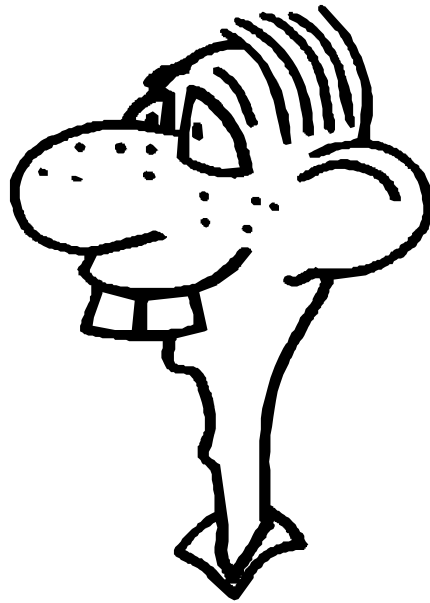


COMPUTER ANIMATION

MODULE GUIDE Animation – Level 1



Tech- Design

Animation

Module Guide

Edition 2

SECOND EDITION

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ANIMATION

Beginning Level

Lesson 2: Flash Drawing Tools Practice

Flash should be on your screen. If it isn't, click on the *Application Launch* button and choose *Flash* from the menu. Follow the directions below to complete this activity.

1. When you first open *Flash*, a *Welcome* screen appears. Under **Create New**, click on *Flash Document*.
2. Practice using **ALL** the tools in the drawing toolbox. Create different shapes on the stage. Be sure you use these tools: pen tool, text tool, line tool, oval tool, rectangle tool and the pencil tool. At the bottom of the toolbox are the modifiers. Use these modifiers to affect how the tool works (before you use the tool to draw). Work with the color tools. (Before you can select a stroke color or a fill color for your shape, you must first select it by clicking on the Selection tool, then double-clicking on the shape.)
3. Click on **File** and select **Save As** from the drop-down menu. If necessary, click the down arrow in the **Save in: box**. Follow the instructions in your "Orientation Packet" and save the file.
4. Name the file **YourInitialsYourPartnersInitialsXX**, where XX stands for your initials. Then click *Save*.
(Save your file frequently as you work.)
5. When you are finished practicing with the drawing tools, go to **File** and then **Print**. Turn in a print with your grade sheet at the end of the module.
6. Select **File** and then **Exit** to exit **Flash**.

Once you've exited the software, go to the next section in the multimedia presentation.

Lesson 3: Creating Layers and Symbols

Flash should be on your screen. If it isn't, click on the *Application Launch* button and choose *Flash* from the menu. Follow the directions below to complete this activity. This lesson is the beginning to a culminating project. Ultimately, the sun rises over the hill and is covered by dark clouds.

1. When you first open *Flash*, click on **Flash Document** under **Create New**. Once it opens click on **File** and **Save As**. You should refer to the directions listed in your "**Orientation Packet**". Find the folder with the name of the module you are sitting at (example: Computer Animation). In the file of the name of your module, in the Name box, type in: ***YourInitialsYourPartnersInitials3***, where the three stands for the lesson you are in. Then click **Save**. This ensures that you will not lose your work were the program to unexpectedly quit.


Creating a Hill

2. Right-click on "**Layer 1**" in the timeline and select **Properties**. Enter "**Hill**" in the **Name** field. Click **OK** (You can also change the name of the new layer by double-clicking on the Layer Name).

3. Click on **View** from the Main toolbar and select **Rulers** (if it is not already check-marked).

Click on the **Rectangle Tool** in the *Flash* toolbox and draw a rectangle along the bottom of the stage with a height of approximately 170 and width of 550. Don't worry if it's not exact, you will resize it in the next step.

From the Main toolbar, select **Window** and then **Info** (if it is not already check-marked). The Info box appears. This is where the dimensions for height and width are displayed.

To resize the rectangle, first click on the **Selection tool**  in the Flash toolbox and then **double-click** on the rectangle. This will select the rectangle and the outline of the rectangle. Enter the width and height in the appropriate boxes at the right, and press **Enter**.

4. With the rectangle still selected (highlighted), move the cursor in the rectangle so the cursor changes to four arrows. Click, hold, and drag the rectangle to the bottom of the stage (the box may already be at the bottom of the white stage area and may not have to be moved).

5. With the rectangle still selected, make the rectangle **green** by clicking on the box **next** to the paint bucket (called Fill Colors) in the Colors section of the *Flash* toolbox, and selecting a green color. Make the outline of the rectangle the same color green by clicking on the box **next** to the pencil called Stroke Colors (located above the paint bucket) and select the same color green.

6. Now we are going to round the top of the green box to make the top of it curved like a hill. Click on the **Oval** Tool. Draw an oval in the white area of the stage above the rectangle with a height of approximately 20 and a width of 550.

You can change the height and width in the Info box, but first you must **select the oval**.

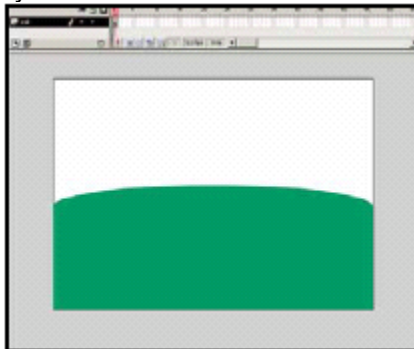
Click on the **Selection tool** and then **double-click** on the oval to select it (it should shade both the oval and the inner fill colors) and the outline around it. Enter the height of 550, the width of 20 and then press **Enter**. With the oval still selected (highlighted), **click, hold, and drag** the oval so it is lined up above the rectangle. Do **not** draw the oval on top of the rectangle. Once you combine two shapes that are not symbols, they **cannot** be separated back into their original shapes.

7. With the oval still selected, make the oval and the outline of the oval the **same color** green as the rectangle, to do this, click on the box next to the paint can and select the same color green. Then click on the box next to the pencil and select the same color green again.

8. With the **oval** still selected (highlighted), **click, hold, and drag** to line up the horizontal center of the oval with the top edge of the rectangle so that they create a hill. You will not be able to see $\frac{1}{2}$ of the oval as it is combined with the rectangle. See the picture below.

9. With the oval still highlighted, hold down the shift key on the keyboard, click on the Selection tool in the *Flash* toolbox and click on the rectangle so both objects are selected (highlighted). **BE SURE THAT BOTH OBJECTS ARE SELECTED BEFORE CONTINUING**. **Right-click** and select **Convert to Symbol**. A window will appear. Next to **Name** type "Hill" and for **Behavior/Type** select Graphic. Click **OK**.

This symbol is automatically saved for any future use in the Library. If the Library is not on the screen, select **Window** and then **Library** from the Main toolbar. You will see a blue frame around the graphic. In the library, the HILL should look like the green object below. If it is not, something went wrong. You will have to try this again. What you see in the Library, indicates the image is a symbol. Your screen should look similar to the one below.



Creating a Sky

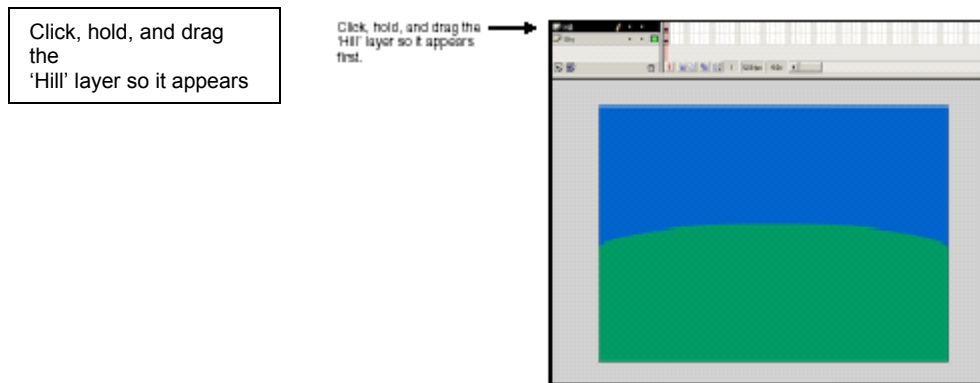
10. You will now insert a new layer. From the Main toolbar, select **Insert**, **Timeline**, and then **Layer**. Then, right-click on the new layer and select **Properties**. Type in: "**Sky**" in the **Name** field. Click **OK**.

11. Select the **Rectangle tool** and create a rectangle with a width of approximately 550 and a height approximately 255. To change the dimensions for height and width to the exact sizes, first select the rectangle and the outline around the rectangle by clicking on the Selection tool and then double-clicking on the rectangle. Enter the height and width in the Info box and press **Enter**. **Click, hold, and drag** the rectangle to the top of the stage, which will cover half of the hill.

12. With the rectangle still **selected**, make the rectangle and the outline of the rectangle blue by clicking on the box next to the **paint bucket** in the **Colors** section of the **Flash toolbox**, and selecting a color **blue**. Then click on the box next to the pencil and select the same color blue for the outline.

13. With the rectangle still selected (highlighted with the blue box around it), select **Modify** and then **Convert to Symbol** from the Main toolbar. A window will appear. Next to **Name** type "**Sky**" and for **Behavior** select Graphic. Click **OK**.

14. To make the entire hill visible, it must be **placed in front of the sky**. To change the order of the layers select the Layer Name (i.e. Sky or Hill) and drag it so that the Hill layer is above the Sky layer. Your screen should look similar to this.



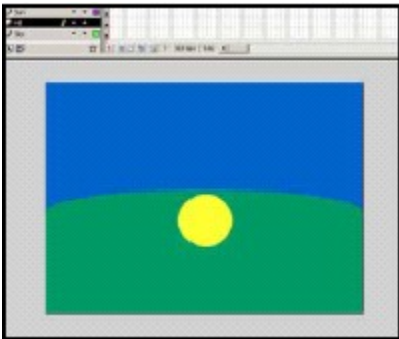
15. Click **File** and then **Save**. Click **File** and then **Exit** go to the next section in the multimedia presentation.

Lesson 4, Creating a Sun

Click on the **Application Launch** button and choose Flash from the menu. Select your file under **Open a Recent Item** titled from Lesson 3: **YourInitialsYourPartnersInitials3**, where the three stands for your initials. If necessary, click **Open** and select the C: drive from the **Look in:** drop-down list and look for the folder labeled with the name of the module you are sitting at.

Double-click the Flash Files folder and then double-click the file. Follow the directions below to complete this activity.

1. Insert a new layer by selecting ***Insert, Timeline***, and then ***Layer*** from the Main toolbar. Right-click on the new layer and to select ***Properties***. Enter “***Sun***” in the ***Name*** field. Click ***OK***.
2. Click on the ***Oval Tool*** in the *Flash* toolbox. Hold down the ***Shift*** key, then click and drag the mouse in the center of the stage, just below the edge of the hill. (Holding the *Shift* key allows you to create a circle rather than an oval.)
3. Click on the ***Selection tool*** and ***double-click on the circle*** to select it (it should highlight). Enter ***75*** for the width and ***75*** for the height in the ***Info box***. If the ***Info*** box is not on the screen, select ***Window*** and then ***Info*** from the Main toolbar.
4. With the circle still selected (highlighted), change the color of the circle and the outline of the circle to ***yellow*** by selecting the box next to the paint bucket and then the box next to the pencil. ***Select the same color yellow*** each time.
5. With the circle still selected, click on ***Modify*** and then ***Convert to Symbol*** from the Main toolbar. A window will appear. Next to ***Name*** type “Sun” and for ***Behavior/Type*** select ***Graphic***. Click ***OK***. This symbol is now saved for future use in the Library, which can be found by selecting *Window* and then *Library* from the Main toolbar.
Your screen should look similar to this.

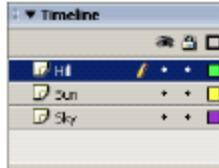


If you look in the ***Frames area***, you will notice that there is a ***black dot*** in the box for ***frame 1***. This is the indicator for a ***keyframe***. Remember that a KEYFRAME indicates major movement for an object. Once you converted the graphic into a symbol, the actual symbol was placed in the Library. Therefore, your original drawing has become an instance of the symbol. Remember, instances can only be placed in keyframes, so ***Flash*** automatically made ***frame 1 a keyframe***.

