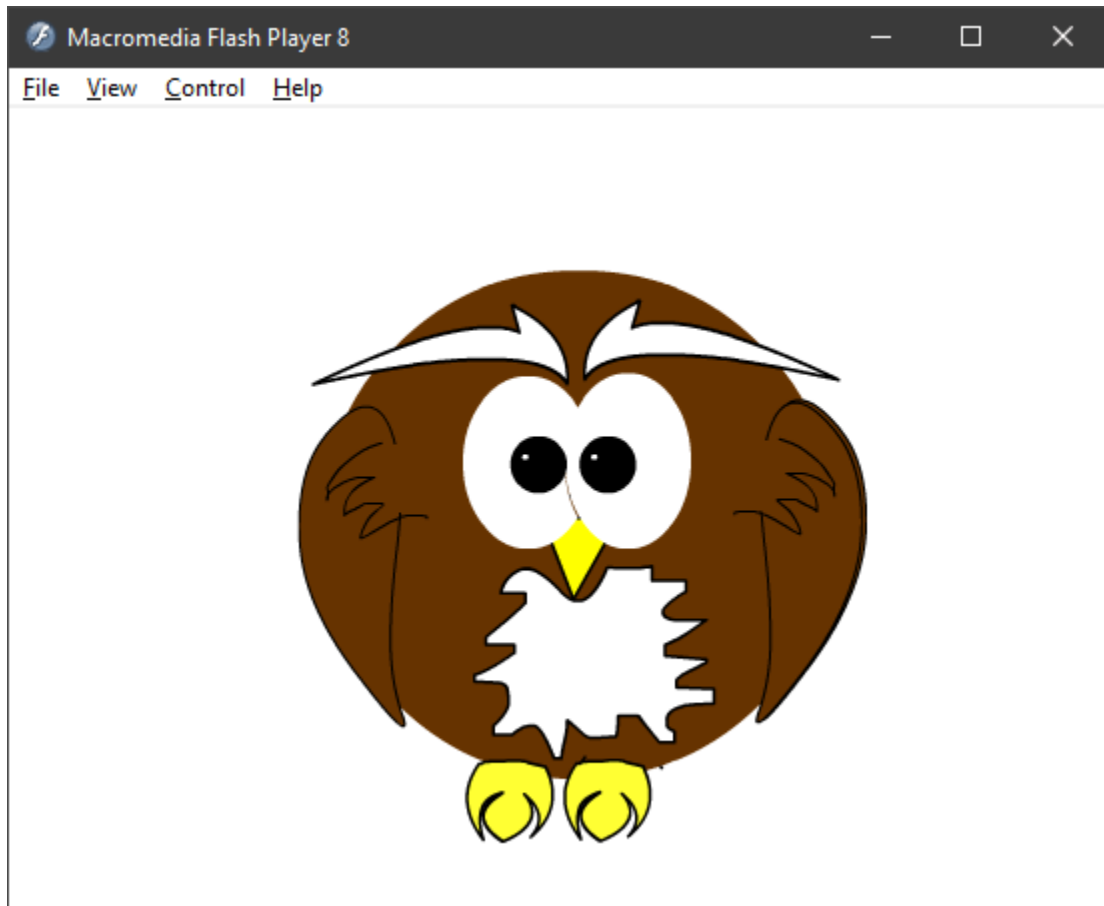


ASSIGNMENT - 1

1. Using different tools of flash draw any cartoon comic character and fill the color.

Screenshot:



Steps:

1. Open a new flash document, in layer 1 draw a circle using ellipse tool, and fill brown color in it using paint bucket tool.
2. In layer 2 draw, an oval using ellipse tool and a circle-using ellipse tool and fill black color in it. Now copy the eye drawn and paste it and transform it to horizontal flip using transform option in modify tab. Eyes are ready.
3. In layer 3 draw, a triangle using a line tool and adjust its shape using selection tool and fill yellow color in it using paint bucket tool. Beak is ready.
4. In layer 4 draw, its eyebrows using line tool and give it shape using selection tool. Now copy the eyebrow and paste it and transform it to horizontal flip using transform option in modify tab. Fill white color in them and eyebrows are ready.

5. In layer 5 draw, wings using ellipse tool and give it shape using selection tool. Color it brown and copy paste it and transform it using transform option in modify tab and wings are ready.
 6. In layer 6 draw, its legs using pencil tool and fill yellow color in it.
 7. Save the file and press ctrl + enter to create .swf file.
2. Using different tools of flash draw the fascinate background scene. Also add cartoon character from ex1.

Screenshot:

