

Valuable points from Lesson 7

Adobe Flash CS4 Professional Classroom in a Book

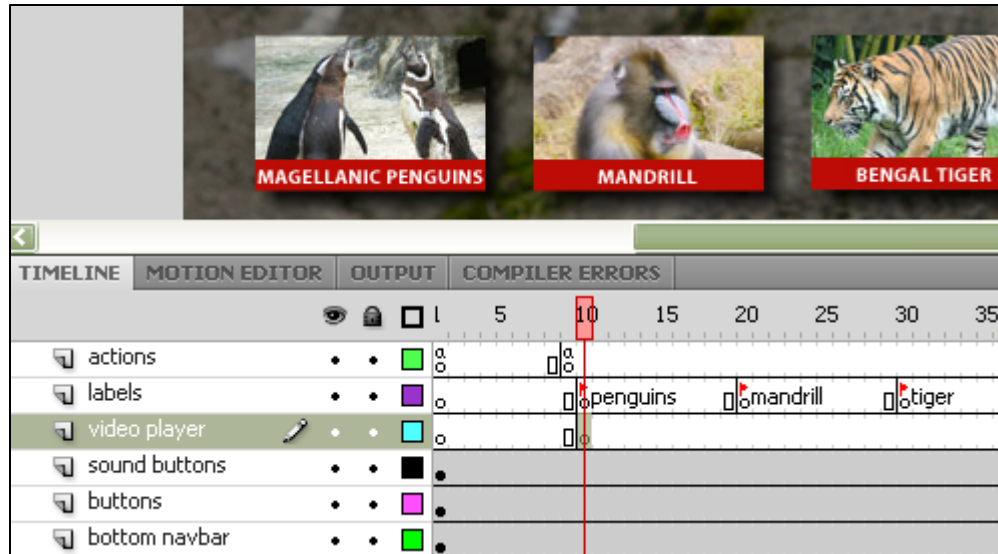
You are expected to understand and know how to use/do each of these tasks in Flash CS4, unless otherwise noted below. If you run out of time during lab, then complete the lesson on your own. If you find any of the tasks to be confusing or unclear, please ask about them either during lab or during my office hours.

Lesson 7: Sound and Video

Please read pages 238–241 and look at the completed file from the CD.

Then skip to page 256. We are not using the part of this Lesson about sound; we are doing a separate set of exercises for controlling sound in Flash. (Those exercises are in a separate handout.)

1. What do the file extensions *.flv* and *.f4v* mean?
2. What is a codec?
3. What does the **Adobe Media Encoder** do?
4. If the Adobe Media Encoder window is *not* empty (p. 256), then you should select and remove any videos that appear there.
5. Note that for particular conditions, particular videos, etc., you would likely choose a different “Preset” option. Video is very variable, and these compression options have vastly different effects on different video files.
6. The material on pp. 260–266 is part of the lesson, but you do not need to do all this stuff to every video. Often you just run it through the converter, and then, you’re finished. The F4V or FLV is ready to appear in Flash as soon as it’s been converted to that file format.
7. NOW THIS IS VERY IMPORTANT. Once again, the book’s author has given us instructions that don’t work well. On page 267, when you’re setting up the Flash Timeline to control the video files, you need to follow THESE INSTRUCTIONS and not those in the book.
 - a. Change the name of the layer “content” to “labels.”
 - b. Make a new layer below that one, and name it “video player.”
 - c. In your new “video player” layer, make ONE and ONLY one keyframe, directly below the *penguins* label.



It does not matter which frame your *penguins* label is in. What matters is that the label and the new blank keyframe are perfectly aligned.

- d. NOW follow the instructions in the book, page 268, number 3 (top of the page). Continue following the book up to number 10, on page 270.
- e. On page 268, when you initially import the video, MAKE SURE the option “Load external video with playback component” is selected.

The reason for this change is this: With NO KEYFRAMES following the first video player component (which you will create using page 268), you will construct *a much more efficient Flash file*. After the player is in place, and fully set up, and working, THEN and ONLY then will you add subsequent keyframes (NOT BLANK ONES) in the same layer.

Each new keyframe will be under its own frame label (*mandrill*, etc.).

8. After you complete all the work up to and including number 10 (p. 270), stop using the book, and add one keyframe each under the labels *mandrill*, *tiger*, and *lion*. Make sure you select **Insert Keyframe** (NOT a blank one!).
9. Now select the frame on the “video player” layer that goes with *mandrill*. Open the **Component Inspector** as shown on page 271 in the book. (The Component Inspector looks a bit different now, but you will see the **source** parameter easily enough.) Change the **source** from *Penguins.f4v* to *Mandrill.flv*.
10. Save and test your movie. Test the Penguins button and the Mandrill button repeatedly. Everything should be bulletproof.

11. Repeat the same change (of the FLV filename, in the **Component Inspector**) for both the tiger and the lion keyframes in the “video player” layer.
12. Save and test your movie. Test all four video buttons repeatedly. Everything should be working splendidly.

If you don’t follow these instructions, you’ll get overlapping sound. That is, one video will be playing over top of another, and you won’t be able to stop it.

Working with Video and Transparency

This section begins on page 273.

The instructions here are okay. YOUR FRAME NUMBERS may differ from those given in the book (steps 2 and 3, p. 273).

- You need to make a space on the Timeline that *precedes* the segment that holds the penguins video.
- Do this on *a new layer*, just as the book directs.
- You might need to *add frames* (plain frames) to give the new video time to load. If you do add frames, select all layers and add an equal number on ALL layers.

If you click an animal button before the talking-guy video completes, you’ll have a problem. The book doesn’t offer a solution for this.

Note that if you were to encode a video with the green screen effect, you would need to follow the instructions at the top of page 273. However, the video provided to you (from the CD) *has already been encoded* this way.

Encoding the FLV for Embedding

This section begins on page 278.

Follow the instructions through this section. If you have time, work until the end of Lesson 7. On pp. 281–283, you’ll learn how to apply motion effects to an embedded video, which makes your SWF file *really huge*, but it looks cool.