

Valuable points from Lesson 4

Adobe Flash CS5 Professional Classroom in a Book

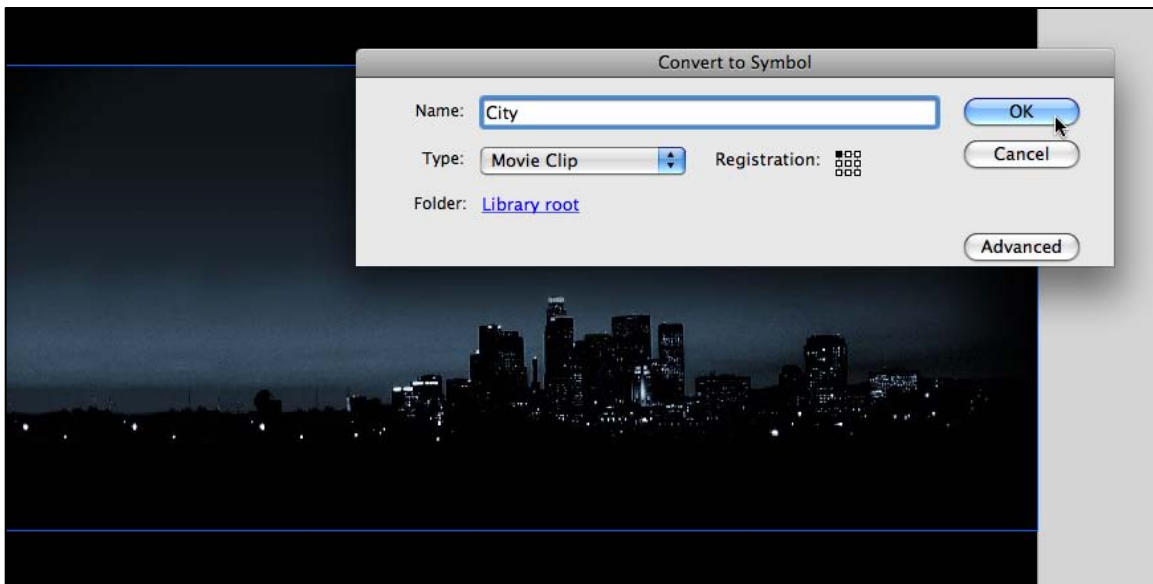
You are expected to know how to use/do each of these tasks in Flash CS5, unless otherwise noted below. If you run out of time during lab, then complete the lesson on your own. If you find any of the tasks to be confusing or unclear, please ask about them either during lab or during my office hours.

Lesson 4

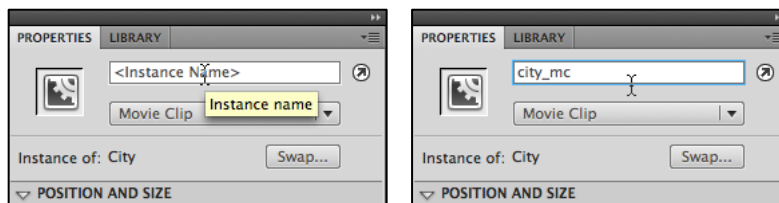
1. View > Magnification > Fit in Window (p. 106).
2. Use of *folders* in the Timeline layer stack (throughout the lesson).
3. Set the X and Y of an object on the Stage: Properties panel (p. 107).
4. Page 107: **Convert to Symbol. (NOTE: Contrary to the book's instructions, you should *always* do this *before* you create a new Motion Tween.)**
See page 2 of this handout!
5. Create Motion Tween (in the Timeline).
6. Change the position of a symbol (basic motion animation).
7. Drag the red playhead to the frame where you want some effect to begin or end (e.g., a frame where the movement of a symbol ends or changes direction).
8. Make an animation take more time (slower) or less time (faster).
9. Add frames (not keyframes) after a symbol stops moving (p. 110, bottom); **this keeps the symbol on the Stage after it has stopped.**
10. Drag one keyframe to a new position in the Timeline (p. 111); this makes something happen **earlier or later in time.**
11. Create a **fade-in effect** using Alpha (transparency); the opposite will fade out.
12. Use the **Blur** filter (Properties panel).
13. The Motion Editor (pp. 113, 116, 118) is very powerful, but I'm still not very good at using it (it's complicated!); it is explained *in detail* on pp. 132–143.
14. Use of the **Free Transform tool**—hold the Shift key to *constrain* the change in size; otherwise it will skew or distort (p. 121).
15. Use of Motion Presets (p. 123): This feature would be useful if you needed to apply the same effects and/or motion to many symbols—but that probably won't happen very often.
16. **SAVE the file with the cars** before you switch to the motion path file.
17. Change the motion path (pp. 122–127)—note that on p. 125 the author says: "... or you can edit the path in a more intuitive manner with the Selection tool" (black arrow). Yes! That is *the easy way* to curve the path; the author's instructions for using the Subselection tool (white arrow) are *much more difficult!*
18. Orient an object to its path (**tilting it as needed**), pp. 126–127.
19. *Stop at the bottom of page 127.*
20. Skip to page 140 and try the preset eases (optional).
21. Play with the 3D motion (pp. 144–146).

IMPORTANT: Replacement instructions for **Lesson 4, pp. 107–108.**

1. On p. 107, step 3, you have a bitmap positioned on the Stage at X=0 and Y=90.
2. *Skip steps 4 and 5!*
3. Instead, click once on the bitmap on the Stage to select it.
4. Right-click (Mac/Control-click) to open menu.
On the menu, select **Convert to Symbol**.
 - a. Name it “City.”
 - b. Select Type: “Movie Clip.”
 - c. Click OK.



5. In the Properties panel, give this symbol instance the *instance name* “city_mc.”



6. Right-click (Mac/Control-click) to open menu. On the menu, select **Create Motion Tween**.
7. **Now you can turn to p. 108 and pick up the instructions at step 6 there.**

These substitute instructions show a **better workflow** that is more in keeping with professional practice. The method shown in the book on p. 107 is a poor practice.