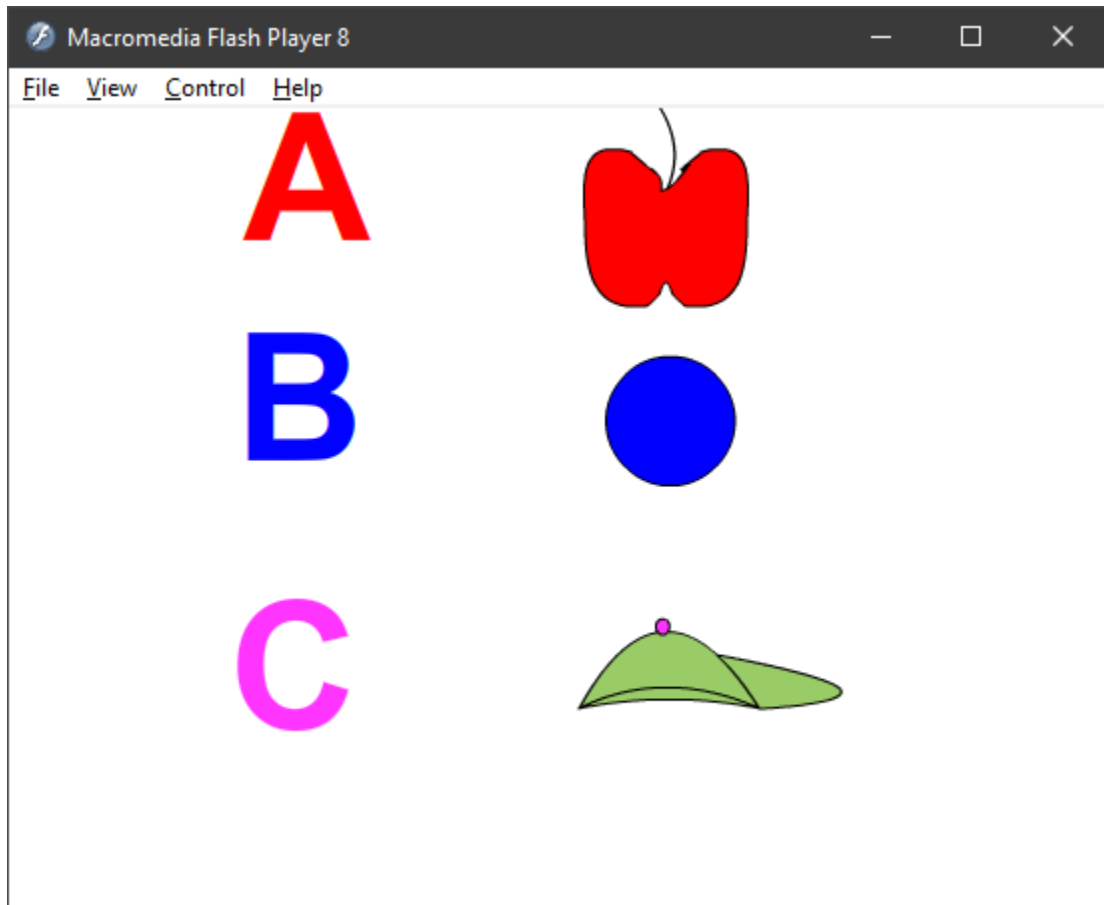


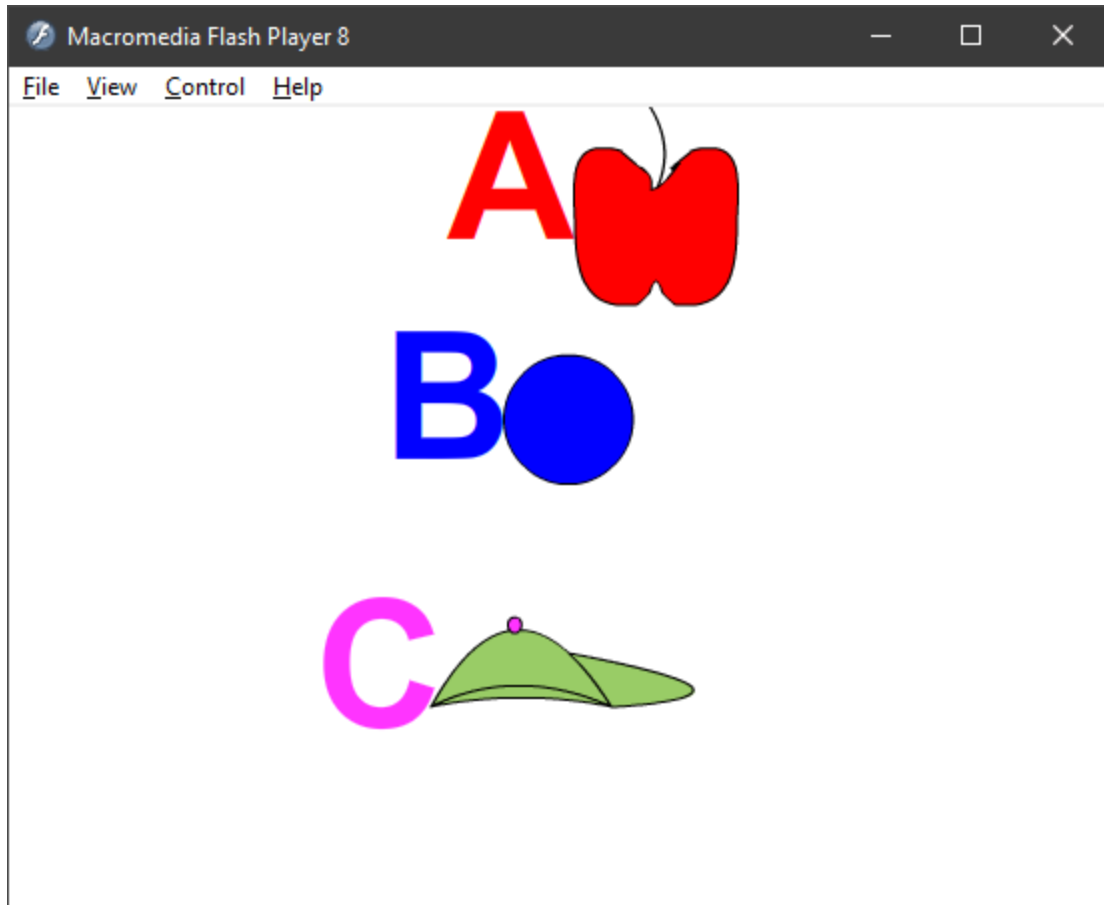
Steps:

1. In layer 1 draw, a tree trunk using line tool and give it a shape using selection tool and fill brown color in it. Then draw the tree using pencil tool and color it to green. Tree is ready.
2. In layer 2 draw, clouds using pencil tool and color them blue. Clouds are ready. Then draw birds using pencil tool.
3. In layer 3 draw, pond using pencil tool and fill blue color in it and pond is ready.
4. In layer 4 select the owl from previous file and copy paste it in this file and adjust its size using free transform tool.
5. Save the file and press ctrl + enter to create .swf file.

3. Using by frame-by-frame motion demonstrate the first three alphabets with example (ex: A for Apple).

Screenshot:



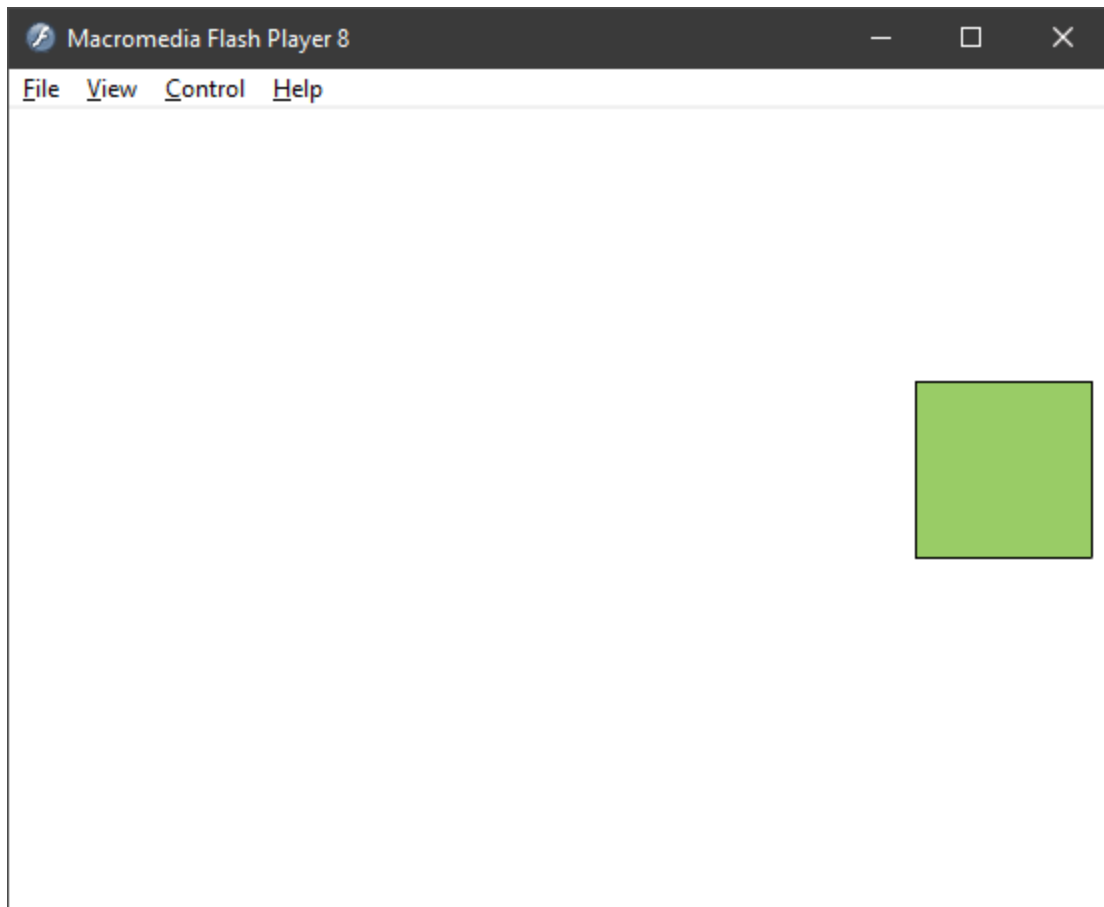
Steps:

1. In layer 1 draw A and insert a keyframe by right clicking on the mouse and selecting insert keyframe option, and move the character slight towards the right and repeat this process till keyframe no. 5 .
2. In layer 2 draw Apple using pencil tool and fill red color in it and insert a keyframe by right clicking on the mouse and selecting insert keyframe option, and move the character slight towards the left and repeat this process till keyframe no. 5 .
3. In layer 3 draw B and insert a keyframe by right clicking on the mouse and selecting insert keyframe option, and move the character slight towards the right and repeat this process till keyframe no. 5 .
4. In layer 4 draw ball using ellipse tool and fill blue color in it and insert a keyframe by right clicking on the mouse and selecting insert keyframe option, and move the character slight towards the left and repeat this process till keyframe no. 5 .
5. In layer 5 draw C and insert a keyframe by right clicking on the mouse and selecting insert keyframe option, and move the character slight towards the right and repeat this process till keyframe no. 5 .