6. To make the sun ***hide*** behind the hill ***before rising*** and in ***front of the sky*** ***after rising***, the layer order from top to bottom must be Hill, Sun, and Sky.

Change the order of the layers by dragging the panel so the order is Hill, Sun and then Sky.

You will now be unable to see the entire sun.



7. Click on **File** and **SaveAs** and give the file a **new name** same as before but with a 4 instead of a 3 and then **File** and **Exit** to exit *Flash*.

Once you've exited the software, go to the next section in the multimedia presentation.

Lesson 5: Creating Clouds

Flash should be on your screen. If it isn't, click on the *Application Launch* button and choose *Flash* from the menu. Open your file from the last lesson. Select your file under **Open a Recent Item** titled YourInitialsYourPartnersInitials4, where four stands for the lesson you are in. If necessary, click **Open** and select the C: drive from the **Look in:** drop-down list. Double-click the Computer Animation Flash Files folder where you saved in the previous lesson and then double-click the file.

Follow the directions below to complete this activity.

1. Insert a **new layer** by selecting **Insert, Timeline**, and then **Layer** from the Main toolbar. **Right-click** on the new layer and select **Properties**. Type "**Clouds Right**" in the **Name** field. Click **OK**.

2. Click the **Oval tool** in the **Flash** toolbox and create an oval to the right of the sun with a **width** of 180 and **height** of 40. Select the oval by first clicking on the Selection tool and then double-clicking on the oval. Change the width and the height in the **Info box** and press **Enter**.

3. With the oval still selected, click on the box next to the paint bucket in the Colors section of the **Flash** toolbox and select the color **gray**. Select the **same color** for the outline of the oval by clicking on the box next to the pencil.

4. With the oval still selected, click on **Modify** and then select **Convert to Symbol** (from the Main toolbar). A window will appear. Next to **Name** type "**Cloud**" and for **Behavior/Type** select Graphic. Click **OK**.

5. With the oval still selected, **click, hold and drag** to move it off the right side of the stage. Open the Library, if it is not on your screen, by selecting **Window** and then **Library**. You will now use the "**Cloud**" that you saved in the library instead of drawing another one. **Click and hold** "Cloud" from the list in the Library and **drag it off the right side of the stage**, about ½ overlapping the other cloud. Do this one more time. You should now have three clouds which overlap.

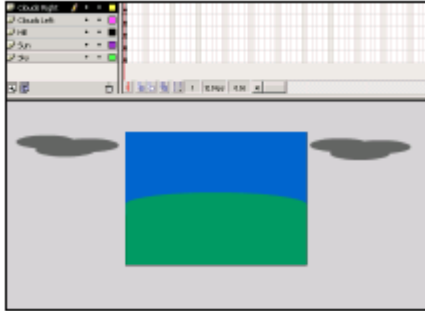
6. Click on the **Selection tool** and **select all three clouds** by clicking on each while holding the **Shift** key. From the Main toolbar, select **Modify** and then **Group** to group the clouds. You now have a group of three clouds that will act as one unit. This will be useful **later** when you want to move them onto the screen together.

7. Insert a new layer by clicking **Insert, Timeline**, and then **Layer**. **Right-click** on the new layer and select **Properties**. Type "**Clouds Left**" in the **Name** field. Click **OK**.

8. Select "Cloud" from the Library list and drag it off the **left** side of the stage. Click on "Cloud" again from the list and drag it off the **left** side of the stage, about ½ overlapping the other cloud. Do this one more time for a total of three clouds.

9. Click on the **Selection tool** and select all three clouds by clicking on each while holding the **Shift** key. From the Main toolbar, select **Modify** and then **Group** to group the clouds. You now have a group of three clouds that will act as one unit. This will be useful later when you want to move them onto the screen together.

10. Your screen should be similar to the one below when zoomed out. To zoom out, click on **View** from the Main toolbar and select **Zoom Out**.



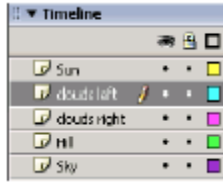
11. Click **File** and then **SaveAs**. Give this file the same name as the last lesson except that you would give it a 5 instead of a 4 in the name. Then click on **File** and **Exit** to exit **Flash**.

Once you've exited the software, go to the next section in the multimedia presentation.

Lesson 6: Motion Tweens

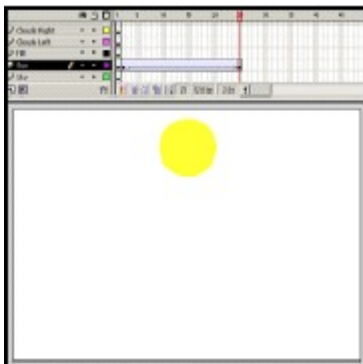
Flash should be on your screen. If it isn't, click on the *Application Launch* button and choose *Flash* from the menu. Select your file under **Open a Recent Item** look for the title you used for the last lesson. If necessary, click **Open** and select the C: drive from the **Look in:** drop-down list. Look for the folder of the module name you are sitting at. Double-click the Flash Files folder and then double-click your file. Follow the directions below to complete this activity.

1. Make sure your layers are in the correct order by dragging and dropping them. For now, you will need to have control of the sun, so make the sun the top layer. This means the order, from top to bottom, is Sun, Clouds Left, Clouds Right, Hill, and Sky.



Creating a Rising Sun

2. Click on the **Sun** layer. Click on the **Selection tool** and then click on the Sun (do not double-click this time).
3. In the Sun layer, click on **frame 1** to highlight it and then press the F6 key on the keyboard to create another **keyframe** at **frame 2** (be sure only a keyframe is created in the Sun Layer. You may need to click on frame 2 and create the keyframe to make it work). You will keep the sun in the same position as it is in **frame 1**, centered and below the edge of the hill. At this point you won't see anything but the sun. This is because there is only the Sun Layer with a keyframe in it.
4. In the Sun layer, highlight **frame 25** (the box will turn blue) and press F6 to create a keyframe. Notice that at frame 25 **the only object present is the sun**. This is because the other layers have not been extended to this point yet. Also, notice that the space between frame 2 and 25 is now gray. While **on frame 25**, move the sun directly above its current position (click and drag) so that it is in front of the sky and there is some space left between the sun and the top of the stage. Make sure it is at the **same height** as your clouds. This is the position in which the sun will stop rising.
5. In the Sun layer, highlight frame 2 again, select **Insert, Timeline**, and then **Create Motion Tween**. This will fill in the motion of the sun between the two positions at frame 2 and 25. If you press **Enter** or select **Control** and then **Play** from the Main toolbar, you will be able to see the sun rise.
6. **Rearrange** the layers once more so that they are, from top to bottom, Clouds Right, Clouds Left, Hill, Sun, and Sky.
7. Your screen should look similar to this.



Move the Clouds

8. Before moving the clouds you must move the sun again so that you can position the clouds to cover the sun. **Select** the Sun layer. **Highlight frame 65** (turns blue) in the Sun layer and press **F6** to create a keyframe. You are now able to see the sun from frames 1-65.

9. **Select the Clouds Right** layer. Highlight **frame 30** and create a **keyframe** at 30 by pressing F6. There is now a gray bar from frames 1-30 in the Clouds Right layer.

Do not change the position of the clouds.

10. In the **Clouds Right layer**, **highlight** frame **50** and create another keyframe at 50 by pressing F6. Move the clouds so that they **partially cover the sun**. To keep them at the same height as in frame 1, hold down the **Shift** key while you move it.

11. In the **Clouds Right layer**, **highlight** frame **30**. Select **Insert, Timeline**, and then **Create Motion Tween**. Highlight frame **1** and then press **Enter** to see the sun rise and the clouds move from offstage to cover the sun.

12. In the **Clouds Right layer**, **highlight** frame **51** and create a keyframe at frame **51** by pressing F6. Create **another keyframe** at frame **65** by highlighting frame **65** and then pressing F6. The clouds will now cover the sun until frame 65.

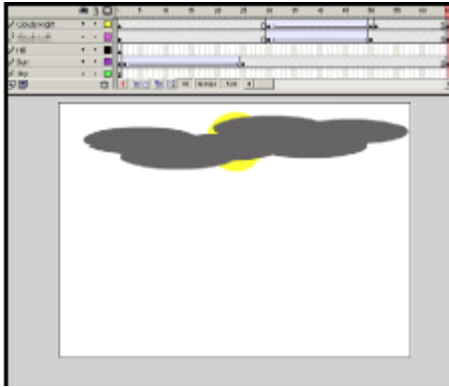
13. Select the **Clouds Left layer**. **Highlight** frame **30** and create a keyframe at **30** by pressing F6. There is now a gray bar from frames 1-30. Do **not** change the position of the clouds.

14. In the **Clouds Left layer**, highlight frame **50** and create another keyframe at **50** by pressing F6. Move the clouds so that they partially cover the sun. To keep them at the same height as in frame 1, hold down the **Shift** key while you move it.

15. In the Clouds Left layer, highlight frame **30**. Select **Insert, Timeline**, and then **Create Motion Tween**.

16. In the **Clouds Left layer**, **highlight** frame **51** and create a **keyframe** at frame **51** by pressing F6. Create **another keyframe** at frame **65** by highlighting frame 65 and then pressing F6. The clouds will now cover the sun until frame **65**. Highlight frame 1 and press the Enter key to watch your animation.

17. At frame 65 your screen should look similar to this. You might see a keyframe in frame 51 of the Clouds Left layer. Don't worry about this difference.



18. Click on ***File*** and then ***SaveAs***. Give it the same name as the last lesson except change the 5 to a 6 for Lesson 6. Then click on ***File*** and then ***Exit*** to exit *Flash*.

Once you've exited the software, go to the next section in the Lab Volt multimedia presentation.

Lesson 7: Transitioning Colors

Flash should be on your screen. If it isn't, click on the *Application Launch* button and choose *Flash* from the menu. Select your file under **Open a Recent Item** that you saved in Lesson 6. If necessary, click **Open** and select the C: drive from the **Look in:** drop-down list. Double-click on the file with the name of the module you are sitting at. Look for your Flash Files folder and then double-click the file. Follow the directions below to complete this activity.

Transition the Color of the Sky

1. Select frame **25** in the **Sky layer** and press the **F6** key on the keyboard. Select **frame 1** in the Sky layer, **right-click** and select **Create Motion Tween**.
2. In the **Sky** layer, select **frame 1**. **Highlight the sky** using the **Selection tool** and then clicking on the **sky** (do not double-click). Open the **Properties** window if it is not already on your screen by selecting **Window, Properties, Properties**. The window will appear at the bottom of the screen. Click on the **down arrow**

next to Color and select **Tint**. Click on the box next to the down arrow and select a **dark blue**.

3. In the **Sky layer**, select frame **25**. Highlight the sky symbol by clicking on the Selection tool and then clicking on the sky (do not double-click). In the Properties window, select **Tint** for the Color. Click on the box next to the down arrow and select a **lighter/brighter blue**. Now, as the sun rises, the color of the sky will become brighter.

4. In the **Sky layer**, select frame **31** and create a new **keyframe** at **31** by pressing F6. Frames 25 and 31 are now connected by a gray bar. This will make it so that the sky stays light blue for a few frames.

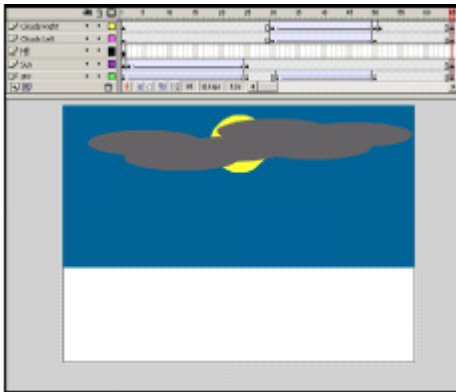
5. In the **Sky layer**, highlight frame **50** and press F6. There is now another gray bar between **31** and **50**.

6. In the **Sky layer**, highlight frame **31**, right-click and select **Create Motion Tween**.

7. In the **Sky layer**, highlight frame **50** and highlight the sky by first clicking on the **Selection tool** and then clicking on the **sky**. In the Properties window at the bottom of the screen, click on the down arrow next to Color and select **Tint**. Click on the box next to the down arrow and select a **dark blue**.

