Activity 5  Animation Graphics

Objectives:

After successfully completing Activity 5, you will be able to do the following:

1. Compare and contrast bitmap graphics and vector graphics.
2. Create an animation with the purpose of persuasion.
3. Import both bitmap and vector graphics.

Step 1. Launch the software

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

Step 2. Open a vector graphic from the library.

1. On the File menu, point to Import.
2. On the menu that appears, click Import to Stage. An Import dialog box will appear.
3. Click the Look In: drop-down menu arrow.
4. Follow the path Computer>Student Curriculum Share>Industrial Tech>Resources>Flash Exercise Files.
5. Double-click the Bird View - Ferrari.ai file.

9. Also, using the same technique, import the file nasa58.jpg.

10. Move the graphics, so they side by side and are both visible.

11. Use the modify>arrange> “send to back” to put the earth behind the car.
Step 3. Compare vector and bitmap images

1. Click the **Zoom** tool.

2. Click once directly on the vector graphic. (the car)

3. Click four more times on the graphic.

4. Notice that as the size increases, the edges stay smooth and there are no visible dots.

5. On the **Zoom Control** menu at the top of the screen, click **Show all**.

6. Make sure the Zoom Tool is selected.

7. Click five times on the bitmap graphic (the earth). What differences do you see between this graphic and the vector graphic? When the size of the bitmap increased, did it still look as smooth as before?

8. Change the Zoom Control menu to **Show all**.

9. Use the **Selection Tool** and draw a marquee box around the old car to select it. A box should appear around it.

10. Press Delete on the keyboard to remove the graphic from the stage. If you accidently delete the Earth picture, reimport it for the next part of the lesson.

11. Once the graphic is imported, make sure the graphic is selected and click the Transform button on the Panel Bar.
12. In the Transform Properties box, click the on 100% next to the arrows that look like .

Type 90 and press enter. Notice that the % next to the arrow that looks like also changes to 90%.

13. Now click the Align tab at the top of the Transform Properties box.

Very little or nothing will happen next

14. Then center the graphic by clicking the Align Horizontal button and then the Align Vertical button. Then click the “close” arrows to close the box.

Step 4. Set up animation

1. Double click on the layer name and rename the visible layer to “world”

2. Press Enter on the keyboard.

3. Click and hold the second frame in the timeline.

4. Drag the pointer to frame 30.
5. Release the mouse.

6. Right-click frame 30.

7. On the menu, click Insert Frame.

8. On the timeline, click frame 1.

9. Use the Selection Tool to select the picture.


11. Click outside of the stage to see the picture without the gray.

12. On the toolbar, click the Lasso Tool.

15. Click the Magic Wand option on the bottom left.

16. Click anywhere on the black part (or background) of the picture with the Magic Wand. The background will turn gray. The Earth will stay the same.

17. Press Delete on the keyboard. The black background should disappear and you should be left with the world sitting on a white background.

**Step 5.** Create the first keyframe in the world layer

1. Click frame 5 on the timeline.
2. Right-click frame 5.

3. On the menu that appears, click Insert Keyframe.

4. Make sure the Lasso Tool and the Magic Wand are selected.

5. Randomly start clicking the Earth. Some, but not all, sections will be highlighted as you do this.

6. When you have about three or four sections highlighted, stop.

7. Click the Paint Bucket Tool.

8. Click a bright purple.

9. The highlighted parts of the Earth will all turn purple.

**Step 6. Create the other keyframes in world**

1. Repeat the steps for frame 10, except use the color green.

2. Repeat the steps for frame 15, except use the color red.

Note: Your cursor will only take the shape of the magic wand when you are over a section that can be highlighted.

**Step 7. Create the text layer**

1. Click the Insert Layer icon.

2. Rename the layer Text.

3. Press Enter.

4. Insert a keyframe on this layer at frame 5. Place the pointer at
frame 5, right-click, and select **Insert Keyframe** from the menu.

5. Click the **Text** tool.
6. Click to the left of the Earth.

7. From the Properties box on the Properties panel, choose Times New Roman as a Font, type 50 next to Font Size, and choose a light blue as the Text Color.

8. The the word **The** to the left of the Earth.

9. Use the Selection Tool to select the text if you need to move it.

10. Insert a keyframe at frame 10 on the Text layer.

11. Click the **Text Tool**.

12. **Inside the textbox**, click to the right of **The**, and add a space and type **world**. Do not change the font, size, or color.

13. Insert a keyframe at frame 15.

14. Use the Text Tool to type **is alive** after **The world** so that the text now reads **The world is alive**.

15. Insert a keyframe at frame 20.

16. Click the **Text Tool**.

17. Click the lower-right corner of the picture.

18. Keep the font the same, but change the text size to 18, and the color to black.

19. Type **Fly there cheap**.
20. Press Enter.

21. Type **World Airlines** in the lower-right corner. Your screen should look similar to this:

Note: You may need to resize the box surrounding the Earth, so that all the text is within the box.

22. Save your file to your H: Drive

**Step 8:** Show your work to your instructor for your first stamp.

**Step 7.** Show your instructor your work for your first stamp and leave the project open to use for your second stamp.

**Step 8.** Answer the Flash Assessment questions for Activity 4.

**Complete the following web based tutorial for a second stamp:**

[17 - Falling Text in Flash ~](file:///U:/Industrial%20Technology/Resources/digital%20art%20design/digitalartanddesign.org/17_Falling_Text_Fl.htm)

(copy and paste into Google chrome browser)