Experiment Title 3.2

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Branch: CSE
Section/Group : 20BCS-MM_806B
Semester: 5th
Subject Name : MMT Lab

1. Aim/Overview of the practical:

Draw a circle to represent a drum and edit as required on one layer. Insert another layer, draw suitable drumsticks and position them appropriately. Give visual effects. Also provide an audio effect by selecting the sound item from Flash library Sounds.fla, so as to integrate audio and video clips using Macromedia flash.

2. Hardware Requirements :

- Minimum 384MB RAM,
- 100 GB hard Disk,
- processor with 2.1 MHz

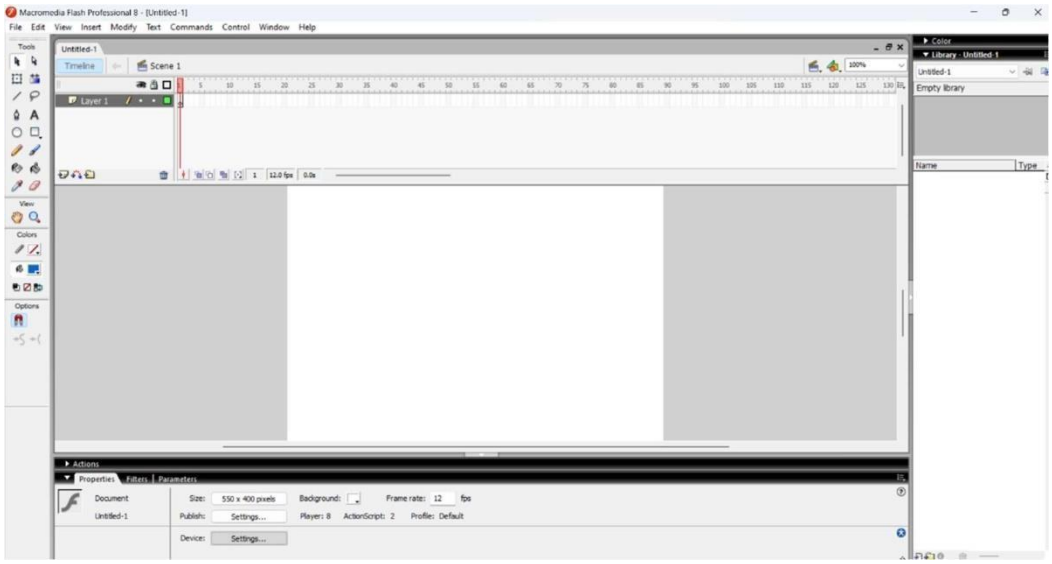
3. Software Used : Photopea

 Tools to be used: Macromedia flash 8

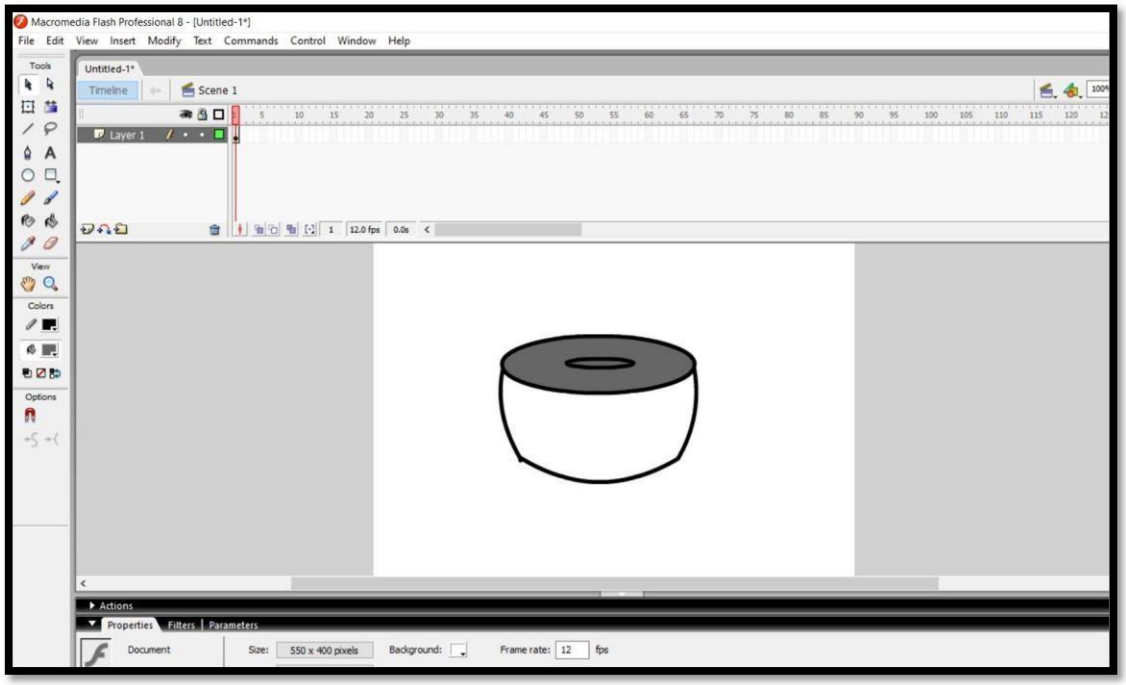
4. Procedure :

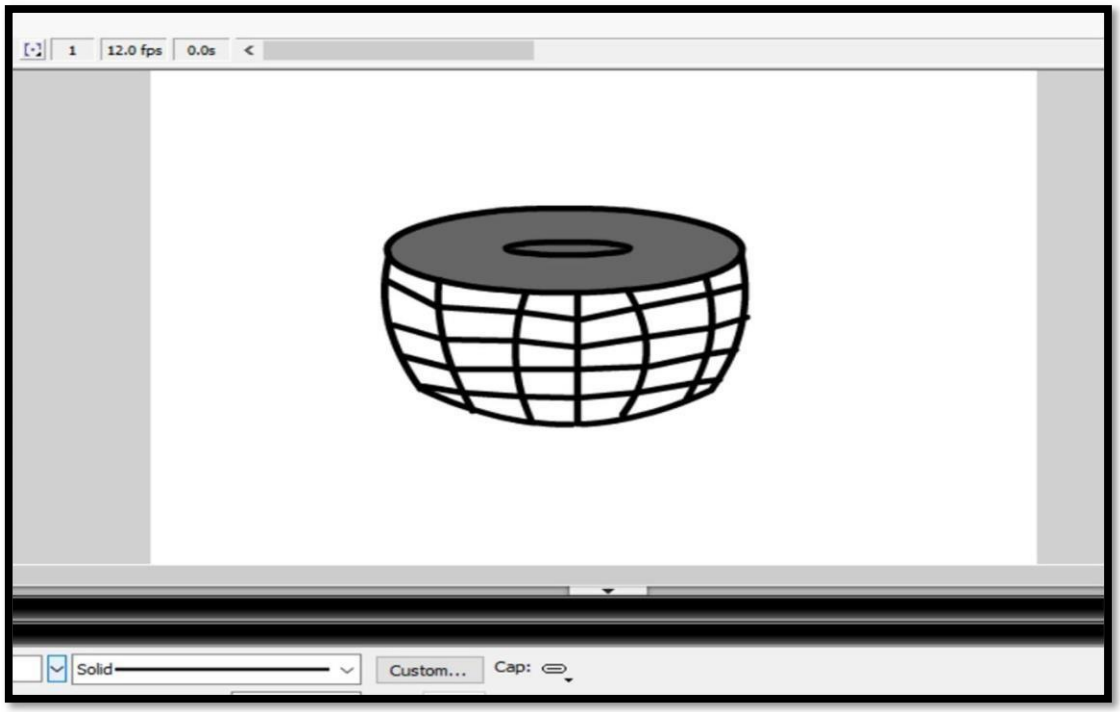
Step 1: - 1. Open Macromedia Flash 8.

