

# Intermediate Applications of Flash CS6

Introduction.....	1
Creating Frame-by-Frame Animations .....	2
Using a Simple Shape .....	2
Using Imported Artwork.....	4
Exercise 1 .....	7
Onion Skinning.....	8
Onion Skinning Options .....	8
Example of Onion Skinning.....	9
Using the Motion Editor .....	10
Touring the Motion Editor .....	10
Using the Motion Editor .....	11
Exercise 2.....	15
Creating a Custom Motion Preset.....	16
Using Classic Tweening .....	17
Why Use a Classic Tween?.....	17
Creating a Classic Tween.....	17
Adding a Motion Guide .....	18
More About Frames .....	21
Converting to Frame by Frame .....	21
Reversing Frames.....	21
Using the Grid, Rulers, and Guides for Precise Animation.....	22
Using the Grid.....	22
Using the Rulers.....	23
Using the Guides.....	24
Using the Align Options .....	25
Creating, Duplicating, and Reordering Multiple Scenes .....	27
Creating Scenes.....	27
Viewing Scenes.....	28
Duplicating Scenes.....	29
Deleting Scenes.....	29
Changing the Scene Order .....	29
Exercise 3.....	30

Movie Management Using Movie Explorer .....	31
Finding, Selecting, and Displaying Items .....	32
Using the Context Menu .....	33
Printing the Movie Explorer Hierarchy .....	34
Importing and Editing Bitmaps.....	35
Importing Bitmaps .....	35
Importing Photoshop Files.....	37
Converting Bitmaps to Vector Artwork.....	38
Exercise 4.....	40
Creating and Sharing Common Libraries .....	41
Creating a Common Library .....	41
Sharing Libraries.....	41
Sounds and Music .....	44
Event vs. Stream Sounds.....	44
Sound Formats .....	44
File Format and File Size.....	44
Importing Sounds.....	45
Adding Sounds to Movies.....	45
Setting Sound Options .....	46
Sound Editing.....	47
Compressing Sounds for Output.....	49
Exercise 5.....	53
Creating Buttons and Assigning Actions.....	54
Button States .....	54
Creating a Simple Four-State Button.....	55
Assigning Actions to Buttons .....	57
Exercise 6.....	63
Flash Filters.....	64
Appendix A: The 3-D Rotation and Translation Tools .....	66
The 3-D Rotation Tool.....	66
The 3-D Translation Tool .....	67
Appendix B: Flash Tools .....	69
Appendix C: Basic Steps for Motion and Shape Tweening .....	70
Appendix D: Flash Shortcuts .....	71
Appendix E: Creating Custom Keyboard Shortcuts .....	72

Appendix F: Timeline Representations of Animations in Flash.....	74
Appendix G: Solutions to Exercises .....	75