

Flash

In this chapter, you will learn about :

- Introduce the flash software
- Creating animation
- Know to create animation in flash

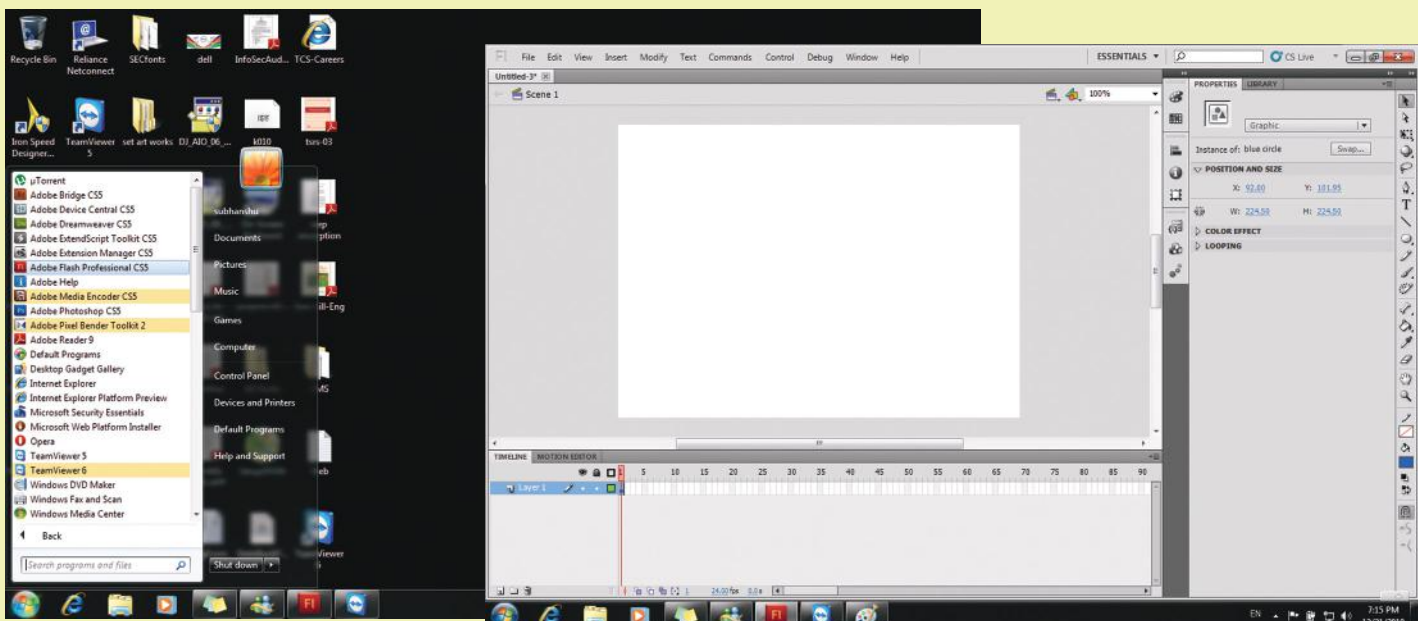
You have already learnt how to create websites using HTML. Using various HTML tags you have learnt about adding text, image its to your page but, you would have noticed while surfing many of the websites that they contain animated text, graphics, buttons etc., which sometimes playing automatically and sometimes animate with the click of a button. How these are created? Flash is the answer to this question. Flash is a software that helps you to create animations for your web pages. It also allows you to create movies with sound effects. So let us study, how to use this effective tool for making the web pages more interactive.

HOW TO START FLASH?

To start Macromedia flash, follow these steps :

- Step 1 :** Click on Start button.
- Step 2 :** Points the Programs option.
- Step 3 :** Move on the Macromedia.
- Step 4 :** Click Macromedia flash in the sub menu.

The flash Window will appear on the screen with the following components :



COMPONENTS OF FLASH

Stage

It is the work area which allows you to create drawings or movies. You can also play your animations or movies on it.

Tool box

With the various drawing tools, Window can be used to create graphics, buttons or artwork for your movie.

