

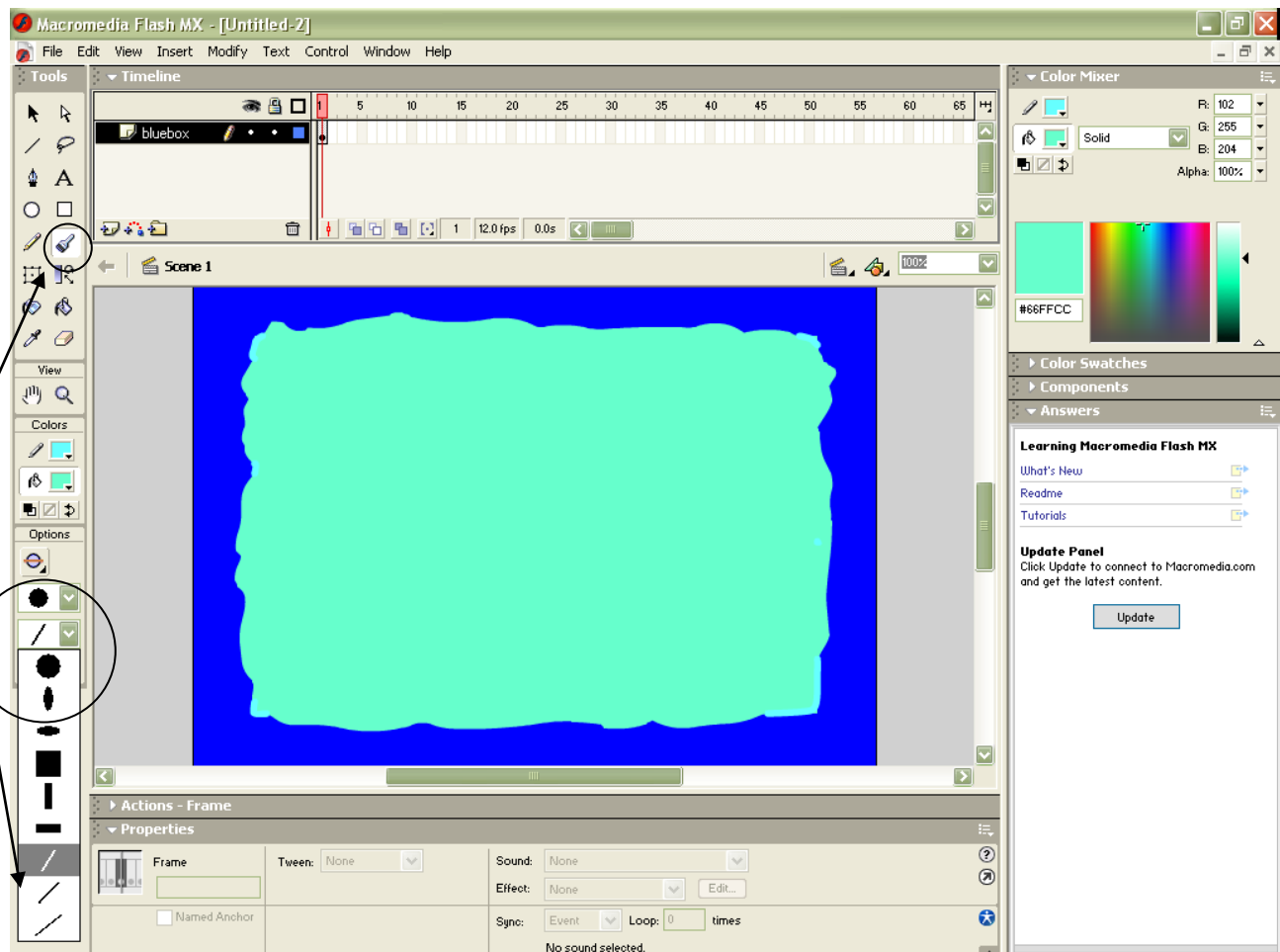
Multimedia with Flash MX: The FUN Stuff

In this session, we will create an electronic greeting card with several scenes. We will use a variety of more “advanced” Flash techniques. It is possible that we will not be able to complete all scenes in the duration of this seminar, but hopefully you will obtain the knowledge to use this activity completely in your class when you have more time to illustrate concepts. (NOTE: For all trace bitmaps, the settings used were 60, 5, and normal)

