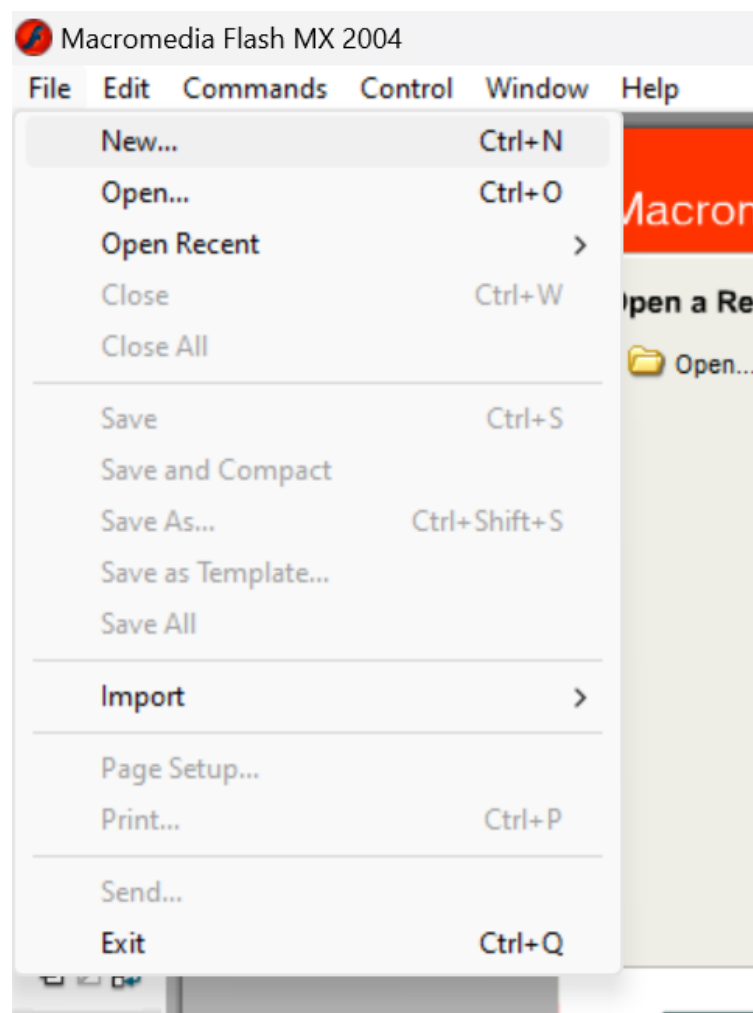


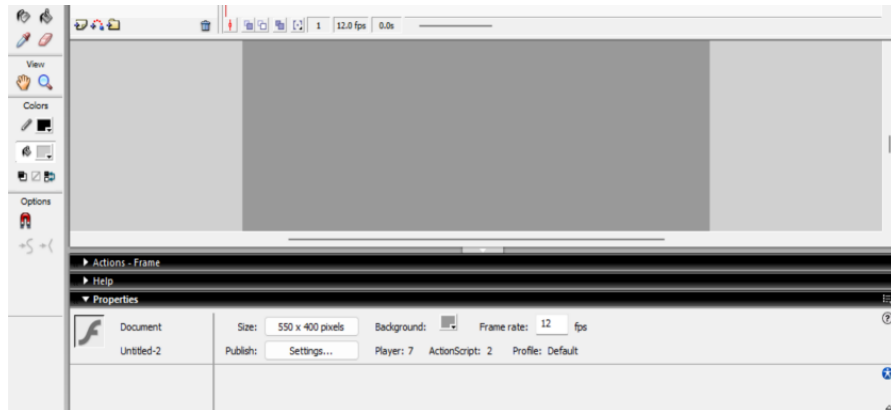
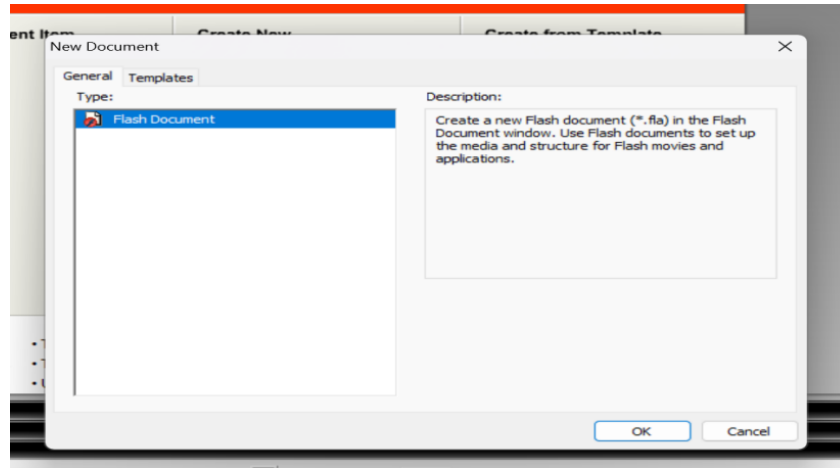
14. Write the step by step procedure with snapshot to set stage dimension in flash interface.

Steps for Setting Stage Dimension:

- Goto location where you install flash and double click on flash application.
- Create new flash document by clicking on File > New and on the
- General tab, select Flash Document.
- Goto properties by pressing Ctrl+F3 (or click windows menu and choose properties)
- Now, Change the stage dimension like: size, background color and frame rate

Name	Date modified	Type	Size
en	2/28/2024 2:21 PM	File folder	
Players	2/28/2024 2:21 PM	File folder	
actlib.dll	8/12/2003 4:23 PM	Application extension	977 KB
Flash.exe	9/6/2003 1:58 AM	Application	11,908 KB
GdiPlus.dll	8/12/2003 4:42 PM	Application extension	1,664 KB
GhostScript.dll	8/30/2003 1:16 PM	Application extension	3,932 KB