Panels

Different panels allows you to change the properties of various objects like the text properties, fill colour properties etc.

Timeline

Timeline consists of frames and layers which are used to create animation.

Layer Window

Allows you to work with the different layers used to create an animation. Layers are in fact the kind of transparent sheets placed one above the other. You can create the different objects of your animation on different layers which will look like a single artwork, but while editing any object, your other objects on the other layers will not be affected.

Symbols

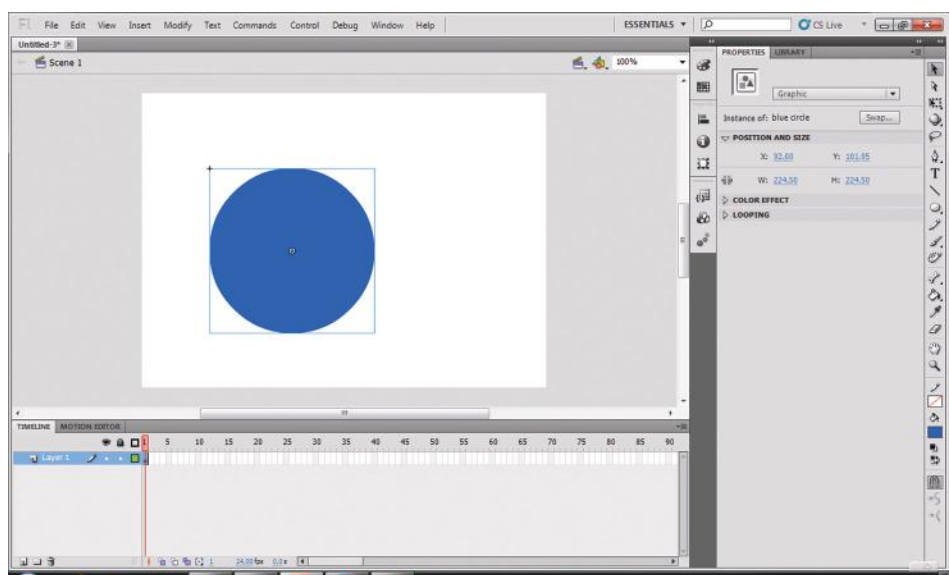
Symbols are the reusable elements, stored in the library such that they can be added to the movie when needed. Symbols can be graphics, button or movie clips. These are very useful elements as in case you want to have more than one copy of the same objects, you need not to recreate the same again but you can add as many copies of the symbol from the library.

Creating Symbols

To create a movie clip, button or graphic symbols do the following :

Step 1 : Draw and colour any object on the stage.