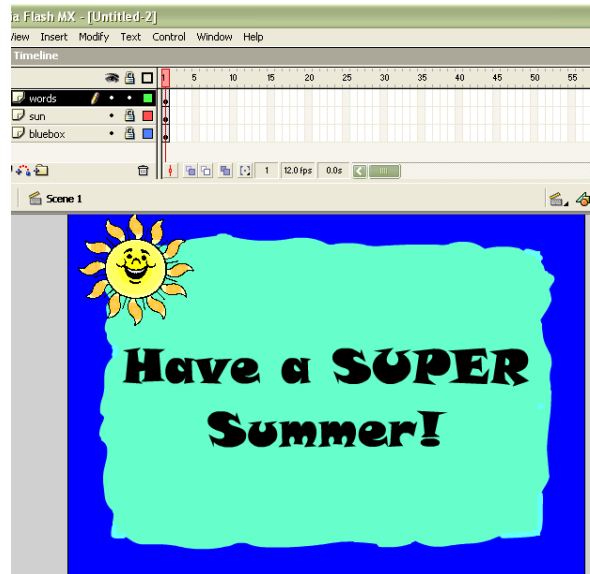
We will first create our various scenes. Click Window, Scene. You will have one scene already there (Scene 1). Click the + sign in the bottom right corner until you have six scenes. Double click the Scene # and rename scenes as follows: Intro, Beach, BBQ, Fishing, Play, End. Next, we will begin working on the first scene.

Scene 1--Intro:

1. Most of our scenes will be outdoors. So, change the background color of the stage to blue (HINT: Use Property Inspector).
2. Rename layer 1 to bluebox. On this layer, we are going to make an artistic rectangle. Draw a light blue rectangle (same color for stroke and fill!). Then, use a paintbrush with a slanted brush tip and make the rectangle edges irregular. This doesn't have to be perfect.. think art! Lock the layer when finished.



3. Create a layer called sun. Import happysun.gif into your library (F11). Drag the animated sun into the top corner of the blue box (overlapped with the background). Lock when finished.
4. Create a layer called words. Create a textbox in the middle of the screen using a black font (I used Snap ITC, size 51). Be sure to center align the text. (Align panel)
5. Click the text box with the black arrow and break apart the text box (separating the letters). HINT: Control+B or Modify, Break Apart
6. Use the black arrow to select the word SUPER (it will put blue boxes around the letters). CUT these letters. Lock the words layer.
7. Create a layer called super. Paste in Place the word SUPER. Then, convert the word to a graphic symbol (Insert, Convert to Symbol or F8) and call it SUPER WORDS.
8. Since SUPER is now a symbol, we are going to do some motion tweening with it. ONLY SYMBOLS can motion tween! On the super layer, insert a keyframe in frame 7, 12, and 18.
9. Insert FRAME (not keyframe) on every layer in frame 30.
10. In frame 12 on the super layer, click on the word SUPER and use the free transform tool to make it taller and fatter. Click with the black arrow and use the property inspector (color) to change the tint of the word to an orangey color.
11. Insert a motion tween between frame 7-12 and between 12-18 (HINT: right click in the space on the timeline and go to Create Motion Tween).
12. Test your movie or scrub to see the effect. The word should “beat” like a heart!
13. **BONUS:** Click on the timeline in the area of the second tween and add a rotation using the property inspector—under Rotate, choose CW.



Scene 2--Beach:

