Joe Lieman

Macromedia Flash MX
Quick Introduction

What is Flash?

- Macromedia Flash is a multimedia graphics program specially for use on the Web.
- Flash enables you to create interactive "movies" on the Web.
- Flash uses vector graphics, which means that the graphics can be scaled to any size without losing clarity/quality. SWF (ShockWave Flash) is the file format that can deliver animation, rich colors, sound, and interactivity.
- Flash does not require programming skills and is easy to learn

History

- Flash was invented by Jonathan Gay.
- Flash began as Jonathan Gay's dream of being an architect.
- Flash began life as Future Splash Animator,a nifty little program for creating/animating vector art. In 1997, Macromedia acquired Future Splash, changed the name to Flash.
- Macromedia published the specifications for SWF in April 1998. It is now an open source format for development by third parties.
- The SWF file format is being integrated into web design and graphic applications more and more, and it's becoming increasingly easier and faster for web designers and developers to learn and to use.

Flash vs. Animated Images & Java Applets

Animated images and Java applets are often used to create dynamic effects on Web pages.

The advantages of Flash are:
- Flash loads much faster than animated images .
- Flash allows interactivity, animated images do not
- Flash does not require programming skills, java applets do.

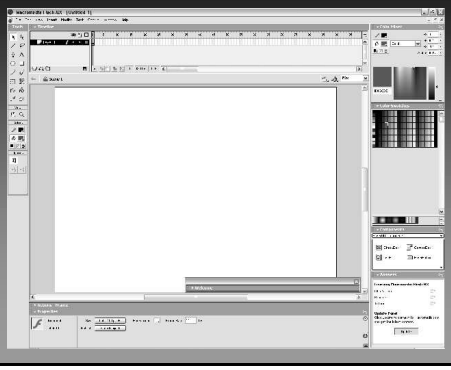
Who can use Flash?

- Almost every Web users can view Flash without having to download and install a player. The player is FREE to download(±200k)
- Macromedia Shockwave Player is shipped with Windows 95, 98, MacOS, Internet Explorer CD, America Online, and Netscape Navigator.
- To create your own Flash movies you need to buy a Flash program.
- The latest version from Macromedia is Flash MX 2004 (or Flash MX Professional 2004).

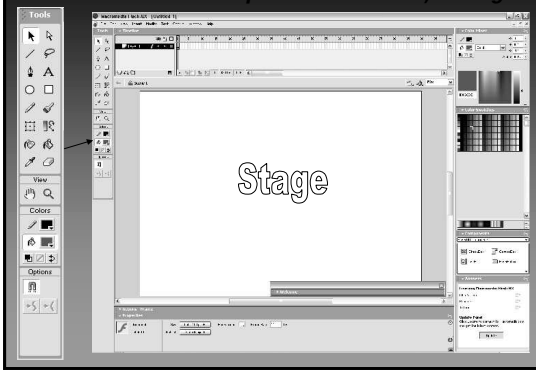
Getting Started with Flash

- Download and install Flash MX to your computer. If you do not have a Flash program, you can buy or download a 30 days free trial version of Flash from Macromedia.
- After you have installed Flash, you should go through the lessons that are included in the program or online tutorial. These lessons will teach you the basics of Flash.

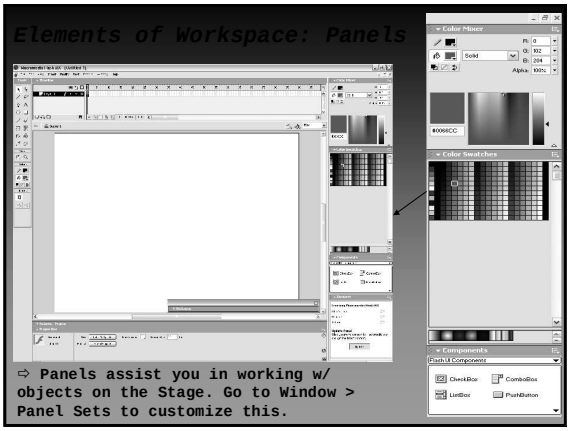
The Flash MX Workspace



Element of Workspace: Toolbox, Stage

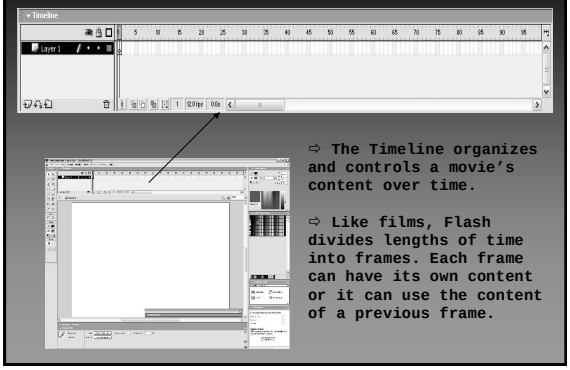


Elements of Workspace: Panels



⇨ Panels assist you in working w/ objects on the Stage. Go to Window > Panel Sets to customize this.