Step 2: - 2. Create a new Flash Document.

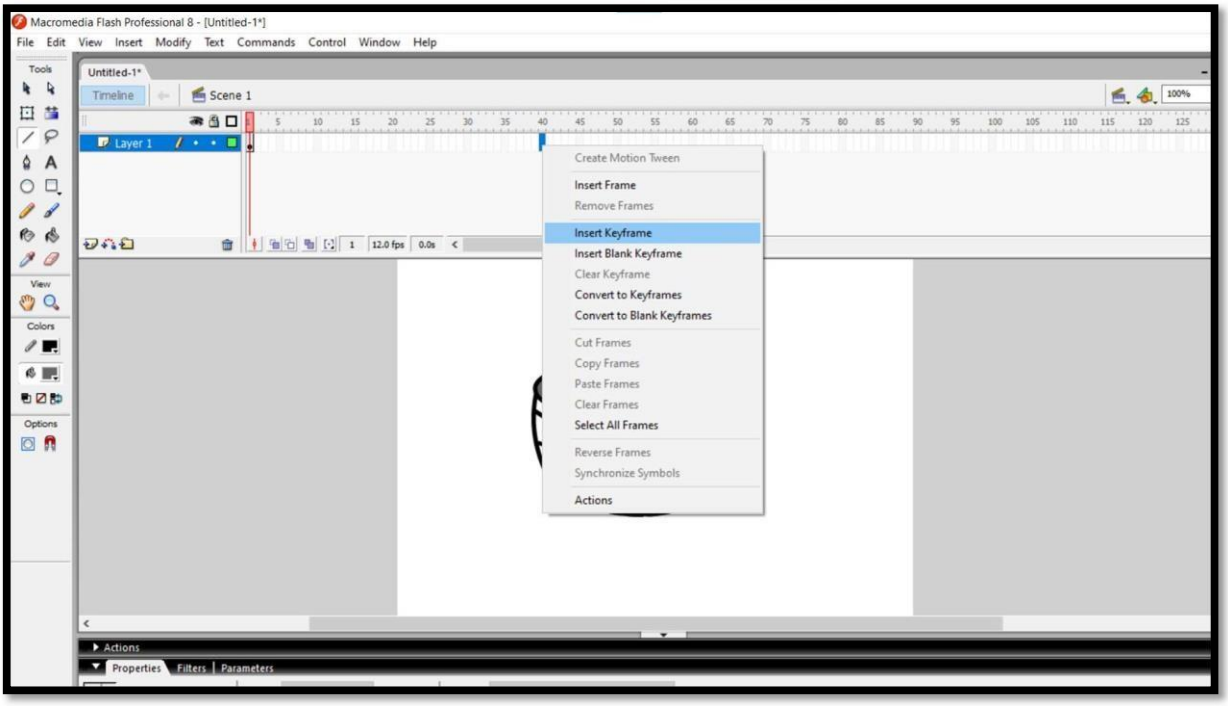


Step 3: - 3. Draw a drum using oval, line and other necessary tools.