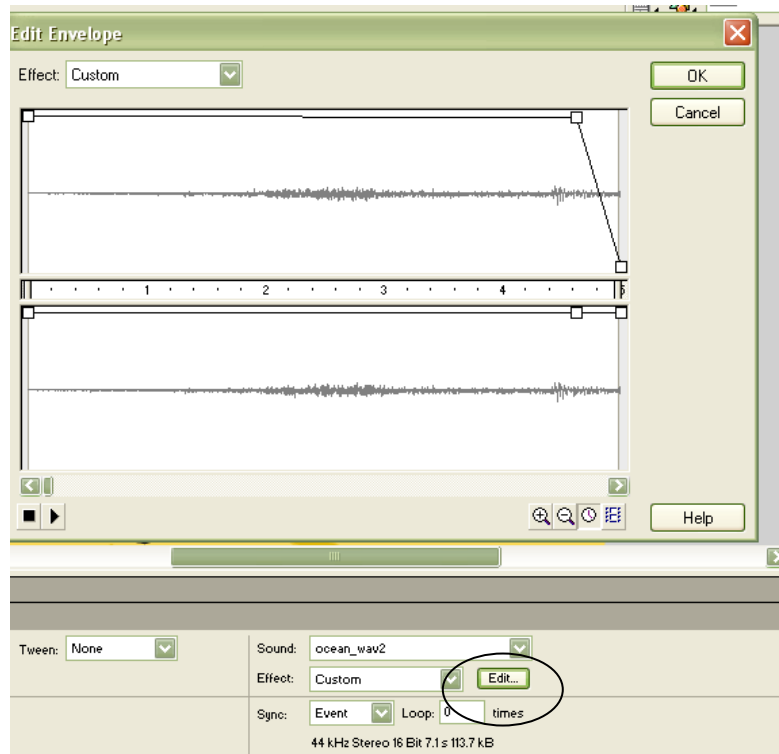
1. Import the bitmap beach.gif to the library. Drag the bitmap on layer 1. Use the trace bitmap feature (Modify, Trace Bitmap) so we can match the color and draw some more sand. Rename layer 1 to be beach.
2. On the beach layer, use the eyedropper to match the sand color and then use the paintbrush to draw sand across the stage in the bottom third of the window. Continue using the eyedropper and paintbrush to match colors and modify to your liking. You may wish to get rid of the footprints. Lock the layer when finished.



3. Next we will create water. In order to create a scrolling graphic:
 - a. Create a new layer called water above the beach layer (we will move this layer later). Draw water using a light blue/green starting with a rectangle (no stroke) to make sure you reach from end to end of the stage, then use the paintbrush to make upstrokes (waves). Be sure to extend above the top of the beach so that the waves will appear when we move the layer!
 - b. Double click to select the water and then copy the water.
 - c. Paste and line up the water to the LEFT of the water, off the stage. (An x value of -550 should line it up properly, but line up the bottom with the bottom of the other water's rectangle).
 - d. Click off the water layer and then back on the layer to select both "waters."
 - e. In the editing mode, we have to convert the "still" water to a graphic. So, with it all selected, convert to a graphic symbol (F8). Call it still water. This step is required so that we can use a motion tween (symbols are required!).
 - f. Now, convert still water to a movie clip symbol (F8). Call it moving water; then double click it so we can edit the water.
 - g. In the editing mode, insert a keyframe at 30. In keyframe 30, select the water and move it so the right hand side is off the stage on the right (the x value will be around 0).
 - h. Insert a motion tween between frames 1-30. Then, so the water runs smoothly, insert a keyframe in 29 and then REMOVE frame 30 (right click, remove frame).
 - i. Return to the scene by clicking Beach up near the timeline.
 - j. Move the water layer under the beach layer so that this looks right (click and drag it). You might wish to Publish Preview in HTML to see the full effect. Insert frames on all layers in 52. Lock the layer when you are happy with it.
4. Insert another layer and move it under the water layer so that it will be on the bottom. Call it sailboat.
5. Import sailboat.gif into the library. Drag sailboat out onto the stage in the "sky" part so you can see it entirely.
6. Trace bitmap so we can edit the boat (Modify, Trace Bitmap). Click off the boat and then click on it to edit as you wish (use paint bucket to change colors, eraser to edit, etc.). Be sure to change the water colors to match.
7. Click off the sailboat layer and then back on to select the boat, then convert to a graphic symbol (F8) called my sailboat.
8. Drag the boat to the left off the stage in frame 1. Then, insert keyframe in frame 10 and move the boat across the stage, using free transform to rotate it a little bit. Continue this process (frames 10, 20, 30, 42, 52). Be sure your boat stays in the water. In frame 52 the boat should be off the stage.
9. Insert motion tweens between each keyframe. Test and modify as desired to achieve the effect of a boat going across the ocean.



