05
CHAPTER

Adobe Flash Professional CS6

WHAT YOU'LL LEARN IN THIS LESSON:

What is Flash and what can it do?

Creating a new document

Getting familiar with the workspace and tools

Working with Drawing tools

Working with colors

Creating symbols

5.1 Introduction to Adobe Flash Professional CS6

Adobe Flash Professional CS6 is a software used to create animations. It contains tools that can be used to draw basic objects and to create scenes. It is developed by Adobe systems.

Figure 5.1 Adobe Flash Professional CS6 Opening Screen

5.2 Who uses Flash CS6?

The following persons uses Flash CS6

- Graphic designers
- Animators
- Web designers
- Web developers

5.3 With Flash You Can Create the Following

- Web applications
- Advertisements
- Web Page components
- Presentations
- Games and movies
- Content for mobile phones

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5.4 Starting Flash

To start Adobe Flash Professional CS6, choose **Start > All Programs > Adobe Flash Professional CS6.**

Fig. 5.2 Starting Flash Window

5.5 Creating a new document

Before you can draw or animate in Flash, you need to create a new document. You can create a new document from the **Welcome Screen** or from the **File menu** at the top of the screen.

1. The Welcome Screen of the Flash is the launch pad for creating and opening files. It appears when Flash is first launched or when no documents are open in the application.

   From the Create New column in the middle of the Welcome Screen, click on ActionScript 3.0.

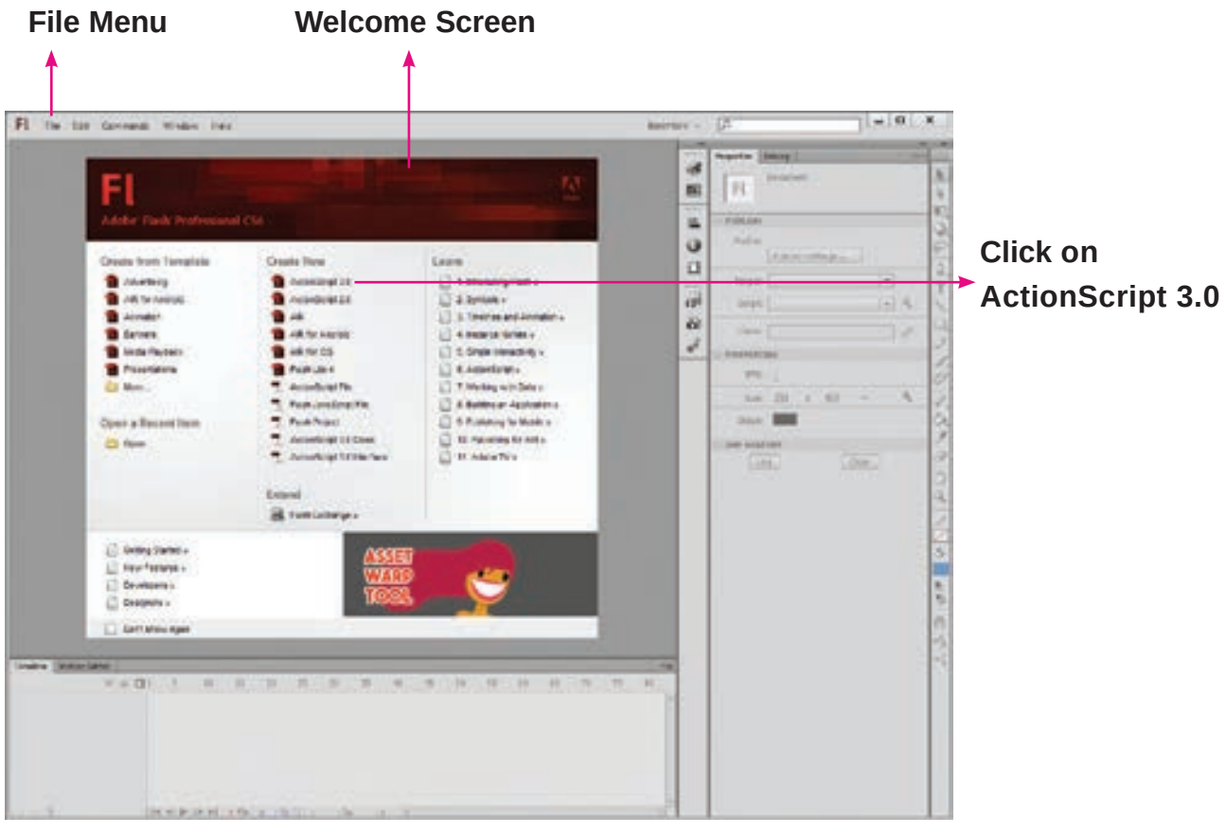

Figure 5.3 Creating a New Document

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2. From the File menu, choose File > New to create a new document.

Fig. 5.4 File Menu

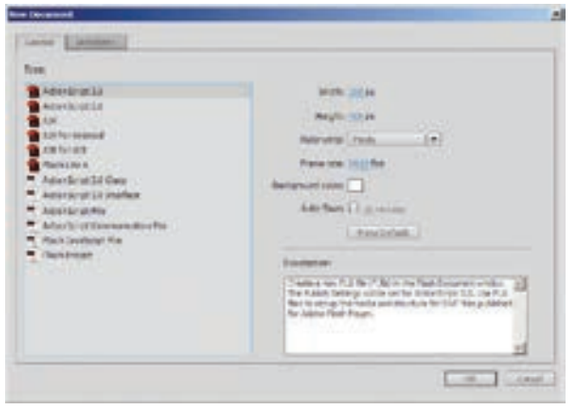

Fig. 5.5 New Document Dialog box

The **New Document** dialog box appears. Under the **General** tab, choose **ActionScript 3.0.**, and press **OK** to create a new document.

Now, your workspace appears as shown in following figure.

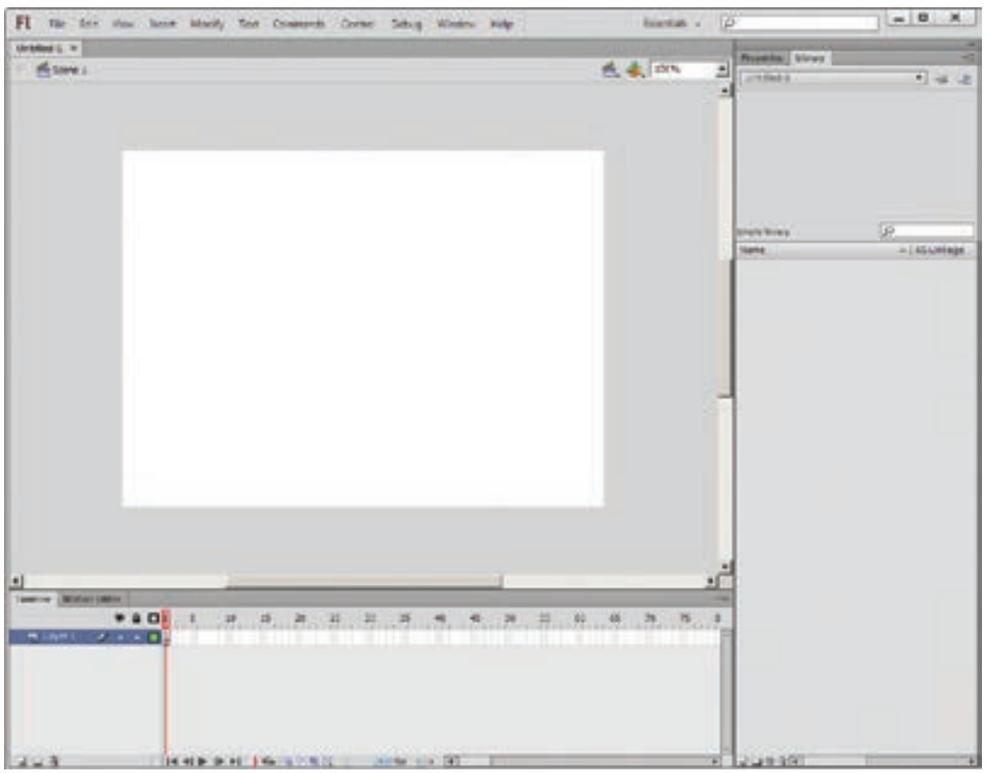

Fig. 5.6 Essentials Workspace

In Flash, ActionScript is the underlying programming language for Flash animations. The current version of ActionScript is 3.0

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5.6 The Flash workspace

The Flash CS6 workspace includes a variety of tools and other components that you work with to create Flash applications.

5.6.1 Flash Window Components

The Flash window is divided into four main components. They are

1. Stage and Pasteboard
2. Timeline
3. Tools panel
4. Property Inspector

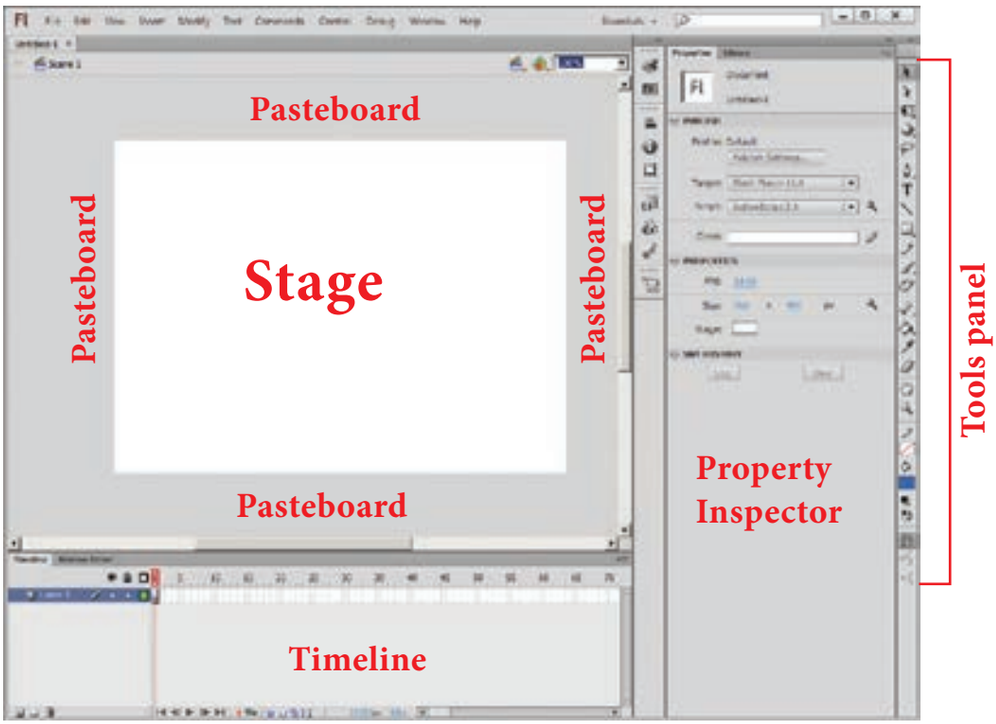

Fig. 5.7 Flash Window Components

5.6.2 The Stage and Pasteboard (work area)

The white rectangle area in the middle of your workspace is called the **Stage**.

