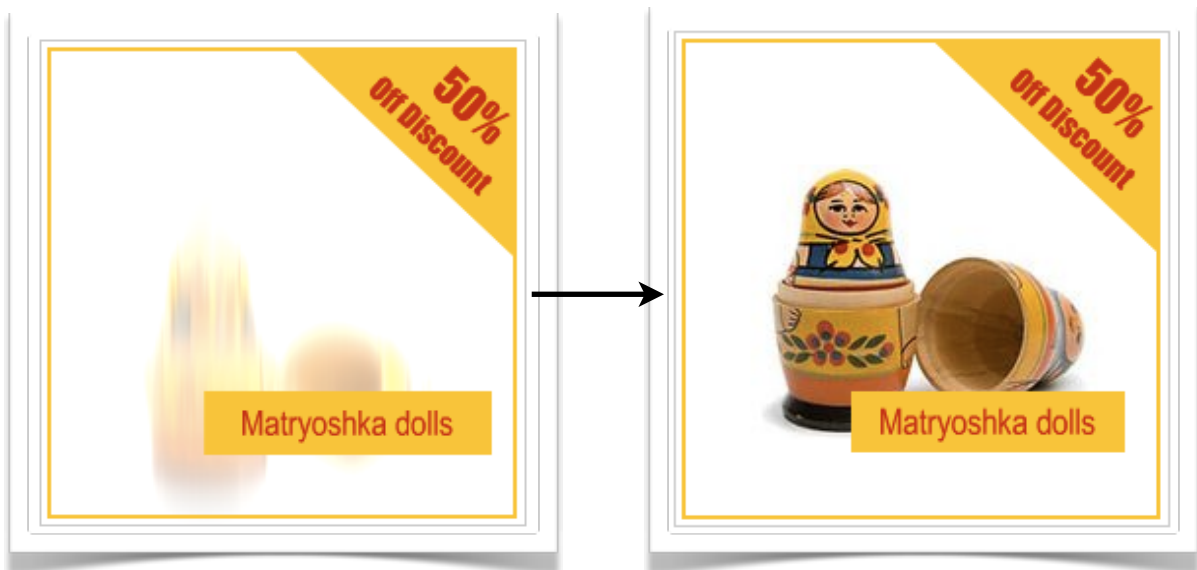
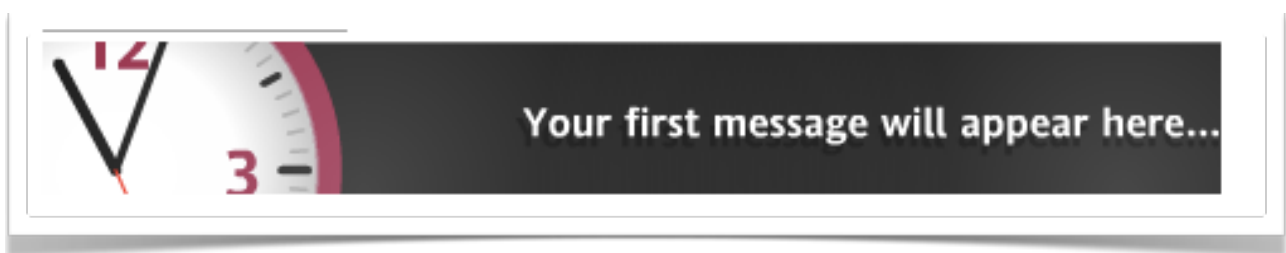


An Introduction To Flash

Advertising Banner

Using all the skills you have learned so far!



The Task

Your task is to create a banner advert using Flash to direct people to your website. A good banner will be colourful, simple and attention grabbing.

Step 1: Decide which website you want to advertise - pick a real site (Top Shop, Game, Wikipedia, School Website)

Step 2: Find one suitable image to use in your banner.

Step 3: Think of one suitable phrase for your banner.