10. **Sound Effect:** In order to add an ocean sound effect to this scene, lock the sailboat layer and create a new layer called sound. Import ocean_wav2 to the library and then click and drag the sound onto the stage. This sound is longer than the 5 seconds of the scene, so we will edit the sound to be only 5 seconds long. Click in frame 1 of the sound layer; in the property inspector, click Edit.
11. Zoom out 3 times. Drag the slider that ends at around 7 seconds back to the 5 second mark to cut off the sound. Set Effect to Fade Out.
12. Insert frames on all layers in 62. Click OK when done.
13. Test your movie; hopefully, the ocean sound will stop at the end of that scene.



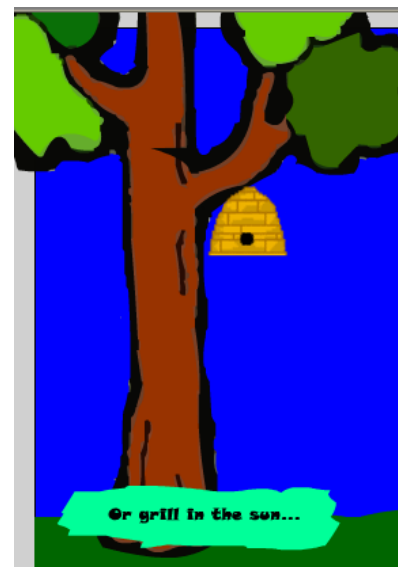
OPTIONAL: To create the impact of a greeting card, you might wish to add a text box to the screen in the corner that says—Have fun at the beach... (on a new layer, I used the paintbrush to make an irregular box much like in the first scene, and on top of that box I used the text box to type the words—size 20)

Scene 3--BBQ:

1. Import the following bitmaps to the library for this activity: grill and tree1.
2. Rename the first layer to grass. Then, use the paintbrush and draw some ground/grass. Lock the layer.
3. We're going to create a nice glowing sun using some special effects. Create a new movie clip symbol and call it glowing sun.
4. In editing mode, draw an orange circle (no stroke).
5. Insert a keyframe in 10 and 20.
6. In frame 10, double click to edit the circle as follows: click Modify, Shape, Soften Fill Edges. Set to 30 and 4 (expand).
7. Insert a shape tween using the property inspector between 1-10 and 10-20.
8. Return to the BBQ scene. Create a new layer called sun and pull the glowing sun out of the library and on to the stage. Use the free transform to resize as you see fit. Put it in the upper right corner. Lock the layer.
9. Insert a new layer called tree. Pull the tree1 bitmap from the library onto the stage and trace bitmap. Touch up as



- needed. Use free transform to size up. Place it to the left of the stage.. it should be very big, with just the top branch being visible at the top of the stage. Lock the layer.
10. Insert a new layer called man. Pull the grill bitmap from the library onto the stage.
 11. Keep it large, trace bitmap, and touch up.
 12. Create two more layers: smoke and burger
 13. Now we are going to cut and paste the smoke from the man layer to the smoke layer, so use the freehand selection tool (lasso) to select it, right click and cut, then go to the smoke layer and right click and paste in place.
 14. Next, we are going to create a hamburger on the spatula. Lock the other layers and leave only the burger layer unlocked. On this layer, draw a hamburger (zoom in to do it). Then, select your burger and convert it to a graphic symbol called burger. We are going to motion tween, so we need it to be a symbol.
 15. Insert a keyframe in frame 10 of the burger and the man layer. Lock burger; unlock man. On the man layer, we want to use the lasso and select his arm and spatula. Then, use the free transform tool to rotate it so he will “flip” the burger.
 16. Touch up the man so that his arm again belongs to his body. Also, touch up the grill. Lock the man layer.
 17. On the burger layer, in frame 10, move the burger to be on top of the spatula.
 18. Insert a keyframe in frame 20 of the burger layer and move the burger up to about the man’s eye level (you may wish to insert a frame on 20 of the man layer so you can see the man).
 19. Create a motion tween between 10-20 on the burger layer. *Optional:* If you want your burger to flip, then under rotate in the property inspector, set it to CW.
 20. Insert a keyframe in 26 and move the burger back to the spatula. Create a motion tween between 20-26. Lock the burger layer.
 21. On the smoke layer, we are going to move the smoke and distort it so it looks more real. Insert a keyframe and use the free transform tool to make changes at 5, 10, 15, 20, 25, and 30.
 22. Insert a frame at 35 on all layers. Test scene to see how you’ve done. You could stop now on this scene, but if you really want a neat scene.. keep going...
 23. **SOUND:** If you’d like to add a sizzle sound, import the sizzle sound to the library and drag onto a new sound layer. You will need to edit the sound down to only 3 seconds.
 24. **HIDDEN BUTTON:** To make your cartoon more interactive, you could add a hidden button using a graphic we already have. Import to library the animated graphic, beehiveanimated. Since this is an animated gif, it will import both a still bitmap and a movie to the library.
 25. Create a new layer called bees. Create a new symbol that is a button—beebutton. Pull the beehiveanimated that is NOT a movie clip onto the stage (and align center). Break it apart and erase the bees. Insert a blank keyframe (in the over frame) and pull beehiveanimated movie clip into the stage (and align center). Insert a frame in the last two frames (down and hit).
 26. Return to the scene (BBQ) and drag the beebutton from the library up to the tree. Be sure you are on the bees layer. Use free transform if you want it bigger.
 27. Test movie and try out the bee button!



