

# Flash 5 Tutorial

Introduction to Flash 5

Part 1

## What's on the agenda?

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### **Part 1 Introduction to Flash 5**

**Section I Basics of Flash 5 terminology and their relationships**

**Section II Working with the basic functions of Flash 5  
(motion, layers, scenes, publishing, exporting)**

### Part 2 Introduction to Flash 5 and Action Script

Section III Review of Flash 5 basics

Section IV Adding basic scripts (Action Script)

## Section I Basics of Flash 5 terminology & their relationships

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### Understanding the Flash terminology (see Relationship Diagram & Screen Handouts)

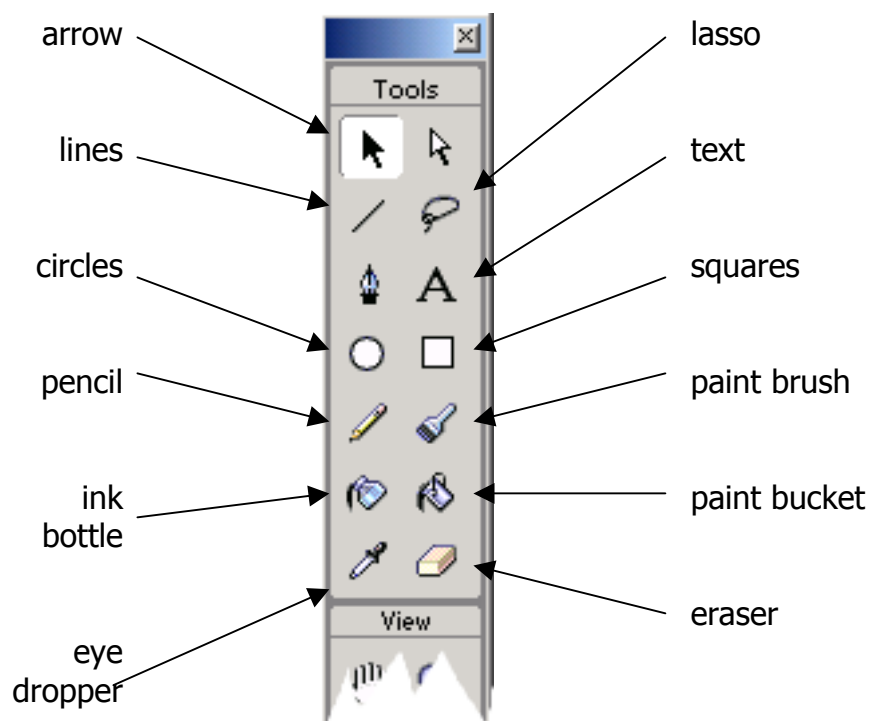
Toolbars	Layers	Instance	Button
Libraries	Movie Clip	Symbols	Graphic
Action Script	Scenes	Tweens	Movie
Frames			

### What are vector graphics?

What's the difference from vector and bitmap or Jpeg?

What are the benefits of vector graphics?

### Drawing tools



### Toolbars

Tools, Mixer Character, Instance, Library, Scenes, Info, Actions, Movie Explorer, ...

### Movie properties

Movie settings/properties-> color, size, frame rate, units, ...

## Section II Working with the basic functions of Flash 5

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### Working with Symbols

Graphics, Movie Clips, Buttons

Inserting – *Insert > New Symbol* or **<CTRL><F8>**

Converting to Symbol – *Insert > Convert to Symbol* or **<F8>**

### Add Motion (tweening)

Motion tween (see Example 1.1)

Easing – front (100%) or end (-100%) loading tween action

Shape tween (see Example 2.1)

Distributive – middle stages are smooth and irregular w/ no straight lines

Angular – middle stages preserve corners and use straight lines

### Viewing the Movie

Preview in Flash **<ENTER>**

Preview in the editor **<CTRL><ENTER>**

Preview in a browser **<F12>**

### Output types

Flash complete movie file (.fla)

#### Exporting

Movie .wav, jpeg sequence, mov, avi, animated gif, ...

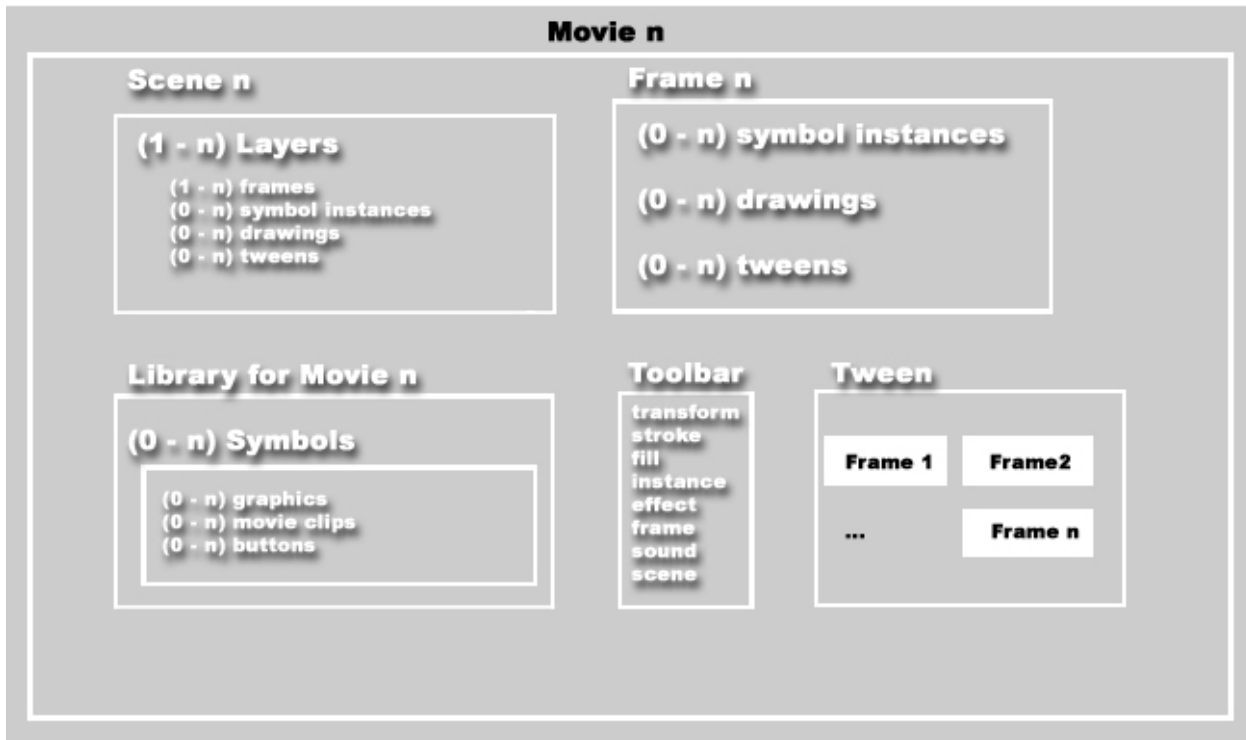
Image jpeg, gif, ...

#### Publishing

.html vs. .swf

# Relationships

## Flash 5



- a movie has 1-n scenes, toolbars, and 1 library
- a layer has 1-n frames, symbol instances, tween, and/or drawings
- a frame has 0-n symbol instances, drawings, or layers
- a drawing or symbol instance can span 1-n frames and is on 1 layer
- a tween can span 2-n frames and is on 1 layer
- a tween has 1 symbol
  - a symbol can be either a graphic, movie clip, or button