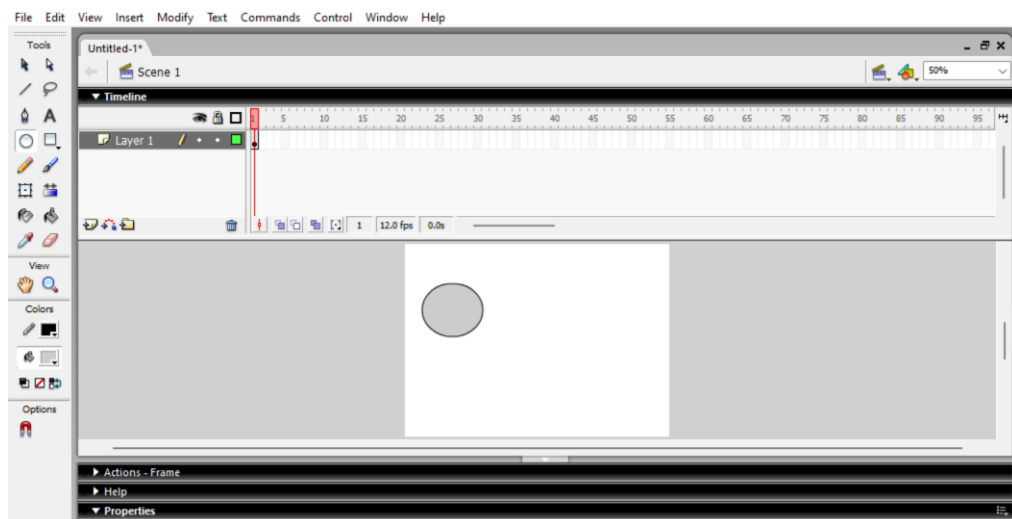


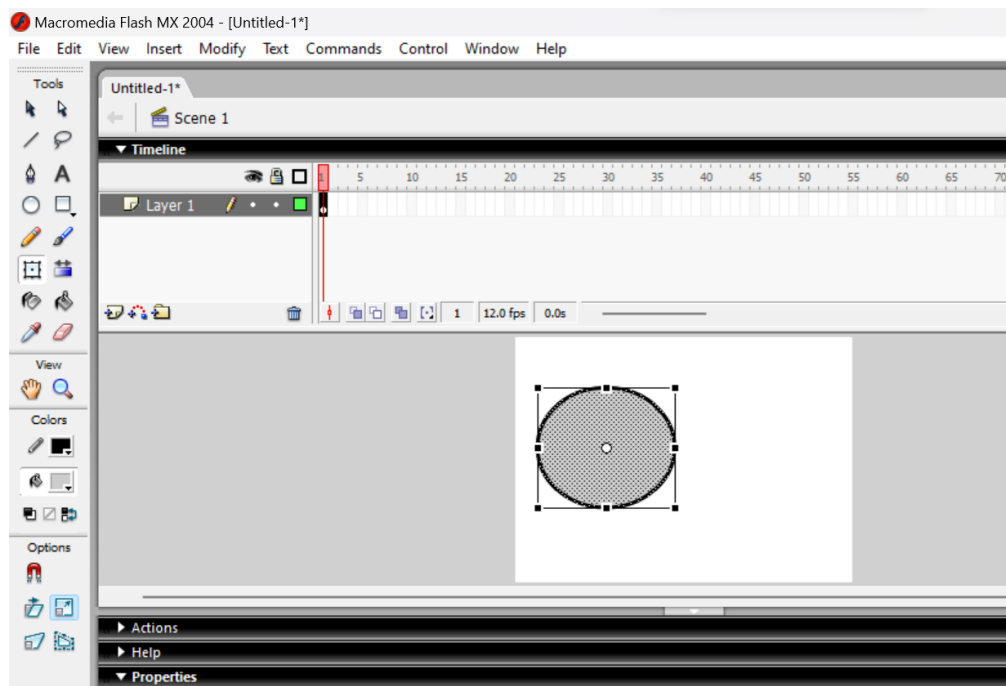
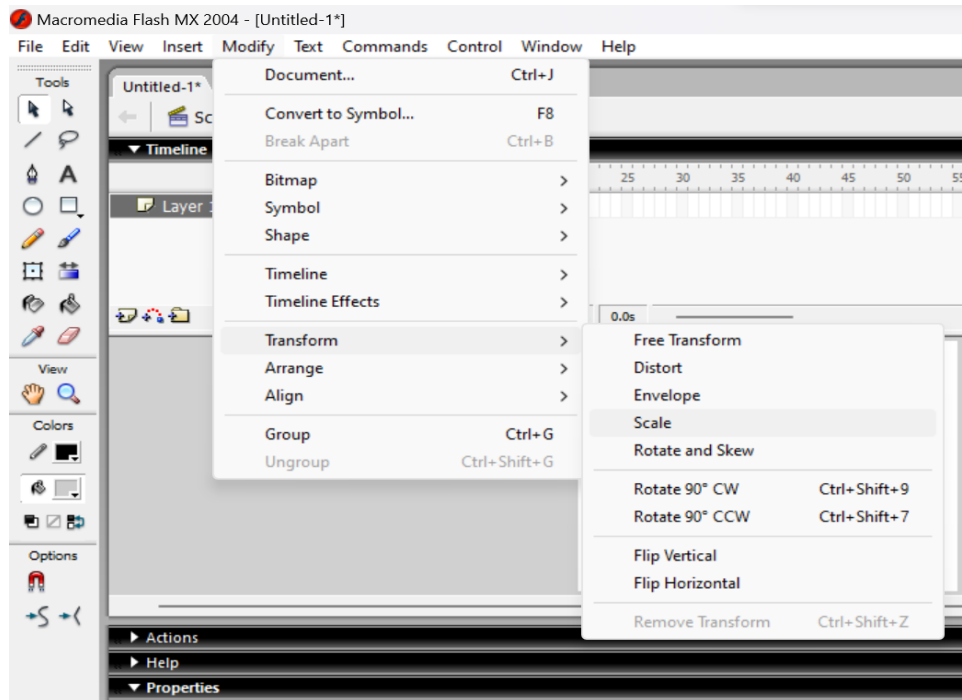
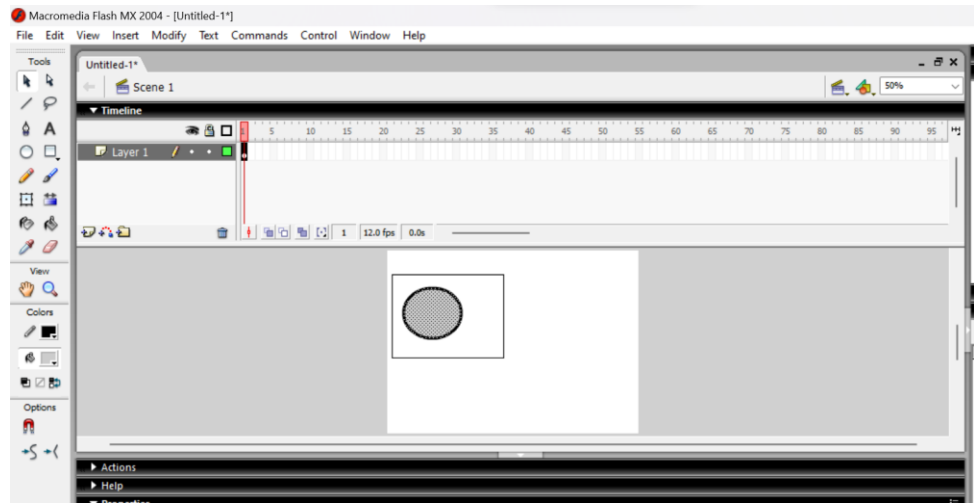


15. Write the step by step procedure with snapshot to modify different shapes in flash interface.

Drawing and Modifying Shapes

- Using Tools panel, draw any shape you would like to make.
- Select the object you draw by using selection tool.
- Click on modify submenu from the menu bar.
- Goto transform option and choose any operation: Scale, rotate, flip etc..) you would like to modify.
- Finally the shape is modified.