OPTIONAL: To create the impact of a greeting card, you might wish to add a text box to the screen in the corner that says—Or grill in the sun... (on a new layer, copy and paste the text box with shape in the background from the previous scene and change the words). Feeling like you're a "Flash guru"? Well, edit your beebutton and, on a new layer, insert a blank keyframe on the over layer. Then, import and drag into that frame the sound beebuzz to make your bees buzz when they come out of the hive!!

Scene 4--Fishing:

1. This will be a simple scene using an animated gif. First, import the fisherman.gif movie clip. Drag him onto the first layer (name it man) and position him in the left third of the screen. Double click him to edit. We want to copy frame 1 to frame 25 and then insert a frame in 40. Return to the fishing scene. Lock the layer (we can move him later, if necessary).
2. Insert a new layer and name it background. Position this layer below the man layer. Use the paint brush and bucket and draw a grass mound that the man will sit on. It's okay if you touch the man graphic; remember it is locked on its own layer and will be in front of your drawing anyway so you won't mess it up.
3. Now use a light blue and draw water in the rest of the area. Make sure you draw over the area where the "water lines" are in the fisherman movie clip.
4. Now use a white brush and draw some clouds in the air. If you want, you could also drag your glowing sun from the library and reuse it in the sky! Lock the background layer.
5. Insert a new layer called sound. Insert a blank keyframe at about 20 and then import and drag the sound water001 to the stage. This should make a splash sound when the fish comes up in the water (you'll only see this in the preview since the fisherman is a movie clip).
6. Insert a frame at 40 on all levels.



OPTIONAL: Just like we created a beehive button in the previous scene on a new layer, you may use the froganimated movie clip provided in the folder to do the same thing. A croak is provided should you wish to add sound. You may wish to add a lily pad to another layer, too. As always, you may wish to add a word box—"Try to catch some fish.."

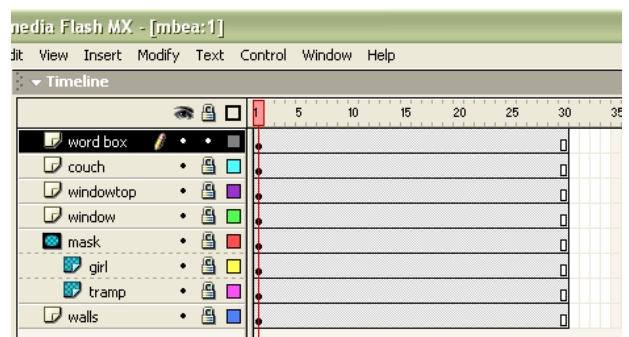
SUPER BONUS: Think you really understand? Create a new layer called fish swimming. Import fishdrawing or fishdrawing2 to the library, bring to the stage, trace bitmap, delete the white background, color in the fish, convert to a symbol called myfish and then make the fish swim back and forth using keyframes and tweens!