6. In layer 6 draw cap using line tool and give it shape using selection tool and fill green color in it and insert a keyframe by right clicking on the mouse and selecting insert keyframe option, and move the character slight towards the left and repeat this process till keyframe no. 5 .
7. Save the file and press ctrl + enter to create .swf file.
4. **Create square on left of the screen and move it to right side. Using motion tween.**

Screenshot:



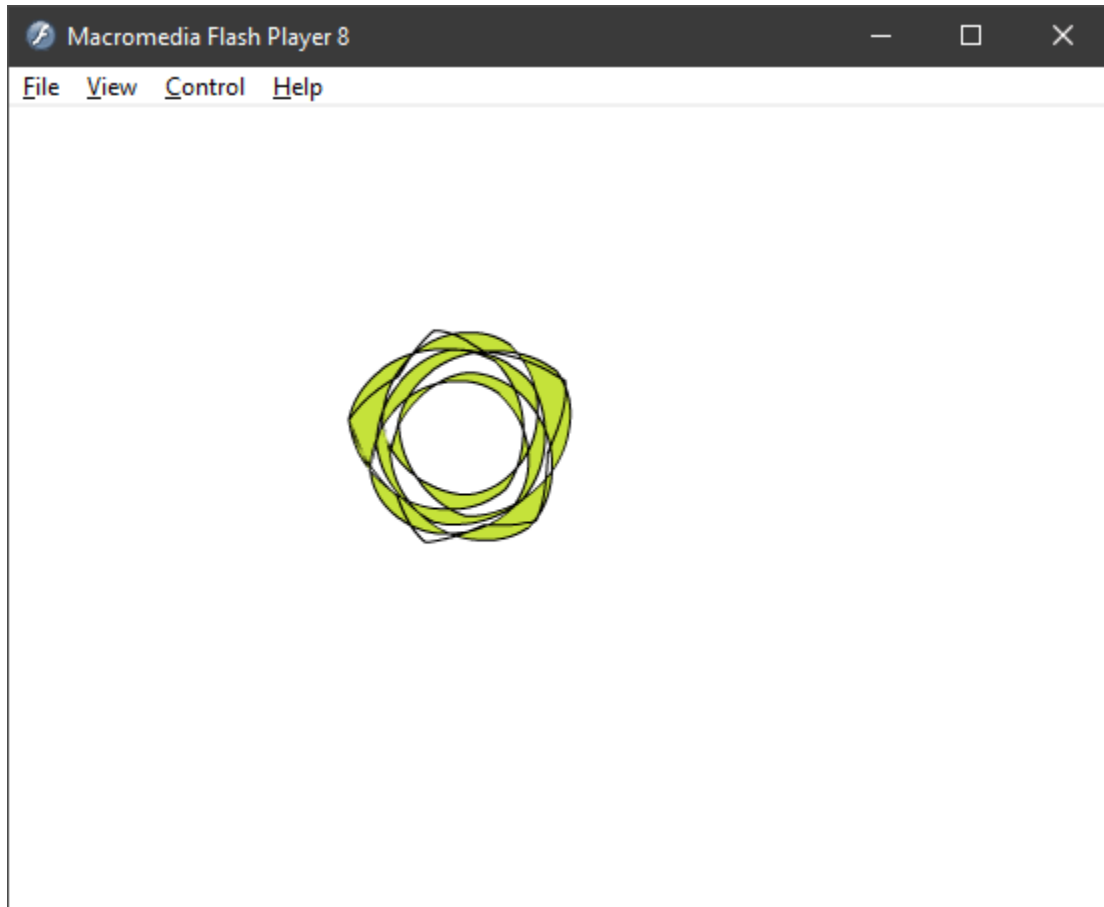


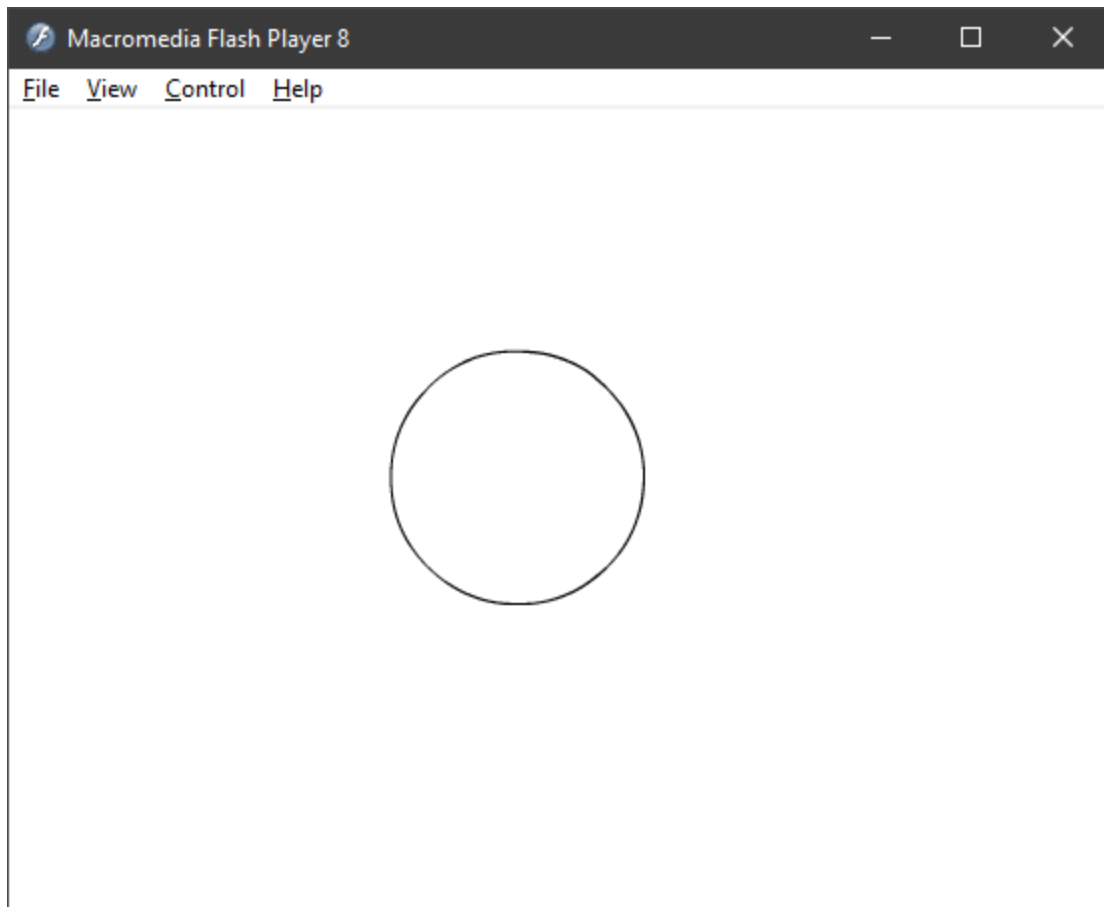
Steps:

1. In layer 1 draw a square and color it green. Then select frame 30 and press f6 and now place the square to the right side of the stage and select any keyframe between 1 to 30 and right click on the mouse and select motion tween option.
2. Save the file and press ctrl + enter to create .swf file.