All the animations, objects and scenes for a Flash movie are created, edited, placed and played back in the stage.

As with a theater stage, the Flash Stage is the area that viewers see when a movie is playing. The term movie refers to Flash-created movies.

It contains the text, images, audio and video that appear on the screen. You can resize the Stage. By default, the Flash Stage appears **white**, but, you can change its background color from the **Document settings** dialog box using the **Modify > Document (Ctrl +J)** command. To change the view of the Stage, Zoom in and out. To help in positing the items on the Stage, you can use the grid, guides and rulers.

The gray area surrounding the Stage in Flash is the **Pasteboard**. You can create

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and edit objects in the pasteboard also but they will not be visible in the final movie. Only the graphical objects kept inside the stage are visible in the final movie.

The Stage reflects the actual size of the movie you create in Flash when it is published.

5.6.3 The Timeline

The timeline is one of the most important components of Flash. It is located below the Stage. It is used to specify of each element's appearance and animation.

The Timeline also contains Frames and Layers. Flash movies measure time in frames. Frames are the discrete, small slices of time. You can change the content on the Flash Stage for different frames.

A red vertical line in the Timeline is called the Playhead. When the movie plays, the playhead moves through the frames in the Timeline.

To display a frame's content on the Stage, you should move the playhead to that frame in the Timeline.

Layers help you organize the artwork in your movie. Each layer can contain a different image that appears on the Flash Stage. You can draw and edit objects on one layer without affecting objects on another layer of Timeline. You can hide, lock, or show the contents of layers by clicking the dots in the layer under the layer option icons.

Timeline is the record of every frame, layer and scene that makes up a movie. It controls and organizes the movie's content over time using layers and frames.

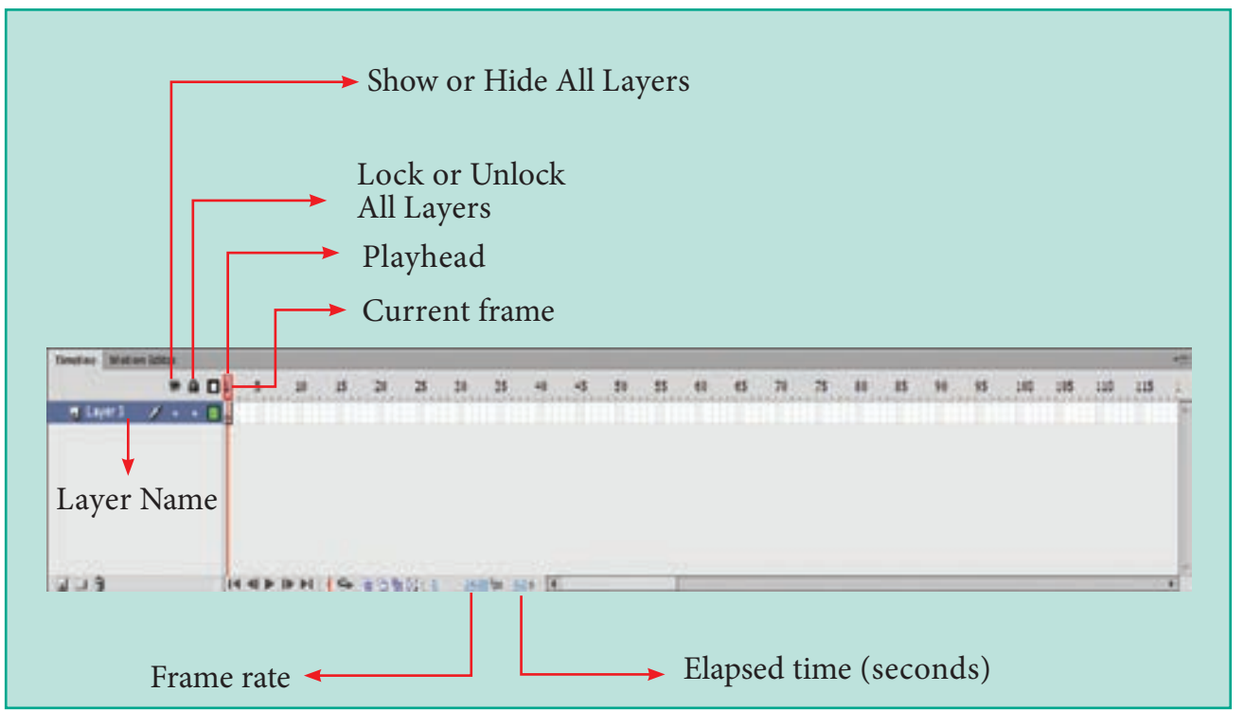

Fig. 5.8 Timeline

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5.6.4 The Flash Tools panel

The Flash Tools panel includes the tools you need to create, select, or edit graphics on the Stage. The double arrows at the top of the Tools panel are used to collapse the panel to icon-only view, or to expand the panel and see all the tools. By default, the toolbar is on the right side of your screen. The single capital letter in parentheses indicate the keyboard shortcuts to select those tools.

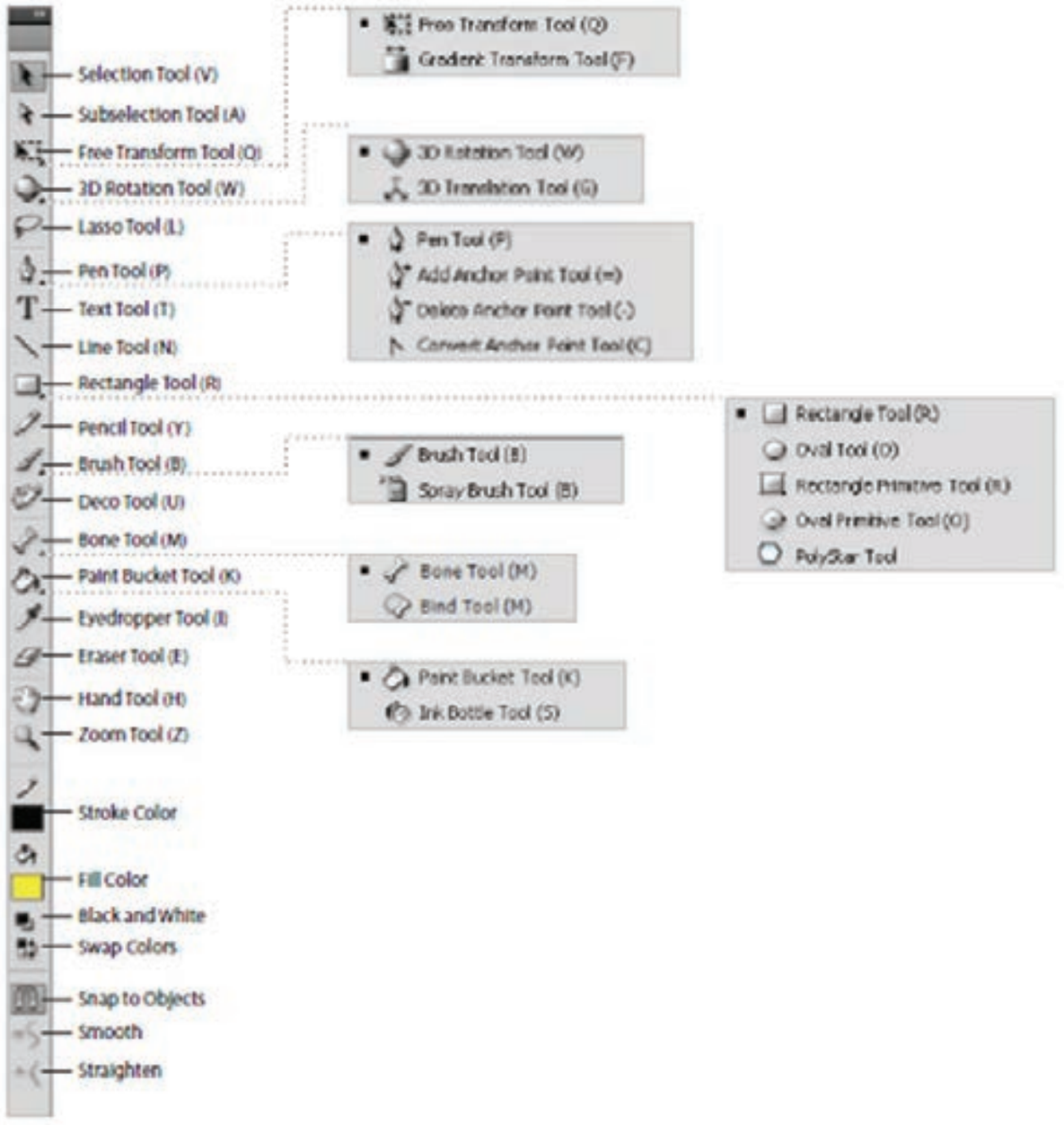

Fig. 5.9 Tools Panel

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Using the Tools Panel

The Tools panel contains a collection of tools. When you move the mouse pointer on a tool, its name appears.

Some tools in the Tools panel have additional options that allow you to modify their use. For example, the Brush tool has options for changing the size and shape of the brush head. When the tool is selected, the options are available in the Options area of the Tools panel.