Scene 5—Play:

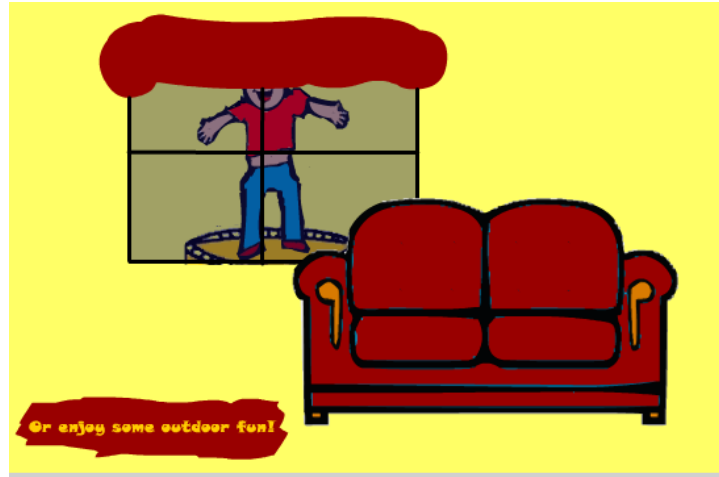
This scene involves the use of masks, alpha, and frame-by-frame animation. Pay close attention.

1. Rename layer 1 to walls. Drag a rectangle to cover the stage. This is a living room, so choose an appropriate wall color.

2. This next procedure will seem a bit odd, so follow along closely. We are going to create a window area and put a girl on a trampoline jumping. Since we don't want to see everything in the living room, we create a mask so we only see what is in the window opening. Create two layers: mask and window. Lock mask and let's do the window first.
3. On the window layer, draw a rectangular area for the window (no stroke). Convert this rectangular area into a graphic symbol called window opening. Make sure it is a shade of blue.
4. Create a new layer, window top, and draw the window outline, crossbars, and drapes using your paintbrush. Lock the layer.
5. Now we are going to create two new symbols. First, let's create the girl jumping. Create a new movie clip symbol named girljumping. Import kidjumptrampoline to library and drag to the stage (you should be in symbol editing mode).
6. Trace bitmap, clean her up, and erase the trampoline. For now, we just want the girl.
7. OPTIONAL: Change colors on the girl (shirt, pants, hair, etc.).
8. She should currently be in frame 1. Insert a keyframe in frame 10. We are going to go back to frame 1 and edit her. If she was at the bottom of the trampoline, she would not yet have her legs and arms out, so we are going to erase and redraw (or select using free transform).
9. Copy frame 10 and paste into frame 2. Then, use the arrow tool to move the girl up (to the top of her jump).
10. Skip a frame and then insert keyframe in 4, move her down a little, and repeat this process until you get her down to close to the level of frame 10. (onion skinning may help here)
11. Insert a new layer (still in symbol editing mode) for sound. Import to library the boing sound file and drag it to the new layer. Now, the girl will make a boing sound when she jumps.
12. Exit symbol editing and return to the scene.
13. Create a new graphic symbol called trampoline. Drag the file kindjumptrampoline into the first frame, trace bitmap, touch up the trampoline, and erase everything else. Return to the stage when finished.
14. Create two new layers: girl and tramp. Drag the girljumping to the girl layer and the trampoline to the tramp layer. Use free transform to size if needed. Remember that this will all be seen through the window, so place accordingly. It is fine that part of it will not fit inside the window opening. Be sure the tramp layer is under the girl layer.
15. Click on the window layer and set the symbol's alpha to 30% so we can see through the window. (HINT: Click and use the property inspector)
16. Click on the mask layer and use your paintbrush tool to draw over the opening of the window. Be sure not to get out of the boundaries of the window! Then, right click the mask layer and select mask. Click and drag to make sure only the girl and tramp layer are indented under the mask layer. Lock all layers to actually see the girl through the window opening.
17. Now, click back on the top layer and insert a new layer called couch. Import couch to library, click and drag onto the stage, trace bitmap, and clean up or recolor as needed.



