button to run the program.

Practical No 4 :-> Demonstrate a guide Layer ?

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✱ Steps :->

Step 1> First of all open a flash CS3 Software to Create a new project.

Step 2> Choose any shape you want from toolbox.

Step 3> Draw your shape on Stage.

Step 4> Press the motion guide layer option to Create a guide layer on the layer box Panel.

Step 5> Select pencil tool and draw the line from the Center of your shape.

Step 6> In the properties window Select your fromes as your need.

Step 7> Select your shape and drag it to the next end of line in the Center.

Step 8> Press the motion tween button on the layer 1.

Step 9> Run an animation by Clicking 'test movie' option from Control option or press Ctrl + Enter as a shortcut key.

Practical No 5th :-> Creating Animated Visiting
                     Card.

            ·->

Step 1> Open the flash CS3 & Create a new actionSc-
        ript 3.0 file.

Step 2> name this current to background.

step 3> Select the rectangle tool from toolbox and draw
        the rectangle shape like a Visiting Card.

Step 4> Import the logo of your Company and place
        it to Corner of the rectangle.

step 5> make a new layer give it name "data".

step 6> Select the rectangle tool and draw the Small
        Size rectangle inside the previous one.

Step 7> Select the text tool from toolbox.

Step 8> write the Company information about the
        product.

Step 9> select 5th frame on timeline window. right
        Click on it and select "Insert keyframe"
        option.

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Step 10) Select all layers and tilt it to the right side.

Step 11) again select 10th frame on timeline window & right click on it and select "Insert key frame" option.

Step 12) Again Select all layers and tilt it to the left side.

Step 13) & So on... do this untill reach 30th frame.

step 14) Now, Visiting Card animation is Completed & press Ctrl + Enter to play an animation.

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Name __Gaurav Arun Deore__

Title of Practical __Creating An Animated Facial Expression__

Class __SYBCA__   Batch __1st__   Performed on _____

Roll No. __23__   Practical No. __6th__   Submitted on _____

Remarks _____   Returned on _____

Practical No 6 :-> Creating Animation Facial Expression with the help of Smiley ?

→ __Steps :->__

Step 1> Open flash CS3 and Create a new file.

Step 2> Select brush tool from toolbox or use `b` as a Shortcut key.

Step 3> Draw Circle of Smiley

Step 4> Fill yellow Color in Circle.

Step 5> Draw the eyes of Smiley.

Step 6> Now Create another ~~fatest~~ laters for mouth.

Step 7> Now draw a streat horizontal line for mouth.

Step 8> Click on 25th frame on timeline then press right Click. And choose Insert keyframe option.

Step 9> Now click on 5th frame and Choose: eraser tool from toolbox.

Step 10> Erase the mouth Smiley.

Step 11> Draw another mouth line with Some Smile on face.

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Step 12> Select 10th frame now return erase the mouth.

Step 13> Draw another mouth line some with little bit smiles on face more than just before.

Step 14> And so on ---- Do it until you reach 25th frame.

Step 15> Now, our facial expression is Complete. Then press "Ctrl + Enter" to run an Animation.

Name _Gaurav Arun Deore_

Title of Practical _Demonstrate Motion tween Animation_

Class _SYBCA_ Batch _1st_ Performed on ___

Roll No. _23_ Practical No. _7th_ Submitted on ___

Remarks ___ Returned on ___

Practical No 7 :-> Demonstrate Motion Tween Animation ?

→ Steps :->

Step 1> Open flast cs3 & Create new file.

Step 2> Choose Shape you want with the help of toolbox. & choose.

Step 3> Draw your Shape on Stage you selected in Step 2.

Step 4> Right click on your Shape and select Convert to Symbol option.

Step 5> Select the 60th frame on timeline window & right click on it, and select Insert keyframe option.

Step 6> Right click on timeline window and select the Create motion tween option.

Step 7> Select the Selection tool from toolbox or use Shortcut key press `v`.

Step 8> Select the Shape and change it's position.

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Step 9> That's all press ctrl + enter to play an animation.

Step 10> As you can see shape is moving and we created motion tween animation.

