Activity 4 Understanding Frames, Layers, and the Timeline

Objectives:

After successfully completing Activity 4, you will be able to do the following:

1. Create a simple timeline.
2. Locate and manipulate frames and layers in the timeline.
3. Understand the concept of libraries in Flash.
4. Use the different layer modes.
5. Complete a layered animation with the purpose of entertaining.

Procedure

Step 1. Launch the Adobe Flash software

1. Double-click the Adobe Flash Professional Icon on your desktop.
2. Click “ActionScript 3.0” in the window that appears.

Step 2. Draw and color a background design

1. Click frame 1.
2. Choose a pattern of drawn shapes you would like as an animation background. See examples.
3. Draw your shapes by using the Pencil Tool from the toolbox and the Straighten or Smooth options, or the Oval and/or Rectangle Tools. Remember to use the paint bucket tool and the color pallet to change the color of your shapes.

Step 3. Create multiple frames

1. On the timeline, click frame 2 in Layer 1 without releasing the mouse button drag the arrow to frame 25. All of the frames should be highlighted.


5. On the menu, click **Insert Frame**. The frames between 1 and 25 will fill in with black. The playback, or the red line, will be at frame 25.

6. Click any frame from 1 to 25. Each frame has been filled in automatically with the background design you created in frame 1.

**Step 4. Work with layers**

1. Locate the words **Layer 1** to the side of the timeline. Double-click the words so they are highlighted.

2. Type **Background**.

3. Press Enter. You have now successfully renamed your first layer.

4. Locate and click the **Insert Layer** icon in the lower-left corner of the timeline.

5. Double-click **Layer 2**, and rename it **Text**. Notice how this layer automatically adds 25 frames, just like the first layer.
**Step 6.** Fill in the first keyframe

1. In the timeline, click the first frame of the **Text** layer.

2. Click the **Text Tool**, and then click the middle of the stage. A cursor will appear.

3. Type any words you would like to use in this animation. It’s your choice which word(s), as long as they are appropriate and related to the background.

4. Highlight the text by clicking and holding down the left mouse button at the beginning of your word and dragging to the end; then release the button.

5. Use the Properties Box to change the font size to **18 point Times New Roman**, and choose a color for your text. Be sure to select a color that does not blend in with the background.

6. Make sure the text is selected by clicking the **Selection Tool** and then selecting the text. Be sure to click part of the actual text, not just around it. To show that the text is selected, a blue box will appear around it.

8. On the **Modify** menu, click **Break Apart**.
9. The box around the text will have lines through it. Keep the text selected.

10. On the Modify menu, click **Convert to Symbol**.

11. The Convert to Symbol dialog box will appear. In the Name field, type an appropriate name for your text. Next to **Type**, make sure that **Graphic** is selected.

12. Click **OK**.

**Step 7. Use the library**

1. Click the tab labeled **Library** next to the **Properties** tab on the Properties panel.

2. The Properties panel will look like this. Notice that the symbol you just created will be listed in the library. The text you typed is now a graphic symbol and instances of it can be imported from the library.
3. Use the Selection Tool to select the text on the stage.

4. Press the Delete key.

5. Click the graphic icon for your text in the Library box and drag it onto the stage. The text will appear on the stage. Even though the text looks the same, it is now a graphic that the computer can manipulate.

6. Use the Selection Tool to move the text to approximately the middle of the stage.

**Step 8.** Create a motion tween to rotate the text.

1. Click the **Text Layer** so it is selected.

2. Click on the **Insert menu** at the top of the screen and click on **Motion Tween**.

3. Click on the last frame of the **Text Layer** (frame 25), right click, click **Insert Keyframe**, and select **Position**. A keyframe dot will appear in frame 25.

4. Click frame 25, and then click the **Transform Icon** on the Panel bar.
5. A dialogue box will open.

6. Click on the number next to the 🚢 and type **200%**. Click on the ⬇️ and type **200%**. Next click the number next to “rotate” and type **360**. Then click anywhere else on the dialogue box to “set” the 360 number.

7. Now click Transform Icon to close the dialogue box.

8. Press ctrl/Enter to see your animation.

http://digitalartanddesign.org/22_Animate_Stick_Figure_Walking_FL.htm

**Step 7.** Show your instructor your work for your first stamp

**Step 8.** Answer the Flash Assessment questions for Activity 4.
Complete the following 2 web based tutorials for a second stamp:

file:///U:/Industrial%20Technology/Resources/digital%20art%20design/digitalartanddesign.org/11_Bounce_Ball_Fl.htm

file:///U:/Industrial%20Technology/Resources/digital%20art%20design/digitalartanddesign.org/08_Star_Shape_Fl.htm

(copy and paste into Google chrome browser)