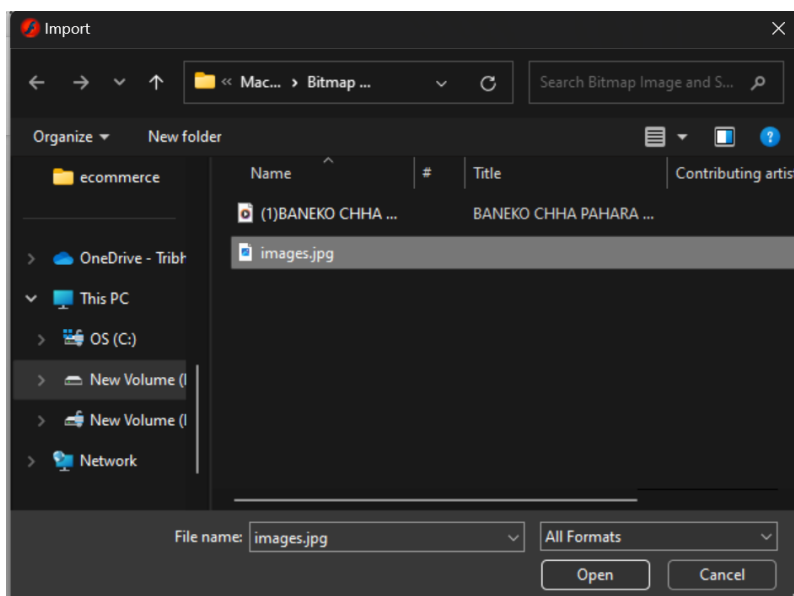
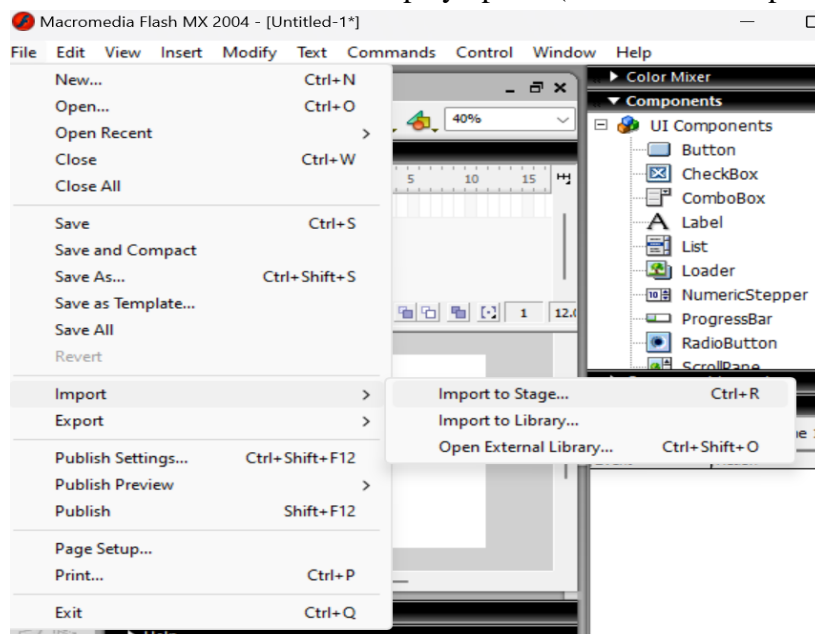


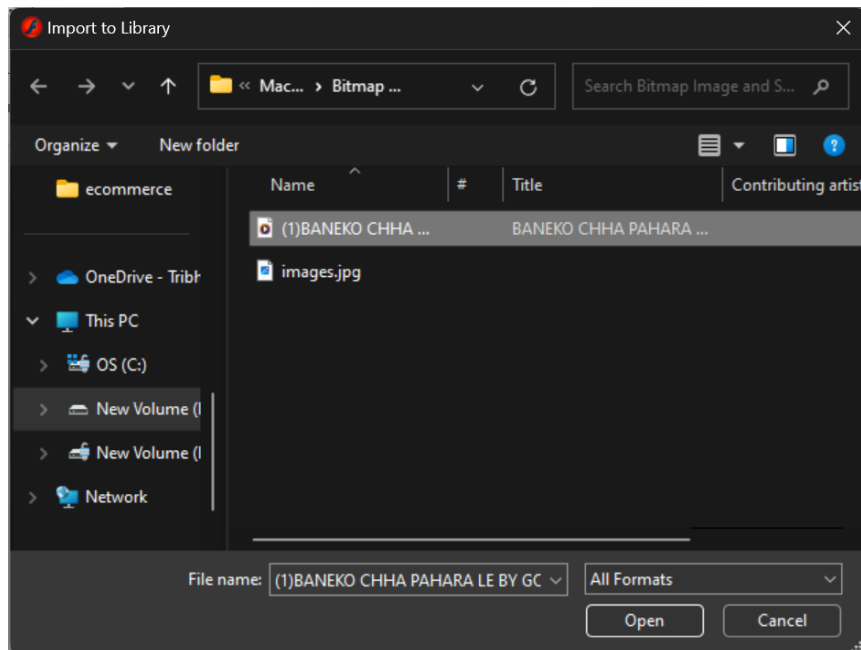
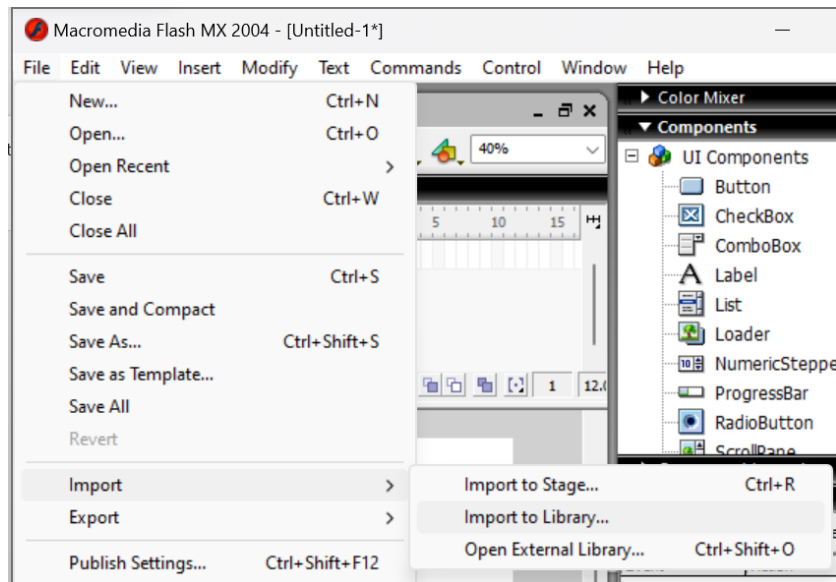
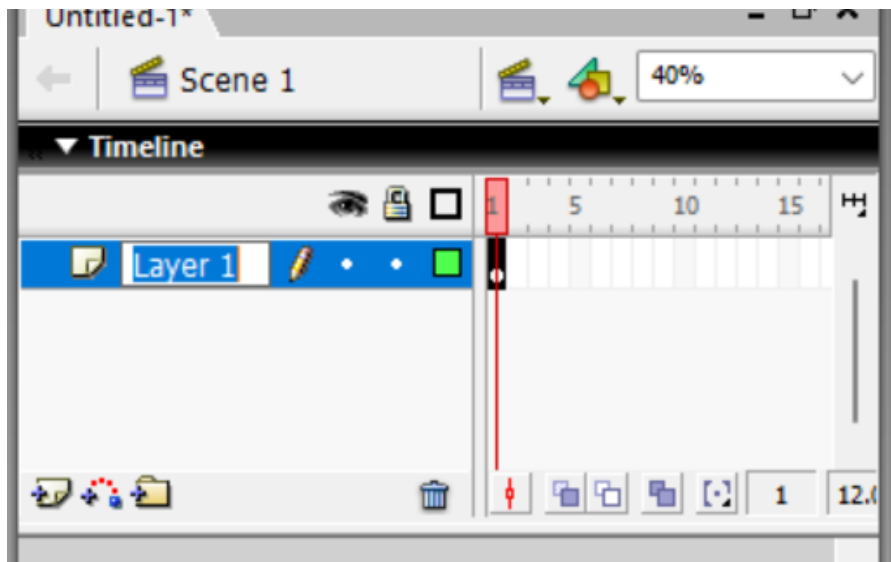