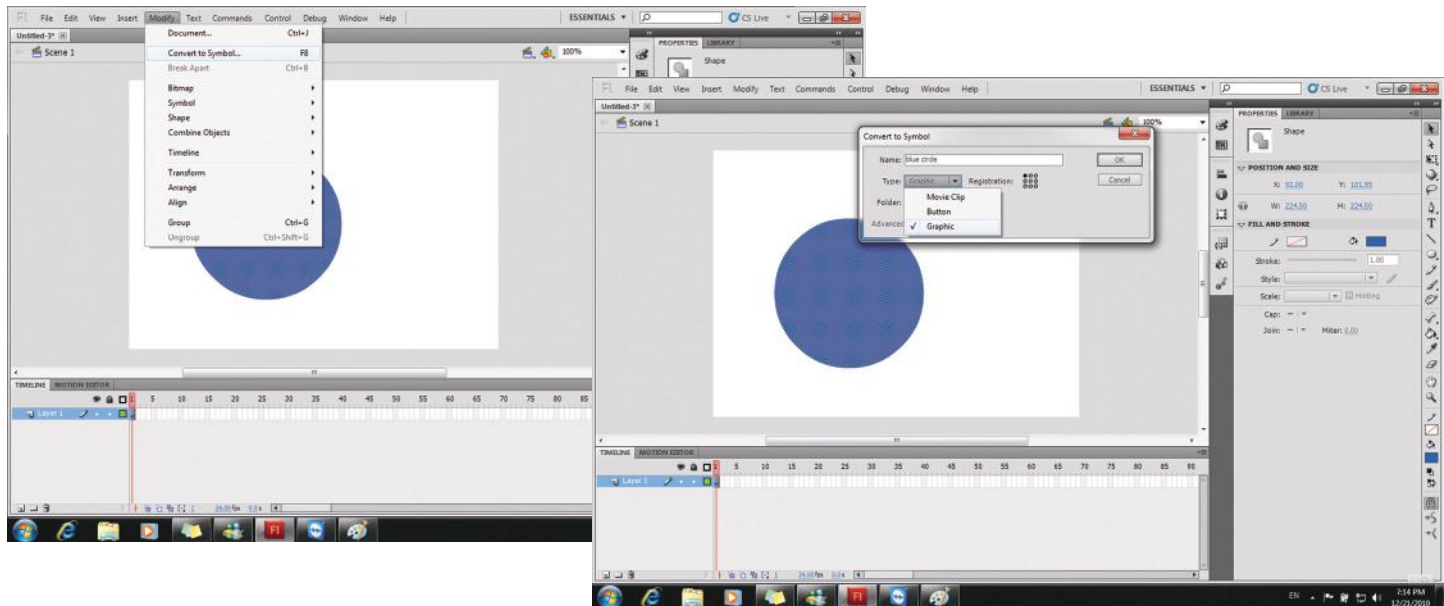
Step 2 : Now, click the pointer tool in the tools window and drag it around the object to select the drawing.



Step 3 : Select the option in the Modify menu. The Convert to Symbol, dialog box is displayed.

Step 4 : Give a suitable name to the symbol and click Graphic.

Step 5 : Click OK button. The symbol is created.



CREATING ANIMATION IN FLASH

Flash is used mainly to create animations for the web page. Animation is nothing else but a collection of still images. These images are displayed so quickly in sequence that they give you the illusion of motion. Each image in flash is called a frame. These frames are represented as the small rectangular cells in the timeline. Flash animations can be created in two ways :

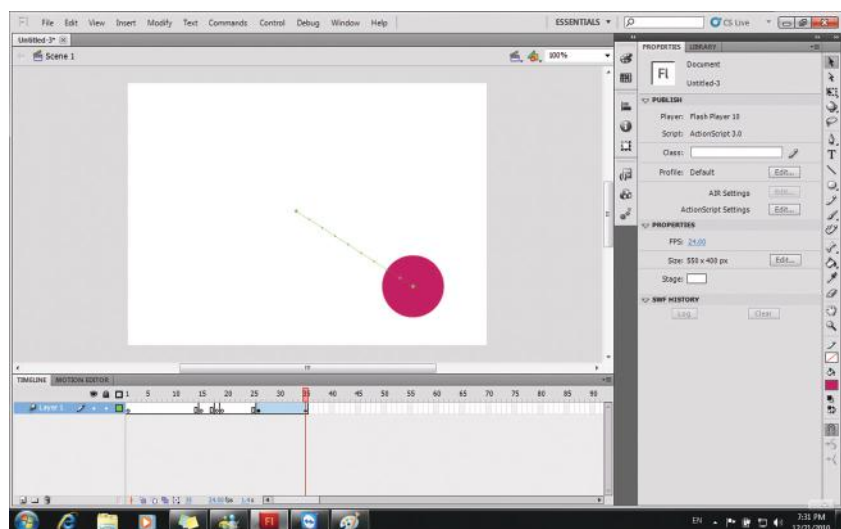
1. Frame by frame animation
2. Tweened animation

Creating animation using frame by frame method

To create animation using frame by frame method :

Step 1 : Create the object on the stage to be animated the timeline just to the right of layer 1 shows the first key frame dot.