Selection Tool (V)

This tool is used to select an object or parts of an object, such as the stroke or fill, and to reshape and reposition objects. The options for the Selection tool are Snap to Objects (aligns objects), Smooth (smooths lines), and Straighten (straightens lines).

Subselection Tool (A)

This tool is used to select, drag, and reshape an object. We know that vector graphics are composed of lines and curves (each of which is a segment) connected by anchor points. When you select an object with this tool, it displays the anchor points and allows you to use them to edit the object.

Free Transform Tool (Q)

It is used to rotate, scale, skew, and distort objects.

Gradient Transform Tool (F)

It is used to transform a gradient fill by adjusting the size, direction, or center of the fill. The Free and Gradient Transform tools are grouped within one icon on the Tools panel. To see the menu containing grouped tools, click and hold the tool icon until the menu opens.

3D Rotation Tool (W)

It is used to create 3D effects by rotating movie clips in 3D space on the Stage.

3D Translation Tool (G)

It is used to create 3D effects by moving movie clips in 3D space on the Stage. The 3D Rotation and the 3D Translation tools are grouped within one icon on the Tools panel.

Lasso Tool (L)

It is used to select objects or parts of objects by drawing a freehand.

Pen Tool (P)

It is used to draw lines and curves by creating a series of dots, known as anchor points, that are automatically connected. Other tools used to add, delete, and convert the anchor points created by the Pen tool are grouped with the Pen tool.

Text Tool (T)

It is used to create and edit text.

Line Tool (N)

It is used to draw straight lines. You can draw vertical, horizontal, and 45° diagonal lines by pressing and holding Shift key while drawing the line.

Rectangle Tool(R)

It is used to draw rectangular shapes. Press and hold **Shift** key to draw a perfect square.

Oval Tool (O)

It is used to draw oval shapes. Press and hold **Shift** key to draw a perfect circle.

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Primitive Rectangle and Oval (R)

It is used to draw objects with properties, such as corner radius or inner radius, that can be changed using the Properties panel.

PolyStar Tool

It is used to draw polygons and stars. The Rectangle, Oval, Primitive, and PolyStar tools are grouped within one tool on the Tools panel.

Pencil Tool (Y)

It is used to draw freehand lines and shapes. The Pencil Mode option displays a menu with the following commands:

Straighten (draws straight lines), Smooth (draws smooth curved lines), and Ink (draws freehand with no modification).

Brush Tool (B)

It is used to draw (paint) with brush-like strokes.

Spray Brush Tool

It is used to spray colors and patterns onto objects. Dots are the default pattern for the spray. However, you can use a graphic symbol, such as a flag, to create a pattern.

The Brush and Spray Brush tools are grouped together.

Deco Tool (U)

It is used to turn graphic shapes into geometric patterns or to create kaleidoscopic like effects.

Bone Tool (M)

It is used to animate objects that have joints. For example you could use a series of linked objects, such as arms and legs to create character animations.

Bind Tool

It is used to adjust the relationships among individual bones. The Bone and Bind tools are grouped together.

Paint Bucket Tool (K)

It is used to fill enclosed areas of a drawing with color.

Ink Bottle Tool (S)

It is used to apply line colors and thickness to the stroke of an object. The Paint Bucket and Ink Bottle are grouped together.

Eyedropper Tool (I)

It is used to select stroke, fill, and text attributes so they can be copied from one object to another.

Eraser Tool (E)

It is used to erase lines and fills.

Hand Tool (H)

It is used to move the Stage around the Pasteboard by dragging the Stage.

Zoom Tool (Z)

It is used to change the magnification of an area of the Stage. Clicking an area of the Stage zooms in and holding down Alt Key and clicking zooms out.

Stroke Color Tool

It is used to set the stroke color of drawn objects.

Fill Color Tool

It is used to set the fill color of drawn objects.

Black and White Tool

It is used to set the stroke color to black and the fill color to white.

Swap Colors Tool

It is used to swap the stroke and fill colors.

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5.6.5 Property Inspector

The Property Inspector appears on the right side of your Flash workspace by default. It is grouped with the Library panel. It displays properties and options for objects selected on the Stage, and also allows you to modify them. The object can be text, an image, a line, or any other shape.

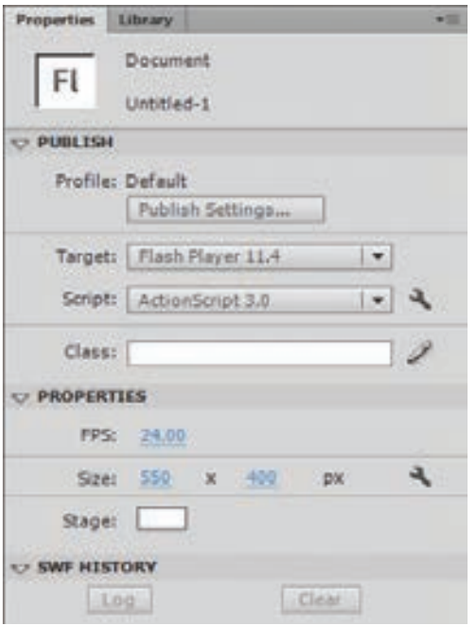

Figure 5.10 Property Inspector and Library panels

Like any other panel, the Property Inspector panel can also be viewed or hidden by using Window menu.

Figure 5.11 Property Inspector Panel

5.7 Flash applications

With Flash, you can integrate text, images, video, and sound to your projects, and create animations and application interfaces. Any content you generate with Flash is called an application.

Documents, Movies, and Applications

When you work in Flash, you are creating a document. As you save your work as an .fla file, you are saving the document. This is consistent with other Adobe products, such as Photoshop, that use the word document to refer to work created in that program. In addition, because Flash uses a movie metaphor with a Stage, Timeline, frames, animations, and so on, the work done in Flash is often referred to as a movie. So, the phrase **Flash document** and the phrase **Flash movie** are synonymous.

Movies can be as small and simple as a ball bouncing across the screen or as complex as a full-length interactive adventure game.

Products such as games, educational software, online advertisements and product demonstrations are referred to as applications. An Application usually contains multiple Flash documents or movies that are linked.

5.8 Drawing in Flash

Adobe Flash Professional CS6 has many powerful tools to help you create vector-based shapes, paths, colors and patterns. Although Flash can work with pixel or bitmap images, the drawing tools in Flash create vector-based artwork.

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5.8.1 Line tool

This tool is used to create straight lines on the stage.

To use the Line tool, follow these steps.

1. Click the Line Tool(N) on the tools panel.
2. From the Property Inspector panel, select the desired stroke colour, thickness and style for the line.
3. Bring the mouse pointer onto the stage.
4. Click on the stage and then drag to draw a line.

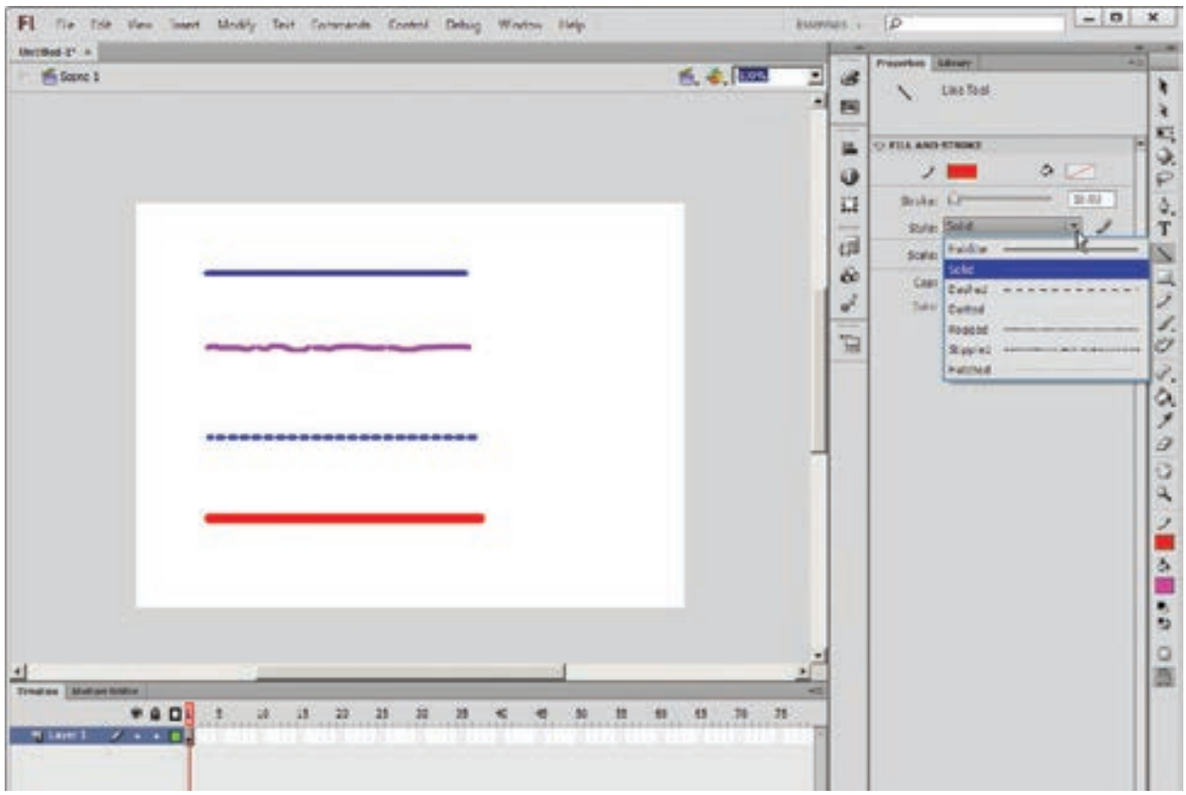

Figure 5.12 A Line

5.8.2 Oval Tool

This tool is used to draw ovals and circles. To use the Oval tool, follow the steps.