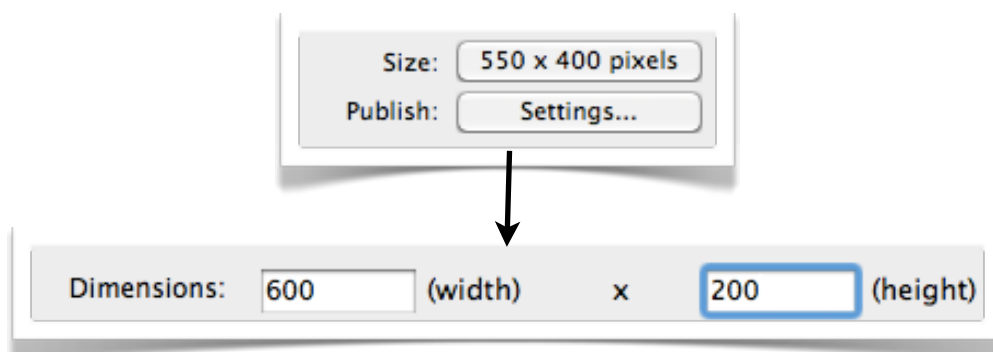
Step 4: Take a quick look at these objectives - this is what your work will be marked against:

Objectives - Include the following to show you have learned these skills

- *At least one picture - motion tween*
- *At least one shape - shape tween*
- *At least one use of text - either frame by frame or tweening*
- *Use of layers*
- *Use of Actionscript to create a hyperlink*
- *Consistent, professional style*

Step 5: Open Flash and create a new Actionscript 2 flash file.

Step 6: In the *Properties Window*, click on **Size** and change the numbers to 600 pixels wide by 200 pixels high.

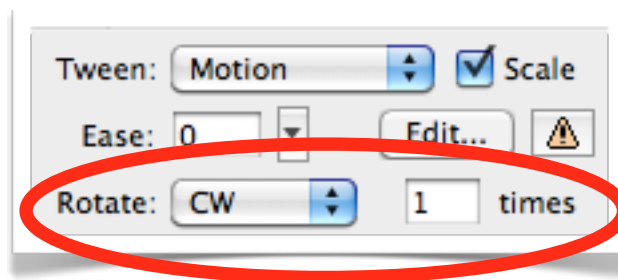


Rotating Image

Step 1: Import your image to the stage and convert it to a *Graphic Symbol*.

Step 2: Create a simple shape tween of your image - it could move, zoom, fade in or any combination.

Step 3: Make sure you select frame 1 and in the *Properties Window*, try experimenting with the **Rotate** feature. CW means clockwise, CCW means counter-clockwise (or anti-clockwise).



Step 4: Try adding more key frames and doing more animation with your picture.

Adding More

Step 1: Add a new layer and give it a sensible name (e.g. *Text*).

Step 2: Write your sentence or phrase out.

Step 3: Click away from the text to deselect it, then right click on it and *Convert to Symbol* - making it a graphic.

Step 4: You can now try using move, zoom, fading and rotating techniques - just like with pictures.

Step 5: Also try adding a new layer and adding a shape or two that you have drawn to make your animation look more interesting.

Step 6: Complete your animation - aim to make it 180 frame (15 seconds) long.

Step 7: You can add more images or text if you want to, just remember to put each one into a new layer!

Hyperlink

Step 1: Add a new layer, call it *link* and make it the top-most layer.

Step 2: Draw a rectangle over the whole stage.

Step 3: Right click on the rectangle and *Convert to Symbol - this time making it a Movie Clip* - and call it *link*.

Step 4: Give the rectangle an instance name (again, *link*, would be appropriate).

Step 5: Use the *Color >> Alpha* setting in the *Properties Window* to make the box completely see-through.

Step 6: Open the *Actions Window* and make sure you are adding code to the *Frame* by clicking away from any symbols.

Step 7: Write the following code to make your hyperlink:

```
link.onRelease=function() {  
    getURL("http://egglescliffe.org.uk/", "_self");  
}
```

- Change *link* to your instance name (if it wasn't *link*).
- Change the address to your website's address (make sure you include the bit that says *http://* and the speech marks).

Step 8: Press *CTRL-Return* to test your advert. When you click on it, you should go to the website address you wrote.