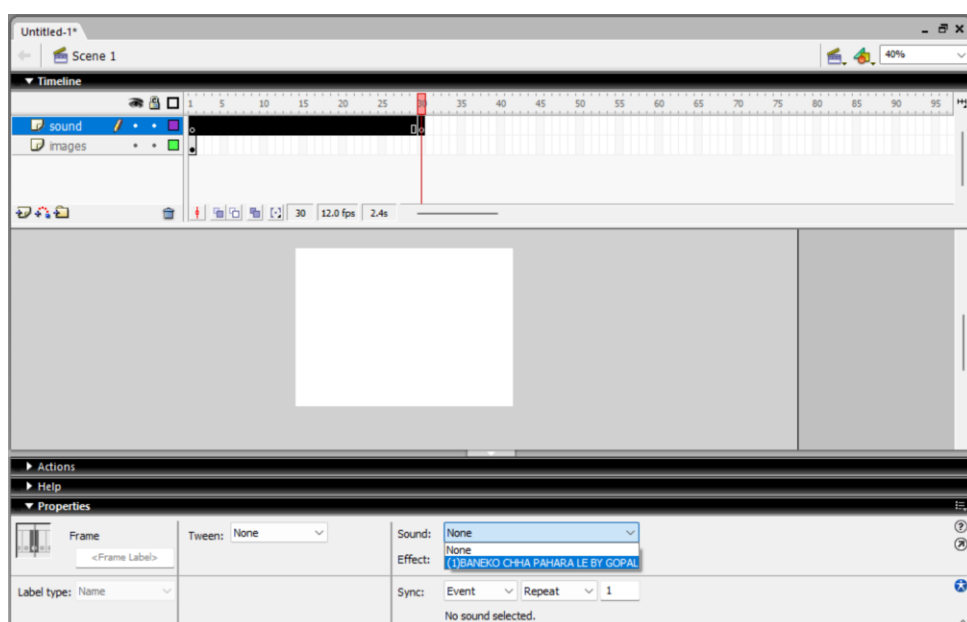
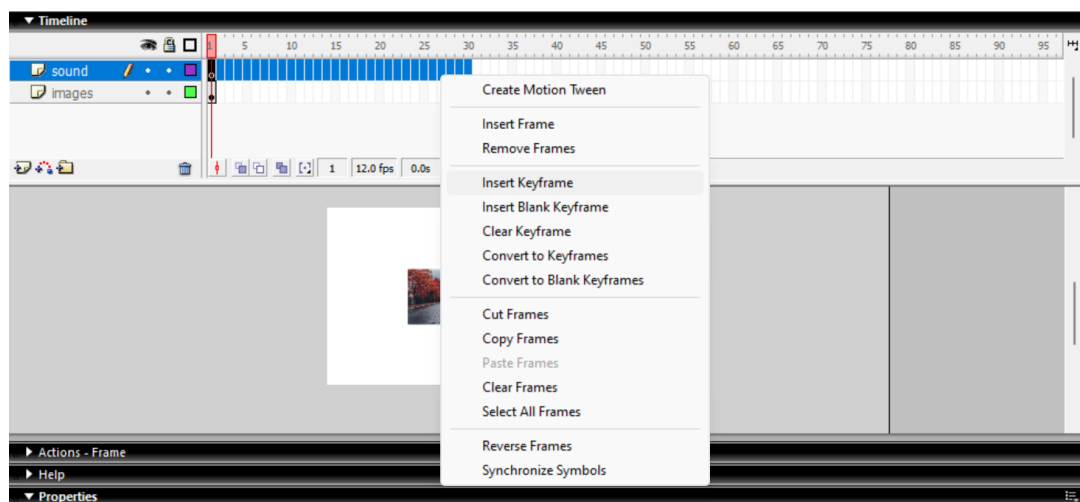
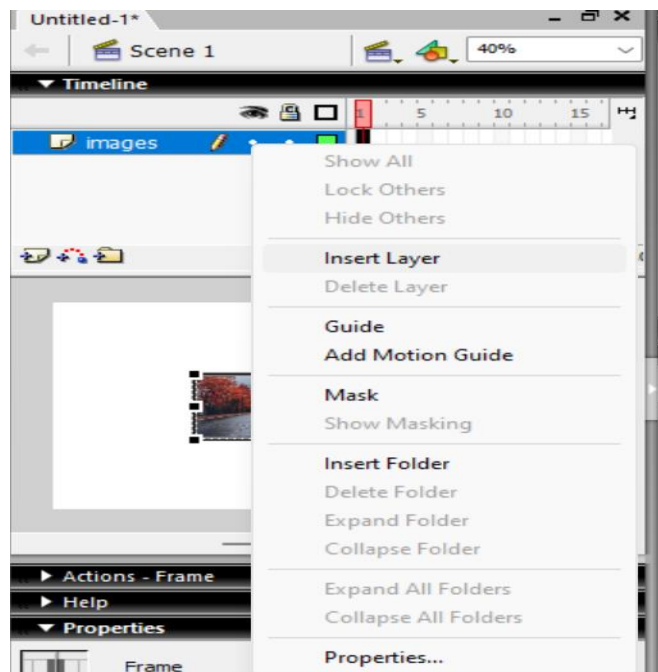
16. Write the step by step procedure with snapshot to work with bitmap images and sounds on background.

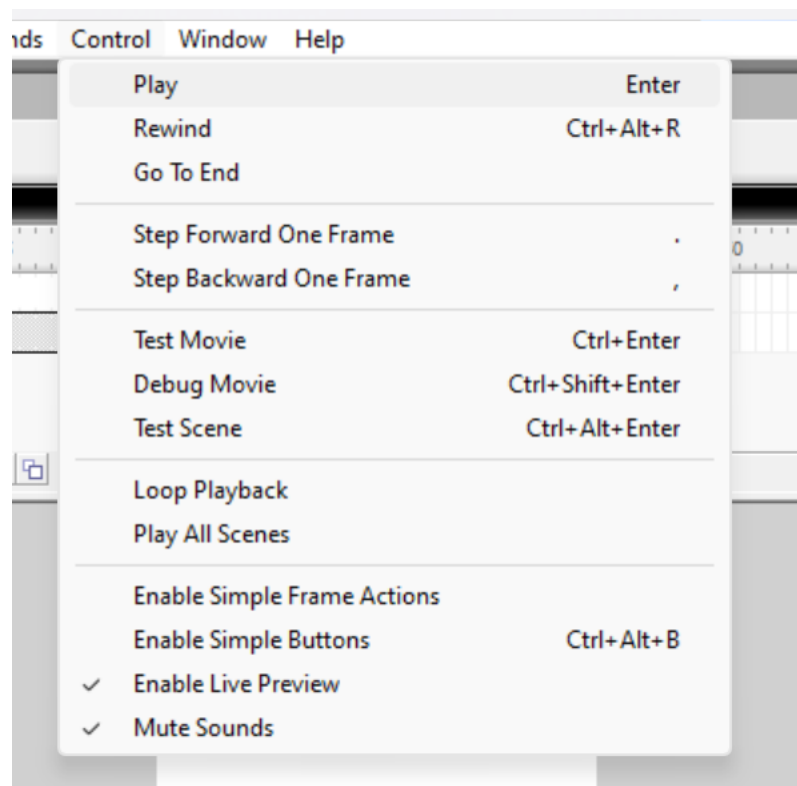
Bitmap Images and Sounds

- Firstly, import image to stage (by clicking File->Import->import to stage and choosing image from drive location) and rename layer1 to image.
- Secondly, import sounds to library (by clicking File->Import-> import to library and choosing sound from drive location) .
- Insert a new layer, named sound.
- Drag the frame1 to any frame number(say frame30) and right click on frame 30 and click insert keyframe.
- Goto properties and add sound that you have selected from the desired drive location.
- Click on control submenu and then play option (or Test movie option).



