

Introduction to Flash CS6

Introduction.....	1
Uses for Flash	1
The Process of Creating a Flash Movie	1
The Flash Interface	2
Stage.....	2
The Timeline.....	3
Panels	3
Property Inspector.....	5
Tools	6
Controller	7
Creating a Flash Movie.....	8
Setting the Movie Properties.....	9
Saving a Flash File.....	11
Creating Artwork	12
Vector vs. Bitmap	12
Creating Basic Shapes.....	13
Selection Tools.....	27
Using the Subselection Tool	27
Using the Lasso.....	28
Altering Artwork with Transformations	29
Scaling.....	29
Rotating.....	30
Skewing.....	30
Changing the Center Point.....	30
Copying and Resetting Transformations	31
View Tools.....	32
Hand Tool	32
Zoom Tool	32
Previewing and Saving	33
Previewing in the Flash Authoring Environment	33
Previewing in the Flash Player	33
Publish Preview	34
Saving as a Flash Movie Player	35
Importing Into Web Design Software (Optional).....	35
Exercise 1	36

Importing Artwork	37
File Formats	37
Importing and Altering an Imported Vector Graphic	38
Using Type.....	41
Placing Text on the Stage	41
Editing Text	42
Using the Transform Panel and Tools	43
Manipulating Letters.....	43
Embedded Fonts vs. Device Fonts.....	43
Exercise 2.....	45
Libraries, Symbols, and Instances	46
Creating a Symbol from Artwork	46
Editing a Symbol.....	47
Importing Symbols Through Common Libraries	48
Deleting a Symbol.....	48
Exercise 3.....	49
Layers.....	50
About Layers.....	50
Adding and Naming Layers	51
Showing and Hiding Layers.....	52
Locking and Unlocking Layers.....	53
Reordering Layers.....	53
Animation	55
Animating with Tweening	57
Motion Tweening.....	57
Changing the Animation Path.....	60
Creating Intermediate Points in the Animation	61
Changing the Animation Duration.....	64
Creating a Curved Path.....	64
Editing Points on a Path.....	65
Copying a Motion Tween	66
Creating a Circular Motion Path.....	67
Exercise 4.....	68
Using Motion Presets.....	69
Transforming Symbols and Motion Paths	70
Using the Properties Panel.....	70
Introduction to the Motion Editor.....	71
Shape Tweening.....	77

Using Shape Hints.....	78
Extending Shape Tween Key Frames	79
Using Multiple Motion Tweens	79
Exercise 5.....	80
Importing Images and Using Transparency	81
Creating a Slideshow	81
Extending the Timeline.....	81
Applying Gradient Effects	82
Appendix A: Flash Tools	84
Appendix B: Basic Steps for Motion and Shape Tweening	85
Appendix C: Using Classic Tweening	86
Why Use a Classic Tween?.....	86
Creating a Classic Tween.....	86
Appendix D: Flash Shortcuts	87
Appendix E: Timeline Representations of Animations in Flash	88
Appendix F: Solutions to Exercises.....	89