5. Convert the circle to star using shape tween.

Screenshot:

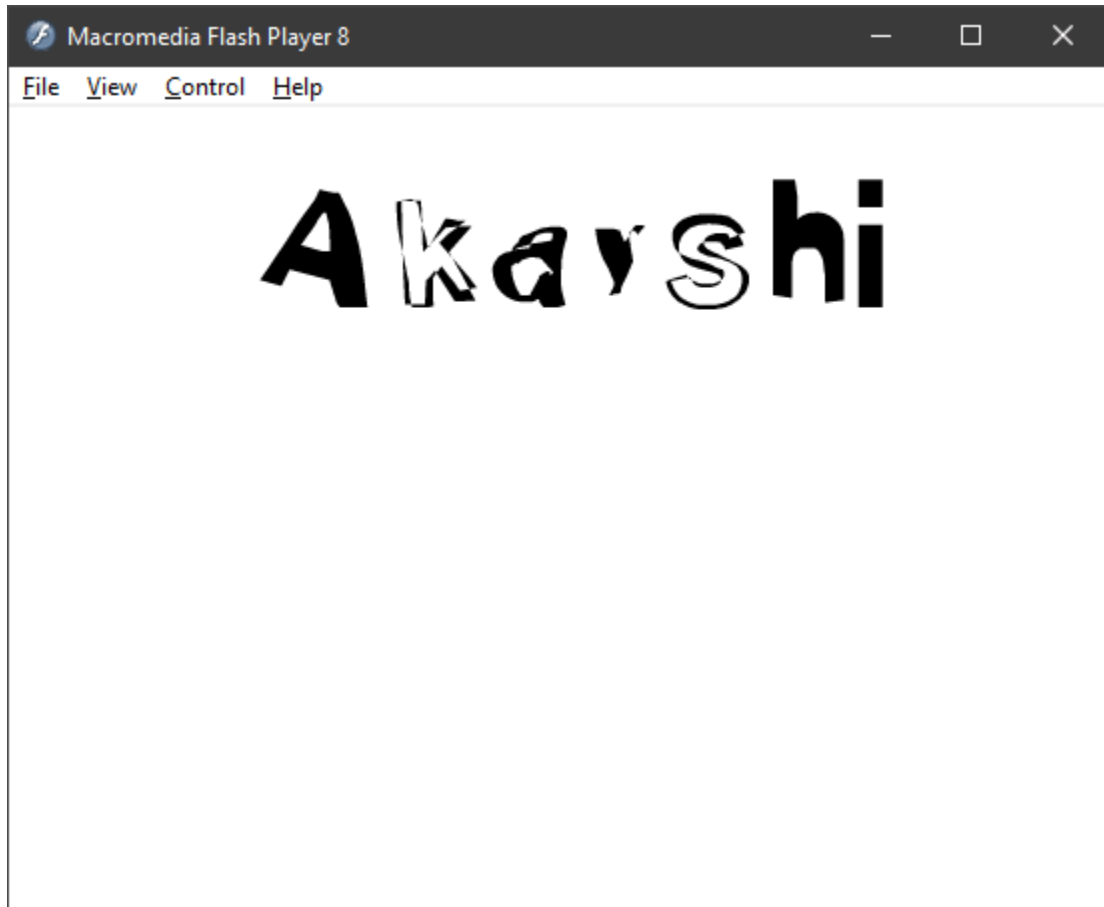


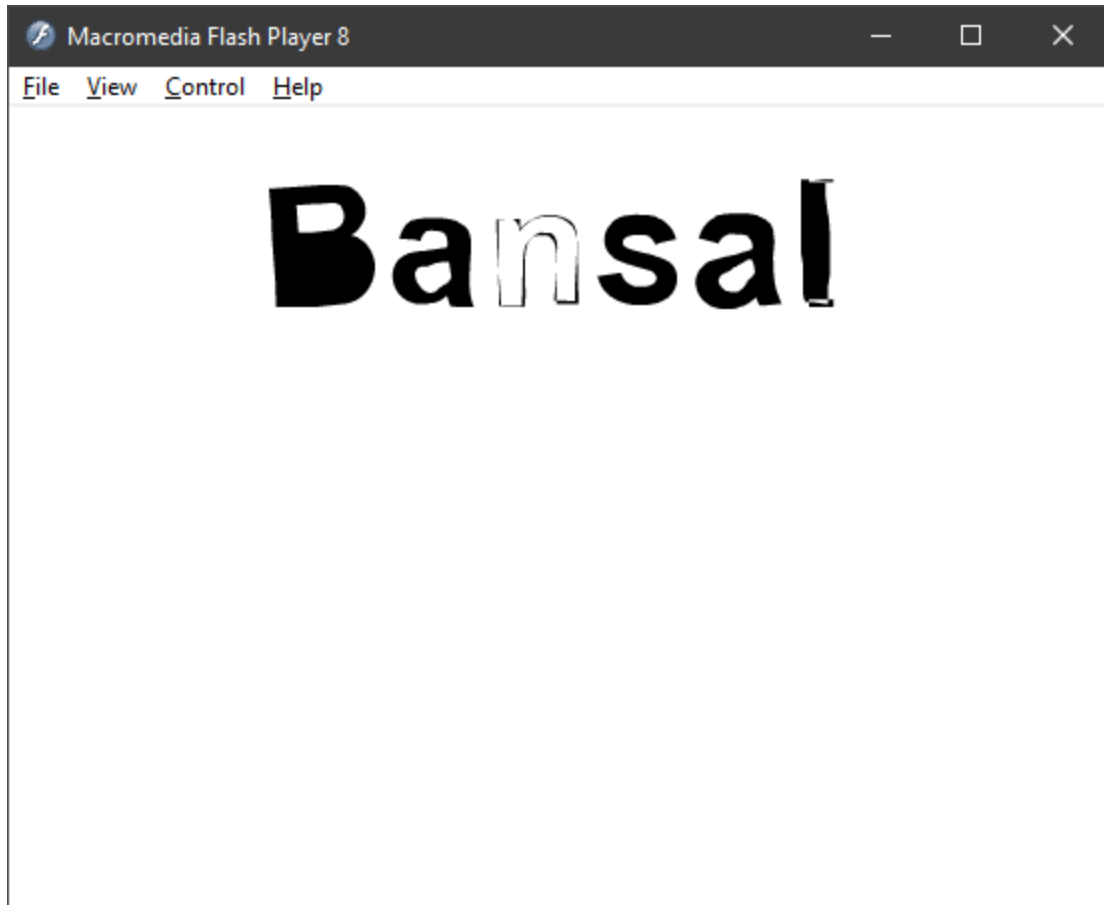
Steps:

1. In layer 1 draw, a circle and press f6 until keyframe number 15, then on keyframe number 15 delete the circle, draw a star using pencil tool, and now press anywhere between keyframe number 1 to 15 and from the properties window below select tween option's dropdown and select shape tween in it.
2. Save the file and press ctrl + enter to create .swf file.

6. Convert your name to your surname using text tween.

Screenshot:



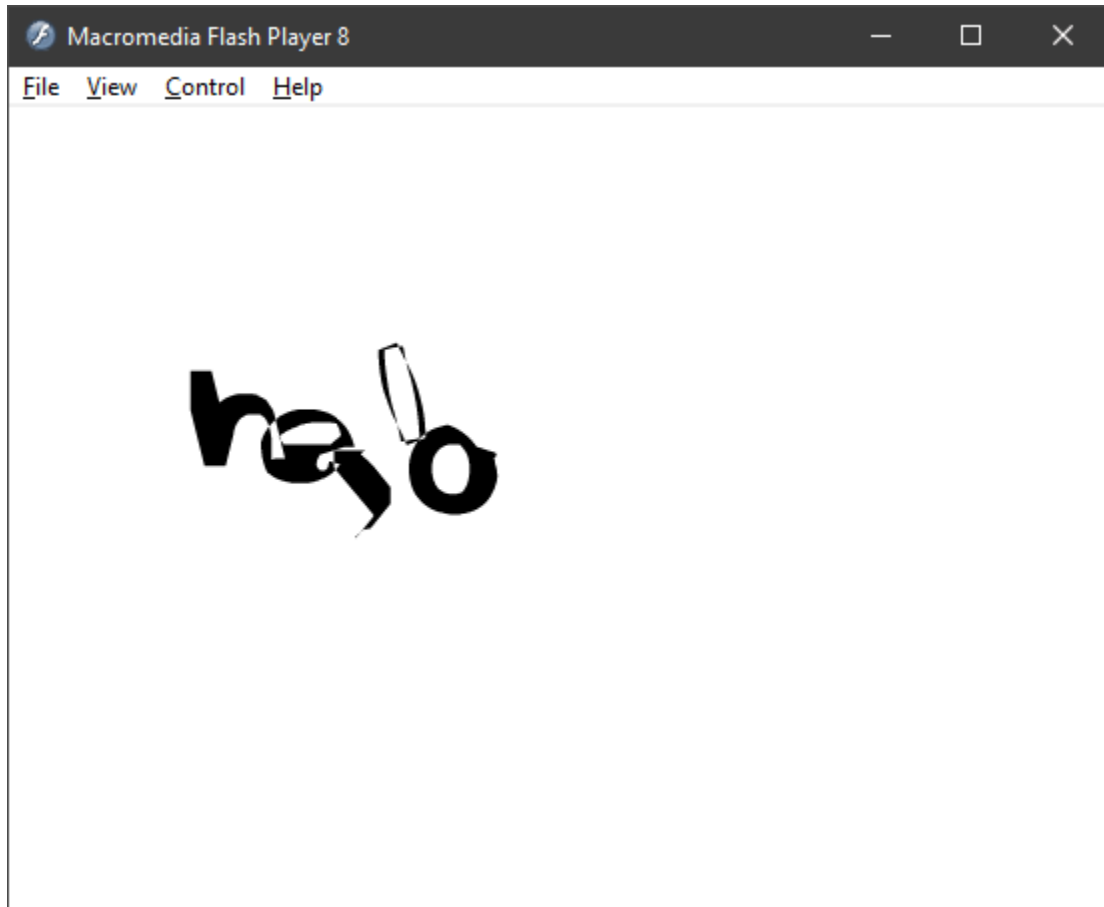


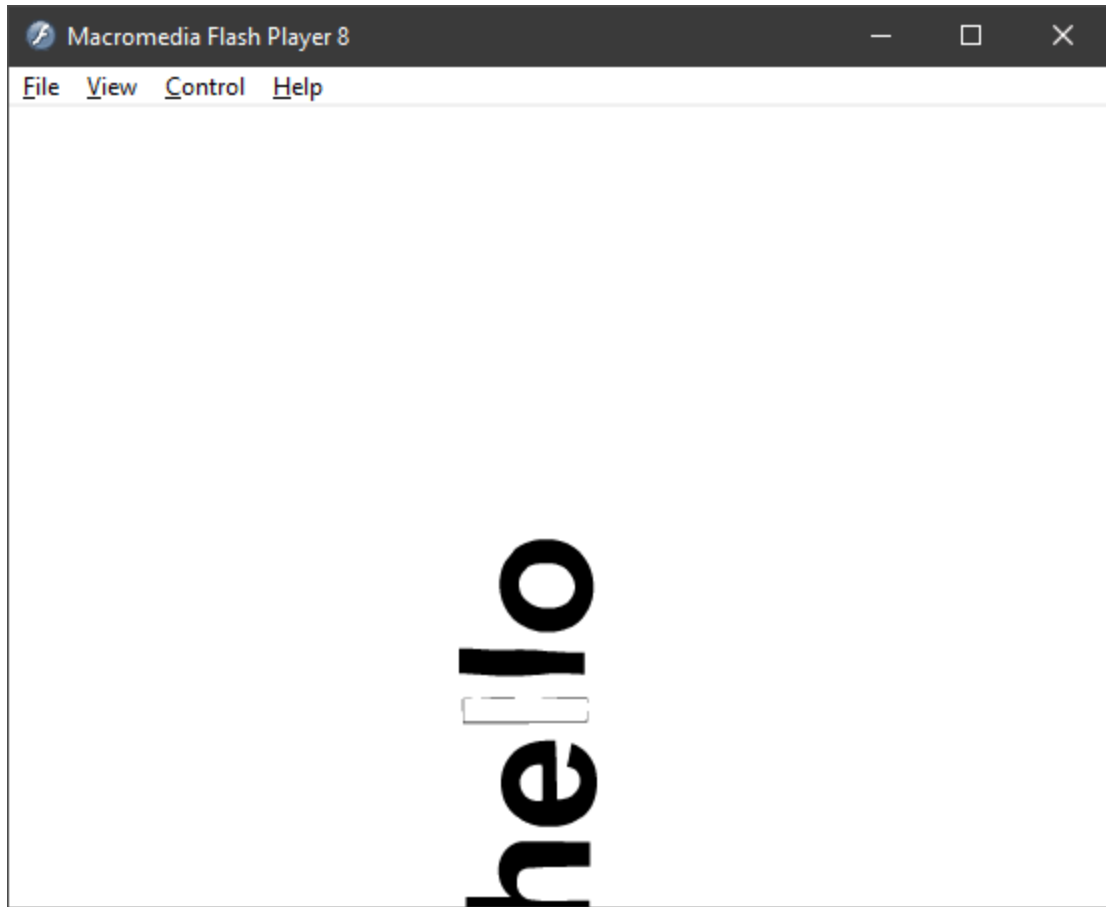
Steps:

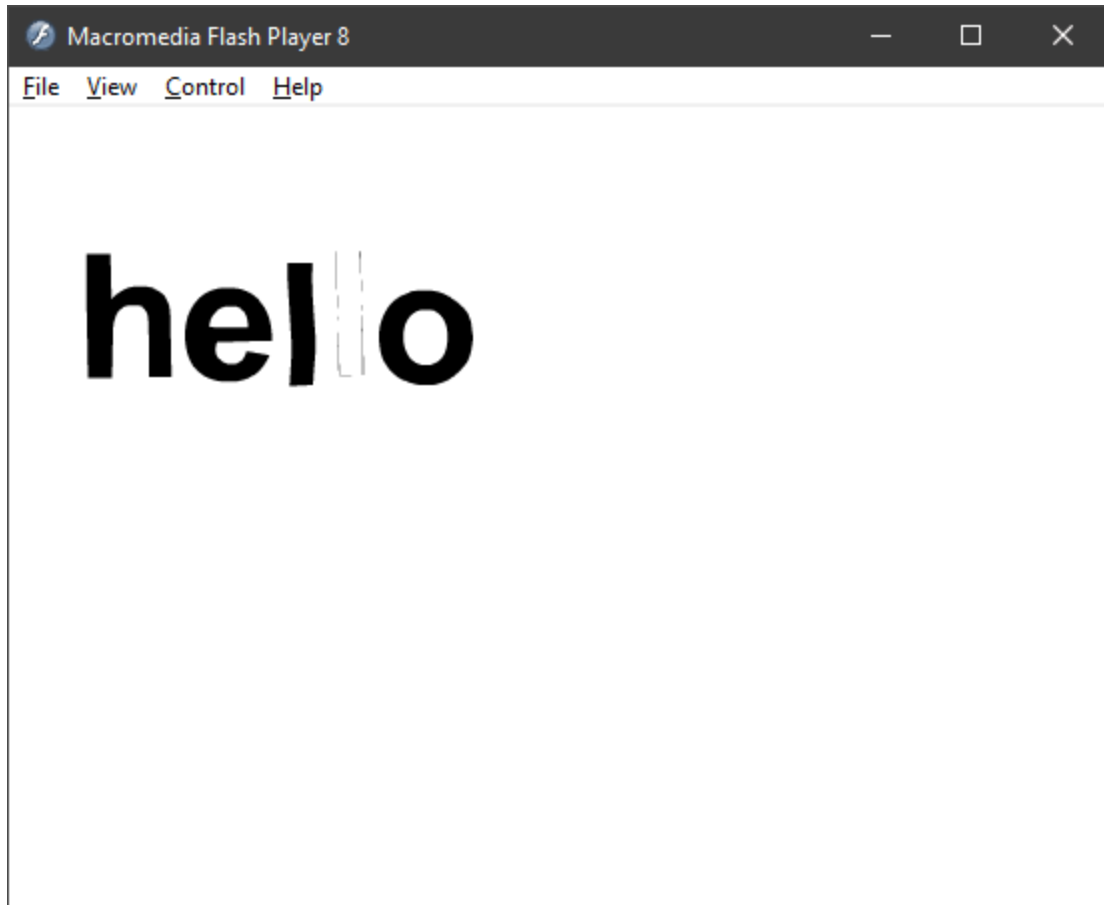
1. In layer 1 write Akarshi using text tool and press ctrl + B twice to break apart. Then select frame 15 and press f6. Now in frame 15 delete Akarshi and write Bansal and press ctrl + B twice to break apart.
2. Now select any keyframe between 1 to 15 and go to property window and click shape tween in tween dropdown box.
3. Save the file and press ctrl + enter to create .swf file.