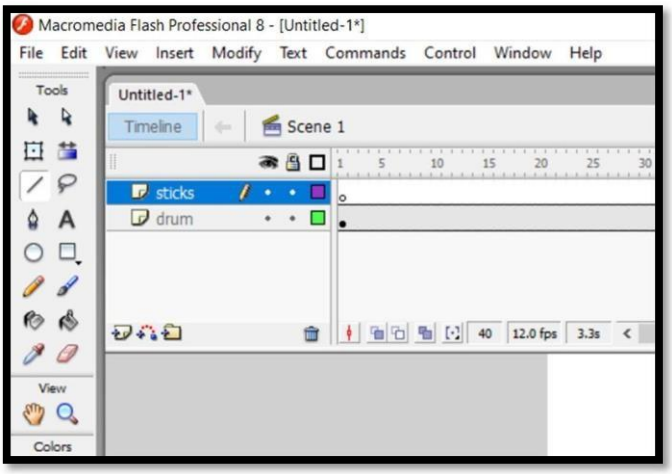




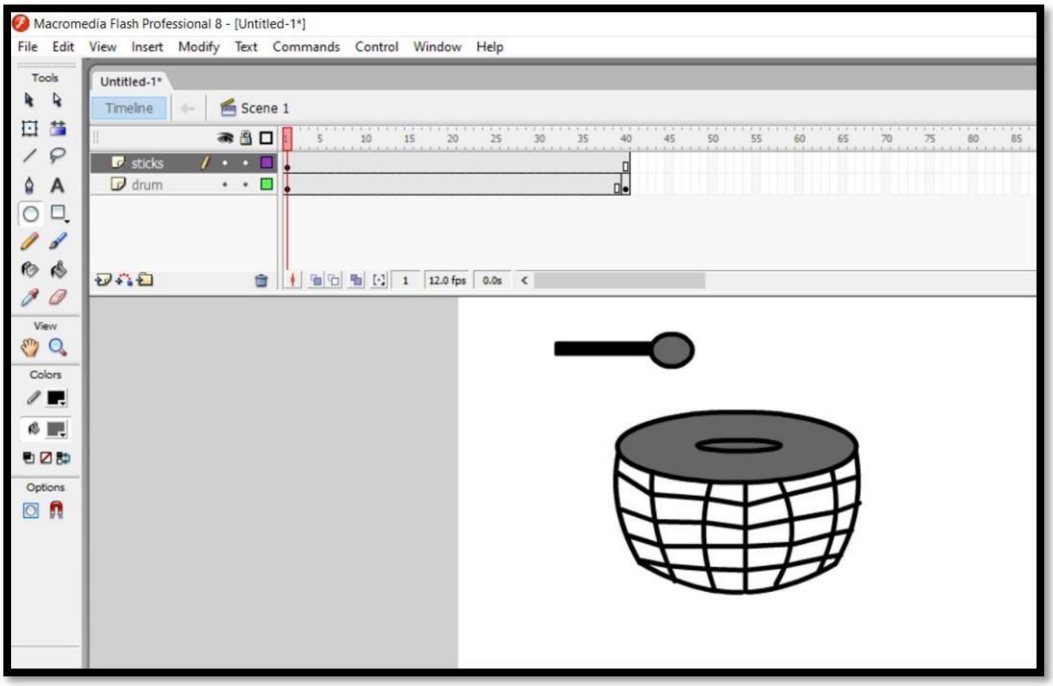
Step 4: Insert a keyframe .



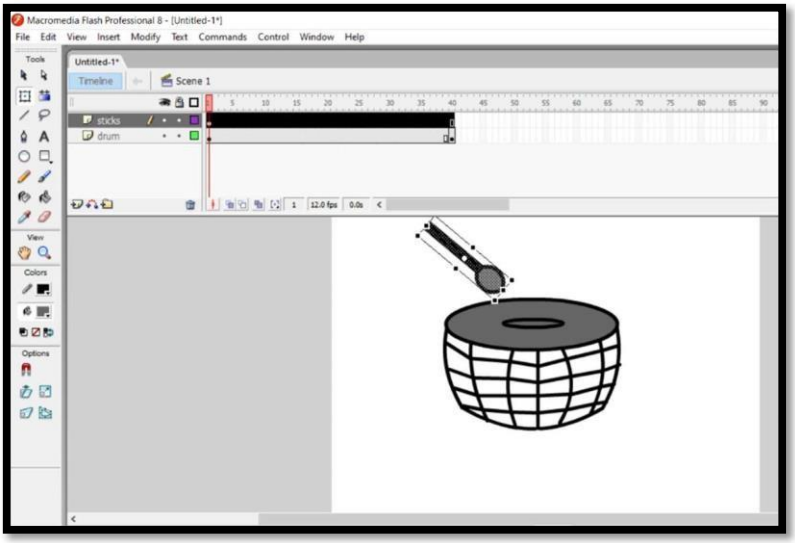
Step 5: Rename the first layer as drum and insert a new layer and name it as sticks.