1. Click the Oval Tool(O) on the tools panel.
2. From the Property Inspector panel, select the desired stroke colour, thickness, style and fill colour of the oval.
3. Position the mouse pointer on the stage where you want the oval. The mouse pointer changes to a plus sign(+). Keeping the mouse button pressed, drag the mouse to draw the oval.
4. Release the mouse button when you get an oval of the desired size.

You can also draw a circle using the Oval Tool by just pressing and holding the **Shift** key while dragging the mouse.

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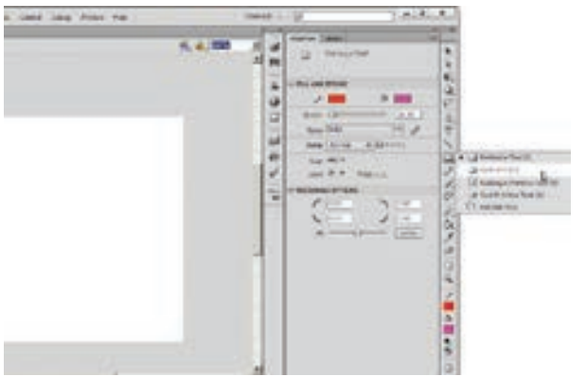

Figure 5.13 Oval Tool in the Tools Panel

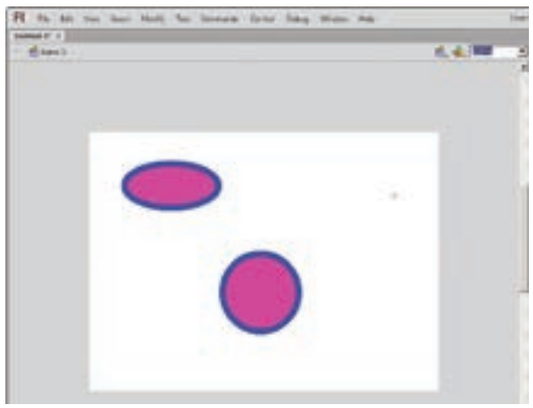

Figure 5.14 An Oval and A Circle

5.8.3 Rectangle Tool

This tool is used for drawing rectangles and squares.

To use the Rectangle Tool, follow these steps.

1. Click the Rectangle Tool(R) on the Tools panel.
2. From the Property Inspector panel, select the required settings for the rectangle.
3. Bring the mouse pointer onto the stage. Keeping the mouse button pressed, drag the mouse to draw the rectangle.
4. Release the mouse button when you get the rectangle of the desired size.

You can also draw a square using the Rectangle Tool by just pressing and holding the Shift key while dragging the mouse.

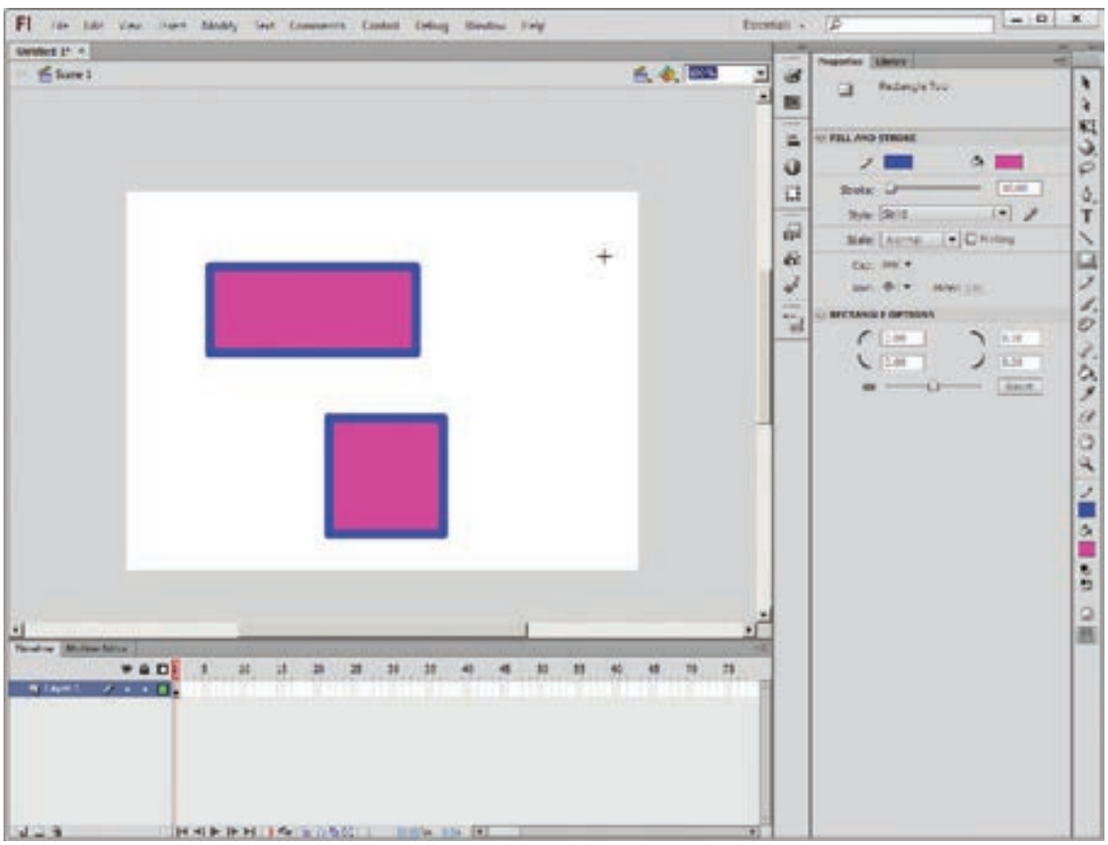

Figure 5.15 A Rectangle and a Square

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The Rectangle Tool can also be used to draw a rectangle with rounded corners. To draw a rectangle with rounded corners, follow these steps.

1. Click the Rectangle Tool(R) on the Tools panel.
2. Click Rectangle Corner Radius modifier in the Rectangle Options area.
3. Enter the value for Rectangle Corner radius between 0 and 999 and then click OK.
4. Bring the mouse pointer onto the stage. Keeping the mouse button pressed, drag the mouse to draw the rounded corner rectangle.
5. Release the mouse button when you get the desired rectangle with rounded corners.

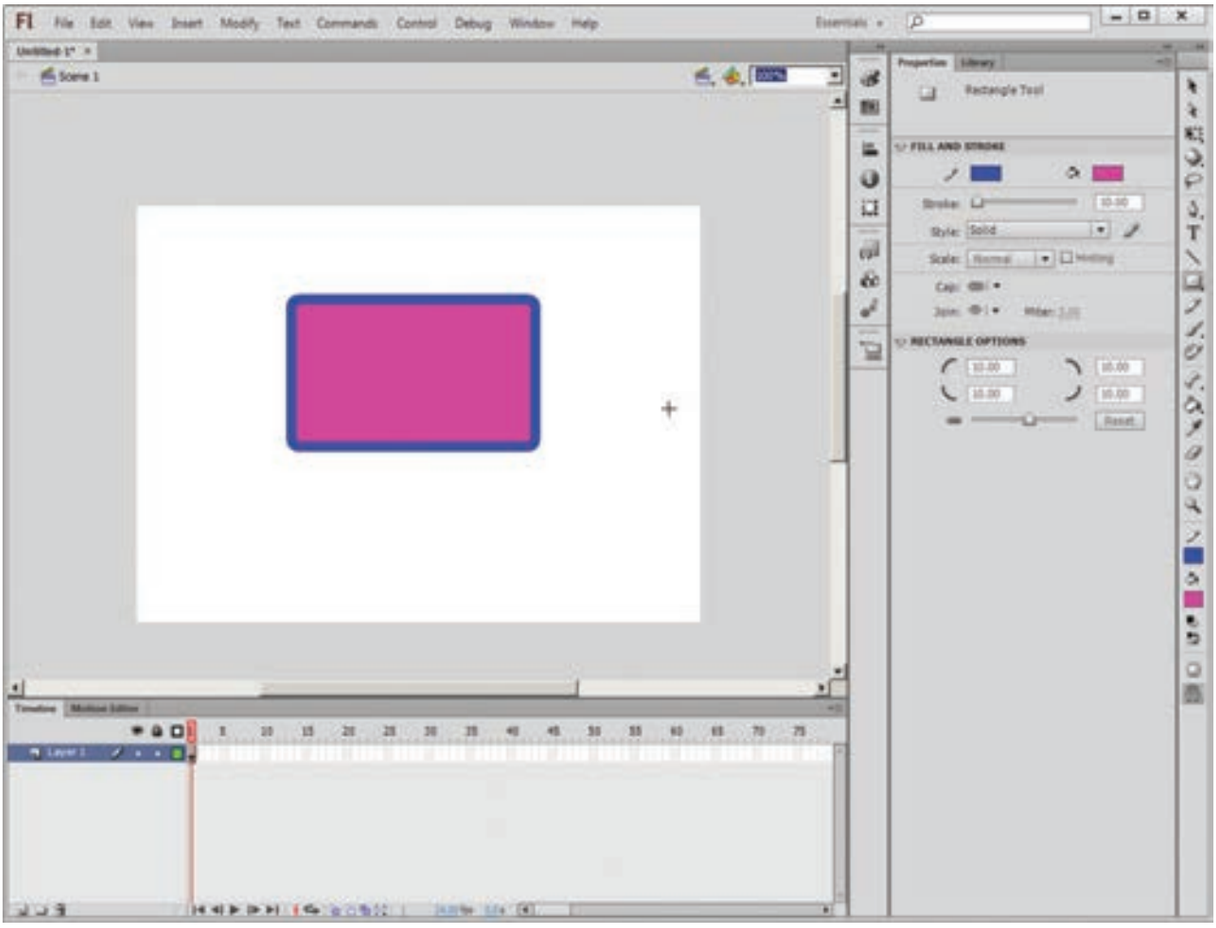

Figure 5.16 Rectangle with rounded corners

5.8.4 PolyStar Tool

This tool is used for drawing polygons and stars and hence, named PolyStar. The number of sides in a polygon or number of points in a star varies from 3 to 32. To use the PolyStar Tool, follow these steps.