7. Create flash file, which display your name and apply rotation & expand effect on it.

Screenshot:



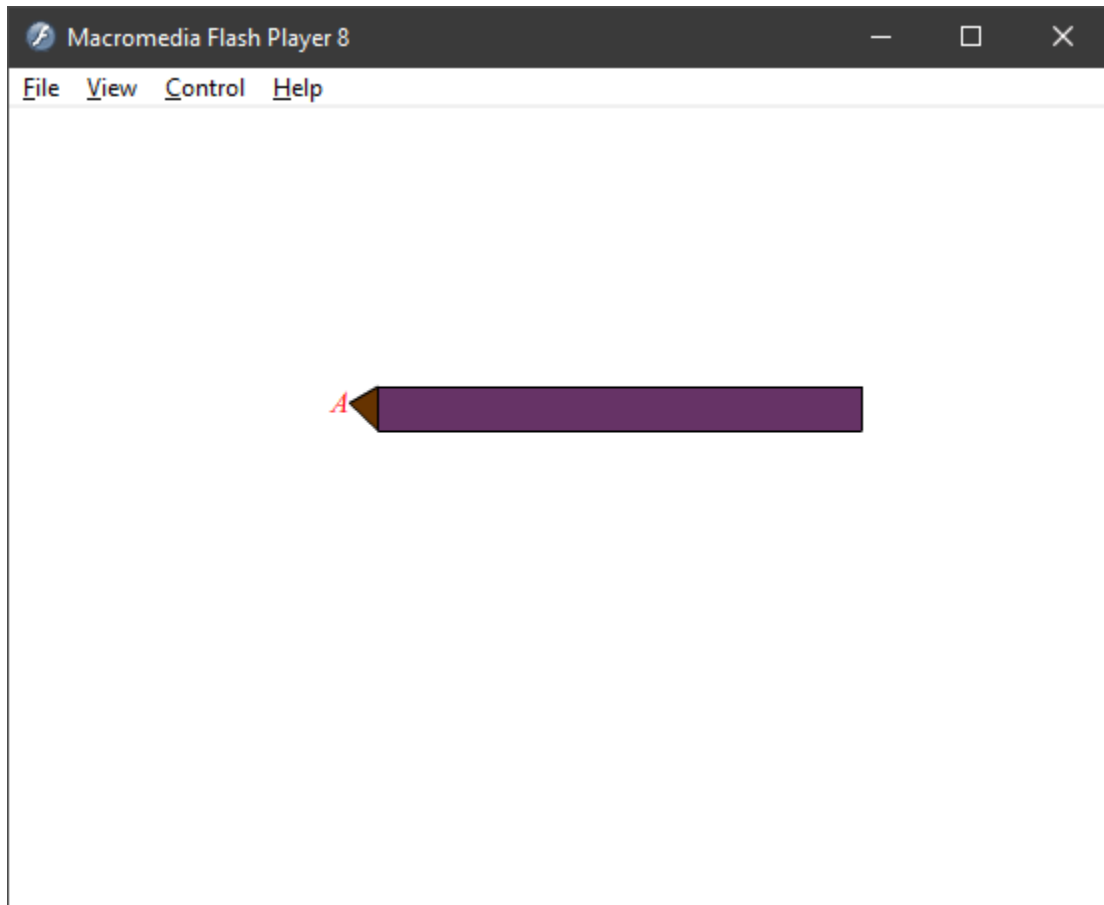


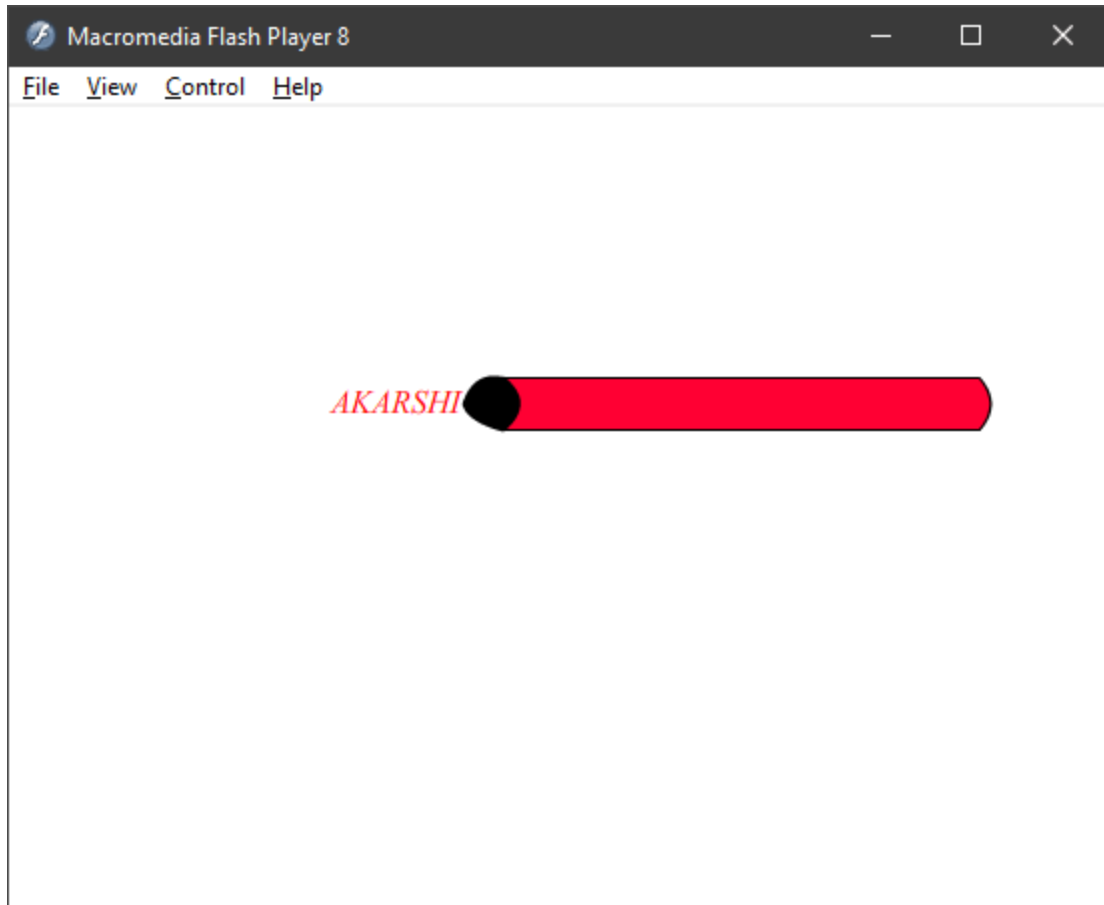
Steps:

1. In layer 1 write hello using text tool and press ctrl + B twice to break apart.
2. Press on keyframe number 30 and press f6 and now place the text at the bottom of the stage and rotate the text using free transform tool and select shape tween from properties.
3. Press on keyframe number 60 and press f6 and now place the text at the right of the stage and rotate the text using free transform tool and select shape tween from properties.
4. Save the file and press ctrl + enter to create .swf file.