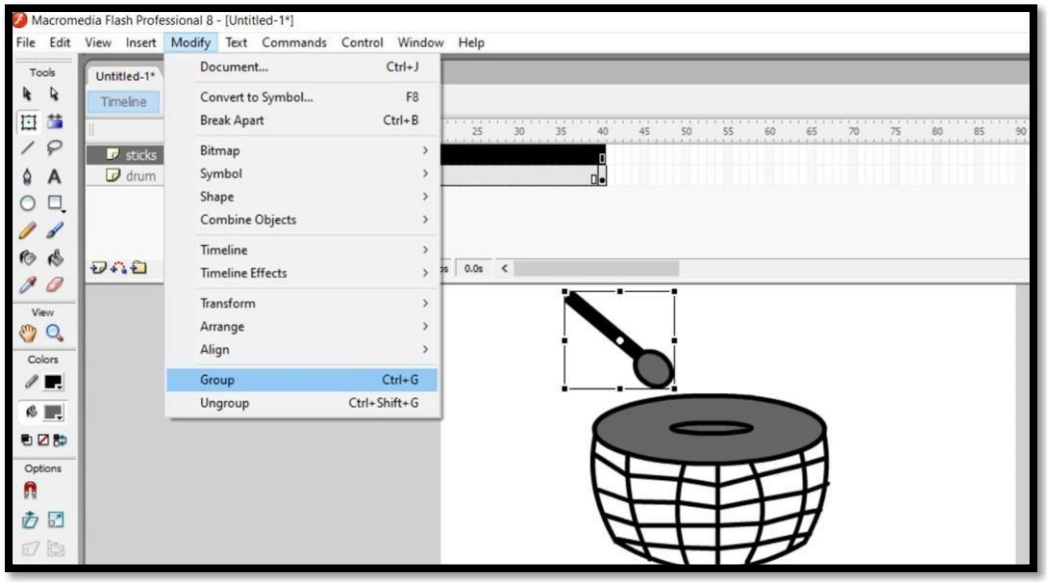
Step 6. Now select the layer named as sticks and make drum sticks using rectangle and oval tool.



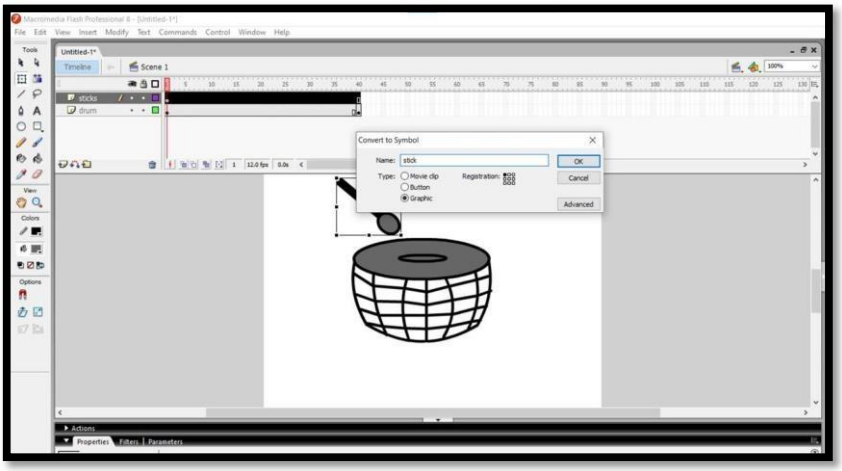
Step 7. Now with the help of free transform tool rotate your drum stick towards the drum.