1. Click the drop-down arrow in the Rectangle Tool button and then click PolyStar Tool from the submenu that appears.
2. From the Property Inspector panel, select the required settings of the shape.

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3. Click the Options button in the Property Inspector panel. The Tool Settings dialog box appears.

   a) Click polygon or star from Style drop-down list box.

   b) Enter the value between 3 and 32 to specify the number of sides of a polygon or points of a star.

   c) If star option is selected from the Style list box, then specify a value between 0 and 1 in the Star point size text box. The value 0 means that star will be created with maximum depth and value 1 means that star will be created with minimum depth.

   d) Click OK button.

4. Click on the stage and then drag to draw the desired shape.

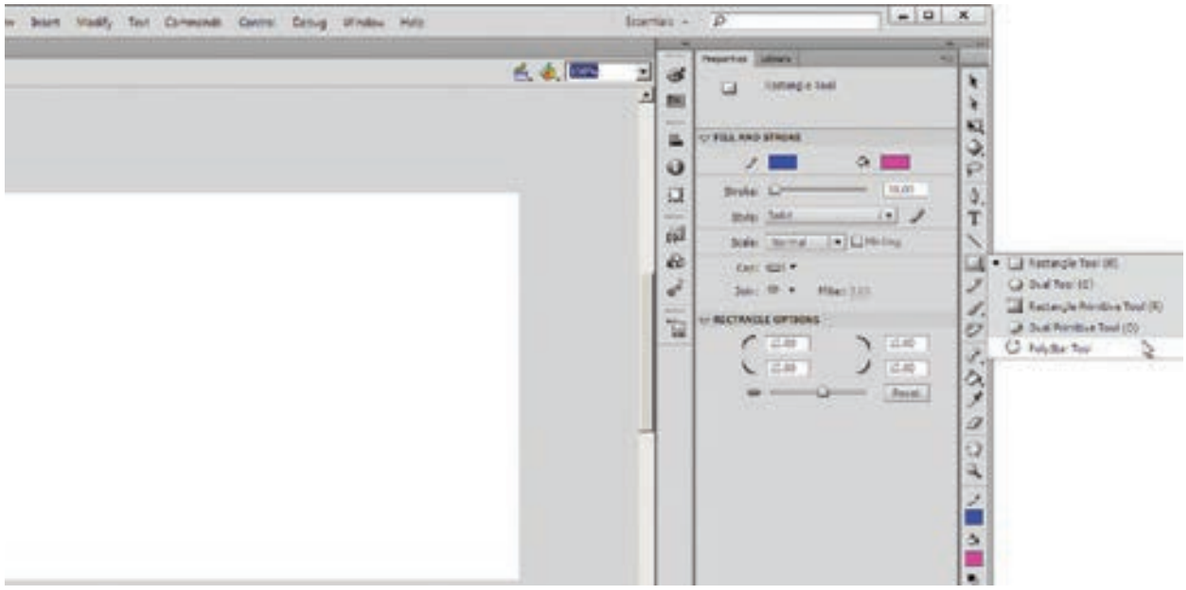

Figure 5.17 PolyStar Tool in the Tools panel

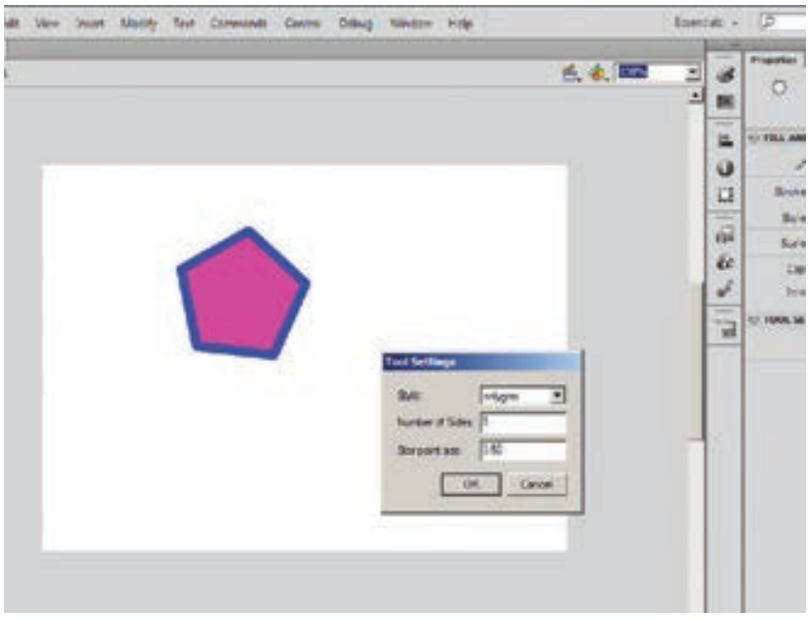

Figure 5.18 Polygon

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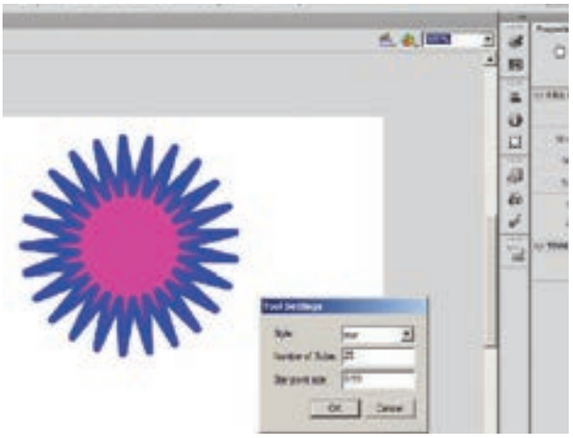

Figure 5.19 Star

5.9 Eraser Tool

This tool is used for removing or erasing areas or objects just like a normal eraser. When the Eraser Tool is selected, Eraser Mode modifier, Faucet modifier and Eraser Shape modifier icons appear in the Options area.

Eraser Mode modifier helps the user to select the required erasing mode. This icon includes five options which are as follows:

Erase Normal : This mode erases everything which is present on the stage.

Erase Fills : This mode erases only fills with lines remain unaffected.

Erase Lines : This mode erases only lines but the fills remain unaffected.

Erase Selected Fills : This mode erases only selected fills with lines and unselected fills remain unaffected.

Erase Inside : This mode erases only the fill on which you begin the eraser stroke with lines remain unaffected. If you start erasing from an empty point, nothing is erased.

Faucet modifier erases lines and fills in just one click, that is, you do not have to drag the eraser on the stage for removing objects. The Eraser Shape modifier helps you to choose a particular shape and size of the eraser.

The Eraser Tool can be used in various ways as discussed below.

To quickly erase everything present on the stage, just double-click the Eraser Tool on the toolbox.

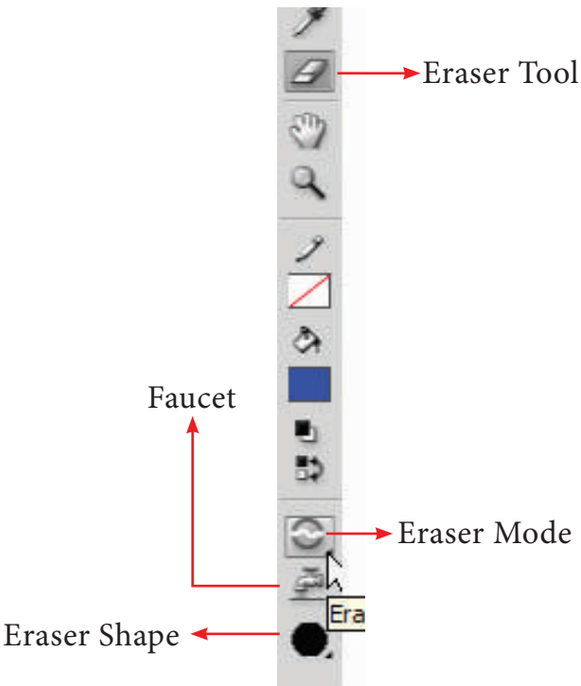

Figure 5.20 Eraser Tool in Tools Panel

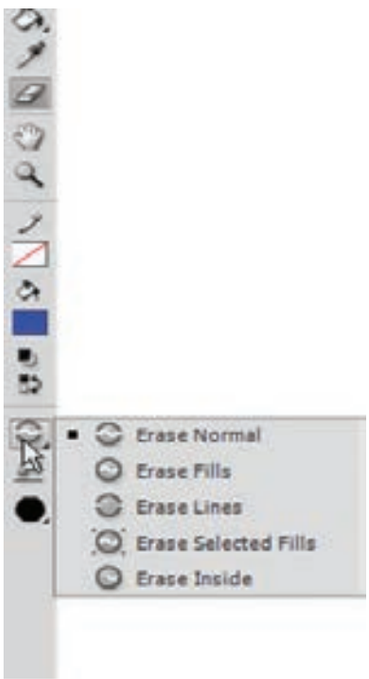

Figure 5.21 Eraser Mode modifier

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Figrue 5.22 Eraser Shape modifier

To erase filled areas or lines, follow these steps.

a) Click the Eraser Tool on the Tools panel.

b) Click Faucet modifier form the Options area.

c) Click the desired filled area or line which needs to be removed.

To erase by dragging, follow these steps.

a) Click the Eraser Tool on the Tools panel.

b) Click on the desired option from the Eraser Mode modifier and Eraser Shape modifier. A user must make sure that the Faucet modifier should not be selected.

c) Click and drag the mouse pointer on the area which needs to be removed.

5.10 Text Tool

This tool is used for inserting text on the stage. To use the Text Tool, follow these steps.

1. Click the Text Tool on the Tool Panel.
2. From the Property Inspector panel, select the desired font, font size, text colour, style, letter spacing, and alignment option for the text to be written in the text box.
3. For typing the text, perform any of these steps.

Click on the stage and start typing. This makes the text box to expand in accordance of the text written.

Draw a rectangular area by dragging the mouse pointer on the stage. This creates a fixed-size text box. Now, type the text in this text box. The text will automatically wrap according to the width of the text box.