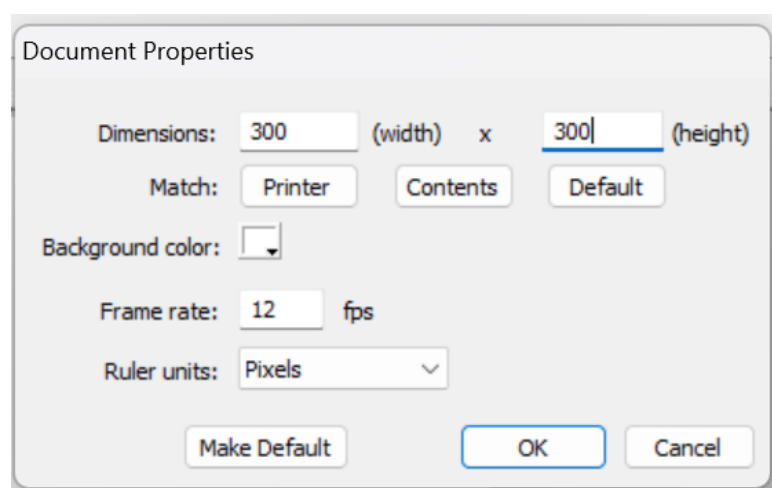


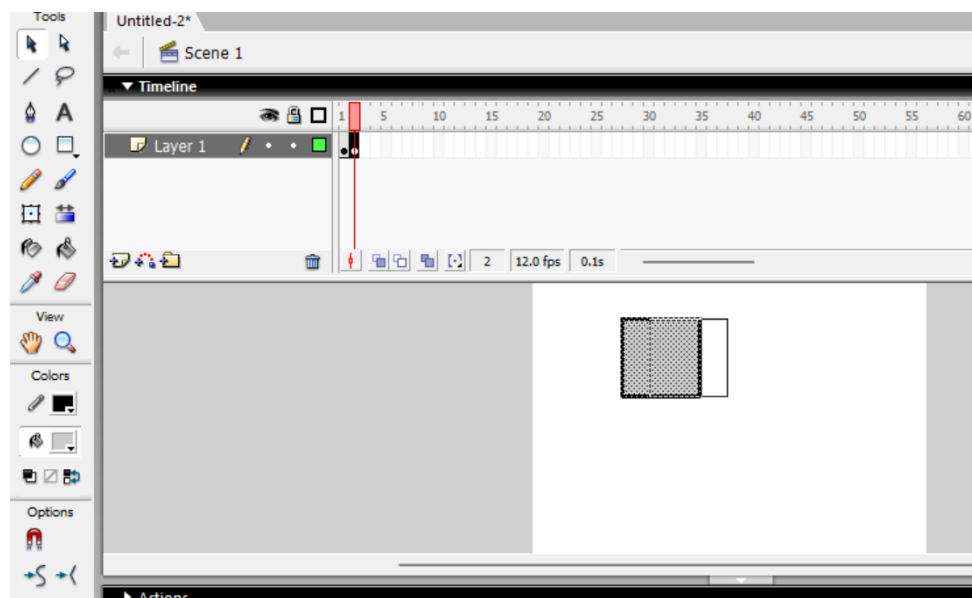
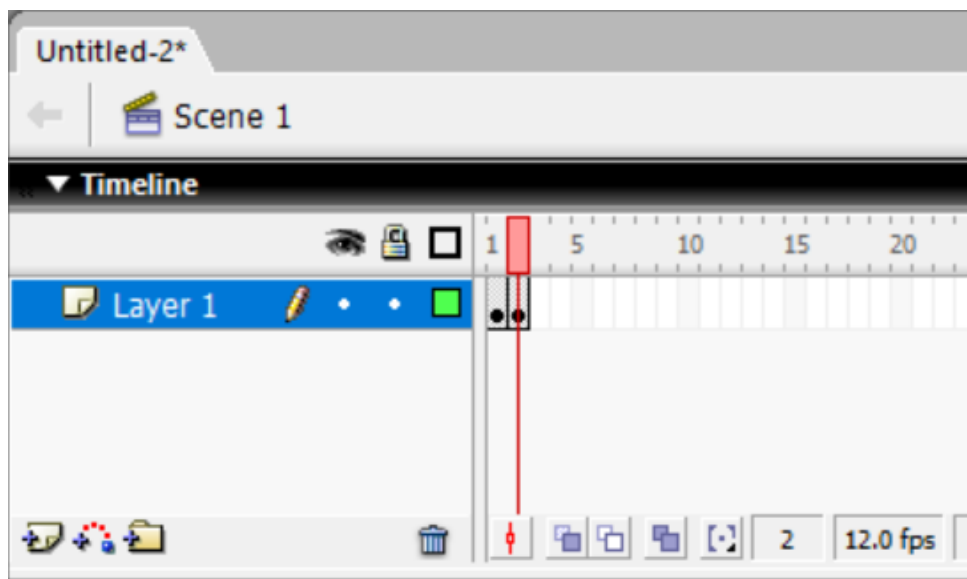
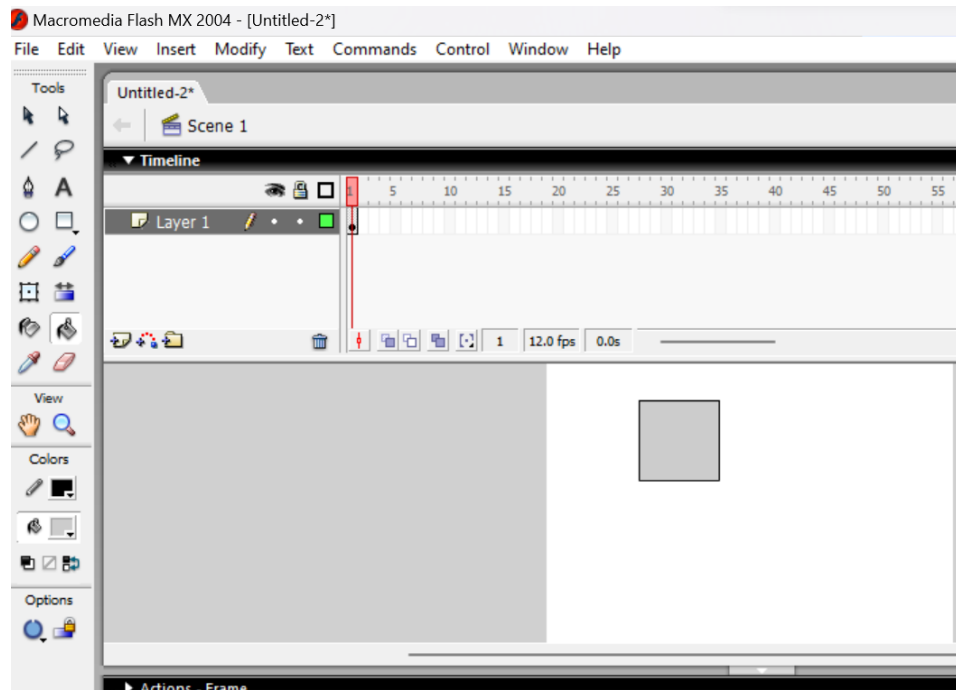