8. In the **Sky layer**, highlight frame **51** and press F6. Highlight frame **65** and press F6. The dark sky will be present until the end of the scene.

9. Your screen should look similar to this at frame 65.



Transition the Color of the Hill

10. In the **Hill layer**, highlight frame **29** and create a **keyframe** at 29 on the Hill layer by pressing F6.

11. In the **Hill layer**, highlight **frame 1**, **right-click** and select **Create Motion Tween**.

12. In the **Hill layer**, highlight **frame 1**. Select the Hill by first clicking on the **Selection tool** and then clicking on the **hill**. In the **Properties** window at the bottom of the screen, select **Tint** for the **Color**. Click on the box **next** to the down arrow and select a **dark green**.

13. In the **Hill layer**, highlight **frame 29** and select the **Hill** again if it is not already selected by first clicking on the **Selection tool** and then clicking on the hill. In the **Properties** window at the bottom of the screen, select **Tint** for the Color. Then click on the box next to the down arrow and select a **lighter/brighter green**.

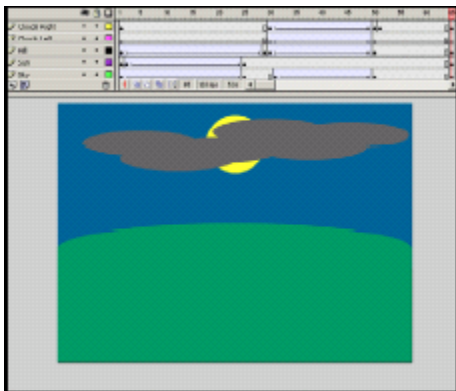
14. In the **Hill layer**, highlight **frame 30** and create a **keyframe** by pressing **F6**. Create another **keyframe** at **50** by first highlighting frame 50 and then pressing **F6**.

15. In the **Hill layer**, highlight **frame 30**, right-click and select **Create Motion Tween**.

16. In the **Hill layer**, highlight **frame 50** and select the Hill if it is not already selected. In the Properties window at the bottom of the screen, select **Tint** for the Color. Click on the box next to the down arrow and select a **dark green**.

17. In the Hill layer, highlight **frame 65** and create a **keyframe** at **65** by pressing **F6**.

18. Your screen should look similar to this at frame **65**.



19. Press **Enter** to view your sky scene.

20. Click **File** and then **SaveAs** and give your file the same name but change the 6 to a **7**. Then click **File** and then **Exit** to exit *Flash*.

Once you've exited the software, go to the next section in the Lab Volt multimedia presentation.

Lesson 8: Downloading Sounds and Adding Sound and Text to Your Animation

The Internet browser should be on your screen. If it isn't, click on the *Resources* button and choose *Internet Link* from the menu.

Find your class period where you have saved all of your work so far. This is where you will save your sounds. You should also have Flash open with your current file for this class.

There is folder on your desktop I have already downloaded sounds for you to use. If you are using the sounds from the file on the desktop you can skip to the "IMPORTING" section three pages ahead. Or, you can use the steps 1-6 below to get sounds from the internet.

1. You can use any of the web addresses below. We have had **great success** with the first web address: "www.findsounds.com" but you can use any or the ones listed (or any others you know about). In the address bar of your Internet browser, type the first web address and then press **Enter**. Search for clips of rain and thunder.

- A) www.findsounds.com (this is the best and easiest to use)
- B) http://deusx.com/studio.html (See steps 2-6 for specific guidelines.)
- C) www.flashkit.com
- D) www.flashsound.com
- E) www.wavcentral.com

FIND SOUNDS DIRECTIONS

The screenshot shows the FindSounds website interface. At the top, it says "FindSounds Search the Web for Sounds". Below that is a search bar with "thunder" entered and a "Search" button. There are also links for "Need Examples?" and "Help".

Below the search bar are filters for File Formats, Number of Channels, Minimum Resolution, Minimum Sample Rate, and Maximum File Size. The File Formats section has checkboxes for AIFF, AU, MP3, and WAVE, all of which are checked. The Number of Channels section has checkboxes for mono and stereo, both checked. The Minimum Resolution is set to 8-bit, Minimum Sample Rate is 8000 Hz, and Maximum File Size is 2 MB.

The search results are titled "Sounds 1-10 of 187 labelled 'thunder'". The first three results are visible, each with a waveform icon, a URL, and a "thunder" label. The first result is from geocities.com, the second from khjh.kh.edu.tw, and the third from bbs14.dyndns.org. Each result has a "Download and Play This Sound" link and a "View page" link.

On the right side of the page, there are advertisements for "Download Free Music Now" and "Download Any Song For Free".

2. In the www.findsounds.com website, enter the type of sound you want in the "Search For" box. Example: thunder.



In the results, it will have sounds for you to click on and play.



To play and download a sound, click on the speaker icon.



3. The "Window's Media Player" should open. Play your sound. How long is it? You don't want a sound more than a few seconds. About two to four seconds is all you need for the thunder sound.

4. In the Windows Media Player, click on "File", "Save Media As". If the MENU isn't at the top, you may have to Right Click at the top and then you can click file and save as. In the window for saving choose your class period folder. Give the file a name with your initials at the beginning. Then, click on "Save As".

5. Download/ Save **as many** of these sounds as you would like to try in your animation.

NOTE: You should know that this method of saving the files using "**Save Media As**" doesn't always work when you import it into your animation. It has to do with the type of file it is. This is why you should save several sounds. Eventually, one of them will be a file you can use.

6. If you are only using this "findsounds" website for downloading sounds, skip to the "**Continuing in the Lesson**" & "**Importing**" section of the directions (after step 10 two pages ahead)

Directions DEUSX: (you may skip this if not using)

1. Here are the directions for the **DeusX** website download. Websites constantly change, therefore the directions below may not work exactly the same. You will have to do some problem solving on how to get files and save them similar to the method above for the "Findsounds" web site.

2. In the middle of the **DeusX** page, you will see a list of free sounds, as shown in Figure 8-A. Search for a Background sound and then rain or a thunder sound effect at any of the web sites.

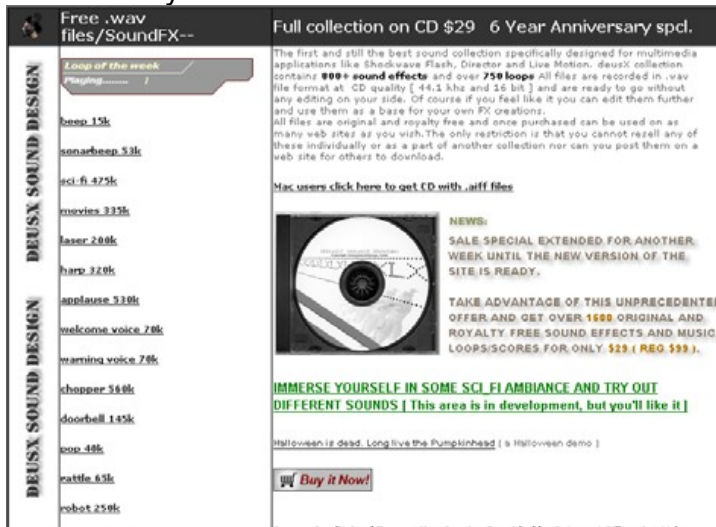


Figure 8-A

3. At the Deusx web page, click in the middle of the page on "Free sound FX". Look for the Rain sound file. Click on it and the Windows Media Player should open and play the sound. To download a sound, right-click on the link and select **Save Target As** or **Save Media As** from the shortcut menu.

4. The Save As: dialog box appears. Select the Desktop from the buttons on the left. Then double-click the folder with the name of your module. Then double click on your class period.

5. The name of the sound file should appear in the *File name:* box. Put your initials in front of the file name that shows up. If it doesn't, or if you want to rename the file, replace the text that appears with a name of your choice be sure you include your initials. Then click **Save**.

6. Download **as many** of these sounds as you would like to try in your scene. However, you should know that this method of saving the files using "**Save Target As**" doesn't always work. You may want to try this method of saving the files. **Click on the sound** when you are at the web site for the sound and play the sound. It should automatically open **Windows Media Player** and play the sound. You can then **save** the sound by clicking on **File**, then **Save As** and then find the sound folder on the computer's desktop. Save it with the name of the file listed, but **put your initials in front of the file name**. Then click "**Save**".

Skip this step: 7. Now you will download some sounds to use as **streaming sound** for the **background** of your movie. Go back to the home page of Duesx. In the center of the page, click the **Free Music Loops page** link at the bottom left corner of the DeusX screen. If you do not like the streaming sound that you find you can make a new document for them.

Skip: 8. Follow steps 3 through 5 to download the sounds you want.

Skip: 9. After you are finished with the DeusX website, **try some of the other sites listed** in step 1. **BE AWARE OF THE DIFFERENCES IN DOWNLOADING METHODS FOR EACH WEB SITE.** Some sites have *Download* links that you left-click on instead of right-clicking. But always save your sounds to the Sounds folder on your C: drive.

Continuing in this lesson:

“IMPORTING”

1. Now that you have downloaded sound files to your computer, you must **import** them into *Flash* so they are available for you to use in your movie. Click **File** on the menu bar, select **Import** from the drop-down menu, and then select **Import to Library**. The Import to Library dialog box appears.

2. You will need to open the folder that you saved your sounds in which should be the **Sounds** folder on your computer. Select the C: drive from the *Look in:* drop-down list and double-click the directory named CA, or Animation or the name of another module you might be sitting at. Then double-click the **Sounds** folder.

3. The list of downloaded sound files should appear. Click the **first** sound file on the list and then click the **Open** button. (Or, you can just double-click the sound file.)



4. Repeat steps 1 through 3 for any of the rain or thunder sounds you think you might want to use. You don't necessarily have to use each of the sounds, but you will test them to find the one that will work best.

Steps 5-9 below, can be skipped unless you are using a lot of sounds.

5. Before you add a sound, you need to convert each one to an MP3 file because **MP3 files are smaller than .wav files**. Some of the files you saved, might

already be MP3 files and the next step will show you how to check for this. Open the **Library** by clicking the *Window* menu and selecting *Library* from the drop-down menu.

6. You should see your sound files listed alphabetically, as shown in Figure 8-B. The sound files are indicated with a speaker icon. Double-click the icon next to the first sound on the list.

7. The Sound Properties dialog box appears, as shown in Figure 8-C (next page).

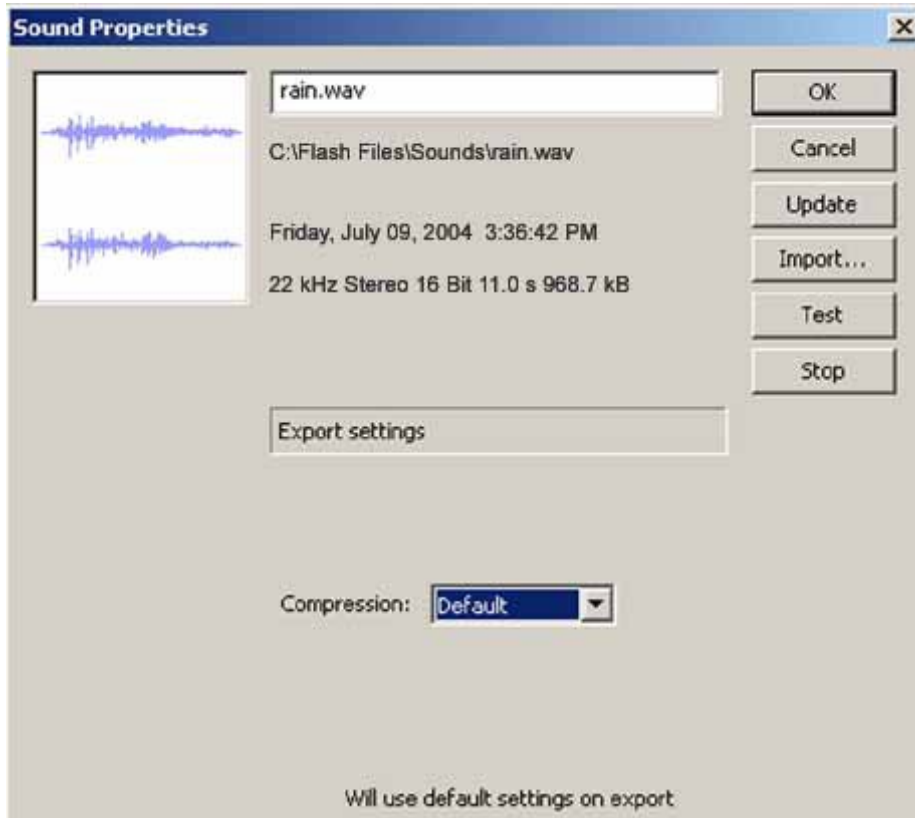


Figure 8-C

8. Click the **down arrow** next to **Compression:** at the **bottom** of the dialog box. **Select MP3** from the drop-down list. Compressing a file in MP3 format creates a smaller file than if you left it in **.wav** format.