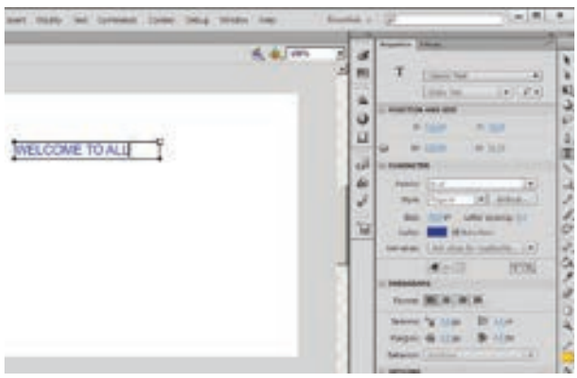

Figure 5.23 Using the Text Tool typing the text

5.11 Selecting Objects

Before you can edit any object on the Flash Stage, you need to select it. Flash offers many ways to select objects.

5.11.1 Selecting with the Selection tool

To select an object, click the Selection tool (the dark-colored arrow in the Tools panel) and click the object.

If the object doesn't have an outline and is just a fill, click the object with the Selection tool, and it's selected.

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Figure 5.24 Object without outline

If the object has an outline and a fill, click on the fill to select only the fill. The outline remains deselected. To select both the fill and the outline, double-click on the fill.

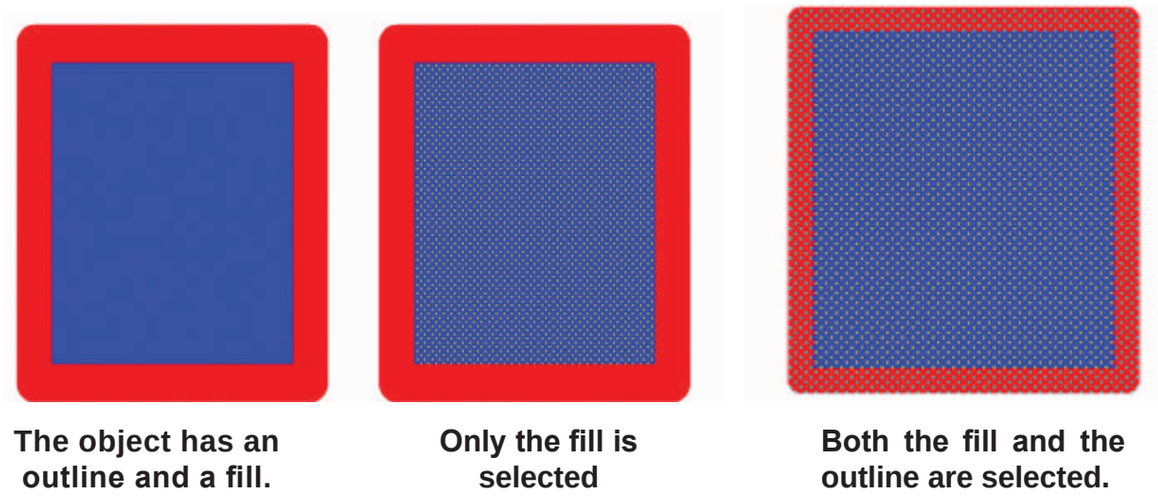

Figure 5 . 25 Object with outline

To select the entire object, you can use the Selection tool to create a selection box. Click at one corner and drag to an opposite corner, making sure that the bounding box completely encloses the object or objects that you want to select.

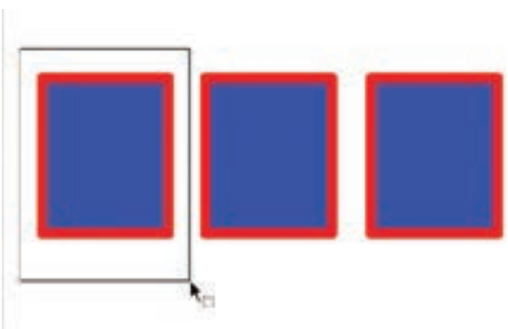

Figure 5.26 Selection box for one object

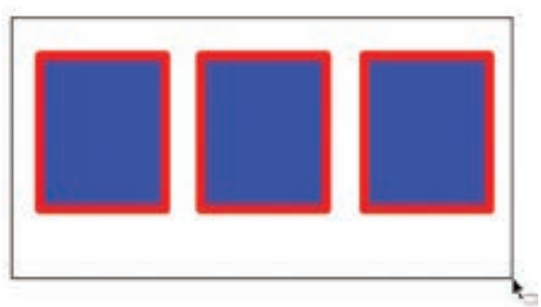

Figure 5.27 Selection box for entire objects

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To select just an outline, click the outline with the Selection tool.

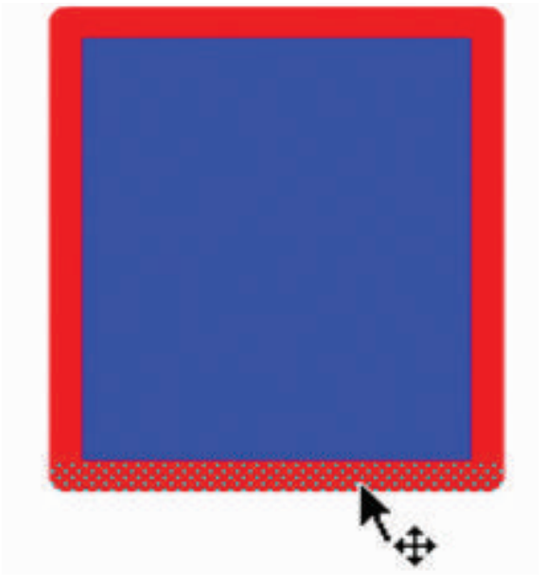

Figure 5.28 Selecting just an outline

If the outline is made up of several objects, double-click it to select the entire outline.

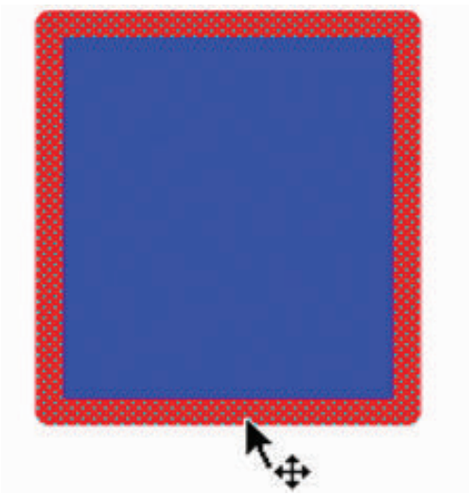

Figure 5.29

To select several unconnected objects, select one object, then press and hold the **Shift** key, and select additional objects. When you press **Shift** key, you can add to already selected objects and select as many objects as you want.

To deselect all selected objects, click any blank area. If you selected several objects and want to deselect one object, press **Shift** and click that object.

5.11.2 Selecting with Lasso tool

(1) Freehand selection

The Lasso tool is used for selecting objects by drawing a freehand selection area. To use the Lasso Tool follow these steps.

1. Click the Lass Tool on the Tools panel.
2. To lasso freehand, make sure that the Polygon Mode modifier (in the Options section of the Tools panel) is not selected.
3. Click anywhere on the Stage and drag around the objects that you want to select. Flash creates a selection area while you drag. Release the mouse button close to where you started it to close the lasso's loop.

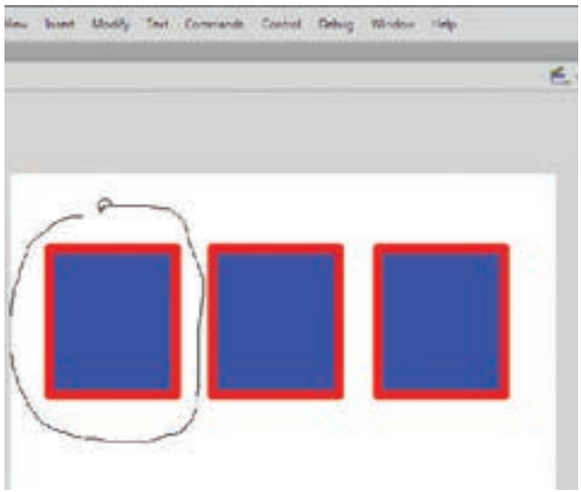

Figure 5.30 Freehand selection

(2) Point-to-point selection

The Lasso Tool can also be used to create point-to-point selection of objects. To create such selection, follow these steps.

1. Click the Lasso Tool on the toolbox.
2. Click the Polygon Mode modifier from the Options area.
3. Click on the stage at a point from where you want to start the selection.

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4. Continue click on the stage to form the outline around the objects that are to be selected.
5. Double-click to close the selection.

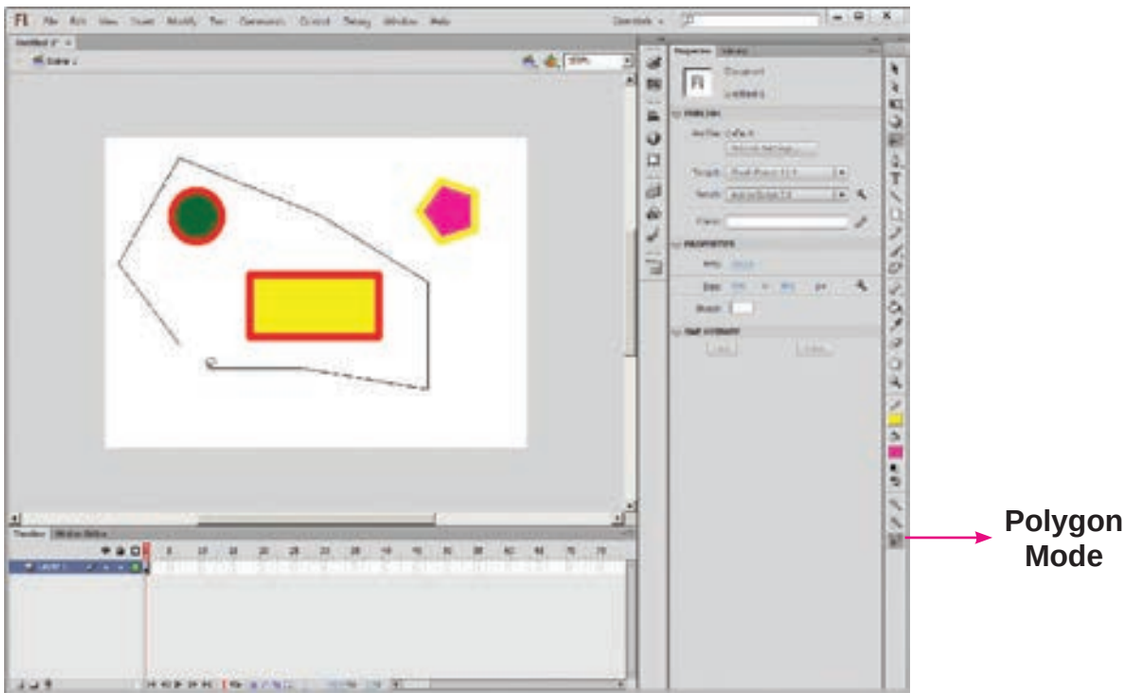

Figure 5.31 Point-to-point Selection

5.12 Zoom Tool

This tool is used to zoom in (enlarge) and zoom out (reduce) the display size of any area of the stage. Thus, zoom Tool changes the magnification level of the object. Click on the Enlarge or Reduce modifiers present in the Options area to zoom in or zoom out the object respectively.