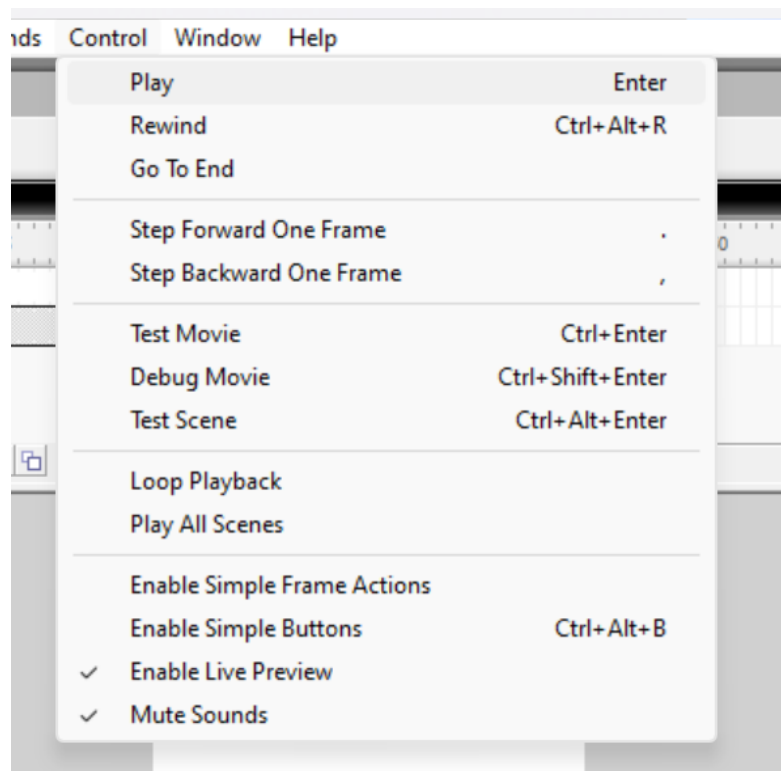
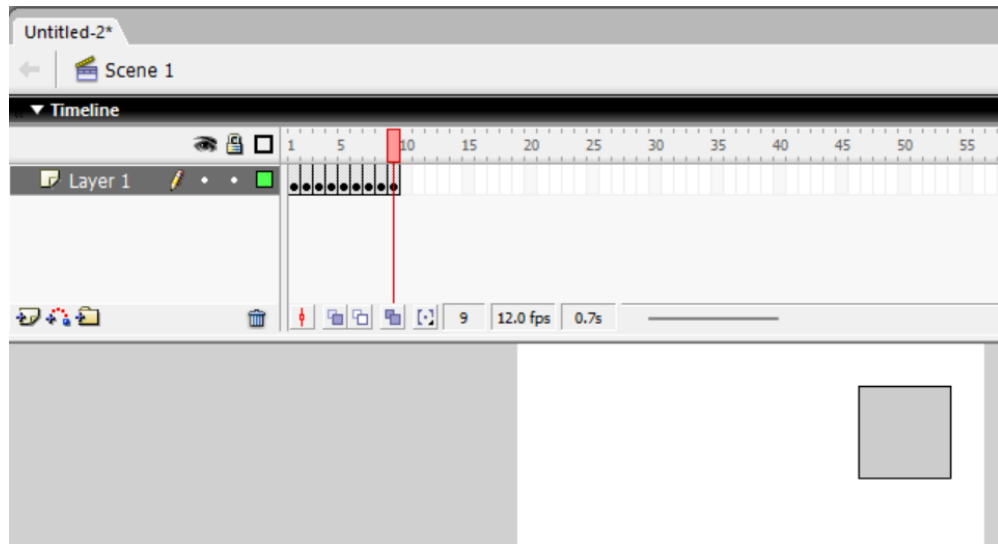


17. Write the step by step procedure with snapshot to perform frame by frame animation in flash interface.

- Create a new Flash document
- Open the Modify -> Movie dialog box. For this exercise, select a width and height of 300*300 pixels. Leave every thing else the way it is.
- In the timeline, select Frame 1 on layer 1 and then draw square box on the stage. Fill it with a color you like using the point Bucket Tool
- Next select frame 2 and insert a new keyframe via the shortcut menu, or by pressing f6.(Notice how the playhead (the red bar on the top row of the timeline) moves to frame 2, indicating that frame 2 is now the active frame)
- Select the box you drew and move it a few pixels to the right.
- Repeat this process for frames 3 through to 5 times
- Now, at the frame 6 insert a new keyframe, and move the square a few pixels down. Repeat this process for frames 7 through 10.(At this point, you've created your first animation sequence)
- Select Control-> Play, or press the Enter key.(flash will play the animation for you by displaying each frame in succession.Note that you can loop the clip via the Control->Loop playback command)

