

Exploring interface, using selection and pen tools, working with drawing and painting tools, applying color, viewing and manipulating time line, time line/stage relationship, animating (frame-by-frame, twining), guiding layers, importing and editing sound and video clips in flash, importing and exporting flash files in other applications.

Flash: Flash is a multimedia software that is used to design user interfaces and applications. Flash packs a lot of functionality into one easy-to-use program.

In Flash we can:

- create animated movies from scratch
- import graphic content created in other programs and use Flash to animate it.
- how the site will function and appear regardless of the browser used.

Interface Elements:

To design and deliver Flash documents, you work within the Adobe Flash authoring environment. The Quick Start page provides easy access to your most frequently used actions. The stage contains the visible elements, such as text, components, and images of the document. The Timeline represents different phases, or frames, of an animation. The Tools panel provides the tools used to create and manipulate objects on the stage. The Edit bar tells you what you are currently working on and gives you the ability to change the magnification level of the stage. The panels provide access to a wide variety of authoring tools.

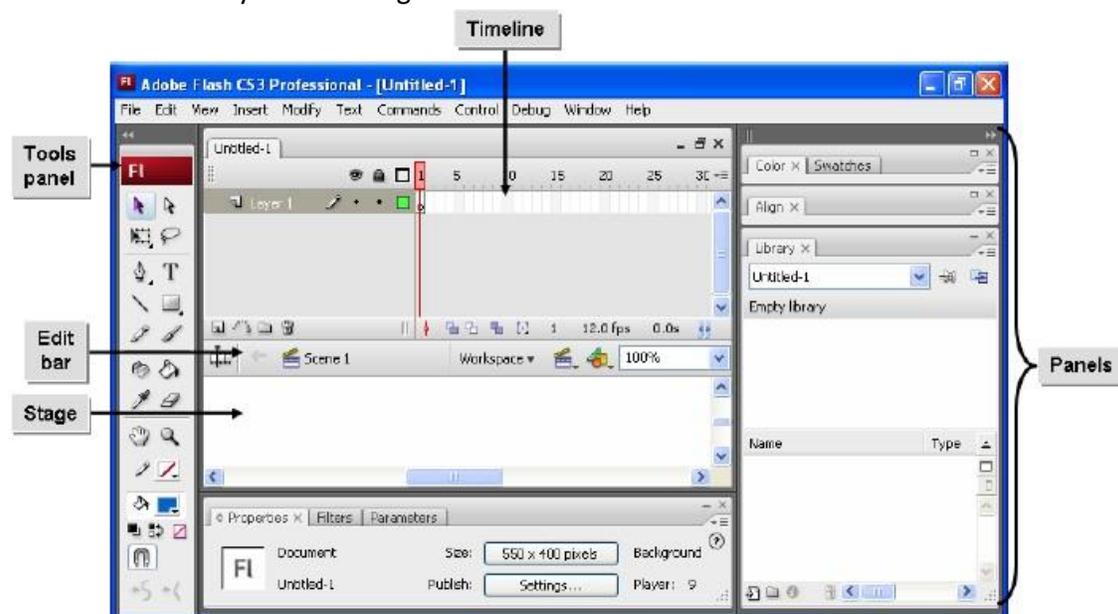


Figure 1: *The interface elements in Flash CS3.*

Expanded Stage Work Area

All software from the Adobe CS3 family have similar user interfaces, similar tools, familiar icons, and customizable workspaces that enable you to move smoothly between Flash and other Adobe design software. The gray area around the stage can be used as the expanded stage to store graphics for future use.

Panels

Panels are Flash screen elements that give you easy access to the most commonly used features in Flash. Panels help you view, organize, and change elements in your Flash document. Panels can have different appearances or states and are categorized into different types based on function.

Panel States

Panels have three states:

- Open—Visible in the interface with a content window.
- Collapsed—Visible in the interface as only a title bar with the content window hidden.
- Not visible in the interface.

Panel Types

Panels are divided into three different types.

Panel Type Included Panels

Design	Align Color Swatches Info Scene Transform
Development	Actions Behaviors Components Component Inspector Debugger Output Web Services
Other	Accessibility History Movie Explorer Strings Common Libraries

The Tools Panel

The Tools panel is divided into four sections. You can use the tools in the Tools panel to draw, paint, select, and modify artwork, as well as change the view of the stage

Area on Tools

Panel	Description
Tools	Contains drawing, painting, and selection tools.
View	Contains zooming and panning tools.
Colors	Contains tools for setting stroke and fill colors.
Options	Displays options for the selected tool that affect the tool's painting or editing operations.

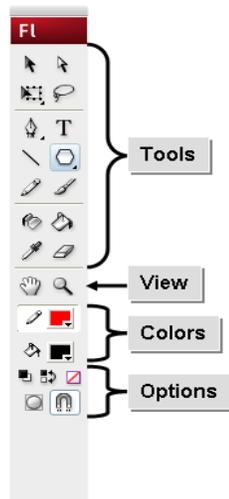


Figure 2: The Tools panel displaying the four sections.

Selection tool

This tool lets you select elements (shapes, strokes, fills, symbols, bitmaps) in the workarea by clicking on it (simple click). If you wish to select several objects together hold down the SHIFT key or use a selection box or the lasso (see next).

You also can drag the mouse pointer to select an area with one or several objects. You certainly have to do this for a drawing made in merge mode, i.e. a collection of simple shapes). If you want to select a non-rectangular area, use the Lasso tool.

Double-clicking would put you into object editing mode for various parts (depending on where you click). To return from this mode (which we will not explain here), double-click in some empty area in the workspace.

Drawing with the Pen Tool

The Pen tool is the basis for vector drawing. The Pen tool now behaves similarly to the Illustrator Pen tool to provide consistency across Adobe software (New!). Flash provides a number of ways to draw and edit objects that are unique to Flash but the Pen tool utilizes procedures that will be familiar to those who have used other vector drawing programs.

Pen Tool can be used to Create an Open/ Closed Path