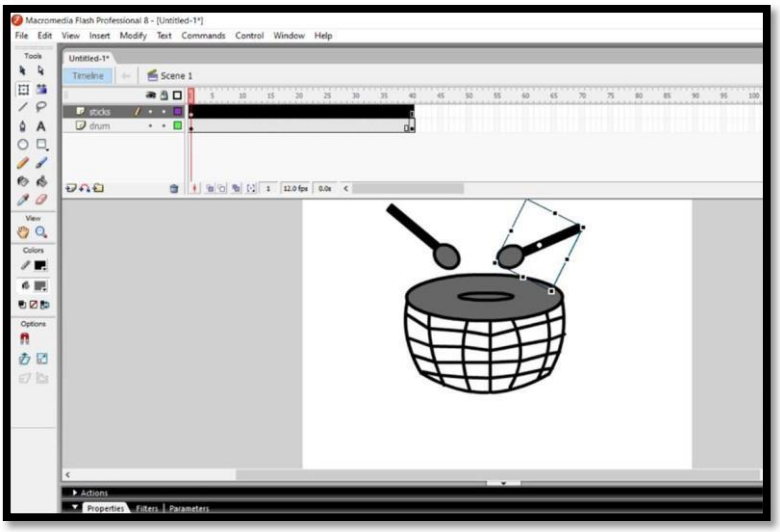
Step 8. Now select the drum stick go to modify →group.



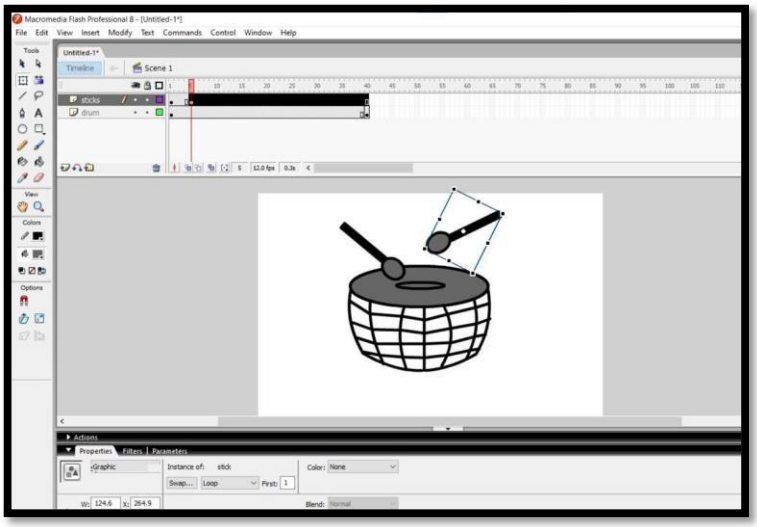
Now select the stick and right click on it and convert it into symbol



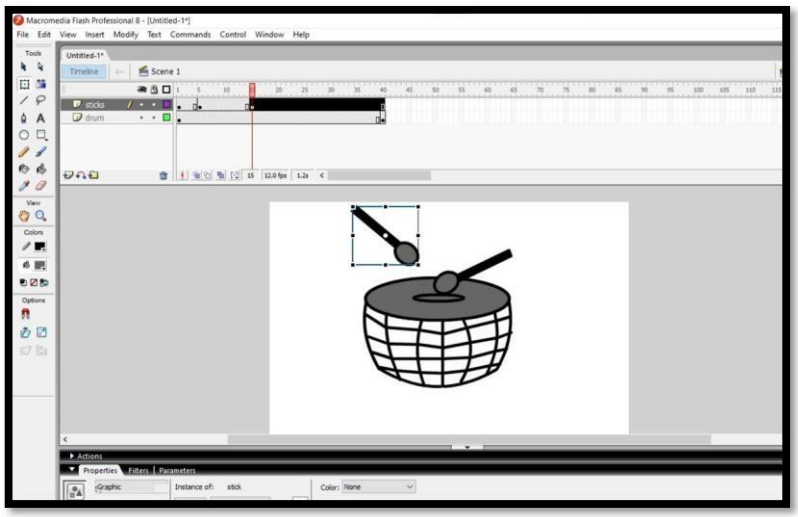
Copy the first stick and make another stick using paste option.