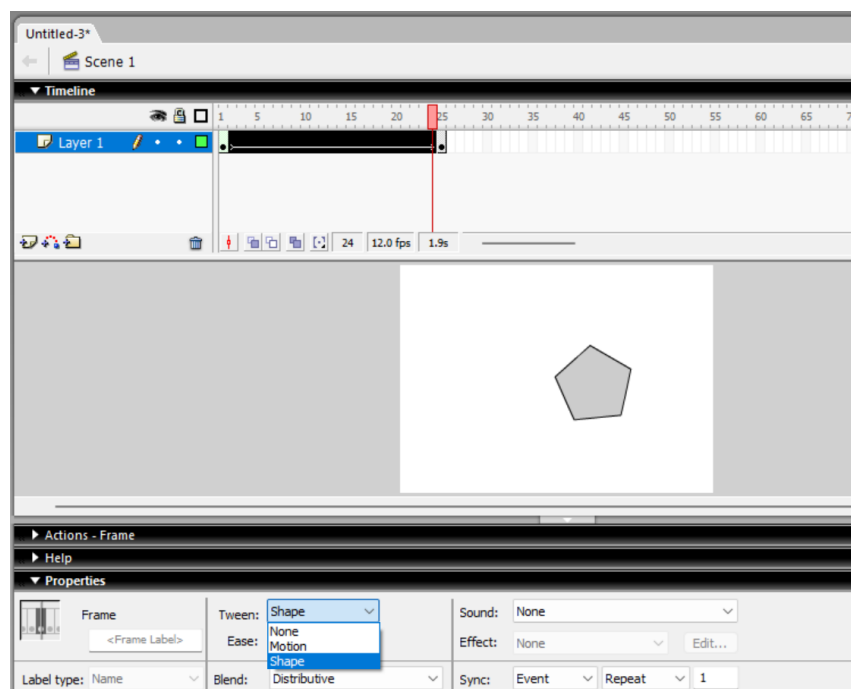
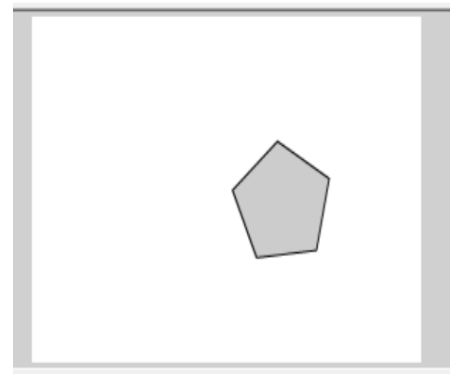
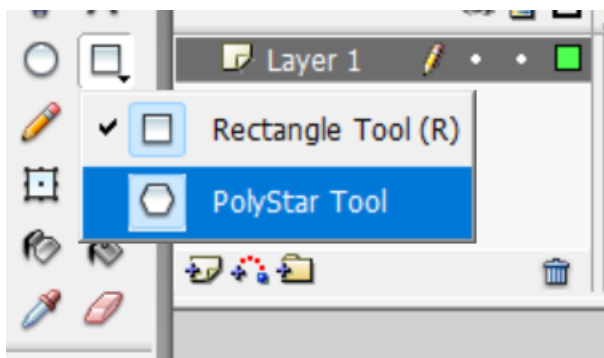
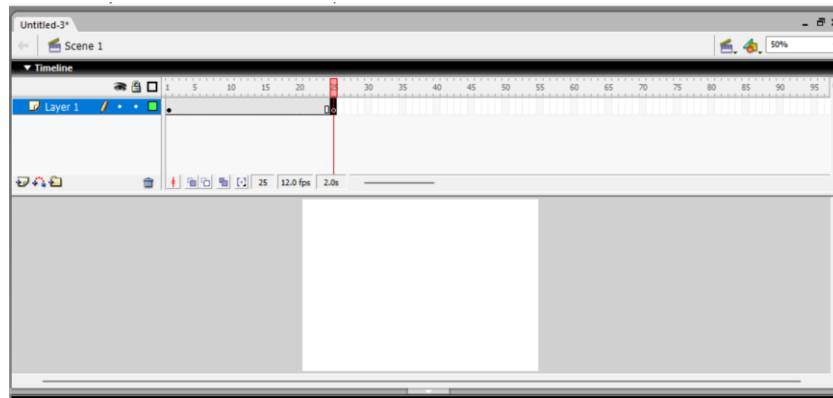
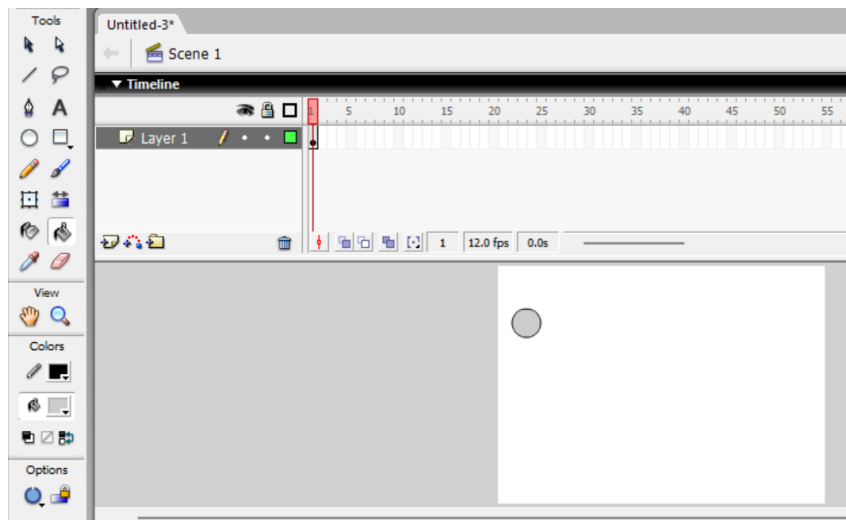






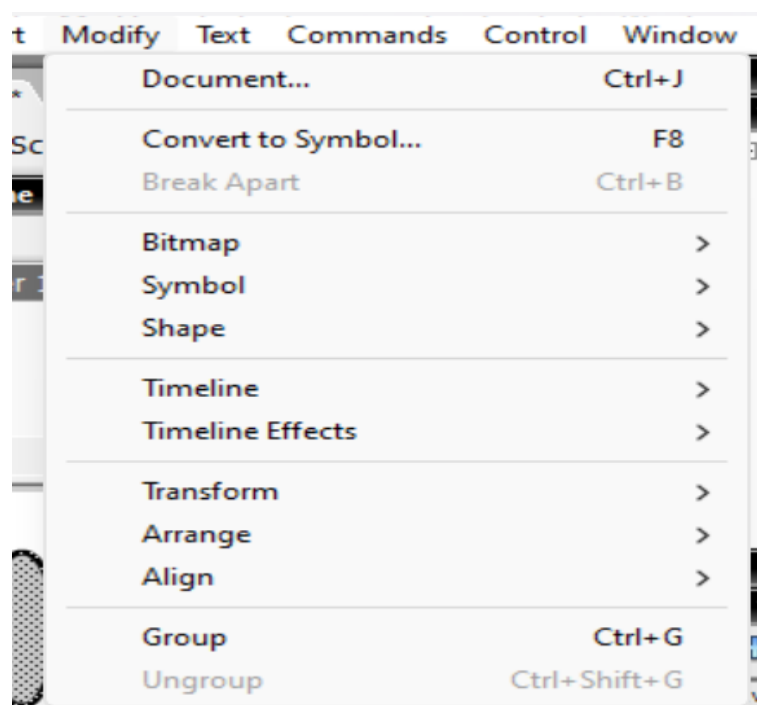
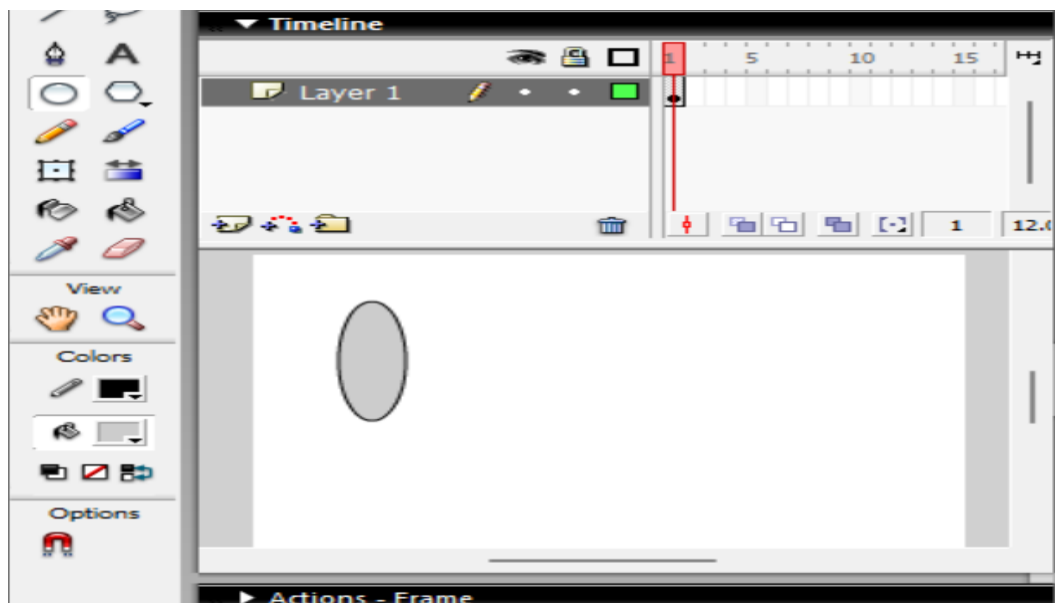
18. Write the step by step procedure with snapshot to perform shape tween in flash interface.

