An Introduction To Flash

Lesson 2

Symbols
+
Motion Tweens
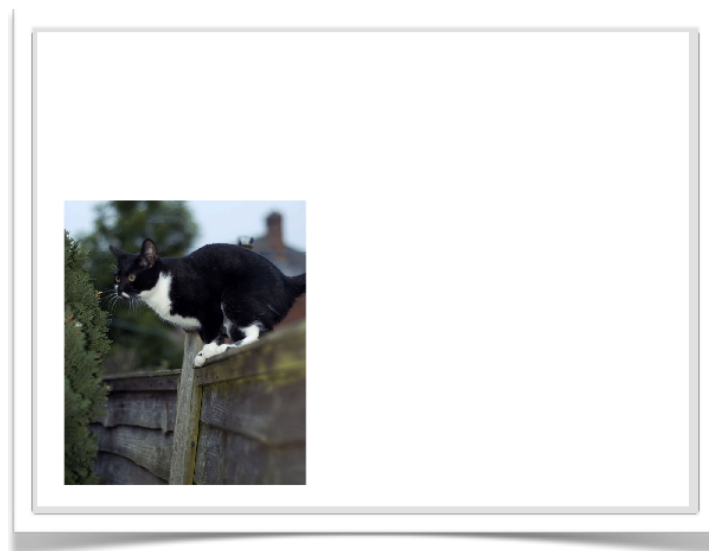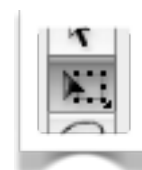
Importing Images

Step 1: Load Flash and create a new *Flash File (ActionScript 2.0).*

Step 2: Click *File >> Import >> Import to Stage*, choose your picture, and it will appear on the stage.

Step 3: Try dragging the picture around to move it.

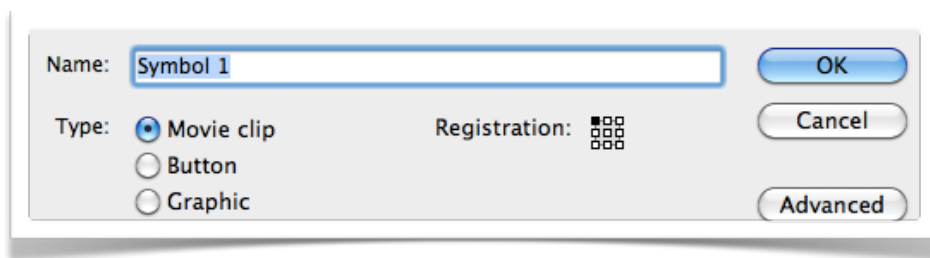**Step 4:** Use the *Free Transform Tool* to resize the image.

Symbols

Step 1: It is **essential** in Flash to use *Symbols*. You can think of a Symbol as something important.

Step 2: Click once to select your picture.

EITHER:	Right click the image and select *Convert to Symbol…*
OR:	Click *Modify >> Convert to Symbol…*
OR:	Press *F8*

Step 3: Fill this box in **carefully**;
• Give your symbol a *sensible* name.
• For now, most symbols will be *Graphic Symbols*.

Step 4: Get into the habit of converting your pictures into Symbols *straight away*.

Motion Tween

Step 1: Try creating a simple *Shape Tween* with a picture file -
• Import a picture in Frame 1
• Create a keyframe at Frame 24 (select the frame and press *F6*)
• Move the picture at Frame 24
• Select Frame 1
• Select a *Shape Tween*
• Press *Return* to view the animation.

You will notice that the animation doesn't work - and also that the timeline has a dashed line instead of an arrow. This means there is a problem!
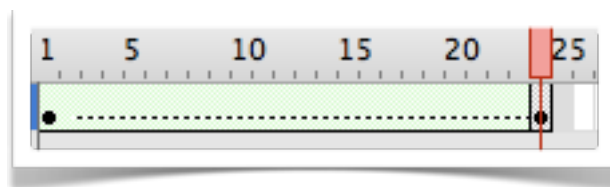
Step 2: Start a new Flash File, import the picture again and this time *Convert to Symbol*.

Step 3: Create a new keyframe at Frame 24 - the picture will still be there and will still be a symbol.

Step 4: Move the picture, so we have different start and end frames.

Step 5: Click back into Frame 1 and set the tween to a *Motion Tween*.

Step 6: Press *Return* to watch your animation.

More Motion Tweens

Step 1: Try creating the following motion tweens.
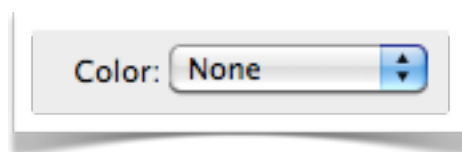
- Zoom in:
    - Frame 1 - Small picture in the centre of the stage.
    - Frame 24 - Same picture, but stretched.

- Zoom out:
    - Frame 1 - Large picture.
    - Frame 24 - Same picture, but smaller.

Step 2: Set Frame 1 as normal, with 1 picture.

Step 3: Create a keyframe at Frame 24.

Step 4: Click once to select the picture.
In the *Properties Window* look for the *Color* drop down menu.

Step 5: Choose *Alpha* in the menu - this is how see-through something is.

Step 6: Set the *Alpha* level to 0 (so the image is totally invisible).

Step 7: Click back into Frame 1 and set the Motion Tween.

Step 8: Press *Return* to check that the picture fades out.

Step 9: Try to create a fade *in*.

Step 10: Create a fade in, followed by a fade out.

Step 11: Have the picture zoom / fade / move all at the same time.

Step 12: Experiment with the *Color >> Tint* settings