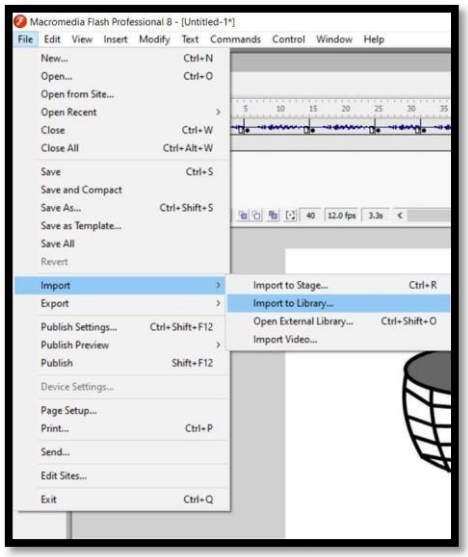
click on the any number in timeline and right click and select insert keyframe.



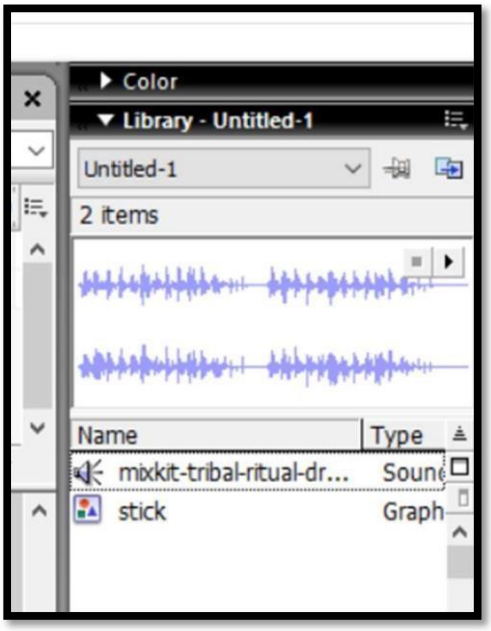
Do the above process again to make the sticks look like in a motion of beating the drum and insert keyframe for each motion on successive number in timeline.



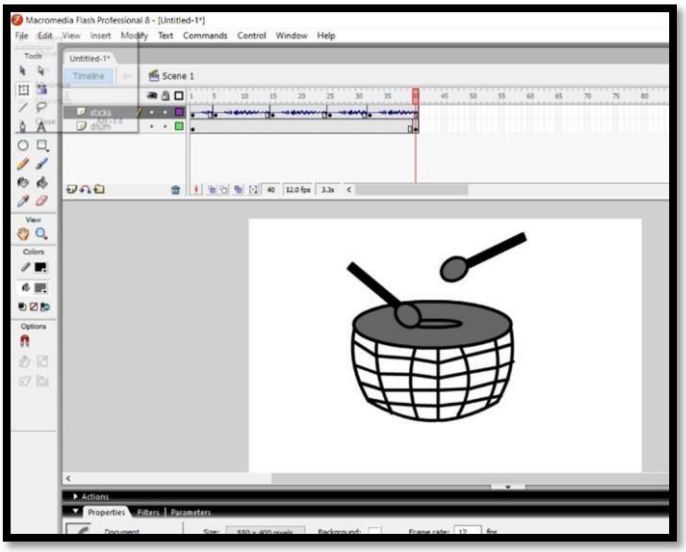
The final drumsticks are moving.
To add sound goto file → import →import to library



Select the downloaded drum beat sound (.wav) and add it to the library.