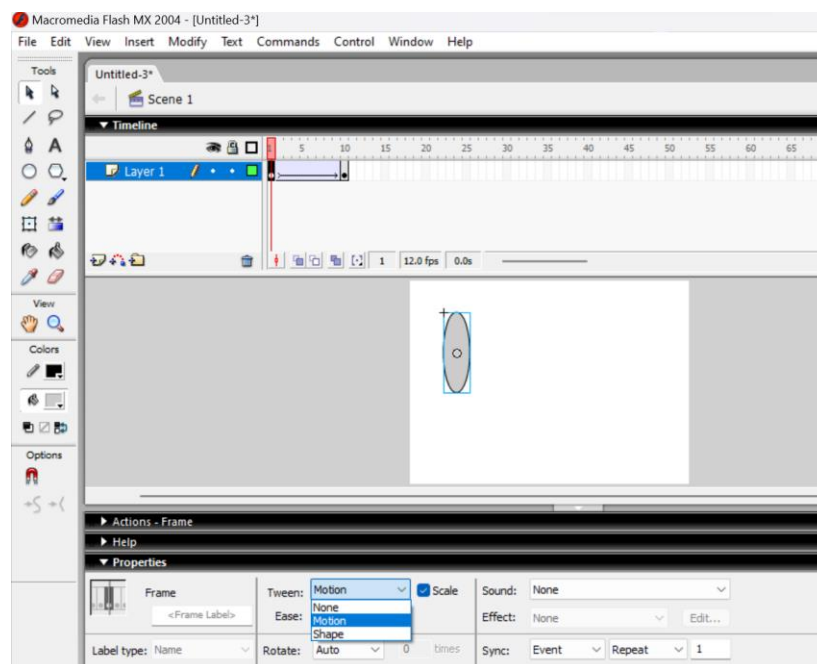
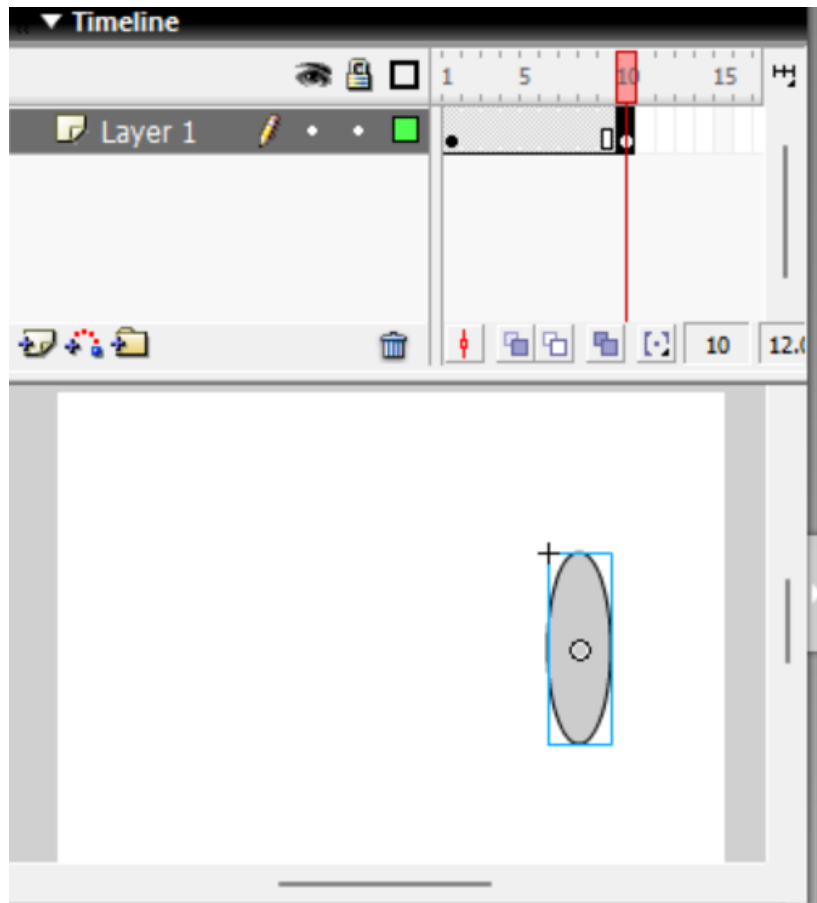
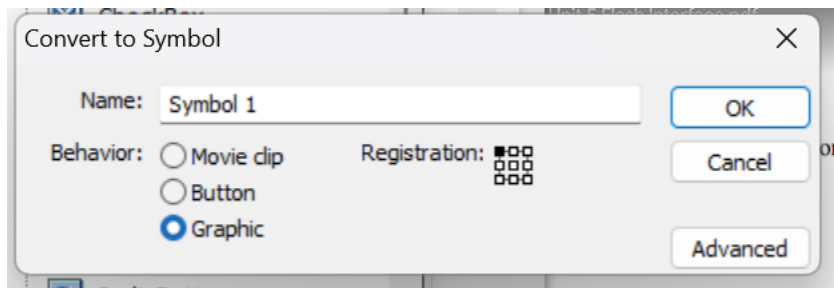
- Open a new flash file
- Select the first frame in Layer 1. Go to the stage and draw circle.
- Select frame 25 and insert a blank keyframe(f7)
- Still keeping play head on frame 25, draw a polygon on the stage using the polyester too.
- Select any frame between, 2 - 24 and select the shape from the tween drop-down menu in the Property inspector.
- Play you movie to view you motion tween.



19. Write the step by step procedure with snapshot to perform motion tween in in flash interface.

- Create a new Flash document
- Use the Oval tool to draw a simple ellipse and fill it with you favorite color.(notice that Flash automatically adds a keyframe at the frame 1 when you create the ellipse)
- Convert the ellipse to a graphic symbol by seelcting Modfy->Convert to Symbol, or by pressing f8. Make sure that the Graphich radio button is selected, and name the symbol Oval and click Ok.
- Click on frame 10 and isnert a new keyframe
- Move the ellipse to a new location on the stage
- Click on frame 1 in the timeline. In the properties Inspector, select “MOTION” in the tween drop-down menu
- Play the animation.





Play Enter

Rewind Ctrl+Alt+R

Go To End

Step Forward One Frame

Step Backward One Frame

Test Movie Ctrl+Enter

Debug Movie Ctrl+Shift+Enter

Test Scene Ctrl+Alt+Enter

Loop Playback

Play All Scenes

Enable Simple Frame Actions

Enable Simple Buttons Ctrl+Alt+B

✓ Enable Live Preview

✓ Mute Sounds