18. Insert a frame at 30 on all levels.

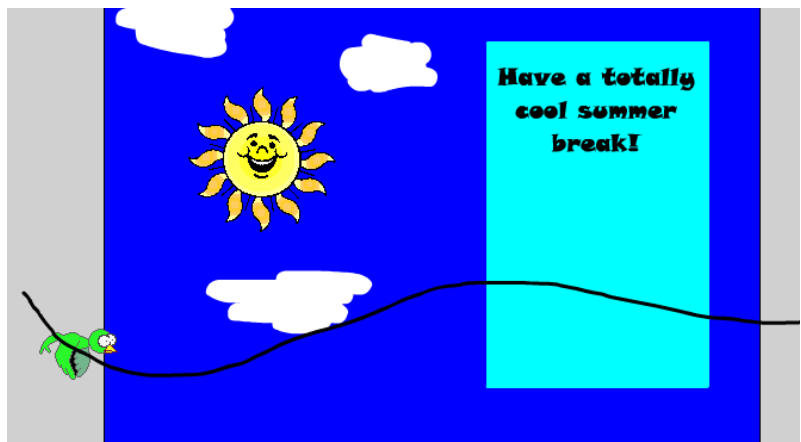


OPTIONAL: As always, to make this a greeting card, you might wish to copy and paste from a previous scene and change the words in the text box—"Or just enjoy some outdoor fun!"

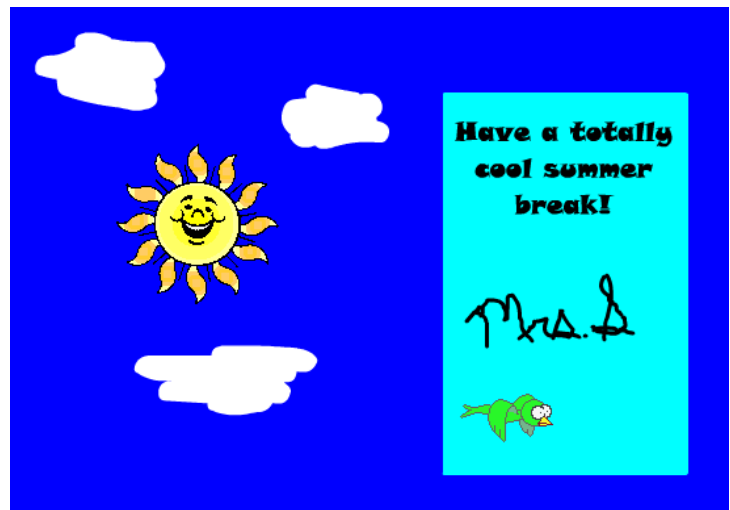
Scene 6—End:

This scene involves a motion path, handwriting animation, and a replay button.

1. Create the following named layers (top to bottom): sound, green bird, stop, button, signature, sunsky, words. Lock the layers until we are ready to use each.
2. On the sunsky layer, drag the happysun.gif movie clip to the left side of the stage and draw some clouds. Lock it back when finished.
3. On the words layer, draw an irregular shaped box on the right side of the stage. Then, insert a text box on top of it: "Have a totally cool summer break!" Lock.
4. Insert frames on all layers at 50.
5. On the signature layer, insert blank keyframe at 10. Then, use the pencil and start writing your name. Do a little bit, insert keyframe, do a little more, and so on. (NOTE: Be sure your pencil tool is set to INK.) Lock.
6. On the green bird layer, import the movie clip flyingbird.gif to library. Drag the movie clip to the left of the stage near the bottom.
7. We are going to create a motion guide so that the bird follows a path:
 - a. Notice when you click on the bird, it has a little dot at the top left. That is the registration point. Make a note of it! It is important for motion guides.
 - b. Right click the green bird layer and click Add Motion Guide.
 - c. On the guide layer, use your pencil to draw a path for your bird. The path will be relative to the dot, so draw it higher than you want the bird to be. Be sure to make the bird fly over or under your name.
 - d. Click back on the green bird layer and attach the green bird