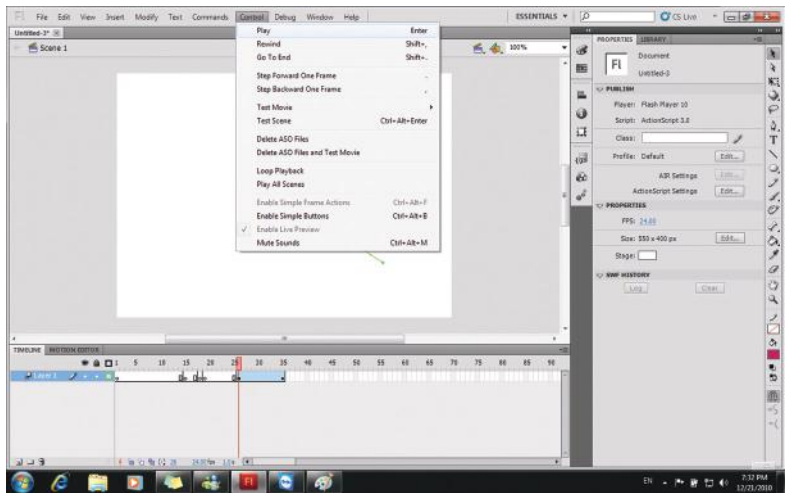
Step 2 : Insert a new key frame. Click key frame option in the submenu of Timeline option in Insert menu or press F6. A new key frame will appear in the timeline with a copy of object.





Step 3 : Now, select the second key frame by clicking on it and move the object slightly to change its position.

Step 4 : Continue to insert one frame at a time, and every time by selecting that frame change the position of the object. Make it sure while moving the object that the new frame is selected.



Step 5 : The animation can be played by clicking play option in the control menu.

Step 6 : To see how it will be viewed on the web page, click test movie option in the control menu.

Points to Remember

- Flash is an effective tool used to create animations for the web pages.
- Symbols are the reusable elements like graphics button as movie stored in the library, that can be added to the movie for as many number of times as needed.
- Animation is a sequential collection of still images where each image is known as a frame.
- Flash is used mainly to create animations for web pages.



A. Tick (✓) the correct option :

- Which is the reusable elements?

(a) Symbols	<input type="checkbox"/>	(b) Icons	<input type="checkbox"/>	(c) Both (a) & (b)	<input type="checkbox"/>
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- Flash is used mainly to create animations for _____.

(a) Web sites	<input type="checkbox"/>	(b) Programs	<input type="checkbox"/>	(c) Presentation	<input type="checkbox"/>
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- _____ is not a component of Flash window.

(a) Stage	<input type="checkbox"/>	(b) Timeline	<input type="checkbox"/>	(c) Symbol	<input type="checkbox"/>
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- _____ is used to create drawings or movies.

(a) Toolbox	<input type="checkbox"/>	(b) Stage	<input type="checkbox"/>	(c) Panel	<input type="checkbox"/>
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- _____ is collection of still images.

(a) Symbols	<input type="checkbox"/>	(b) Icon	<input type="checkbox"/>	(c) Animation	<input type="checkbox"/>
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- What is each image called in Flash?

(a) Layer	<input type="checkbox"/>	(b) frames	<input type="checkbox"/>	(c) symbols	<input type="checkbox"/>
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B. Fill in the blanks :

- _____ is the work area in the flash window where the drawing and animations are created.
- Flash application is used to create _____ for the web.
- Timeline consists of _____ and _____ which are used to create animation.
- Different _____ allows you to change the properties of various objects.
- _____ are reusable elements, stored in the library.

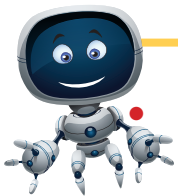
C. Write (T) for true and (F) for false :

- Flash is used to add dynamic effects to the web page.
- All the symbols are stored in library.
- Animation is a sequential collection of still image.
- Frame by frame method is used for creating animation.
- Stage is the word area which allows you to create drawings or movies.

D. Answer the following questions :

- What is flash? How does it help to create web page?
- Define symbols. How you can create symbols in flash?
- What is the use of timeline in flash window?
- Write the steps to add text to the movie.
- How to create animation in flash?

ACTIVITY



• Make a picture of any cartoon with the help of drawing tool.

