

SIMPLE FLASH MX: Getting Started

How to design and create a professional 'flash' animation for a website.

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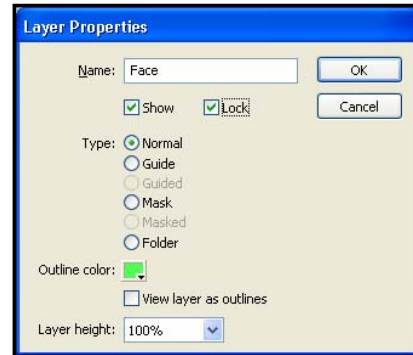
Currently you have been working with Layer 1. We will modify the name of Layer 1 and change it to Face, we will activate the Lock so no editing can be done to this layer.

Step 5. Modify the Layer 1 Properties, set the Layer Name to Face and activate the Lock.

LAYER PROPERTIES



- Click on the **Layer 1** option from the Timeline window to specify we are working with this layer
- Click on **Modify** from the main menu
- Click on **Timeline** from the next menu
- Click on **Layer Properties** from the next menu
 - * The Layer Properties window appears
- Enter **Face** into the Name area
- Click on the **Lock** area to place a tick
- Click on the **Ok** button
 - * Notice the Layer option has changed, a lock is displayed and the name Face is entered



Step 6. Activate the Oval Tool (O) function and try to draw an Oval anywhere on the page, the following message will appear as the layer is locked. (Click on the No button)



We will add another Layer to our scene and start adding the eyes, mouth & nose to this Layer.

Step 7. Insert a new Layer.

INSERTING A NEW LAYER

- Click on **Insert** from the main menu
- Click on **Timeline** from the next menu
- Click on **Layer** from the next menu
 - * A new Layer is added to the Layer list



Now we have a blank Layer inserted on top of our Face layer, the Face layer is not accessible but we will be using it as a stencil to position our eyes, mouth and nose.

Step 8. Activate the Oval Tool (O) function. Set the Stroke Colour to Black. (Click on the Stroke Colour scroll bar, click on the Black pallet)

Step 9. Set the Fill Colour to White. (Click on the Fill Colour scroll bar, click on the White pallet)

We want to make the Stroke thicker, to do this we will need to display the Properties panel.

Step 10. Display the Properties panel.

PROPERTIES PANEL

- Click on **Window** from the main menu
 - Click on **Properties** from the next menu
- * The Properties panel appears and is relating to the Oval tool functions



Step 11. Increase the Stroke thickness to 1.75.

STROKE THICKNESS

- Click on the **Stroke Thickness scroll bar**
- * A scale bar pops up
- Click-drag the **button** up until 1.75 is displayed



Step 12. Minimise the Properties panel.

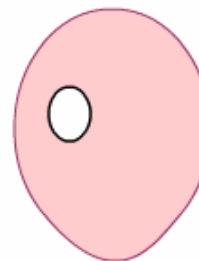
MINIMISING A PANEL

- Click on the **Properties down pointing symbol** which represents the Minimise symbol
- * The panel will reduce to the size of a bar



Step 13. Draw an oval shape for the eye. (Click-drag the shape)

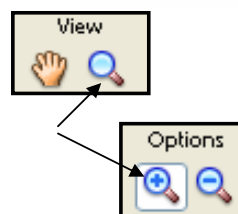
Time to draw the pupil of the eye, we will Zoom in so we can do this in more easily.



Step 14. Activate the Zoom Tool (M,Z) function from the Tools toolbar and set the Zoom mode to Zoom In.

ZOOM

- Click on the **Zoom icon** in the View area on Tools toolbar
- * Notice the Options area adjusts to include two Zoom icons
- Click on the **Zoom In icon** from the Options area



Step 15. Zoom in on the Eye. (Click on the Eye twice)