8. Create flash file draw the paintbrush and display the characters on screen according to the movement of brush on the screen.

Screenshot:

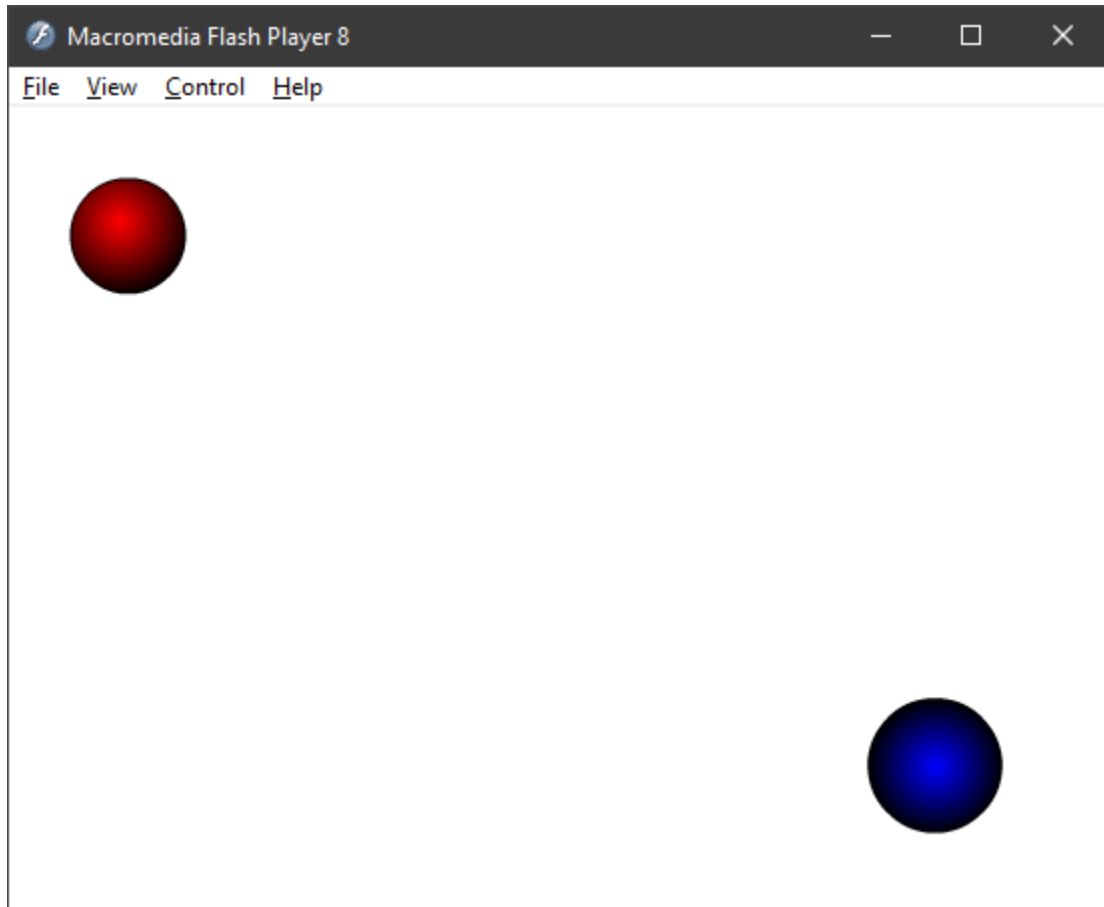


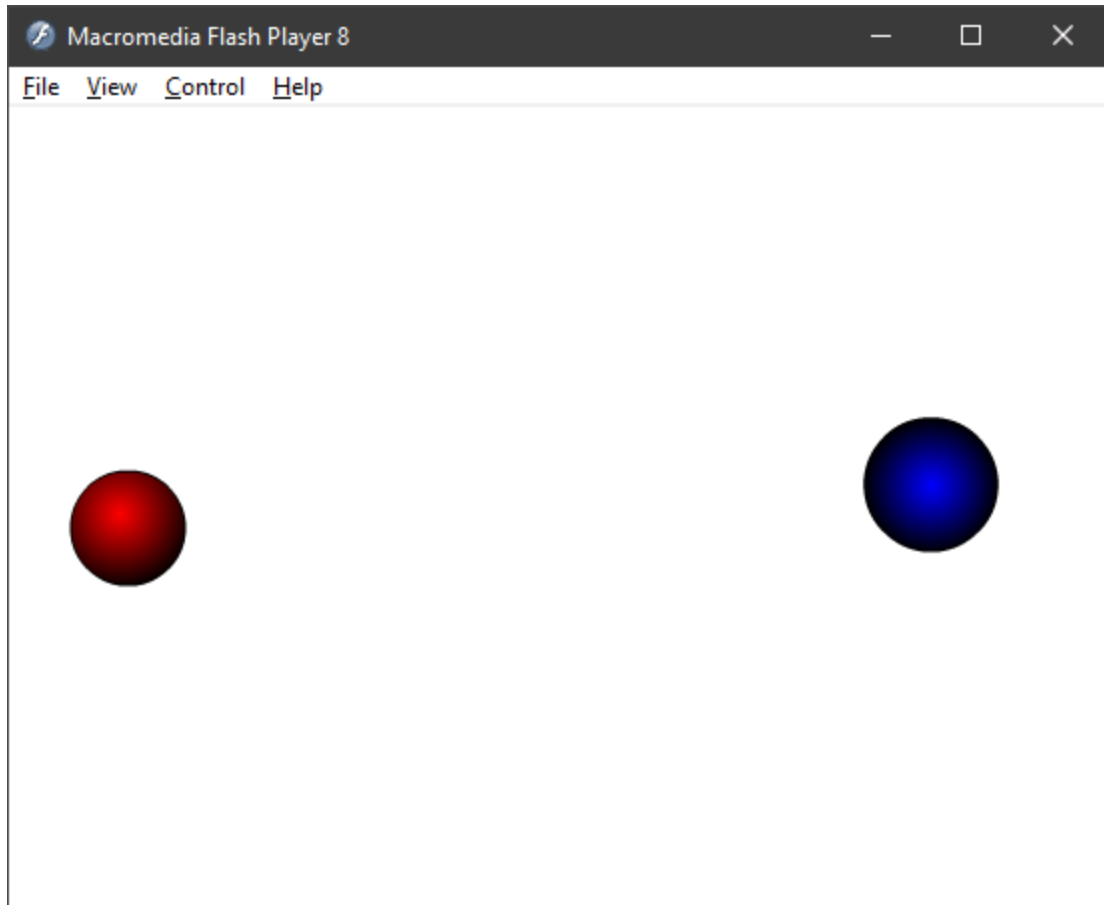
Steps:

1. In layer 1 draw, a paintbrush using rectangle tool and line tool and color it.
2. In layer 2 write A using text tool.
3. Now in layer 1 insert a new keyframe and move paintbrush slightly towards right.
4. Now in layer 2 insert a new keyframe and write K after A.
5. Repeat step 3 and 4 until your whole name is written.
6. Save the file and press ctrl + enter to create .swf file.