9. Click **OK** or *Update*. **Repeat the above steps for each sound file.** Some of the sound files may already be in MP3 format, in which case MP3 will automatically appear in the *Compression* box.

Streaming Sound

10. Your movie should be on your screen. Click the top layer and **insert a new layer**. You will need a new layer for each of your sounds. Rename the new layer so that you know it is the background sound layer.

11. With the new layer selected, click the frame on the timeline **where you would like to begin the background sound and insert a keyframe**. It could be frame 1 or any other frame. The background sound will start in frame 1 normally. The rain or thunder sound usually starts somewhere around frame 30. In the example, Figure 8-D the sound begins on frame 30 because the sound is rain.

12. Open the Library. Choose a sound, then **click and drag** it on the stage.

13. Insert a **new keyframe** at frame **100** so you can view the sound file in the timeline.

14. Your timeline should appear similar to that in Figure 8-D.

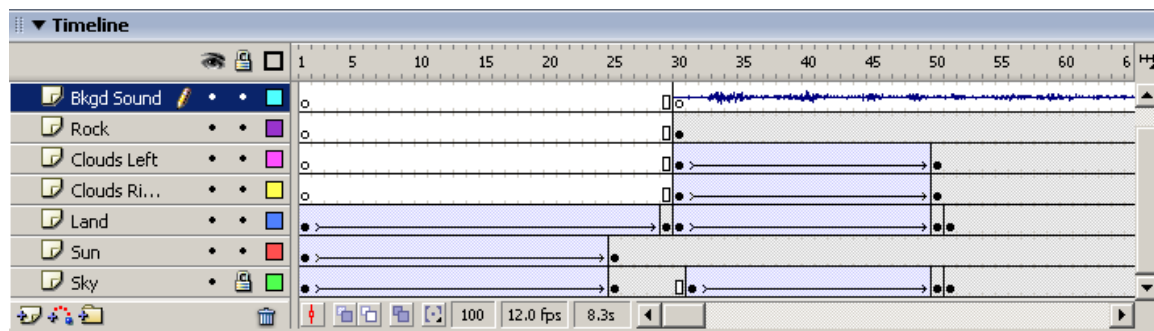


Figure 8-D

15. **Save** your file. To test your movie with the streaming sound, click the **Control** menu and select **Play** or you can try **Control**, and then **Test Movie**. If you do not like the way the sound plays with your movie, choose a different sound by repeating the above steps or read below about editing.

16. To prevent the sound file from playing longer than the duration of the animation you can edit the file. Be sure the sound layer is selected. Go to the Properties panel below the stage and clicking **Edit** next to the **Effect** drop-down menu. A window similar to Figure 8-E will appear. If you are behind the others in class, you can skip this part and just let the sound play extra long. If so, skip ahead to “ADDING A TITLE”.

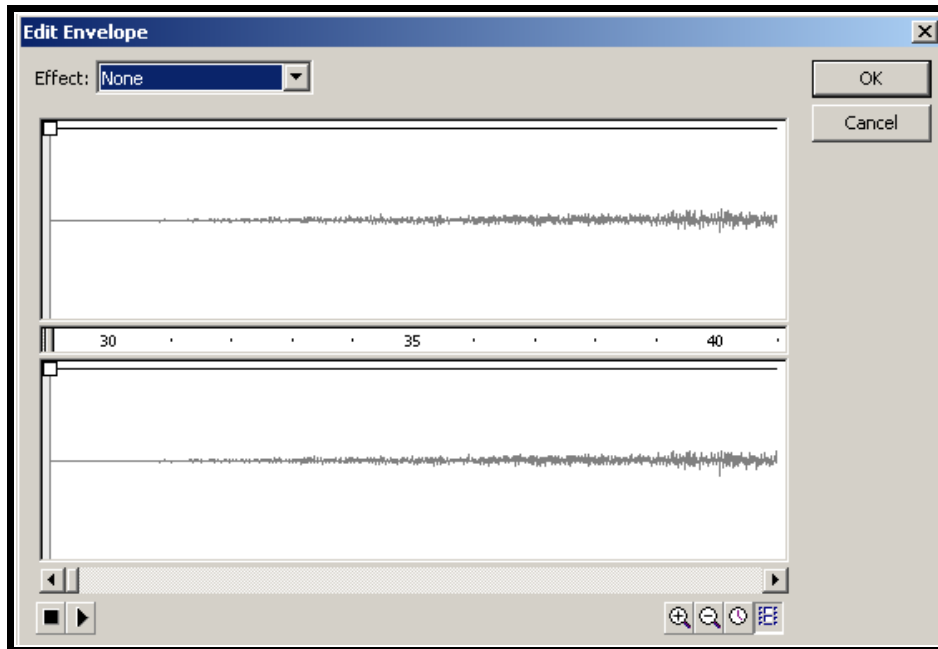


Figure 8-E

17. The numbers in the middle (i.e. 30, 35, 40...) represent the frames in the animation at which that instance of music is played.



You may have to click on the "Frames" button (button on the right of the picture to the left) to get the correct numbered frames to show up.

Scroll to the end of the sound file to see what frame the clip would end at without editing. You need to edit it down to frame 100 unless you want to extend all of the other layers past frame 100.

18. To delete pieces off the beginning and end of the file drag the small vertical gray bar in the middle where necessary. There is one gray bar at each end of the editing area.

19. You can also give the sound file settings such as fade in and fade out by either adjusting the volume manually in the editing window or selecting the settings from the drop-down menu.

20. When you are satisfied with the sound, save and view the movie once more. If you have extra time, you can complete the following activity, which teaches you how to add a title to your movie. Ask your instructor before you proceed.

Adding a Title

1. Insert a **new layer** by clicking **Insert**, **Timeline**, and then **Layer**. Then, select the new layer, right-click to select ***Properties***, and type "Text" in the **Name** field.

Press OK. You can also change the name of the new layer by double-clicking on the Layer Name.

2. Insert a new keyframe at frame 50 (or you can add a title at any other frame you want a title). Click on the Text tool in the *Flash* toolbox, and draw a text box on the stage where you want the text to start. Make sure it does not block or cover the animation. Type your title.

3. To modify the text, first select the text in the text box. In the *Properties* panel below the stage, click the down arrow next to the font list and choose a font type from the drop-down list. In this example the font is Arial Black. To apply bold or italics to your text, click the “B”, bold button, or the “I”, italic button.

4. Next, click the color box and select a fill color from the grid.

5. After you've modified the text, resize the text box if necessary by using the Free Transform button in the *Flash* toolbar.

6. To change the alignment of the text, select the text again and click any of the buttons shown here. (In this example the center alignment button has been selected).

7. If you need to move your text box on the stage, click on the Selection tool in the toolbox, then click on the text box and move it up, down, to the left, or to the right.

8. Insert a new keyframe at frame 100. There is now a gray bar connecting frames 50 and 100.

9. Right-click frame 50 and select ***Create Motion Tween***. Right-click frame 100 and select ***Create Motion Tween***. Frames 50 to 100 are all blue.

To FADE Your Text

10. Click on the text in frame 50 and go to the Properties panel below the stage. Select ***Alpha*** in the drop-down menu next to ***Color***.

11. To the right of Alpha select **0%** in the opacity drop-down menu.

12. Click on the text in frame 100 and go to the Properties panel below the stage. Select ***Alpha*** in the drop-down menu next to ***Color***.

13. To the right of Alpha select **100%** in the opacity drop-down menu. This makes the gradually text fade in rather than suddenly appear in the animation.

14. Once you have finished modifying your text, save your work. Your screen should look similar the one below at frame 100. Click on ***Control*** from the Main

toolbar and select ***Play*** to play your movie or click Control and Test Movie. Make sure that your title does not interfere with the animation.

15. When you are satisfied with your text, save the movie once more.

16. ***Save*** your work. Then, click the X in the upper right corner of the screen to exit *Flash*.

Once you've exited the software, go to the next section in the multimedia presentation.

Advanced Level

Lesson 2, Creating a Rising Sun

Flash should be on your screen. If it isn't, click on the *Application Launch* button and

choose *Flash* from the menu. Follow the directions below to complete this activity.

1. When you first open *Flash*, click on Flash Document under Create New. Once it

opens click on *File* and *Save As*. Name the file ReviewXX, where XX stands for your initials. Then click *Save*. This ensures that you will not lose your work were the program to unexpectedly quit.

Creating New Layers

2. Right-click on "Layer 1" in the timeline and select *Properties*. Enter "Hill" in the **Name** field. Click *OK*. (You can also change the name of the new layer by double-clicking on the Layer Name).

3. Click on *View* from the Main toolbar and select *Rulers* (if it is not already checkmarked).

Click on the Rectangle Tool in the *Flash* toolbox and draw a rectangle along the bottom of the stage with a height of approximately 170 and width of 550. Don't worry if it's not exact, you will resize it in the next step. From the Main toolbar, select *Window* and then *Info* (if it is not already check-marked). The Info

box appears. This is where the dimensions for height and width are displayed. To resize the rectangle, first click on the Selection tool in the Flash toolbox and then double-click on the rectangle. This will select the rectangle and the outline of the rectangle. Enter the width and height in the appropriate boxes and press Enter.

4. With the rectangle still selected (highlighted), move the cursor in the rectangle so

the cursor changes to four arrows. Click, hold, and drag the rectangle to the bottom of the stage.

5. With the rectangle still selected, make the rectangle green by clicking on the box

next to the paint bucket in the Colors section of the *Flash* toolbox, and selecting a

green color. Make the outline of the rectangle the same color by clicking on the box next to the pencil (above the paint bucket) and selecting the same green color.

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6. Click on the Oval Tool. Draw an oval in the white area of the stage above the rectangle with a height of approximately 10-20 and a width of 550. Click on the Selection tool and then double-click on the oval. Enter the height and the width in the Info box and press Enter. With the oval still selected (highlighted), click, hold,

and drag the oval so it is lined up above the rectangle. Do not draw the oval on top of the rectangle. Once you combine two shapes that are not symbols, they cannot be separated back into their original shapes.

7. With the oval still selected, make the oval and the outline of the oval the same green color as the rectangle. Do to this, click on the box next to the paint can and select the same green color, then click on the box next to the pencil and select the same color again.

8. With the oval still selected (highlighted), click, hold, and drag to line up the horizontal center of the oval with the top edge of the rectangle so that they create a hill. You will not be able to see $\frac{1}{2}$ of the oval as it is combined with the rectangle.

9. With the oval still highlighted, hold down the shift key on the keyboard, click on the Selection tool in the *Flash* toolbox and click on the rectangle so both objects are now selected (highlighted). Right-click and select *Convert to Symbol*. A window will appear. Next to **Name** type "Hill" and for **Behavior** select Graphic. Click *OK*. This symbol is automatically saved for any future use in the Library. If the Library is not on the screen, select *Window* and then *Library* from the Main toolbar. You will see a blue frame around the graphic. This indicates that the image is a symbol. Your hill should look similar to the one below.

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10. You will now insert a new layer. From the Main toolbar, select *Insert*, *Timeline*,

and then *Layer*. Then right-click on the new layer and select *Properties*. Type "Sky" in the **Name** field. Click *OK*.

11. Select the Rectangle tool and create a rectangle above the hill with a width of 550 and a height of approximately 255. Select the rectangle by clicking on the Selection tool and then double-clicking on the rectangle. Enter the height and width in the Info box and press Enter. Click, hold, and drag the rectangle to the top of the stage, almost covering half of the hill.