- dot to the end of the motion guide line.
- e. Insert a keyframe at 50 on the green bird layer. Move the green bird to the end of the motion guide line, being careful to snap the dot to the end of the line.
 - f. Insert a motion tween between frame 1 and 50.
 - g. NOTE: The motion guide line will not appear in the published movie.
8. On the sound layer, import the bird sound and drag to the stage. Lock.
 9. On the stop layer, insert a blank keyframe at 50. Then, using the Actions panel, insert a stop action (Actions, Movie Control, double click stop). This will prevent the movie from replaying once it finishes.
 10. On the button layer, insert a blank keyframe at 50. We will create a REPLAY button here. Create a new symbol that is a button:
 - a. Insert, New Symbol (select button and name it replay)
 - b. Use the text tool and write the word replay in size 20 font. Center align it to the stage.
 - c. Insert a keyframe and in this keyframe, highlight the words and make them size 25 and a different color.
 - d. Insert a frame in the last frame of the button timeline. (You could insert keyframe and draw a rectangle in the last frame to make a bigger clickable area)
 - e. Press End to return to the scene.
 11. Pull the replay button from the library onto the stage on the button layer. We have a button but if you were to test movie and try it, it would not do anything yet. We must add one bit of Actionscript to fix this.
 12. Click on the button. The Actions panel should read Actions-Button on it. If it does, navigate to Actions, Movie Control, double click on (should be set to release already), double click goto, and select Scene Intro from the drop down list, Frame 1.
 13. Test your movie and see if it works! (NOTE: If you only test scene, your button will not work)



CONGRATULATIONS! You have created a comprehensive Flash movie!

Extras:

- ♦ To test your movie as it would play in a browser, click File, Publish Preview, HTML.
- ♦ Return to Scene 1 (Intro) and create a new layer called action; insert Actionscript to make the movie play full screen when published as a standalone EXE (Actions, Browser/Network, double click fsccommand). This EXE file will work on a computer that does not have Flash or the Flash plug-in (good for FBLA competitions).
- ♦ Add a stop action to the end of every scene and create a “next” button that is at the end of each scene to advance to the next. This would be nice, especially if you add several “hidden” buttons throughout the movie. You would have to add a new layer to each scene, insert the stop action, and insert a button (insert keyframe on the final frame of each scene and put them there). Then, add Actionscript to the button to make it go to the next scene (follow instruction for restarting the movie but select the name of the next scene instead). Easiest way to do this? Access the common library and get the circle button (next) to use for each arrow to go to the next scene (Window, Common Libraries, Buttons).
- ♦ Import mountain-perfect to the library; in the fishing scene insert a layer for this object, trace bitmap, remove the white, and place as the bottom layer for a mountain in the background of the scene.

FILES USED BY SCENE

| | |
|-----------------|---|
| Scene 1—Intro | Happysun.gif (Harry) |
| Scene 2—Beach | Beach.gif (Clips Ahoy) Sailboat.gif (Clips Ahoy) Ocean_wav2.mp3 (Weebay) |
| Scene 3—BBQ | Grill.gif (Clips Ahoy) Tree1.gif (Clips Ahoy) Beehiveanimated.gif (Harry) Beebuzz.wav (A1) Sizzle.mp3 (GRsites) |
| Scene 4—Fishing | Fisherman.gif (Ogmore) Froganimated.gif (Regal Web) Water001.mp3 (GRsites) Croak.wav (Reptile) Fishdrawing.gif (Clear) Mountains-perfect.gif (Perfect World) |
| Scene 5—Play | Kidjumptrampoline.gif (Clips Ahoy) Couch.gif (Clips Ahoy) Boing.mp3 (Tripod) |
| Scene 6—End | Happysun.gif (Harry) Flyingbird.gif (Gifs) Bird.mp3 (GRsites) |

Source URLs:

- ♦ <http://www.harrythecat.com/graphics/a.htm>
- ♦ <http://www.clipsahoy.com>
- ♦ <http://www.weebay.com/Sounds.htm>
- ♦ <http://www.a1freesoundeffects.com/noflash.htm>
- ♦ <http://www.grsites.com/sounds/>
- ♦ <http://www.ogmoreriver.com/gifs/gifs2.php>
- ♦ <http://www.regalweb.co.uk/loony/gifpanel.html>
- ♦ <http://www.reptileallsorts.com/reptilesounds.htm>
- ♦ <http://clear.msu.edu:16080/dennie/clipart/>
- ♦ <http://www.aperfectworld.org/animals.htm>
- ♦ <http://www.members.tripod.com/~buggerluggs/ie/wav-dir184.htm>
- ♦ <http://www.gifs.net/animate/giflist.htm>

NOTE: Some audio files were converted from wavs to mp3s to save disk space using dbPowerAmp music converter (a free download)