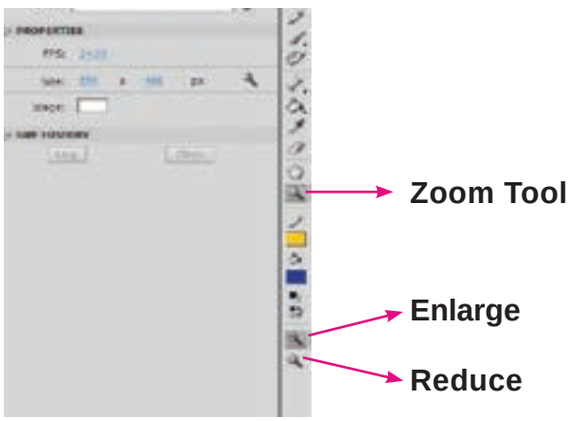

Figure 5.32 Zoom Tool in the Tools Panel

5.13 Hand Tool

When the stage is magnified, you may not be able to view the entire stage at once. The Hand Tool allows you to move the stage so that you can view the objects without changing the magnification level. It allows you to have a closer look at a particular portion of the object on the stage.

To use Hand Tool, follow these steps.

1. Click the Hand Tool on the Tools panel.
2. Click and drag the stage to the desired location. Note that the Hand Tool only moves stage and not the objects.
3. Release the mouse button.

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5.14 Creating Flash Animation

Frame –by-Frame Animation

Follow the steps to create a frame-by-frame animation sample:

1. Select the Text Tool and type the text or slogan, for example 'Save Trees – Save Earth'.

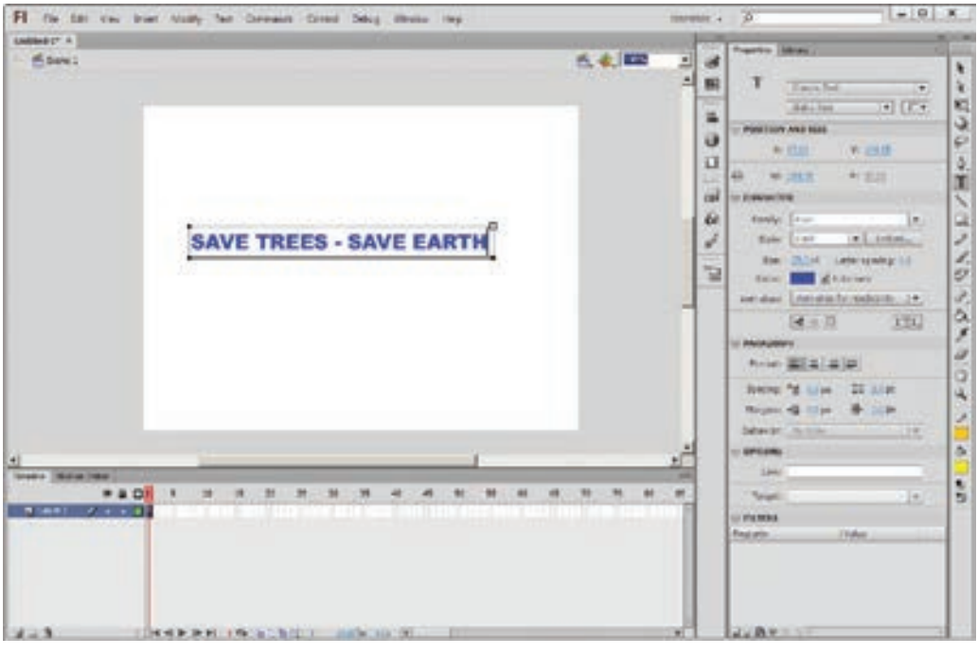

Figure 5.33 Using the text tool typing the text

2. Select the text and convert it to a symbol by choosing Modify > Convert to Symbol (or) pressing F8 function key. The Convert to Symbol dialog box appears. Type the name for the symbol, for example Save Trees and press OK button. The text is saved as a symbol.

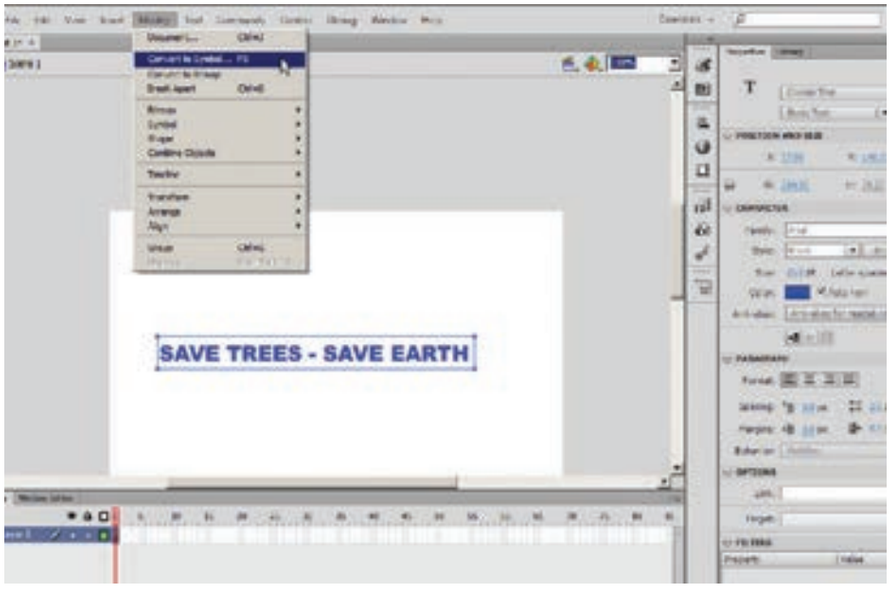

Figure 5.34 Convert to symbol option in the Modify Menu

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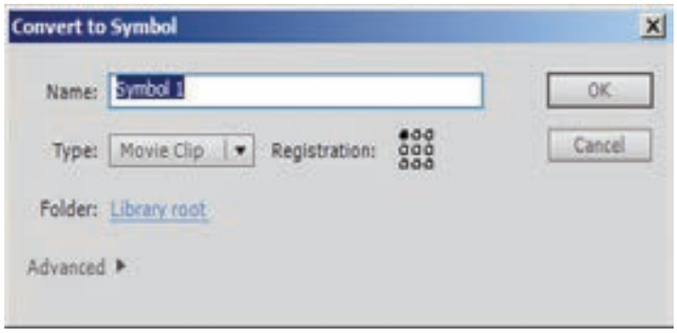

Figure 5.35 Convert to symbol dialog box

3. The new symbol appears in the Library panel. If the Library panel is not open, select **Window > Library**.
4. Click Frame 15 of Layer 1 in the Timeline.

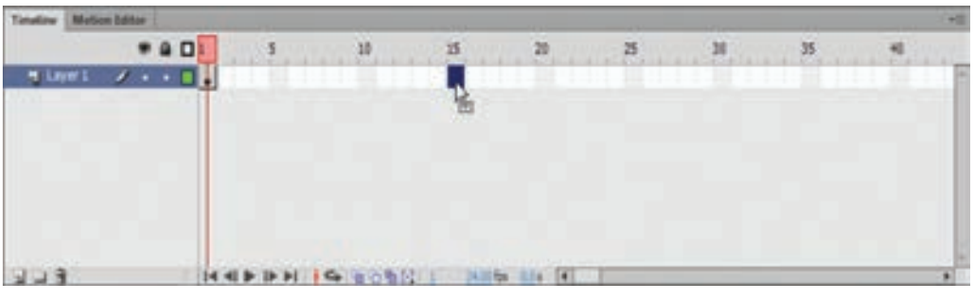

Figure 5.36 Selecting Frame 15 of Layer 1 in the Timeline

5. Select **Insert > Timeline > Frame**.

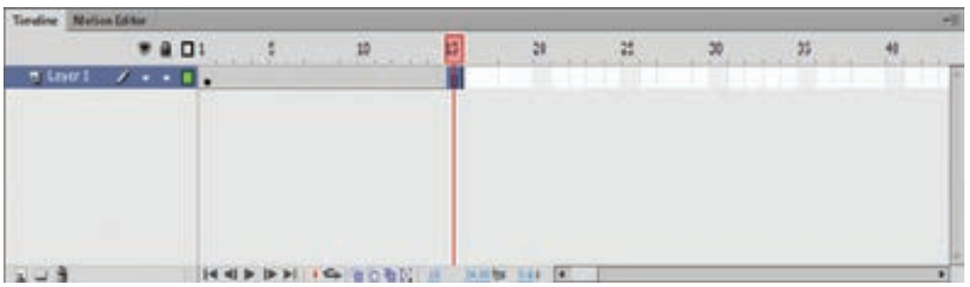

Figure 5.37 Frames inserted in the Timeline

6. With Frame 15 still selected, select **Insert > Timeline > Keyframe**. A keyframe is added in Frame 15. A keyframe is a frame where some property of an object is explicitly changed. In this new keyframe, you will change the the colour of the text symbol by selecting the colour drop-down list in the Color tab.

