A Crash Course in Flash

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Brief Background
What is Flash?

- **Rich media content platform:**
  - Animation
  - Interactive
  - Audio/Video

- **Extremely popular on the Internet:**
  - Advertisements
  - Streaming video: YouTube, Google Video, news
  - Games: FlashArcade
  - Web applications: Yahoo Maps 2.0
10 Years of Flash

- August 1996 - FutureSplash Animator
  - Invented by Jonathon Gay and Robert Tatsumi
- December 1996 - Macromedia Flash 1
- August 2000 - Flash 5 with Actionscript 1.0
- December 2005 - Adobe Flash 8
More Information

- **Adobe - Flash Tenth Anniversary**
  <http://www.adobe.com/products/flash/special/flashanniversary/?promoid=IICM>

- **Wired News: Flash Turns 10**
  <http://www.wired.com/news/technology/0,71558-0.html>

- **Adobe Flash - Wikipedia**
  <http://en.wikipedia.org/wiki/Adobe_Flash>

- **The Flash history - Flashmagazine**
  <http://flashmagazine.com/413.htm>
Flash Development
Workflow
Flash Workspace
Timeline

- Organize Flash application into:
  - **Layers**: Individual objects (shape, text, symbols, components)
  - **Frames**: Unit of time (typically 10-30 frames/second)
- Reflect Flash’s roots in creating animation
Keyframes

- All objects are specified in *keyframes*
- Subsequent frames inherit from the immediately preceding keyframe
**Tween**

- *Tweens* (between) can be assigned to keyframe intervals
- Automatically interpolates frames between keyframes (not objects!)
Tween Example

Keyframes

Tweened frames
Tween Subtleties

- **Shape Tween:**
  - For keyframes containing *only* shape objects

- **Motion Tween:**
  - For keyframes containing objects *other than* shapes
  - More common
Symbols

- Reusable content (including audio)
- Stored in Library
- Required for many operations (e.g. Motion Tween)
Hands-on
Flash Project 1: Self Introduction

Due September 21, 2006
Flash Project 1: Self Introduction

- Create a 15 seconds, 400-by-300 Flash movie to introduce yourself with:
  1. Title
  2. Picture of you
  3. Some text (at least your name)
  4. Audio clip with your voice
  5. Animation
Grading Criteria

- Completeness: 60%
- Aesthetics: 20%
- Organization: 20%