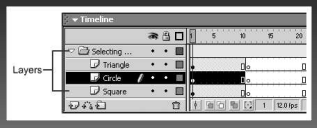
Elements of Workspace: Timeline



⇨ The Timeline organizes and controls a movie's content over time.

⇨ Like films, Flash divides lengths of time into frames. Each frame can have its own content or it can use the content of a previous frame.

Timeline (cont …)

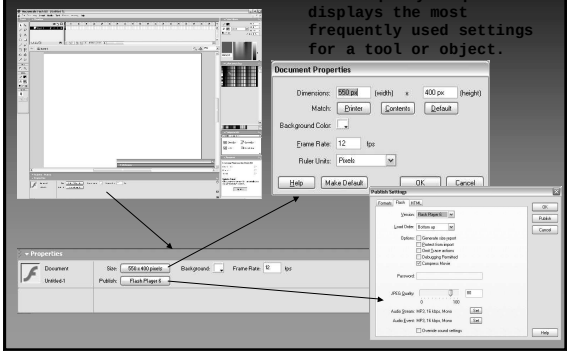


⇨ To help organize the content, the Timeline is divided into layers.

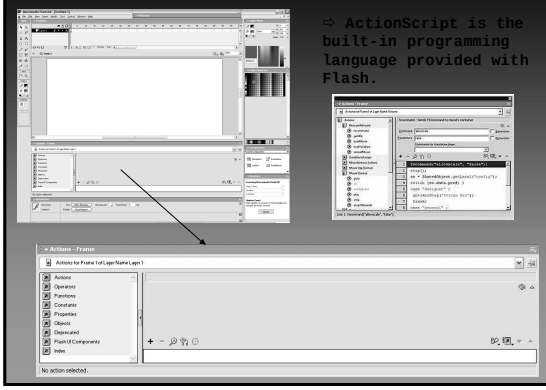
⇨ A background layer, for example, may carry over into each frame of a movie, while an animation layer may be for a specific frame.

Elements of Workspace: Property Inspector

⇨ The Property inspector displays the most frequently used settings for a tool or object.



Elements of Workspace: ActionScript



⇨ ActionScript is the built-in programming language provided with Flash.

Flash Basic Features

- ⇨ Flash Tweening
- ⇨ Flash Guide Tweening
- ⇨ Flash Tint Tweening
- ⇨ Flash Shape Tweening
- ⇨ Flash Button
- ⇨ Flash Animation
- ⇨ Flash Sound

Flash Tweening

⇨ With Tweening you can go from one keyframe to another and specify changes in the animation and let the Flash program create the frames in between.

⇨ **Example**

Flash Guide Tweening

⇨ With Motion Guide Tweening you can move an object from one location to another along a specified path.

⇨ **Example**

Flash Tint Tweening

⇨ With Tint Tweening you can change the color of an object.

⇨ **Example**

Flash Shape Tweening

⇨ With Shape Tweening you can change one object into another.

⇨ **Example**

Flash Button

- You can insert an image, convert it to a button, and add a URL to it so it becomes a link.
- You also can create interactive buttons.
- Example

Flash Animation

- Example

Flash Sound

- Example

Embedding Flash into HTML

- After creating a Flash movie you choose File > Save As from the top menu to save your movie. Save the file as "Somefilename.fla".
- To embed the Flash movie you just made into an HTML page, you should go back to your Flash program and export the Flash movie you have created. Name the file "somefilename.swf". Choose the location where the file is to be stored (in your Web folder).
- Open the HTML page where you want to insert your Flash movie. Insert this code:

```
<object width="550" height="400">
<param name="movie" value="somefilename.swf">
<embed src="somefilename.swf" width="550"
height="400">
</embed>
</object>
```

My First Flash Animation

- http://project.xpconcepts.com

THE END