12. With the rectangle still selected, make the rectangle and the outline of the rectangle blue by clicking on the box next to the paint bucket in the Colors section of the *Flash* toolbox, and selecting a color blue. Then click on the box next to the pencil and select the same color blue for the outline.

13. With the rectangle still selected, select *Modify* and then *Convert to Symbol* from

the Main toolbar. A window will appear. Next to **Name** type "Sky" and for **Behavior** select Graphic. Click *OK*.

14. To make the entire hill visible, it must be placed in front of the sky. To change the

order of the layers select the Layer Name (i.e. Sky or Hill) and drag it so that the Hill layer is above the Sky layer. Your screen should look similar to this.

15. Click *File* and then *Save*.

Click, hold, and drag the

'Hill' layer so it appears

first.

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16. Insert a new layer by selecting *Insert*, *Timeline*, and then *Layer* from the Main

toolbar. Right-click on the new layer and to select *Properties*. Enter “Sun” in the **Name** field. Click *OK*.

17. Click on the Oval Tool in the *Flash* toolbox. Hold down the *Shift* key, then click

and drag the mouse in the center of the stage, just below the edge of the hill. (Holding the *Shift* key allows you to create a circle rather than an oval.)

18. Click on the Selection tool and double-click on the circle to select it. Enter 75 for

the width and the height in the Info box and press Enter.

19. With the circle still selected (highlighted), change the color of the circle and the

outline of the circle to yellow by selecting the box next to the paint bucket and then the box next to the pencil. Select the same color yellow each time.

20. With the circle still selected, click on *Modify* and then *Convert to Symbol* from the

Main toolbar. A window will appear. Next to **Name** type “Sun” and for **Behavior** select Graphic. Click *OK*. This symbol is now saved for future use in the Library, which can be found by selecting *Window* and then *Library* from the Main toolbar.

Your screen should look similar to this.

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21. If you look in the Frames area, you will notice that there is a black dot in the box

for frame 1. This is the indicator for a keyframe. Once you converted the graphic into a symbol, the actual symbol was placed in the Library. Therefore, your original drawing has become an instance of the symbol. Remember, instances can only be placed in keyframes, so *Flash* automatically made frame 1 a keyframe.

22. To make the sun hide behind the hill before rising and in front of the sky after rising, the layer order from top to bottom must be Hill, Sun, and Sky. Change the order of the layers by dragging the panel so the order is Hill, Sun and then Sky. You will now be unable to see the entire sun.

23. Click on *File* and *Save*.

24. Insert a new layer by selecting *Insert*, *Timeline*, and then *Layer* from the Main

toolbar. Right-click on the new layer and select *Properties*. Type “Clouds Right” in the **Name** field. Click *OK*.

25. Click the Oval tool in the *Flash* toolbox and create an oval with a width of 180 and height of 40. Select the oval by first clicking on the Selection tool and then double-clicking on the oval. From the Main toolbar, select *Window*, *Design Panels*, and then *Info*. Change the width and the height and then click on the ‘x’ to close the box.

26. With the oval still selected, click on the box next to the paint bucket in the Colors

section of the *Flash* toolbox and select the color gray. Select the same color for the outline of the oval by clicking on the box next to the pencil.

27. With the oval still selected, click on *Modify* and then select *Convert to Symbol*

(from the Main toolbar). A window will appear. Next to **Name** type “Cloud” and for **Behavior** select Graphic. Click *OK*.

28. With the oval still selected, click, hold and drag to move it off the right side of the stage. Open the Library, if it is not on your screen, by selecting *Window* and then *Library*. You will now use the “Cloud” that you saved in the library instead of drawing another one. Click on “Cloud” from the list in the Library and drag it off the right side of the stage, about ½ overlapping the other cloud. Do this one more time.

29. Click on the Selection tool and select all three clouds at once by clicking on each while holding the *Shift* key. From the Main toolbar, select *Modify* and then *Group* to group the clouds. You now have a group of three clouds that will act as one unit. This will be useful later when you want to move them onto the screen together.

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30. Insert a new layer by clicking *Insert*, *Timeline*, and then *Layer*. Right-click on the

new layer and select *Properties*. Type “Clouds Left” in the **Name** field. Click *OK*.

31. Select “Cloud” from the Library list and drag it off the left side of the stage. Click

on “Cloud” again from the list and drag it off the left side of the stage, about ½ overlapping the other cloud. Do this one more time.

32. Click on the Selection tool and select all three clouds at once by clicking on each

while holding the *Shift* key. From the Main toolbar, select *Modify* and then *Group*

to group the clouds. You now have a group of three clouds that will act as one unit. This will be useful later when you want to move them onto the screen together.

33. Your screen should be similar to the one below when zoomed out. To zoom out,

click on *View* from the Main toolbar and select *Zoom Out*.

34. Click *File* and then *Save*.

35. Once you’ve exited the software, go to the next section in the multimedia presentation.

Animation Directions

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Lesson 2, Working with Layers

Flash should be on your screen. If it isn’t, click on the *Application Launch* button and

choose *Flash* from the menu. Select your file under **Open a Recent Item** titled ReviewXX, where XX stands for your initials. If necessary, click **Open** and select the

C: drive from the **Look in:** drop-down list. Double-click the Flash Files folder and then double-click the file. Follow the directions below to complete this activity.

Make sure your layers are in the correct order by dragging and dropping them.

For

now, you will need to have control of the sun, so make the sun the top layer. This means the order, from top to bottom, is Sun, Clouds Right, Clouds Left, Hill, and Sky.

Creating a Rising Sun

1. Click on the Sun layer. Select the sun on the stage by clicking on the Selection tool and then clicking on the sun (do not double-click this time).

2. In the Sun layer, click on frame 1 to highlight it and press the F6 key on the keyboard to create another keyframe at frame 2. You will keep the sun in the same position as it is in frame 1, centered and below the edge of the hill.

3. In the Sun layer, highlight frame 25 and press F6 to create a keyframe. Notice that at frame 25 the only object present is the sun. This is because the other layers have not been extended to this point yet. Also, notice that the space between frame 2 and 25 is now gray. While on frame 25, move the sun directly above its current position so that it is in front of the sky and there is some space left between the sun and the top of the stage. Make sure it is at the same height as your clouds. This is the position in which the sun will stop rising.

4. In the Sun layer, highlight frame 2 again, select *Insert, Timeline*, and then *Create*

Motion Tween. This will fill in the motion of the sun between the two positions at frame 2 and 25. If you press *Enter* or select *Control* and then *Play* from the Main

toolbar, you will be able to see the sun rise.

5. Rearrange the layers once more so that they are, from top to bottom, Clouds Right, Clouds Left, Hill, Sun, and Sky.

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6. Your screen should look similar to this.

Move the Clouds

7. Before moving the clouds you must move the sun again so that you can position

the clouds to cover the sun. Select the Sun layer. Highlight frame 65 and press F6 to create a keyframe. You are now able to see the sun from frames 1-65.

8. Select the Clouds Right layer. Highlight frame 30 and create a keyframe at 30 by

pressing F6. There is now a gray bar from frames 1-30. Do not change the position of the clouds.

9. In the Clouds Right layer, highlight frame 50 and create another keyframe at 50

by pressing F6. Move the clouds so that they partially cover the sun. To keep them at the same height as in frame 1, hold down the *Shift* key while you move it.

10. In the Clouds Right layer, highlight frame 30. Select *Insert, Timeline*, and then

Create Motion Tween. Highlight frame 1 and then press *Enter* to see the sun rise

and the clouds move from offstage to cover the sun.

11. In the Clouds Right layer, highlight frame 51 and create a keyframe at frame 51

by pressing F6. Create another keyframe at frame 65 by highlighting frame 65 and then pressing F6. The clouds will now cover the sun until frame 65.

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12. Select the Clouds Left layer. Highlight frame 30 and create a keyframe at 30 by

pressing F6. There is now a gray bar from frames 1-30. Do not change the position of the clouds.

13. In the Clouds Left layer, highlight frame 50 and create another keyframe at 50 by

pressing F6. Move the clouds so that they partially cover the sun. To keep them at the same height as in frame 1, hold down the *Shift* key while you move it.

14. In the Clouds Left layer, highlight frame 30. Select *Insert*, *Timeline*, and then *Create Motion Tween*.

15. In the Clouds Left layer, highlight frame 51 and create a keyframe at frame 51 by

pressing F6. Create another keyframe at frame 65 by highlighting frame 65 and then pressing F6. The clouds will now cover the sun until frame 65. Highlight frame 1 and press the Enter key.

16. At frame 65 your screen should look similar to this.

17. Click on *File* and then *Save*. Then click on *File* and then *Exit* to exit *Flash*. Once you've exited the software, go to the next section in the multimedia presentation.

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Lesson 3, Creating a Button

Flash should be on your screen. If it isn't, click on the *Application Launch* button and

choose *Flash* from the menu. Select your file under **Open a Recent Item** titled ReviewXX, where XX stands for your initials. If necessary, click **Open** and select the C:

drive from the **Look in:** drop-down list. Double-click the Flash Files folder and then

double-click the file. Follow the directions below to complete this activity.

In this activity, you will be creating a button that looks like a rock in your sunrise scene.

By the end of this level the rock will be used to make the sound of rain and/or thunder

when the clouds cover the sun. Follow the directions below to complete this activity.

1. Select the top layer in the layer area and insert a new layer by selecting *Insert*,

Timeline, and *Layer*. Double-click on the new layer and name the layer "Button." Lock the other layers by clicking on the dot under the "lock" for each layer. A lock will appear for all layers except the Button layer.

2. From the Main toolbar, select *Insert* and then *New Symbol*. The *Create New Symbol* dialog box appears. Name the symbol "Rock", and select *Button* in the

Behavior area. Then click OK.

3. You should now be in *Symbol Edit* mode, which you will know by looking at the

timeline. The timeline should appear similar to this:

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4. The timeline shows four frames – Up, Over, Down, and Hit. The Up frame is selected and is a keyframe. Up is the state used whenever the mouse pointer is not positioned over the button. Draw your rock button on the edit area. In the figure below, the Pencil tool was used to make the outline of the rock. The inside of the outline and the outline were both selected and given a gray color. Hold down the shift key on the keyboard and select the outline and interior of the rock, then press the *Ctrl+G* keys to group them (or select the rock using the Selection tool and click on *Modify* and the *Group*).

5. Select the Over frame and press the F6 key to insert a new keyframe. Modify the

object (button) to the way you want it to appear when the user's mouse passes over it. For the figure below, there is a shadow. To do this, make a note of what size your current rock is and then create a new symbol (i.e. Black Rock). Once you are done, double-click on the rock button in the Library to edit. Drag the Black Rock symbol from the Library to the original rock. To put it behind the rock click *Modify*, *Arrange*, and then *Send to Back*.

Animation Directions

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6. Select the Down frame and press the F6 key to insert a new keyframe. Now create the Down state. This is how the button will appear when the user clicks on it. **Hint:** Keep your Down image the same as the Up image, but nudge it slightly to the right and down the page from the Up position. This will give the impression that the button is pressed when clicked on.

7. Now you will create the Hit frame. Select the Hit frame and press the F6 key. This defines the clickable area of the button and does not appear on the stage. It should include the entire object and any other elements you have added. Be sure the Selection tool is selected, and click and drag around your object to select it. If you chose to use a similar rock as above, you will only have to do this for the original rock.

8. When you are finished, click Scene 1 above the layer area. Make sure you are on the Button layer. Create a new keyframe at frame 50 by highlighting frame 50 and then pressing the F6 key. Open the Library by clicking *Window* from the Main toolbar and selecting *Library*. Drag an instance of your button (named Rock) onto the stage. You may need to Transform it so that it is either larger or smaller.

9. Create keyframes for all of the layers in your scene at frame 100. This will extend

the amount of time you have to view it all and listen to the sounds later.

10. Now that the button is on your stage area, you must enable it. (Buttons are disabled by default.) Click *Control* from the Main toolbar and select *Enable Simple Buttons*.

11. Test your button to see that it performs the way you intended by pressing *Ctrl+Enter* and clicking on the button. If it does not perform correctly, disable the

button by clicking *Control* from the Main toolbar and deselecting the *Enable Simple Buttons* option. Then double-click the button to enter Edit mode, and modify your button.

