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The Fundamentals of Flash

Exercise

1. Fill in the blanks.

- a) The centre of the screen is a large white area called the __ **stage** __.
- b) In the left-hand side of the screen is the __ **Toolbox** __.
- c) __ **Timeline** __ is used to organize and control the project.

2. Match the following tools with their uses.

- 1) Line tool () a. To draw curves.
- 2) Pen tool () b. To draw straight lines.
- 3) Deco tool () c. To create design patterns.

Ans. 1. __ **b** __ 2. __ **a** __ 3. __ **c** __

3. Explain the Flash Timeline.

Ans. Timeline is used to organize and control the project. The Flash Timeline contains the following : i) Frames - to control the work , ii) Layers - to organize the work, create scenes and add sound, etc. , iii) Playhead - indicates the current Frame displayed on the stage and status that make up a project.

4. List down the steps involved in changing the stage size.

Ans. The changes in terms of the size, frame rate and appearance of the Stage can be done from the properties option. If the properties panel is not visible, go to Menu Bar → Window Menu → Properties → Press Ctrl+ F3.

Exercise

1. Fill in the blanks :

- The line tool is used to draw **straight** and **diagonal** lines.
- To draw a perfect circle, hold down the **Shift** key while drawing.
- The **values typed** in the options tab of rectangle tool helps to draw a rectangle with rounded corners.
- The shortcut to group the objects is **Ctrl+G**.
- There are **8** number of brush sizes available in the Brush tool.
- To draw a diagonal line, hold down the **Shift** key while drawing.

2. Name the options available in the toolbox after selecting the Brush tool and state it's uses.

Ans. Paint Normal - leaves strokes untouched.

Paint Fills - leaves strokes untouched.

Paint Behind - paints behind existing strokes and fills.

Paint Selection - paints inside a selected fill.

Paint Inside - paint stays inside the lines.

3. Write down the steps in editing the selected stroke style.

Ans. After selecting the stroke style, e.g. if you select dashed (), we can change the length of the dashes and also the spacing between the dashes, by clicking on the custom button in the properties panel.

4. Write short notes on :

a. Line Tool :

- The Line tool () uses the stroke color to draw straight or diagonal lines.
- After we select the Line tool, on the Properties panel, select the Line color, stroke, scale and style.
- Click on the stage to draw the line.
- Keep the left mouse button pressed while we drag to a new position on the stage.
- Release the mouse button to set the end of the line.

b. Pencil Tool :

- The Pencil tool () enables you to draw freehand or curved lines.
- we can select the stroke color, stroke height and stroke style from the Properties panel.
- In the option panel the pencil modes are displayed. Those options are Straighten, smooth and Ink.

c. Pen Tool :

- The Pen tool enables you to create lines and shapes with Bezier curves, using the stroke color and fill color (for closed objects).
- To draw curves, one after another, click on the stage with the Pen tool, to place the first anchor point. When you drag the mouse, we notice control point handles.
- Click again on the stage to set another anchor point. A line appears to display the shape of the first curve. Click and drag the control handles for the second node to shape the first curve and then release the mouse to finalize the shape.

d. Custom Stroke Style : After selecting the stroke style, e.g. if you select dashed (), we can change the length of the dashes and also the spacing between the dashes, by clicking on the custom button in the properties panel.

5. Explain the brush tool and its options in detail.

Ans. Paint Normal - leaves strokes untouched.

Paint Fills - leaves strokes untouched.

Paint Behind - paints behind existing strokes and fills.

Paint Selection - paints inside a selected fill.

Paint Inside - paint stays inside the lines.

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Flash Panels - 2

Exercise

1. Fill in the blanks :

- The shortcut for Info Panel is **Ctrl+I**.
- The shortcut for Align Panel is **Ctrl+K**.
- Many objects can be selected at the same time by holding down the **Shift** key.
- To manually scale, rotate or skew an object **Ctrl+T** panel is used.
- Controller** panel enables you to start and stop your movie.

2. Explain the importance of Duplicate selection and Transform button.

Ans : Duplicate selection and Transform buttons applies the transform to a copy of the object and leaves the original untouched.

3. Write down steps to skew and rotate objects.

Ans : To manually rotate or skew object, we can use the Transform Panel (Ctrl+T).

We can scale the width and height, rotate or skew an object by entering values.

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Enhancing and Editing Objects

Exercise

1. Fill in the blanks :

- One can select a fill and stroke by **double clicking** the fill or border.
- Scale** button is used to resize an object.
- To rotate an object, one has to select the **Ctrl+T** button.
- The **Vertically** and **Horizontally** are the two options available to flip an object.
- The **Polygon Mode** option in the option area of the tool box, after selecting the lasso tool is used to select complex shapes.

2. Write steps to move an object.

Ans. - Click on the Selection tool () from the Toolbox.

- Click on the object you want to move.
- Click and drag the object to the new position.
- Release the mouse button. The object moves to the location you have selected.

3. How can we resize and rotate a given object? -

To resize objects → Click on the Free transform tool () from the Toolbox → Select the object you want to resize → Click on the Scale button on the toolbar. The object gets surrounded with resize handles → Click and drag a resize handle to scale the object → Release the mouse button. The object appears resized.

Ans. Following are the steps to resize and rotate a given object.

- Click on the Free transform tool () from the Toolbox.
- Select the object you want to resize.
- Click on the Scale button on the toolbar. The object gets surrounded with resize handles.
- Click and drag a resize handle to scale the object.
- Release the mouse button. The object appears resized.

4. Explain the different ways by which an object can be selected.

Ans. An object can be selected in following different ways :

- Select the Selection tool () from the Toolbox.

Position the mouse pointer over the object you want to select and then click. **OR**

Click and drag a square selection box around the object you want to select and release the mouse button.

