Week 13: Introduction to Flash-A Simple Slideshow

1. Macromedia Flash is a powerful tool suitable for many tasks
   a. prototyping interfaces
   b. prototyping interaction
   c. dynamic visualization

2. Flash’s power comes from several layers of control
   a. simple graphics tool [like illustrator]
   b. time based transformation of graphics [animation like 3DMAX]
   c. programming language [actionscript 2.0]
      i. similar to Java
      ii. used to control graphics.
      iii. used to generate graphics
      iv. used to access variety of data types
         • text
         • xml - sockets
         • video streams

3. Today’s demonstration: using Flash to create a slideshow

4. Overview of interface

5. Create new flash document

6. Setting the stage
   a. Size
      i. 800x600
   b. Frame rate
      i. 12-30fps

7. Gathering source material

8. Think about length of animation..1 second per slide? 10 slides…30fps = 300 frames
   a. Insert frame

9. Import material to library

10. Place bitmap on stage
    a. Design panel
    b. Convert to symbol for more control

11. Adjust timing
    a. Key frames
    b. Add frame = F5

12. Adding effects
    a. Alpha
    b. Motion

13. Buttons
    a. a little actionscript

14. Publishing to web