9. Create flash file, which shows bouncing balls at different speed.

Screenshot:

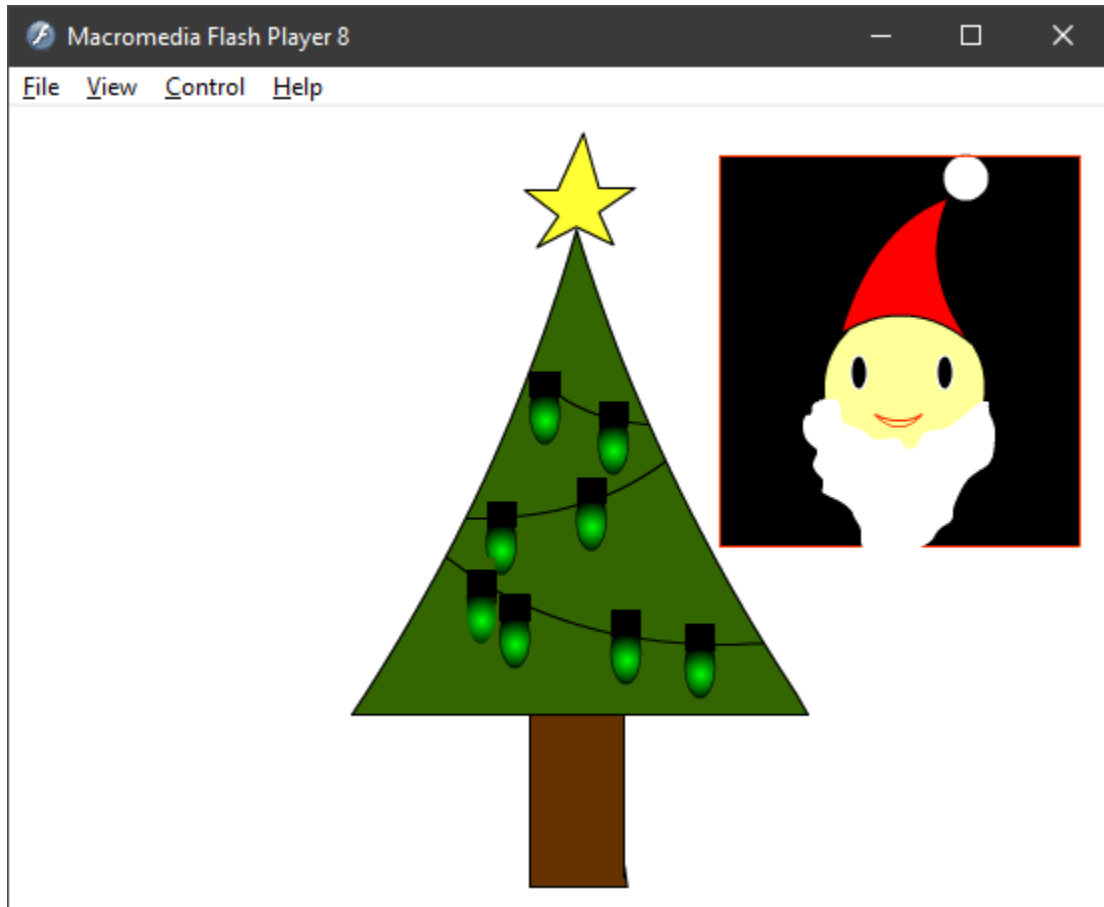


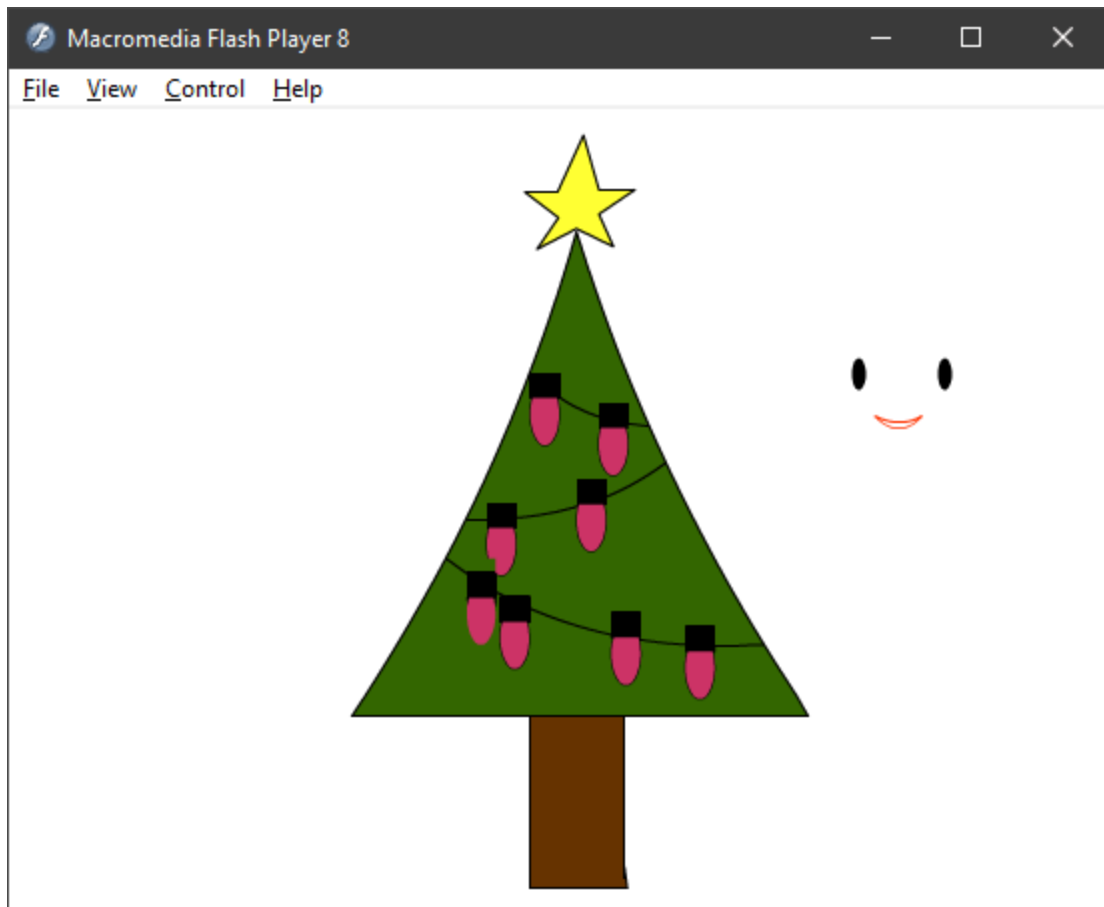
Steps:

1. In layer 1 draw a ball using ellipse tool and fill color to it.
2. Now select frame 15 and press f6 and now place the ball at the bottom of the stage. Now select any frame between 1 to 15 and apply motion tween to it.
3. Now again select frame 30 and press f6 and now place the ball at the top of the stage. Now select any frame between 15 to 30 and apply motion tween to it.
4. In layer 2 draw a ball using ellipse tool and fill color to it.
5. Now select frame 15 and press f6 and now place the ball at the top of the stage. Now select any frame between 1 to 15 and apply motion tween to it.
6. Now again select frame 30 and press f6 and now place the ball at the bottom of the stage. Now select any frame between 15 to 30 and apply motion tween to it.
7. Save the file and press ctrl + enter to create .swf file.

10. Create flash file for Christmas celebration.

Screenshot:



Steps:

1. In layer 1 draw the tree using line tool, adjust its shape using selection tool, and color it.
2. In layer 2 draw the led light using ellipse tool and rectangle tool and color it. Then draw the star using line tool on the top of the tree and color it.
3. In layer 3 select all the led lights by pressing shift and clicking on all the lights and press ctrl + x. Now move to layer 3 and press ctrl + shift + V to paste on place and change the color of led in every 5 frame.
4. In layer 4 draw a Santa using ellipse tool and line tool and color it.
5. Save the file and press ctrl + enter to create .swf file.