- Click the Lasso tool () from the Toolbox which draws a freehand border around the object you want to select

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Text Tool - 1

Exercise

1. Fill in the blanks :

- The text is typed using __ **Text** __ tool from the toolbox.
- One can select __ **Family** __, __ **style** __, __ **Size** __ and __ **Color** __ for the text.
- A __ **blue** __ colour border around the letter indicates that it is grouped.
- If one has to name a layer, __ **Double Click on** __ the layer is required.

2. Write down the steps for animating an alphabet.

Ans. To animate a letter : Select its layer on the timeline and on the band formed by the frames between 1st and 60th → Right click → Select the option “Create Classic Tween”.
To see the animation, keep the Timeline slider on the layer of the letter and on the 1st frame. On the Menu Bar, select Control → Play.

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Text Tool - 2

Exercise

1. Write the steps to create a drop shadow effect for any text.

Ans. Following are the steps to create a drop shadow effect for any text.

- Hide the layer of text by clicking the black dot under the Eye icon in the timeline. This icon is called show or hide all layers.
- Insert a new layer.
- On this layer, type the text, selecting a particular font, size and colour.
- On this same layer, copy paste the text and give a different colour to it keeping the font and font size same.
- Place one text on the other as shown, which will give a drop shadow effect to the text.

2. How to hide a layer in a Timeline?

Ans. We can hide the layer of the text by clicking the black dot under the Eye icon in the timeline. This icon is called hide or show all layers.

3. Write the steps to change the stage background colour.

Ans. Select the layer → From the Tools menu (Ctrl+F2) --> Click on Properties Tab -> Select colour from Stage Colour symbol

4. What should be the zoom level percentage when you create an animation?

Ans. 100%

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Animation

Exercise

1. Fill in the blanks :

- The full form of FPS is **Frame per second**.
- Motion tween**, **Shape tween** and **Classic Tween** are the three types of tweening motion.
- The reverse frames option is in the **Modify** menu.
- Frame rate** controls the speed of animation.
- The keyboard shortcut to group objects is **Ctrl + G**.

2. How can you set the tween speed?

Ans. To set the tween speed

- Frame rate controls the speed of animation.
- To increase or decrease frame rate go to Properties dialog box. Enter value in the Frame per second (FPS).
- To increase the speed, drag arrow head towards the right hand side. Similarly to reduce, drag arrow head towards the left hand side.

Q.2.Ans Step 3: - Now, group the parts by selecting the Selection tool  and dragging it covers all the parts.

- The two parts will get high-lighted and then select from the Menu Bar → Modify → Group. A blue boundary can be seen around the drawn object indicating that it is grouped.

Step 4: - Convert the object to a symbol by selecting from the MenuBar → Modify → Convert to Symbol.

- Place the at the th playhead 50 frame and press F6, to insert a keyframe OR MenuBar → Insert → Timeline → Keyframe.
- Drag the object by selecting the Selection tool and place it on the right hand side of the stage as seen in the figure.

Step 5: - Now, place the play head on the first frame.

- On the first layer, place the pointer in the area between 1st and 50th frame.
- After placing the pointer, right click and select the option "Create Motion Tween". Save the file with the name "Motion tween".

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Symbols and Effects

Exercise

1. Fill in the blanks

- Tween motion helps you to move an object in a **straight** path.
- To create a fade in effect **Alpha** option is used.
- Convert to symbol option is in **Modify** menu.
- To add motion path **Guide** layer is inserted in a timeline.

2. How to lock and hide a layer ?

Ans. To lock and hiding the layer

- Lock the Guide layer by clicking the dot under the Lock icon in the timeline. When the lock is seen that means the layer is locked.
- To hide the Guide layer , , click the black dot under the Eye icon in the timeline.

A red cross is seen when the layer gets hidden

- View the animation.

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Frame by Frame Animation

Exercise

1. Fill in the blanks :

- Adobe Flash Professional CS6 introduces a new tool called the **Sprite Sheet** Generator.
- Sprite Sheet can be rendered using the **Sprite Sheet Generator** .
- Character animation is done by using **Create Classic Tween** method.
- To add keyframe **F6** key is used in the timeline.

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Interactive Navigation

Exercise

1. Fill in the blanks :

- The **static (stationary)** and the **animated** buttons are used mainly in Flash.
- The procedure for creating a button symbol includes a Timeline with **four** frames.
- The animated button can be **any object** or **drawing** .
- The animated buttons can be used in **web pages** and for **presentations** .
- The animated buttons help the user to **interact** with the movie.

2. Match the column :

'A'

'B'

- Buttons
- Up frame
- Scene 1
- Library
- Test movie

- The default selected frame in the timeline
- To view the animation
- The storage place for the symbol
- For presentations
- To return to the movie edit mode

Ans. a. **4** , b. **1** , c. **5** , d. **3** , e. **2** .

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Sound and Video

Exercise

1. Fill in the blanks.
 - a. Choose Control → **Test Movie** to play the sound seamlessly.
 - b. Click File > **Import** → **Import Video** to open the Import Video dialog box.
 - c. To play an embedded video in the timeline, go to **export** Video.
 - d. Stereo sound can be edited using **Pencil** button in Sound tab.

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Publishing Flash

Exercise

1. Fill in the blanks
 - a. The **profile** setting is default in publish setting
 - b. **Publishing** is a way for you to save or export your prepared files .
 - c. Select the **Flash Player** version of Action Script version in Flash.
 - d. Put **JPEG Quality** Quality as 100 and expand the **Advanced** tab for more options.
2. Write the correct options to be selected in Audio stream in sound settings.

Ans. Compression (**Mp3**), bit rate (**16 kbps**) and quality (**fast**) are the correct options to selected in Audio stream in sound settings.

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Project