12. Click the *Save* icon on the toolbar. Exit *Flash* by clicking on the X in the upper right corner of the screen.

Once you've exited the software, go to the next section in the multimedia presentation.

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Lesson 4, Downloading Sounds

The Internet browser should be on your screen. If it isn't, click on the *Resources* button

and choose *Internet Link* from the menu. Follow the directions below to complete this activity.

Before you download any sounds, you first need to create a Sounds folder in your Flash

Files folder. Go to your C: drive and double-click the folder named Flash Files. Select

New from the *File* menu, then select *Folder*. Rename this new folder "Sounds."

1. Below is a list of URLs where you will find free sounds to download. In the address bar of your Internet browser, type the first web address in the list, and then press *Enter*. Search for clips of rain and thunder for when the clouds enter your scene.

<http://deusx.com/studio.html> (See steps 2- 8 for specific guidelines.)

www.flashkit.com (Go to *Sound FX* in the top menu. Then look in "Nature".)

www.flashsound.com

www.wavcentral.com

2. The first sound you will look for will be a sound effect for the button you created

in the previous lesson. On the left side of the DeusX page, you will see a list of free sounds, as shown below. Search for a rain sound effect.

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3. To download a sound, right-click on the link and select *Save Target As* from the shortcut menu.

4. The Save As: dialog box appears. Select the C: drive from the *Save in:* dropdown

list. Then double-click the directory named Flash Files.

5. Double-click the Sounds folder. The name of the sound file should appear in the

File name: box. If it doesn't, or if you want to rename the file, replace the text that

appears with a name of your choice. Then click *Save*.

6. Download as many of these sounds as you would like to try in your scene.

7. Now you will download some sounds to use as streaming sound for the

background of your movie. Click the *Loops Page* link at the bottom left corner of the DeusX screen. If you do not like the streaming sound that you find you can make a new document for them.

8. Follow steps 3 through 7 to download the sounds you want.

9. After you are finished with the DeusX website, try some of the other sites listed in

step 1. Be aware of the differences in downloading methods. Some sites have *Download* links that you left-click on instead of right-clicking. But always save your sounds to the Sounds folder on your C: drive.

When you have finished downloading sounds, exit out of your browser. Go to the next

section in the presentation.

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Lesson 5, Adding Sound to an Animation

Flash should be on your screen. If it isn't, click on the *Application Launch* button and

choose *Flash* from the menu. Select your file under **Open a Recent Item** titled ReviewXX, where XX stands for your initials. If necessary, click **Open** and select the C:

drive from the **Look in:** drop-down list. Double-click the Flash Files folder and then

double-click the file. Follow the directions below to complete this activity.

Importing

1. Now that you have downloaded sound files to your computer, you must import them into *Flash* so they are available to you for your button. Click *File* on the Main toolbar, select *Import*, and then select *Import to Library*. The Import to Library dialog box appears.

2. Select the C: drive from the *Look in:* drop-down list and double-click the directory

named Flash Files. Then double-click the Sounds folder.

3. The list of downloaded sound files should appear.

Click the first sound file on the list and then click the *Open* button. (Or, you can just double-click the sound file.)

4. Repeat steps 1 through 3 for each of the sound files you downloaded in the last activity.

5. Before you add a sound to your button, you should convert each one to an MP3 file because MP3 files are smaller than .wav files. Open the Library by clicking the *Window* menu and selecting *Library* from the drop-down menu.

6. You should see your sound files listed alphabetically, as shown in Figure 5-A. The sound files are indicated with a speaker icon. Doubleclick the icon next to the first sound on the list.

Figure 5- A

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7. The Sound Properties dialog box appears, as shown in Figure 5-B.

8. Click the down arrow next to *Compression*: at the bottom of the dialog box. Select *MP3* from the drop-down list.

Compressing a file in MP3 format creates a smaller file than if you left it in .wav format.

9. Click *OK* or *Update*. Repeat the above steps for each sound file. Some of the sound files may already be in MP3 format, in which case MP3 will automatically appear in the *Compression* box.

Figure 5- B

Adding Sound to a Button

10. Now you can add an event sound to your button. Click *Control* on the Main toolbar and make sure there is no check mark next to *Enable Simple Buttons* on the drop-down menu. If there is, select *Enable Simple Buttons* to uncheck it.

11. Double-click the button on the *Flash* stage to go into Edit mode. Or, you can click

Edit on the Main toolbar and choose *Edit Selected* from the drop-down menu. (Make sure the button is selected before you do this.)

12. The button timeline should now appear at the top of the screen. To add a sound effect that will play when the user clicks the button, insert a keyframe in the Down frame.

13. If the *Flash* panels are not visible, click *Window* on the Main toolbar and uncheck *Hide Panels* in the drop-down menu by clicking that option.

14. Be sure the Down frame is still selected. Open the Library by clicking *Window* on the Main toolbar and selecting *Library*. Then click and drag your sound onto the button. Your Down frame should appear similar to the one shown.

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15. Now you will test the button's sound. Click *Scene 1* above the timeline, then enable the button by selecting *Enable Simple Buttons* from the *Control* menu. Click on the button to make sure the sound plays. If it does not play, try repeating the previous steps. If you do not like the sound you chose, select a different sound from the drop-down list. If the sound is longer than you would like it to be you can edit it. See steps 24-27 under **Streaming Sound** for more information. When you are finished, save your changes and close the button file.

Streaming Sound

19. Your movie should be on your screen. Click the top layer and insert a new layer.

Rename the new layer so that you know it is the background sound layer.

20. With the new layer selected, click the frame on the timeline where you would like

to begin the background sound and insert a keyframe. In Figure 5-D the sound begins on frame 30 because the sound is rain.

21. Open the Library. Choose a sound, then click and drag it on the stage.

22. Insert a new keyframe at frame 100 so you can view the sound file in the timeline.

23. Your timeline should appear similar to this:

23. Save your file. To test your movie with the streaming sound, click the *Control* menu

and select *Play*. If you do not like the way the sound plays with your movie, choose

a different sound by repeating the above steps or read below about editing.

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24. To prevent the sound file from playing longer than the duration of the animation you

can edit the file. Click on frame 30 in your Bkgd Sound layer. Go to the *Properties*

panel below the stage and click on *Edit* next to the *Effect* drop-down menu. A window similar to the one below will appear.

25. The numbers in the middle (i.e. 30, 35, 40...) represent the frames in the animation at which that instance of music is played. Scroll to the end of the sound file to see what frame the clip would end at without editing. You need to edit it down to frame 100 unless you want to extend all of the other layers past frame 100.

26. To delete pieces off the beginning and end of the file drag the small vertical gray

bar in the middle where necessary. There is one gray bar at each end of the editing area.

27. You can also give the sound file settings such as fade in and fade out by either

adjusting the volume manually in the editing window or selecting the settings from the drop-down menu.

28. When you are satisfied with the sound, save and view the movie once more.

Then click the X in the upper right corner of the screen to exit *Flash*.

Once you've exited the software, go to the next section in the multimedia presentation.

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Lesson 6, Creating Text and Fading

Flash should be on your screen. If it isn't, click on the *Application Launch* button and

choose *Flash* from the menu. Follow the directions below to complete this activity.

Select your file under **Open a Recent Item** titled ReviewXX, where XX stands for your initials. If necessary, click **Open** and select the C: drive from the **Look in:** drop-down list. Double-click the Flash Files folder and then double-click the file. Follow the directions below to complete this activity. In this activity, you will add a title to your movie. The title used in this example is "A Rainy Day."

1. Insert a new layer by clicking *Insert*, *Timeline*, and then *Layer*. Then, select the new layer, right-click to select *Properties*, and type "Text" in the **Name** field. Press OK. You can also change the name of the new layer by double-clicking on the Layer Name.
 2. Insert a new keyframe at frame 50. Click on the Text tool in the *Flash* toolbox, and draw a text box on the stage where you want the text to start. Make sure it does not block or cover the animation. Type your title.
 3. To modify the text, first select the text in the text box. In the *Properties* panel below the stage, click the down arrow next to the font list and choose a font type from the drop-down list. In this example the font is Arial Black. To apply bold or italics to your text, click the "B", bold button, or the "I", italic button.
 4. Next, click the color box and select a fill color from the grid.
 5. After you've modified the text, resize the text box if necessary by using the Free Transform button in the *Flash* toolbar.
 6. To change the alignment of the text, select the text again and click any of the buttons shown here. (In this example the center alignment button has been selected).
 8. If you need to move your text box on the stage, click on the Selection tool in the toolbox, then click on the text box and move it up, down, to the left, or to the right.
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9. Insert a new keyframe at frame 100. There is now a gray bar connecting frames 50 and 100.
 10. Right-click frame 50 and select *Create Motion Tween*. Right-click frame 100 and select *Create Motion Tween*. Frames 50 to 100 are all blue.
 11. In the Text layer, click in frame 50. Select the text box and go to the Properties panel below the stage. Select *Alpha* in the drop-down menu next to *Color*.
 12. To the right of Alpha select 0% in the opacity drop-down menu.
 13. Click on the text in frame 100 and go to the Properties panel below the stage. Select *Alpha* in the drop-down menu next to *Color*.
 14. To the right of Alpha select 100% in the opacity drop-down menu. This makes the gradually text fade in rather than suddenly appear in the animation.
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15. Once you have finished modifying your text, save your work. Your screen should look similar the one below at frame 100. Click on *Control* from the Main toolbar and select *Play* to play your movie. Make sure that your title does not interfere with the animation.

16. When you are satisfied with your text, save the movie once more.

17. You can also fade in the Rock button by repeating steps 11-14 on the Rock layer

after creating motion tween for frames 40-50.

18. Save your work and click the X in the upper right corner of the screen to exit *Flash*.

Once you've exited the software, go to the next section in the multimedia presentation.

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Lesson 7, Creating Your Movie

Flash should be on your screen. If it isn't, click on the *Application Launch* button and

choose *Flash* from the menu.

When you first open *Flash*, click on Flash Document under Create New. Once it opens

click on **File** and **Save As**. Name the file MymovieXX, where XX stands for your initials.

Then click **Save**. This ensures that you will not lose your work were the program to

unexpectedly quit.

In this activity, you will create your own movie just like you did in this module.

Refer to

the instructions in this Module Guide for help.

When you are finished, save your movie, exit *Flash*, and go to the next section in the

presentation.

Animation Directions

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Comprehensive Level

Lesson 2, Flash Drawing Tools Practice

Flash should be on your screen. If it isn't, click on the *Application Launch* button and

choose *Flash* from the menu. Follow the directions below to complete this activity.

1. When you first open *Flash*, a *Welcome* screen appears. Under **Create New**, click

on *Flash Document*.

2. Practice using all the tools in the drawing toolbox. Create different shapes on the

stage and work with the color tools. (Before you can select a stroke color or a fill color for your shape, you must first select it by clicking on the Selection tool, then

double-clicking on the shape.)

3. Click on *File* and select *Save As* from the drop-down menu. If necessary, click the down arrow in the *Save in:* box and select the C: drive. Then double-click the folder titled Flash Files. (If the folder does not already exist, create the folder on your C: drive.)

4. Name the file FlashPracticeXX, where XX stands for your initials. Then click *Save*. (Save your file frequently as you work.)

5. When you are finished practicing with the drawing tools, show the file to your instructor for the proper credit.

6. Select *File* and then *Exit* to exit *Flash*.

7. Once you've exited the software, go to the next section in the multimedia presentation.

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Lesson 3, Creating Layers and Symbols

1. *Flash* should be on your screen. If it isn't, click on the *Application Launch* button

and choose *Flash* from the menu. Follow the directions below to complete this activity. This lesson is the beginning to a culminating project. Ultimately, the sun rises over the hill and is covered by dark clouds.

2. When you first open *Flash*, click on Flash Document under Create New. Once it

opens click on *File* and *Save As*. Name the file SunriseXX, where XX stands for your initials. Then click *Save*. This ensures that you will not lose your work were the program to unexpectedly quit.

Creating a Hill

3. Right-click on "Layer 1" in the timeline and select *Properties*. Enter "Hill" in the **Name** field. Click *OK*. (You can also change the name of the new layer by double-clicking on the Layer Name).