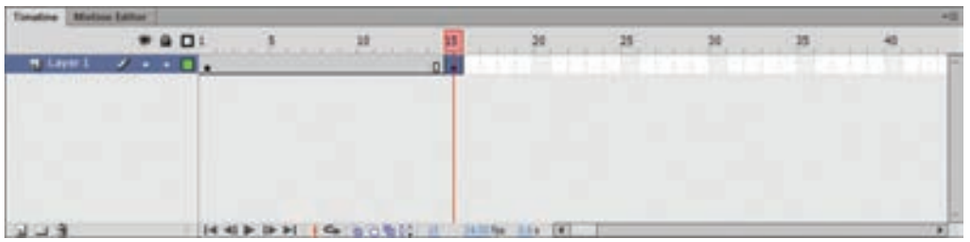

Figure 5.38 Inserting a keyframe in Frame 15

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7. Similarly, add four or five more keyframes and changes the colour of text in each keyframe.

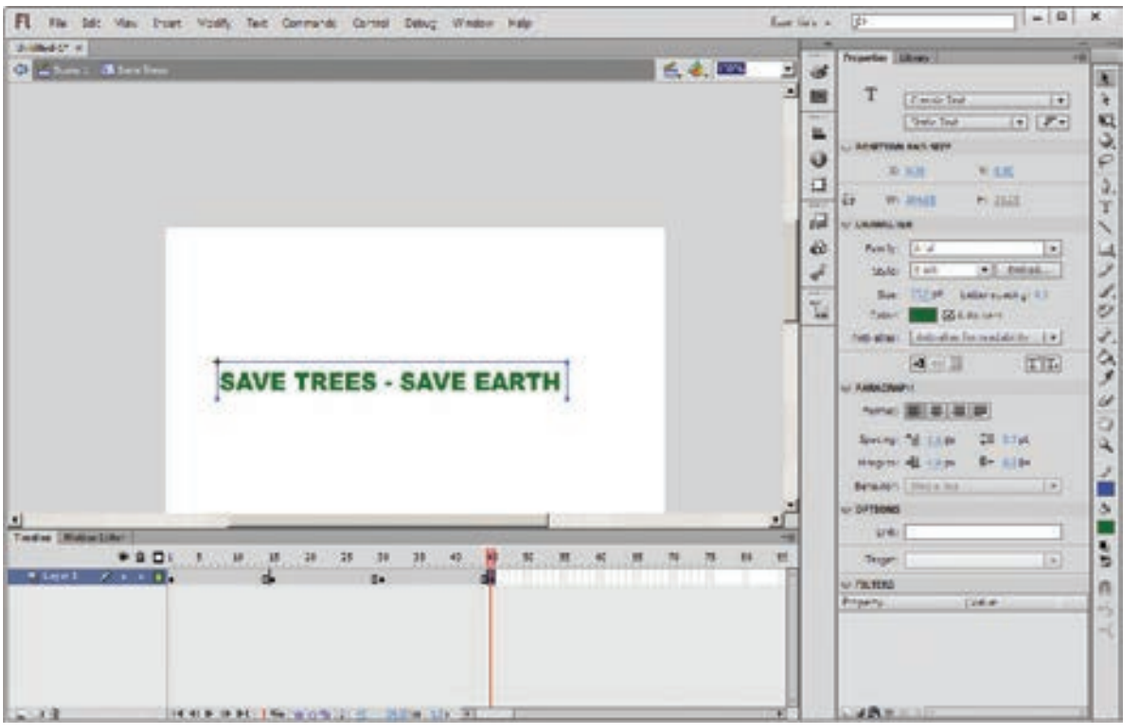

Figure 5.39 Inserting a keyframe in Frame 30, 45

8. Place the playhead on the Frame1 and select **Control > Test Movie > in Flash Professional** to play the movie or animation.

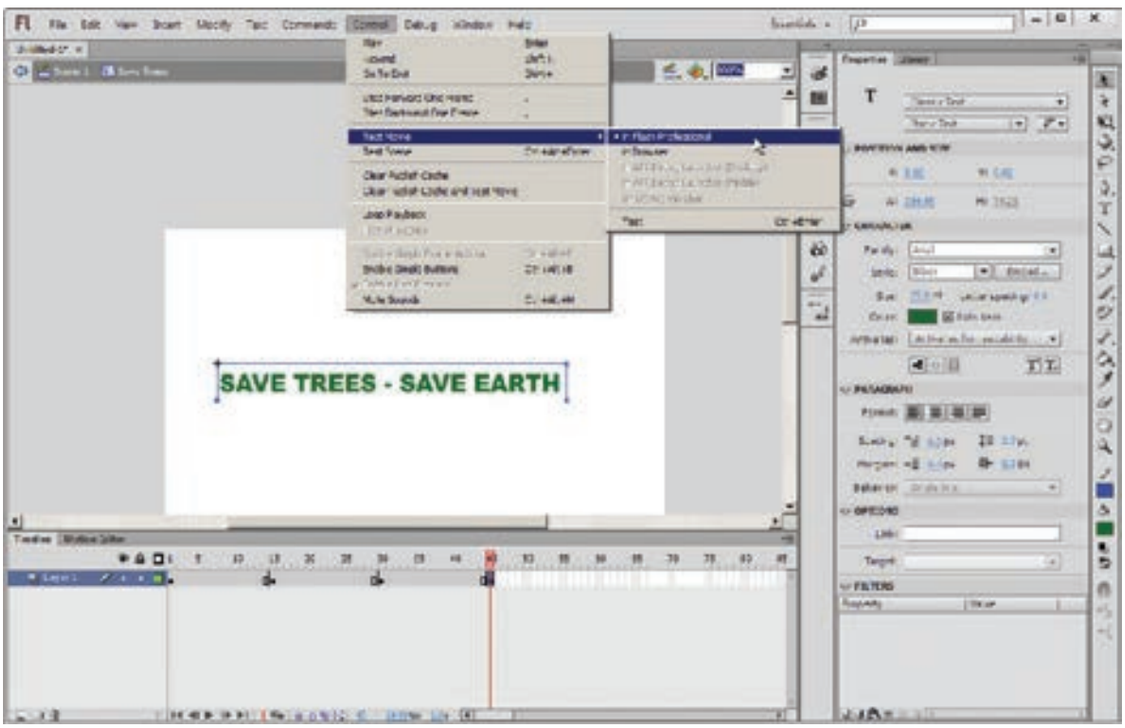

Figure 5.40 Choosing Test Movie

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Figure 5.41 The Test Movie Window

9. Close the Test Movie window.

POINTSTOREMEMBER

- Adobe Flash Professional CS6 is a software used to create animations. It contains tools that can be used to draw basic objects and to create scenes. It is developed by Adobe systems.
- The white rectangle area in the middle of your workspace is called the **Stage**.
- The timeline is one of the most important components of Flash. It is located below the Stage. It is used to specify of each element's appearance and animation.
- The Property Inspector appears on the right side of your Flash workspace by default. It is grouped with the Library panel.
- With Flash, you can integrate text, images, video, and sound to your projects, and create animations and application interfaces. Any content you generate with Flash is called an application.

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EVALUATION

Part - I

Choose the correct answer

1. What can you create with the Adobe Flash program?
   a) Animations
   b) Web applications
   c) Games
   d) All of the above
2. The _____ is the large white rectangle in the center of Flash's workspace?
   a) Stage b) Timeline
   c) Screen d) Properties
3. How to create a new Flash document?
   a) Choose Insert>New
   b) Press Ctrl+W
   c) Choose File>New
   d) Press Ctrl+D
4. The default stage color is white but it can be changed by choosing, selecting different color on the Document Properties dialog box?
   a) Modify>Document Properties
   b) Modify>Document
   c) Edit>Document
   d) Edit>Document Properties
5. Flash files are also called
   (a) Flash Guides
   (b) Flash Movies
   (c) Flash Rulers
   (d) Flash Timeline
6. You can create attractive looking advertising banners with
   (a) Access
   (b) Word
   (c) Flash
   (d) Excel
7. The default file name extension for Flash file is
   (a) .shw (b) .doc
   (c) .xls (d) .fla
8. Any content you generate with Flash is called
   (a) A graphic
   (b) An interface
   (c) An animation
   (d) An application
9. The tool used to draw brush-like strokes as is you were painting is known as
   (a) Brush Tool
   (b) Lasso Tool
   (c) Text Tool
   (d) Zoom Tool
10. Which of the following tools is not part of the other shape tools grouped together in the Tools panel?
    (a) Rectangle Tool
    (b) Oval Tool
    (c) Line Tool
    (d) PolyStar Tool

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11. How to draw a perfect circle using the Oval Tool?

(a) Press and hold down the Ctrl key.

(b) Press and hold down the Alt key.

(c) Press and hold down the P key.

(d) Press and hold down the Shift key.

12. Which tool magnifies a particular area of a drawing?

(a) The Free Transform Tool

(b) The Rectangle tool

(c) The Zoom tool

(d) The Selection tool

II Fill in the blanks.

1. ..... tool is used to create straight line on the stage.
2. A circle can be drawn using the Oval Tool by pressing and holding the ..... key.
3. You can also draw a square using the ..... Tool.
4. ..... Tool used for erasing objects just like a normal eraser.
5. File created in Flash automatically gets the ..... extension.

Part - II

Answer the following questions (2 Marks)

1. What is Flash?
2. Write steps to start Adobe Professional Flash CS 6?
3. What is the purpose of Timeline?

Part - III

Answer the following questions (3 Marks)

1. Name tools used to do the following:

   (a). Draw lines

   (b). Draw free hand drawing

   (c.) Erase what we have drawn
2. Differentiate between Zoom Tool and Hand Tool.

Part - IV

Answer the following questions (5 Marks)

1. Explain the components used in Flash Window.
2. Describe some of the tools displayed in Tools Panel.

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