

Adobe Flash Notes

- 1. A symbol is a reusable object used/created in Flash. A Symbol** can be reused throughout your movie or imported and used in other movies. There are three types of symbols: Graphics, Buttons, and Movie clips.
 - 1) Graphic symbols are reusable static images that are used mainly to create animations.** They have only one frame in their timeline.
 - 2) Movie clip symbols are reusable pieces of flash animation -** consisting of one or more graphic symbols - thus they **are flash movies within your flash movie.**
- 2. Mask layers:** For spotlight effects and transitions, use **a mask layer** to create a hole through which underlying layers are visible.
- 3. Motion guide layers:** Motion guide layer let you **draw paths along which tweened objects, groups, or text blocks can be** animated. A normal layer that is linked to a motion guide layer becomes a guided layer.
- 4. Motion Tween:** Flash creates **the animation from one keyframe to the next, in the frames** between the key frames. In this animation, you **define properties** such as **position, size, and rotation for an object**, group, or text block at one specific time, and change those properties at another specific time.
- 5. Shape tweening:** Shape tweening **allows us to change the shape of objects.** This is similar to **morphing** where one object changes to another.
- 6. Advantages of Layers :**
 - a) Layers help you organize the object/symbol in your document.**
 - b) You can draw and edit objects on one layer** without affecting objects on another layer.
 - c) You can also hide, lock, or rearrange layers.**
 - d) The layers do not increase the file size** of your published SWF file. **Only the objects you place into layers add to the file size.**
 - e) To organize and manage layers, create layer folders.**
 - f) There is special motion guide and mask layers to make drawing and editing easier**
- 7. Stage/Scene:** The Stage is the **rectangular area** where you place graphic content when creating Flash documents.
- 8. Timeline window:** The Timeline shows **where animation occurs in a document, including frame-by-frame animation, tweened animation, and motion paths.**
 - a) Layers in a document are listed in a column on the left side** of the Timeline.
 - b) Frames contained in each layer appear in a row to the right of the layer name.**
 - c) The Timeline header at the top of the Timeline indicates frame numbers.**

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- d) **The Playhead** indicates the **current frame displayed** on the Stage.
9. **The Library panel** is where you **store and organize symbols** created in Flash, as well as imported files, including bitmap graphics, sound files, and video clips. The Library panel lets you organize library items in folders.
10. **Filters:** **Filters (graphic effects) let you add interesting visual effects to text, symbols, and movie clips.** A feature unique to flash is that you can animate the filters you apply using motion tweening.
11. **Timeline effect:** When you add a Timeline effect to an object, **Flash creates a layer and transfers the object to the new layer.** The object is placed inside the effect graphic, and all tweens and transformations required for the effect reside in the graphic on the newly created layer.
12. **What Flash can do :** Animation and Interactivity
13. **Advantages of Flash :** Flash is a **Vector based (V-B) application,**
- 1) In this graphics describes **images by using lines and curves that also include colour and position properties.**
 - 2) V-B images are **smaller in file size and Lose very little image quality** when they resized.
 - 3) Flash can be used for **making HTML file/ web animations** and as **a presentation tool.**
 - 4) Flash contains a powerful programming language, called Action Script and it is the same as JavaScript. Flash can create different types of animations
 - 5) Flash videos can be export into **Quick time format / window AVI format.**
14. **Onion Skinning** allows you to see a **faint ghost (faded) image of the previous frame so you can see** where you want to place the artwork for the next frame.
15. **Break apart:** To separate groups into ungrouped; you break them apart, which significantly reduce the file size of imported graphics.
16. **Properties window:** You can set the **size of your stage,** add a **Title Description,** and background Color, Frame Rate Ruler Units.
17. **The most important aspect (features) of Flash is**
- 1) **Vector graphics:** Vector graphics describe **images by using lines and curves, called vectors** that also include colour and position properties.
 - 2) **Streaming:** This **feeds information to the browser** as it needs to play the movie, **without having to wait for the whole things to be downloaded** to get started.
 - 3) **Compression:** Gif (Graphics Interchange Format), JPEG (Joint Photographic Experts Group), PNG (Portable Network Graphics) are the examples of compressed animation files.