4. Click on *View* from the Main toolbar and select *Rulers* (if it is not already checkmarked).

Click on the Rectangle Tool in the *Flash* toolbox and draw a rectangle along the bottom of the stage with a height of approximately 170 and width of 550. Don't worry if it's not exact, you will resize it in the next step. From the Main toolbar, select *Window*, *Design Panels*, and then *Info*. The Info box appears.

This

is where the dimensions for height and width are displayed. To resize the rectangle, first click on the Selection tool in the Flash toolbox and then doubleclick

on the rectangle. This will select the rectangle and the outline of the rectangle. Enter the width and height in the appropriate boxes. Click on the 'x' in the corner of this box to close it.

5. With the rectangle still selected (highlighted), move the cursor in the rectangle so

the cursor changes to four arrows. Click, hold, and drag the rectangle to the bottom of the stage.

6. With the rectangle still selected, make the rectangle green by clicking on the box

next to the paint bucket in the Colors section of the *Flash* toolbox, and selecting a green color. Make the outline of the rectangle the same color green by clicking on the box next to the pencil (above the paint bucket) and select the same color green.

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7. Click on the Oval Tool. Draw an oval in the white area of the stage above the rectangle with a height of approximately 10-20 and a width of 550. From the Main toolbar, select *Window*, *Design Panels*, and *Info*. This is where you can change the height and width, but first you must select the oval. Click on the Selection tool and then double-click on the oval to select it and the outline around it. Once you have entered the height and the width, click on the 'x' in the box to close it. With the oval still selected (highlighted), click, hold, and drag the oval so it is lined up above the rectangle. Do not draw the oval on top of the rectangle. Once you combine two shapes that are not symbols, they cannot be separated back into their original shapes.

8. With the oval still selected, make the oval and the outline of the oval the same color green as the rectangle. Do to this, click on the box next to the paint can and select the same color green, then click on the box next to the pencil and select the same color green again.

9. With the oval still selected (highlighted), click, hold, and drag to line up the horizontal center of the oval with the top edge of the rectangle so that they create a hill. You will not be able to see ½ of the oval as it is combined with the rectangle.

10. With the oval still highlighted, hold down the shift key on the keyboard, click on the Selection tool in the *Flash* toolbox and click on the rectangle so both objects are now selected (highlighted). Right-click and select *Convert to Symbol*. A window will appear. Next to **Name** type "Hill" and for **Behavior** select Graphic. Click *OK*. This symbol is automatically saved for any future use in the Library, which can be found by selecting *Window* and then *Library* from the Main toolbar.

You will see a blue frame around the graphic. This indicates that the image is a symbol. Your screen should look similar to the one below.

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Creating a Sky

11. You will now insert a new layer. From the Main toolbar, select *Insert*, *Timeline*, and then *Layer*. Then right-click on the new layer and select *Properties*. Type "Sky" in the **Name** field. Click *OK*.

12. Select the Rectangle tool and create a rectangle with a width of 550 and a height of approximately 255. From the Main toolbar, select *Window*, *Design Panels*, and then *Info*. This is where you can change the dimensions for height and width. First select the rectangle and the outline around the rectangle by clicking on the Selection tool and then double-clicking on the rectangle. Enter the height and

width and then click on the 'x' to close the box. Click, hold, and drag the rectangle to the top of the stage, almost covering half of the hill.

13. With the rectangle still selected, make the rectangle and the outline of the rectangle blue by clicking on the box next to the paint bucket in the Colors section of the *Flash* toolbox, and selecting a color blue. Then click on the box next to the pencil and select the same color blue for the outline.

14. With the rectangle still selected, select *Modify* and then *Convert to Symbol* from the Main toolbar. A window will appear. Next to **Name** type "Sky" and for **Behavior** select Graphic. Click *OK*.

15. To make the entire hill visible, it must be placed in front of the sky. To change the order of the layers select the Layer Name (i.e. Sky or Hill) and drag it so that the Hill layer is above the Sky layer. Your screen should look similar to this.

16. Click *File* and then *Save*. Click *File* and then *Exit* go to the next section in the multimedia presentation.

Click, hold, and drag the 'Hill' layer so it appears first.

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Lesson 4, Creating a Sun

1. Click on the *Application Launch* button and choose *Flash* from the menu. Select

your file under **Open a Recent Item** titled SunriseXX, where XX stands for your initials. If necessary, click **Open** and select the C: drive from the **Look in:** dropdown

list. Double-click the Flash Files folder and then double-click the file. Follow the directions below to complete this activity.

2. Insert a new layer by selecting *Insert*, *Timeline*, and then *Layer* from the Main

toolbar. Right-click on the new layer and to select *Properties*. Enter "Sun" in the **Name** field. Click *OK*.

3. Click on the Oval Tool in the *Flash* toolbox. Hold down the *Shift* key, then click and drag the mouse in the center of the stage, just below the edge of the hill. (Holding the *Shift* key allows you to create a circle rather than an oval.)

4. Click on the Selection tool and double-click on the circle to select it. Change the

width and height of the circle by selecting *Window*, *Design Panels*, and then *Info*.

Enter 75 for the width and the height then click on the 'x' to close the box.

5. With the circle still selected (highlighted), change the color of the circle and the outline of the circle to yellow by selecting the box next to the paint bucket and then the box next to the pencil. Select the same color yellow each time.

6. With the circle still selected, click on *Modify* and then *Convert to Symbol* from the

Main toolbar. A window will appear. Next to **Name** type "Sun" and for **Behavior** select Graphic. Click *OK*. This symbol is now saved for future use in the Library, which can be found by selecting *Window* and then *Library* from the Main toolbar.

Your screen should look similar to this.

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7. If you look in the Frames area, you will notice that there is a black dot in the box

for frame 1. This is the indicator for a keyframe. Once you converted the graphic into a symbol, the actual symbol was placed in the Library. Therefore, your original drawing has become an instance of the symbol. Remember, instances can only be placed in keyframes, so *Flash* automatically made frame 1 a keyframe.

8. To make the sun hide behind the hill before rising and in front of the sky after rising, the layer order from top to bottom must be Hill, Sun, and Sky. Change the order of the layers by dragging the panel so the order is Hill, Sun and then Sky. You will now be unable to see the entire sun.

9. Click on *File* and *Save* and then *File* and *Exit* to exit *Flash*.

10. Once you've exited the software, go to the next section in the multimedia presentation.

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Lesson 5, Creating Clouds

1. *Flash* should be on your screen. If it isn't, click on the *Application Launch* button

and choose *Flash* from the menu. Select your file under **Open a Recent Item** titled SunriseXX, where XX stands for your initials. If necessary, click **Open** and select the C: drive from the **Look in:** drop-down list. Double-click the Flash Files folder and then double-click the file. Follow the directions below to complete this activity.

2. Insert a new layer by selecting *Insert*, *Timeline*, and then *Layer* from the Main toolbar. Right-click on the new layer and select *Properties*. Type "Clouds Right" in the **Name** field. Click *OK*.

3. Click the Oval tool in the *Flash* toolbox and create an oval to the right of the sun with a width of 180 and height of 40. Select the oval by first clicking on the Selection tool and then double-clicking on the oval. From the Main toolbar, select *Window*, *Design Panels*, and then *Info*. Change the width and the height and then click on the 'x' to close the box.

4. With the oval still selected, click on the box next to the paint bucket in the Colors section of the *Flash* toolbox and select the color gray. Select the same color for the outline of the oval by clicking on the box next to the pencil.

5. With the oval still selected, click on *Modify* and then select *Convert to Symbol* (from the Main toolbar). A window will appear. Next to **Name** type "Cloud" and for **Behavior** select Graphic. Click *OK*.

6. With the oval still selected, click, hold and drag to move it off the right side of the stage. Open the Library, if it is not on your screen, by selecting *Window* and then *Library*. You will now use the "Cloud" that you saved in the library instead of

drawing another one. Click and hold “Cloud” from the list in the Library and drag it off the right side of the stage, about ½ overlapping the other cloud. Do this one more time.

7. Click on the Selection tool and select all three clouds at once by clicking on each

while holding the *Shift* key. From the Main toolbar, select *Modify* and then *Group*

to group the clouds. You now have a group of three clouds that will act as one unit. This will be useful later when you want to move them onto the screen together.

8. Insert a new layer by clicking *Insert*, *Timeline*, and then *Layer*. Right-click on the

new layer and select *Properties*. Type “Clouds Left” in the **Name** field. Click *OK*.

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9. Select “Cloud” from the Library list and drag it off the left side of the stage.

Click

on “Cloud” again from the list and drag it off the left side of the stage, about ½ overlapping the other cloud. Do this one more time.

10. Click on the Selection tool and select all three clouds at once by clicking on each

while holding the *Shift* key. From the Main toolbar, select *Modify* and then *Group*

to group the clouds. You now have a group of three clouds that will act as one unit. This will be useful later when you want to move them onto the screen together.

11. Your screen should be similar to the one below when zoomed out. To zoom out,

click on *View* from the Main toolbar and select *Zoom Out*.

12. Click *File* and then *Save*. Then click on *File* and *Exit* to exit *Flash*.

13. Once you’ve exited the software, go to the next section in the multimedia presentation.

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Lesson 6, Motion Tweens

1. *Flash* should be on your screen. If it isn’t, click on the *Application Launch* button

and choose *Flash* from the menu. Select your file under **Open a Recent Item** titled SunriseXX, where XX stands for your initials. If necessary, click **Open** and select the C: drive from the **Look in:** drop-down list. Double-click the Flash Files folder and then double-click the file. Follow the directions below to complete this activity.

2. Make sure your layers are in the correct order by dragging and dropping them. For now, you will need to have control of the sun, so make the sun the top layer. This means the order, from top to bottom, is Sun, Clouds Left, Clouds Right, Hill, and Sky.

Creating a Rising Sun

3. Click on the Sun layer. Click on the Selection tool and then click on the Sun (do

not double-click this time).

4. In the Sun layer, click on frame 1 to highlight it and then press the F6 key on the

keyboard to create another keyframe at frame 2. You will keep the sun in the same position as it is in frame 1, centered and below the edge of the hill.

5. In the Sun layer, highlight frame 25 and press F6 to create a keyframe. Notice that at frame 25 the only object present is the sun. This is because the other layers have not been extended to this point yet. Also, notice that the space between frame 2 and 25 is now gray. While on frame 25, move the sun directly above its current position so that it is in front of the sky and there is some space left between the sun and the top of the stage. Make sure it is at the same height as your clouds. This is the position in which the sun will stop rising.

6. In the Sun layer, highlight frame 2 again, select *Insert, Timeline*, and then *Create*

Motion Tween. This will fill in the motion of the sun between the two positions at frame 2 and 25. If you press *Enter* or select *Control* and then *Play* from the Main

toolbar, you will be able to see the sun rise.

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7. Rearrange the layers once more so that they are, from top to bottom, Clouds Right, Clouds Left, Hill, Sun, and Sky.

8. Your screen should look similar to this.

Move the Clouds

9. Before moving the clouds you must move the sun again so that you can position

the clouds to cover the sun. Select the Sun layer. Highlight frame 65 in the Sun layer and press F6 to create a keyframe. You are now able to see the sun from frames 1-65.

10. Select the Clouds Right layer. Highlight frame 30 and create a keyframe at 30 by

pressing F6. There is now a gray bar from frames 1-30 in the Clouds Right layer. Do not change the position of the clouds.

11. In the Clouds Right layer, highlight frame 50 and create another keyframe at 50

by pressing F6. Move the clouds so that they partially cover the sun. To keep them at the same height as in frame 1, hold down the *Shift* key while you move it.

12. In the Clouds Right layer, highlight frame 30. Select *Insert, Timeline*, and then

Create Motion Tween. Highlight frame 1 and then press *Enter* to see the sun rise

and the clouds move from offstage to cover the sun.

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13. In the Clouds Right layer, highlight frame 51 and create a keyframe at frame 51

by pressing F6. Create another keyframe at frame 65 by highlighting frame 65 and then pressing F6. The clouds will now cover the sun until frame 65.

14. Select the Clouds Left layer. Highlight frame 30 and create a keyframe at 30 by pressing F6. There is now a gray bar from frames 1-30. Do not change the position of the clouds.