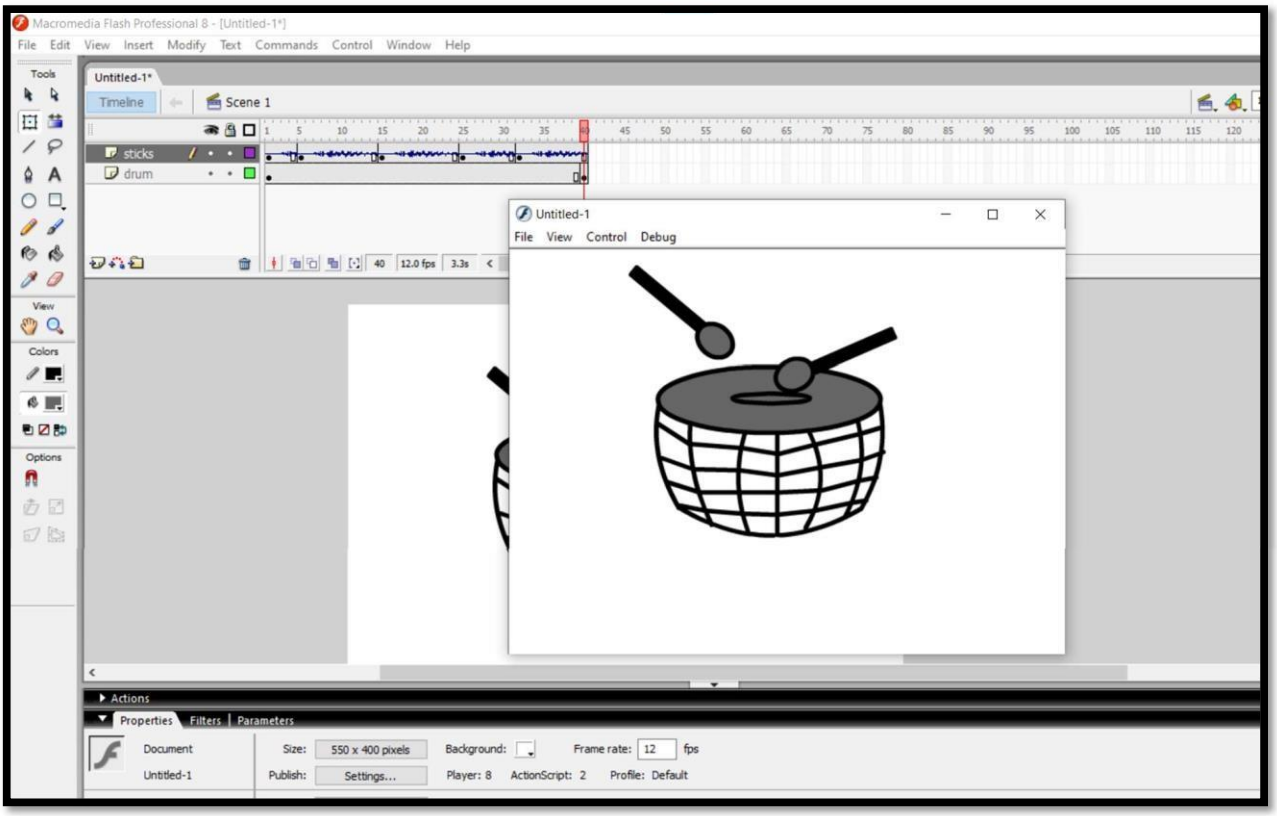


Select the music file from the library and drag it on the sticks you will see that music is added in your keyframe. Select the whole frame to add music to the whole frame.



Output :

It is the final drum beating with sound.


Macromedia Flash Professional 8 - [Untitled-1*]
File Edit View Insert Modify Text Commands Control Window Help
Tools
Untitled-1*
Timeline
Scene 1
sticks
drum
Untitled-1
File View Control Debug
Actions
Properties Filters Parameters
Document
Untitled-1
Size: 550 x 400 pixels
Publish: Settings...
Background:
Frame rate: 12 fps
Player: 8 ActionScript: 2 Profile: Default