**ADOBE FLASH: THE REPORT**

Some basic concepts of different important properties used in Adobe Flash:

1. **Layers**: Layers help in organizing the artwork in Flash Professional document. Different objects can be drawn on different layer without affecting each other. We can hide and lock all the layers at will. One of the most important things in flash. Each layer can be selected from the timeline and key frames, blank key frames can be added. The Flash document contains only one layer by default, more layers can be added depending on the need. The number of layers you can create is limited only by the computer's memory, and layers do not increase the file size of your published SWF file. Only the objects you place into layers add to the project's file size.
2. **Timeline:** The Timeline control the document's content over time in layers and frames. Like movie film, Flash documents divide lengths of time into frames. Layers are like multiple filmstrips stacked on top of one another, each containing a different image that appears on the Stage. The major components of the Timeline are layers, frames, and the play head:

**Layers** in a document are listed in a column on the left side of the Timeline.

**Frames** contained in each layer appear in a row to the right of the layer name. The Timeline header at the top of the Timeline indicates frame numbers.

**Play head** indicates the current frame displayed on the Stage. As a document plays, the play head moves from left to right through the Timeline. By default, the playhead loops when it reaches the end. The Timeline status displayed at the bottom of the Timeline indicates the selected frame number, the current frame rate, and the elapsed time to the current frame.

1. **Tween:** A tween in Adobe Flash Professional is an animation that is created by specifying a value for an object property in one keyframe and another value for that same property in another keyframe. Flash calculates the values for that property in between those two frames. There are three main types of tweens, The Classic Tween, the Motion Tween and the Shape Tween. In addition to tweening movement, you can tween filters, colour effects, and transparency.
2. **Vector graphics:** They are created with the use of geometric primitives such as anchor points, lines, curve segments, and shapes or polygons—which are all based on mathematical equations—to represent graphics on monitors and handsets. Vector graphics formats are complementary to bitmap graphics (sometimes known as *raster graphics*), which represent images as an array of pixels and are commonly used to display photographic image content. Generally speaking, vector graphics are used for animation, logos, graphics with solid or continuous tone artwork, illustrations, geometric shapes, screenshots of application interfaces, and cartoon-like drawings. Vector graphics can be scaled without losing quality because the points, curves, and lines that create vectors are resolution-independent.

**Project Details**

I used the different sound for the introduction of my flash movie. The sound is the bootscreen music of Sony PlayStation 1. I copied the sound from YouTube using keepvid.com or downloading the YouTube videos as mp3`s. I used the general or rather say basic concepts of flash like motion tween different layers and objects for the introduction animation. Then I imported bitmap images of a girl kicking with different actions on different frames. The main character of my project is “stickman”. I went through different tutorials on the YouTube, to learn to create and do basic movements for it. After that I created a moving background and for that too I went to tutorials on YouTube. I created a fight animation between two stickmen using the onion skin effect. It took a lot of time to create each and every frame for animation. I used ActionScript 3.0 for creating the Play, Pause, Stop, Mute and Replay buttons in the animation file. I also used it for creating the random stars in the final scene in the sky and make them blink. It took a lot of time as there were many errors and I had to do a lot of change in my code. Certainly my Project may look like a simple animation but it has more complex functions than one can think of.

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