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Name — Gaurav Arun Deore

Title of Practical — Blooming Flower Animation

Class — SYBCA   Batch ——   Performed on ——

Roll No. — 23   Practical No. — 8th   Submitted on ——

Remarks ——   Returned on ——

Practical No 8th :> Demonstrate Blooming Flower animation using Frame-by-Frame.

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step 1> Open flash CS3 Software and select actionScript 3.0 file.

Step 2> Select brush tool from toolbar or press b as brush Shortcut key.

Step 3> Draw the bud of the flower on stage with the help of brush tool.

Step 4> Now, Select 5th frame on timeline window then right Click on it and Select "Insert Keyframe" option.

Step 5> Now draw the 2 small petals of the flower.

Step 6> Select 10th frame on timeline window then right click on it and select "Insert keyframe" option.

Step 7> Draw the two more flower petals.

Step 8> Repeat this steps until 30th frame.

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Step 9) Save your flash file.

Step 10) Press Ctrl + enter to play an animation of flower blooming.

Practical No 9th :-> Create a digital Animation
Presentation.

:÷>

Step 1> Open flash CS3 & Chooser Actionscript 3.0.

Step 2> Set the stage size from properties panel
here I prefer 1920 × 1080.

Step 3> Rename the Current layer "action thumbnail".

Step 4> Create another layer and give it name
pictures.

Step 5> Import your images goto File → Import →
Import to Library. Browser images from
your local folder now you can see
your images in library panel.

Step 6> Select thumbnail layer selected in the timeline.
Drag your image on it.

Step 7> Select the 1st image and hit the f8 key
on the keyboard. Change the name to
" button".

Step 8> Select the next image from the menu &
repeat ≠ the process renames it to the
" button 2".

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Step 9> Select picture layer and Click on timeline window then select 1st frame.

Step 10> Right click on it and Select "Insert key-frame" option.

Step 11> Select the 60th frame on timeline window on thumbnail layer.

Step 12> Press Ctrl + Enter to play on animation.

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Name _Gaurav Arun Dase_

Title of Practical _Motion of Animal walking or Running_

Class _6YBCA_ Batch _____ Performed on _____

Roll No. _23_ Practical No. _10th_ Submitted on _____

Remarks _____ Returned on _____

Practical No 10th :> Demonstrating motion of Animal walking or Running.

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step 1> Open flash CS3 Software and Create new actionscript 3.0 file.

Step 2> Here, I making horse walking animation Go I have to import horse image for reference.

Step 3> Edit the layer name to body and select brush tool and draw horse body on it.

Step 4> Create new layer give it name head and draw head of horse.

Step 5> make sure all different body parts are Create a different layers and so on draw every legs joint on different layer like forearm, Connon, pastern etc.

Step 6> Download and import another image for walking Spirites.

Step 7> now, joint the all parts of horse with the help of free transform tool and follow the Sprites, perform horse walking 1st position.

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Step 8) Select 5th frame on timeline move the horse legs with free transform tool, as at 2nd position on spirites.

step 9) Select 10th frame on timeline and repeat 8th step.

Step 10> And so on ... follow the Spirites and move parts position until 20th frame.

Step 11@> Press ctrl + enter to run the horse walking animation.

<u>Practical No 11th</u> :- Create a simple, fading image slideshow in flash.

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Step 1> Open flash CS3 and Create new document.

Step 2> Import on image to Stage.

Step 3> from Transform window set width and height of the image to 30.

Step 4> Drag the image to the left side of the Stage.

Step 5> Right click on 30th frame and Select "Insert keyframe" option or press shortcut key - f6.

Step 6> On 30th frame drag the image to the middle of the stage.

Step 7> Right Click on first frame and Select "Create motion Tween" option.

Step 8> On 30th frame Click on image.

Step 9> from properties panel Click on "Color" drop down list and Select Alpha.

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Step 10> Set Alpha Value of the image to 50%:

Step 11> Now right Click on 90th frame and Select "Insert keyframe" option.

Step 12> Drag the image to the right Side of the stage.

Step 13> Right Click on the 30th frame and select "Create motion Tween" option.

Step 14> On 90th frame Clicks on the image and Set Alpha Value to 0%.

Step 15> Press Ctrl + Enter to test movie clip.