Task Summary

You're going to learn to use **Adobe Flash** by creating a few short animations.

Flash is commonly used to create animations like Internet games and cartoons, advertisements, various web page components, to integrate video into web pages like YouTube, and to develop Internet applications.

Flash Exercise #1: Circles

1) Click on **Adobe Flash CS5** to open it.

2) Choose **Create New: Flash File (Action Script 3.0)**.

First you're going to create an object.

3) Find the shape tool (the rectangle) in the toolbar on the right edge of the window. Hold the cursor on it and choose the oval.

4) Draw a circle in the middle of the *stage*.

5) Double-click on the words "layer 1" in the lower left side of the screen.

6) Change the name of the layer to *size*. Press return.

7) Click once on the name of the layer (*size*). This will select the circle.

8) Choose **Modify > Convert to Symbol.**

9) Change the type to **Graphic**, and name it *circle*. Then hit **OK**.

10) Click on the Library tab in the upper right corner of the screen. Your circle should appear there.

TERM
Stage: *the white box in the Flash window where all the action takes place*

Then you're going to duplicate that object twice.

Just drawing an object does not allow you to animate it, BUT by converting it to a symbol, you have just created an object that you can animate, change and use over and over again.

11) Insert a new layer by clicking the **Insert New Layer** button in the lower left corner of the screen. ⟶

12) Grab the circle from the library and drag it to the left side of the stage.

13) Double-click on layer 2 and rename it *place*.

14) Create a 3rd layer with the Insert New Layer button.

15) Drag another circle from the library to the right side of the stage.

16) Rename the layer *color.*

Now you have three copies of the same symbol (circle). Each copy needs to be on its own layer in order to animate them separately. We named the layers with the type of animation we are going to perform on them.

Then you're going to change the objects.

17)   Find the number 60 on the timeline, but don't click on it.

18)   Click on grey box below the number 60.

19)   Choose **Insert > Timeline > Keyframe**. (2 of the circles will disappear.)

20)   Click on the grey box below that one and insert a ***keyframe*** there also.

21)   Do the same with the 3rd grey box.

22)   The middle circle should be selected.

You have just extended each layer to exist for a time of 60 frames in the timeline.

23)   Choose the **free transform tool** below the 2nd arrow in the toolbar. ⟶

24)   Grab a corner of the middle circle and stretch it a little.

25)   Click the dot on the timeline above the one you're on now (frame 60 in the place layer).

26)   Grab the circle that's selected now and drag it to the lower right corner of the stage.

27)   Click the dot on the timeline above the one you're on now (frame 60 in the color layer).

28)   Click on the circle that is selected.

29)   the **Properties** tab next to the Library tab on the top right of the screen.

30)   Click on **Color Effect** and change the style to **Tint**.

31)   Click the box next to Tint and choose yellow.

32)   Move the tint slider to 100%.

▽ COLOR EFFECT

Style: Tint ▾

Tint: ⎯⎯⎯⎯⎯⎯⎯△ 100 %
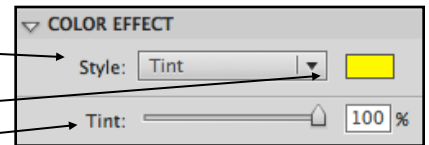
You have now told each object what it is going to look like in frame 60, where you placed a keyframe.

Finally, you're going to animate the objects.

33)   On the timeline, click in the middle of any of the grey areas.

34)   Go to **Insert > Classic Tween**.

35)   Do the same for the other two layers.

36)   Press **Return** to play your movie.

37)   Choose **File > Save As…**

38)   Call it *Circles*.

39)   **Call Mr. Elman over to check it on your screen.**