15. In the Clouds Left layer, highlight frame 50 and create another keyframe at 50 by pressing F6. Move the clouds so that they partially cover the sun. To keep them at the same height as in frame 1, hold down the *Shift* key while you move it.

16. In the Clouds Left layer, highlight frame 30. Select *Insert*, *Timeline*, and then *Create Motion Tween*.

17. In the Clouds Left layer, highlight frame 51 and create a keyframe at frame 51 by pressing F6. Create another keyframe at frame 65 by highlighting frame 65 and then pressing F6. The clouds will now cover the sun until frame 65. Highlight frame 1 and press the Enter key.

18. At frame 65 your screen should look similar to this.

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19. Click on *File* and then *Save*. Then click on *File* and then *Exit* to exit *Flash*.

20. Once you've exited the software, go to the next section in the multimedia presentation.

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Lesson 7, Transitioning Colors

1. *Flash* should be on your screen. If it isn't, click on the *Application Launch* button

and choose *Flash* from the menu. Select your file under **Open a Recent Item** titled SunriseXX, where XX stands for your initials. If necessary, click **Open** and select the C: drive from the **Look in:** drop-down list. Double-click the Flash Files folder and then double-click the file. Follow the directions below to complete this activity.

Transition the Color of the Sky

2. Select frame 25 in the Sky layer and press the F6 key on the keyboard. Select frame 1 in the Sky layer, right-click and select *Create Motion Tween*.

3. In the Sky layer, select frame 1. Highlight the sky using the Selection tool and then clicking on the sky (do not double-click). Open the Properties window if it is not already on your screen by selecting *Window* and then *Properties*. The window will appear at the bottom of the screen. Click on the down arrow next to Color and select *Tint*. Click on the box next to the down arrow and select a dark blue.

4. In the Sky layer, select frame 25. Highlight the sky symbol by clicking on the Selection tool and then clicking on the sky (do not double-click). In the Properties window, select *Tint* for the Color. Click on the box next to the down arrow and select a lighter/brighter blue. Now, as the sun rises, the color of the sky will become brighter.

5. In the Sky layer, select frame 31 and create a new keyframe at 31 by pressing F6. Frames 25 and 31 are now connected by a gray bar. This will make it so that the sky stays light blue for a few frames.

6. In the Sky layer, highlight frame 50 and press F6. There is now another gray bar between 31 and 50.

7. In the Sky layer, highlight frame 31, right-click and select *Create Motion Tween*.

8. In the Sky layer, highlight frame 50 and highlight the sky by first clicking on the Selection tool and then clicking on the sky. In the Properties window at the bottom of the screen, click on the down arrow next to Color and select *Tint*. Click on the box next to the down arrow and select a dark blue.

9. In the Sky layer, highlight frame 51 and press F6. Highlight frame 65 and press F6. The dark sky will be present until the end of the scene.

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10. Your screen should look similar to this at frame 65.

Transition the Color of the Hill

11. In the Hill layer, highlight frame 29 and create a keyframe at 29 on the Hill layer by pressing F6.

by pressing F6.

12. In the Hill layer, highlight frame 1, right-click and select *Create Motion Tween*.

13. In the Hill layer, highlight frame 1. Select the Hill by first clicking on the Selection tool and then clicking on the hill. In the Properties window at the bottom of the screen, select *Tint* for the Color. Click on the box next to the down arrow and select a dark green.

14. In the Hill layer, highlight frame 29 and select the Hill again if it is not already selected by first clicking on the Selection tool and then clicking on the hill. In the Properties window at the bottom of the screen, select *Tint* for the Color. Then click on the box next to the down arrow and select a lighter/brighter green.

15. In the Hill layer, highlight frame 30 and create a keyframe by pressing F6. Create another keyframe at 50 by first highlighting frame 50 and then pressing F6.

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16. In the Hill layer, highlight frame 30, right-click and select *Create Motion Tween*.

17. In the Hill layer, highlight frame 50 and select the Hill if it is not already selected. In the Properties window at the bottom of the screen, select *Tint* for the Color. Click on the box next to the down arrow and select a dark green.

18. In the Hill layer, highlight frame 65 and create a keyframe at 65 by pressing F6.

19. Your screen should look similar to this at frame 65.

20. Press *Enter* to view your sky scene.

21. Click *File* and then *Save*. Then click *File* and then *Exit* to exit *Flash*.

Once you've exited the software, go to the next section in the multimedia presentation.

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Lesson 8, Downloading Sounds and Adding Sound to an Animation

The Internet browser should be on your screen. If it isn't, click on the *Resources* button

and choose *Internet Link* from the menu. Follow the directions below to complete this activity.

Before you download any sounds, you first need to create a Sounds folder in your Flash

Files folder. Go to your C: drive and double-click the folder named Flash Files. Select

New from the *File* menu, then select *Folder*. Rename this new folder "Sounds."

1. Below is a list of URLs where you will find free sounds to download. In the address bar of your Internet browser, type the first web address in the list, and then press *Enter*. Search for clips of rain and thunder for when the clouds enter your scene.

<http://deusx.com/studio.html> (See steps 2-8 for specific guidelines.)

www.flashkit.com (Go to Sound FX in the top menu. Then look in "Nature".)

www.flashsound.com

www.wavcentral.com

2. On the left side of the DeusX page, you will see a list of free sounds, as shown in

Figure 8-A. Search for a rain sound effect.

Figure 8- A

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3. To download a sound, right-click on the link and select *Save Target As* from the shortcut menu.

4. The Save As: dialog box appears. Select the C: drive from the *Save in:* dropdown

list. Then double-click the directory named Flash Files.

5. Double-click the Sounds folder. The name of the sound file should appear in the

File name: box. If it doesn't, or if you want to rename the file, replace the text that

appears with a name of your choice. Then click *Save*.

6. Download as many of these sounds as you would like to try in your scene.

7. Now you will download some sounds to use as streaming sound for the background of your movie. Click the *Loops Page* link at the bottom left corner of the DeusX screen. If you do not like the streaming sound that you find you can make a new document for them.

8. Follow steps 3 through 5 to download the sounds you want.

9. After you are finished with the DeusX website, try some of the other sites listed in

step 1. Be aware of the differences in downloading methods. Some sites have *Download* links that you left-click on instead of right-clicking. But always save your sounds to the Sounds folder on your C: drive.

Flash should be on your screen. If it isn't, click on the *Application Launch* button and choose *Flash* from the menu. Select your file under **Open a Recent Item** titled SunriseXX, where XX stands for your initials. If necessary, click **Open** and select the C: drive from the **Look in:** drop-down list. Double-click the Flash Files folder and then double-click the file. Follow the directions below to complete this activity.

Importing

1. Now that you have downloaded sound files to your computer, you must import them into *Flash* so they are available for you to use in your movie. Click *File* on the menu bar, select *Import* from the drop-down menu, and then select *Import to*

Library. The Import to Library dialog box appears.

2. Select the C: drive from the *Look in:* drop-down list and double-click the directory

named Flash Files. Then double-click the Sounds folder.

3. The list of downloaded sound files should appear. Click the first sound file on the

list and then click the *Open* button. (Or, you can just double-click the sound file.)

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4. Repeat steps 1 through 3 for each of the sound files you downloaded in the last activity.

5. Before you add a sound, you should convert each one to an MP3 file because MP3 files are smaller than .wav files. Open the Library by clicking the *Window* menu and selecting *Library* from the drop-down menu.

6. You should see your sound files listed alphabetically, as shown in Figure 8-B. The sound files are indicated with a speaker icon. Double-click the icon next to the first sound on the list.

Figure 8- B

7. The Sound Properties dialog box appears, as shown in Figure 8-C.

Figure 8- C

8. Click the down arrow next to *Compression:* at the bottom of the dialog box. Select *MP3* from the drop-down list. Compressing a file in MP3 format creates a smaller file than if you left it in .wav format.

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9. Click *OK* or *Update*. Repeat the above steps for each sound file. Some of the sound files may already be in MP3 format, in which case MP3 will automatically appear in the *Compression* box.

Streaming Sound

10. Your movie should be on your screen. Click the top layer and insert a new layer.

Rename the new layer so that you know it is the background sound layer.

11. With the new layer selected, click the frame on the timeline where you would like

to begin the background sound and insert a keyframe. In Figure 8-D the sound begins on frame 30 because the sound is rain.

12. Open the Library. Choose a sound, then click and drag it on the stage.

13. Insert a new keyframe at frame 100 so you can view the sound file in the timeline.

14. Your timeline should appear similar to that in Figure 8-D.

Figure 8- D

15. Save your file. To test your movie with the streaming sound, click the *Control*

menu and select *Play*. If you do not like the way the sound plays with your movie, choose a different sound by repeating the above steps or read below about editing.

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16. To prevent the sound file from playing longer than the duration of the animation

you can edit the file. Go to the Properties panel below the stage and clicking *Edit* next to the *Effect* drop-down menu. A window similar to Figure 8-E will appear.

Figure 8- E

17. The numbers in the middle (i.e. 30, 35, 40...) represent the frames in the animation at which that instance of music is played. Scroll to the end of the sound file to see what frame the clip would end at without editing. You need to edit it down to frame 100 unless you want to extend all of the other layers past frame 100.

18. To delete pieces off the beginning and end of the file drag the small vertical gray

bar in the middle where necessary. There is one gray bar at each end of the editing area.

19. You can also give the sound file settings such as fade in and fade out by either

adjusting the volume manually in the editing window or selecting the settings from the drop-down menu.

20. When you are satisfied with the sound, save and view the movie once more.

If you have extra time, you can complete the following activity, which teaches you how

to add a title to your movie. Ask your instructor before you proceed.

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Adding a Title

1. Insert a new layer by clicking *Insert*, *Timeline*, and then *Layer*. Then, select the

new layer, right-click to select *Properties*, and type "Text" in the **Name** field.

Press OK. You can also change the name of the new layer by double-clicking on the Layer Name.

2. Insert a new keyframe at frame 50. Click on the Text tool in the *Flash* toolbox, and draw a text box on the stage where you want the text to start. Make sure it does not block or cover the animation. Type your title.

3. To modify the text, first select the text in the text box. In the *Properties* panel below the stage, click the down arrow next to the font list and choose a font type from the drop-down list. In this example the font is Arial Black. To apply bold or italics to your text, click the “B”, bold button, or the “I”, italic button.
4. Next, click the color box and select a fill color from the grid.
5. After you've modified the text, resize the text box if necessary by using the Free Transform button in the *Flash* toolbar.
6. To change the alignment of the text, select the text again and click any of the buttons shown here. (In this example the center alignment button has been selected).
7. If you need to move your text box on the stage, click on the Selection tool in the toolbox, then click on the text box and move it up, down, to the left, or to the right.
8. Insert a new keyframe at frame 100. There is now a gray bar connecting frames 50 and 100.
9. Right-click frame 50 and select *Create Motion Tween*. Right-click frame 100 and select *Create Motion Tween*. Frames 50 to 100 are all blue.
10. Click on the text in frame 50 and go to the Properties panel below the stage. Select *Alpha* in the drop-down menu next to *Color*.
11. To the right of Alpha select 0% in the opacity drop-down menu.
12. Click on the text in frame 100 and go to the Properties panel below the stage. Select *Alpha* in the drop-down menu next to *Color*.
13. To the right of Alpha select 100% in the opacity drop-down menu. This makes the gradually text fade in rather than suddenly appear in the animation.
14. Once you have finished modifying your text, save your work. Your screen should look similar the one below at frame 100. Click on *Control* from the Main toolbar and select *Play* to play your movie. Make sure that your title does not interfere with the animation.
15. When you are satisfied with your text, save the movie once more.
16. Save your work and click the X in the upper right corner of the screen to exit *Flash*.

Once you've exited the software, go to the next section in the multimedia presentation.

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Lesson 9, Creating Your Movie

Flash should be on your screen. If it isn't, click on the *Application Launch* button and choose *Flash* from the menu.

When you first open *Flash*, click on Flash Document under Create New. Once it opens

click on **File** and **Save As**. Name the file MymovieXX, where XX stands for your initials.

Then click **Save**. This ensures that you will not lose your work were the program to unexpectedly quit.

In this activity, you will create your own movie just like you did in this module.

Refer to

the instructions in this Module.

When you are finished, save your movie, exit *Flash*, and go to the next section in the presentation.