

CS4 Flash Review & Assignment

Part #2

Name _____

We will review Flash and introduce new concepts in CS4 by viewing the videos on the following website.

<http://tv.adobe.com/show/learn-flash-professional-cs4/>

Most of the videos are fairly short. After you watch each of the videos, you will need to answer a few questions about what you watched. Some of the questions will require you to create a product in flash. Please save your final products in your \My Documents\Web Design 3_4\FIash\GS11-3.swf (i.e. where 11 is the Getting Started section and 3 corresponds to the question number in that section).

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Flash Part 1 Questions

GS:11 Understanding Tweens

- 1) Tween is short for _____.
- 2) What are the different types of tweens?
- 3) What type of shapes are used to create a shape tween?
- 4) What does a motion tween allow you to animate?
- 5) What represents the path of a motion tween?

GS:12 Creating Shape Tweens

- 6) What does pressing F6 on the timeline of a vector shape cause to happen?
- 7) What is a Keyframe (hint: search the Internet)?
- 8) What does pressing F5 on an end keyframe (as described in the video) cause to happen?

- 9) What color is displayed on a timeline for a shape tween?
- 10) Please use the file located in drive W: (W:\Webdesign3_4\Class Assignments\Lynda.com\Flash Essential\Ex_Files_GSw_FlshCS4\Exercise Files\Chapter 4\ **Shape_Tween_Simple fla**) to complete the exercise demonstrated in the video. Place the final product in your student assignment folder (\My Documents\Web Design 3_4\Flash\ **GS12_10 fla**).
- 11) List the steps for creating a shape tween.

GS:13 Creating Motion Tweens

- 12) Motion tweens use _____ to create their animation.
- 13) Please use the file located in drive W: (W:\Webdesign3_4\Class Assignments\Lynda.com\Flash Essential\Ex_Files_GSw_FlshCS4\Exercise Files\Chapter 4\ **Motion_Tweens fla**) to complete the exercise demonstrated in the video. Place the final product in your student assignment folder (\My Documents\Web Design 3_4\Flash\ **GS13_13 fla**).

GS:14 Using the Motion Editor

- 14) Please use the file located in drive W: (W:\Webdesign3_4\Class Assignments\Lynda.com\Flash Essential\Ex_Files_GSw_FlshCS4\Exercise Files\Chapter 4\ **Motion_Editor fla**) to complete the exercise demonstrated in the video. Place the final product in your student assignment folder (\My Documents\Web Design 3_4\Flash\ **GS14_14 fla**).

GS:15 Working With Motion Presets

- 15) Please use the file located in drive W: (W:\Webdesign3_4\Class Assignments\Lynda.com\Flash Essential\Ex_Files_GSw_FlshCS4\Exercise Files\Chapter 4\ **Motion_Preset fla**) to complete the exercise demonstrated in the video. Your flash movie will have the text coming from the left and the surf board coming in from the bottom. Place the final product in your student assignment folder (\My Documents\Web Design 3_4\Flash\ **GS15_15 fla**).
- 16) Motion presets must be applied to _____ and are most often used with movie clips.
- 17) Please describe the process for applying a motion preset to a symbol such that it uses the symbol's current position as the "end point."
- 18) Each of the default presets has a defined number of _____.

GS:16 Animating Bones

- 19) Another name for a bones layer is a _____ layer.
- 20) Please use the file located in drive W: (W:\Webdesign3_4\Class Assignments\Lynda.com\Flash Essential\Ex_Files_GSw_FlshCS4\Exercise Files\Chapter 4\ **Bones.fla**) to complete the exercise demonstrated in the video. Place the final product in your student assignment folder (\My Documents\Web Design 3_4\Flash\ **GS16_20.fla**).

GS:17 ActionScript 3.0

- 21) What is ActionScript?
- 22) What is the keyboard shortcut to get to the Actions Panel?
- 23) You may have noticed that the Flash movies we have created so far loop continuously. Actionscript can be used to have the movie play once and stop at the end of the movie. Actionscript uses a function or method to stop the script. Does it matter whether the syntax of your method uses “stop”, “Stop()”, or “stop()”? Which command(s) work?

What is placed at the end of every ActionScript command?

GS:18 Building An Application

- 24) Please use the file located in drive W: (W:\Webdesign3_4\Class Assignments\Lynda.com\Flash Essential\Ex_Files_GSw_FlshCS4\Exercise Files\Chapter 5\ **Interactivity.fla**) to complete the exercise demonstrated in the video. Place the final product in your student assignment folder (\My Documents\Web Design 3_4\Flash\ **GS18_24.fla**).
- 25) If you played the movie, “What type of “event” activates the movie from the Flash menu on frame one?”
- 26) What is the purpose of the following segment of ActionScript?

```
gotoAndPlay(25);
```

27) The following ActionScript is used to control the one of the menu choices when the movie is played.

```
boards.addEventListener(MouseEvent.CLICK, gotoBoards);
```

```
function gotoBoards(event:MouseEvent):void  
{  
    SoundMixer.stopAll();  
    gotoAndPlay(1);  
}
```

If you wanted to change “**boards**” in the above ActionScript to “**myboards**”, what else would you need to change for the script to continue to function properly?

If you make an error in the ActionScript, “How do you know that you have made a mistake?”

GS:19 Creating a Flash Web Movie

28) What two things must you have to publish a Flash movie to the web?

29) What menu options is selected to get all of the necessary files created .

30) What menu option is selected to preview the Flash in a web browser.

31) Please use the file located in drive W: (W:\Webdesign3_4\Class Assignments\Lynda.com\Flash Essential\Ex_Files_GSw_FlshCS4\Exercise Files\Chapter 6\ **Publishing fla**) to complete the exercise demonstrated in the video. Note you will need to move the chapter 6 folder to your folder before completing this activity. Place the final product in your student assignment folder (\My Documents\Web Design 3_4\Flash\ **GS19_31**).