

# Introduction to Macromedia Flash MX 2004: Using Flash's Drawing Tools and Introduction to ActionScript

published by  
*Scott Antall Consulting  
and Internet Training*  
<http://www.scottantall.com/>

1.1.0

© Copyright 2004– **Scott Antall Consulting and Internet Training** – All Rights Reserved  
No portion of this training manual may be duplicated or otherwise disseminated without written permission from  
Scott Antall Consulting and Internet Training



# Table of Contents

<b>Table of Contents.....</b>	<b>i</b>
<b>Introduction .....</b>	<b>1</b>
Flash vs. the free Flash Player .....	3
Goals of this course.....	3
Review of Course Project .....	3
<b>Module 1: Using Drawing Tools.....</b>	<b>7</b>
<b>Using the Flash MX Interface .....</b>	<b>9</b>
Experiment with Drawing Tools.....	9
Introduction to Flash MX 2004 Interface.....	10
Vector vs. Raster Graphics .....	10
Tools .....	12
Panels.....	18
<b>Paths and Strokes .....</b>	<b>21</b>
Demo: Building an Underwater Scene.....	22
Drawing Tips: Making Clouds.....	23
Exercise 1: Using Drawing Tools – Draw Clouds and Balloon.....	27
<b>Color and Gradients .....</b>	<b>29</b>
Fills .....	29
Closing Gaps.....	30
Gradients.....	30
Fill Transform Tool .....	32
Fill Lock.....	33
Eye Dropper / Ink Bottle.....	33
Exercise 2: Add Color to the Scene .....	35
<b>Adding Text.....</b>	<b>37</b>
Size of Text Box / Text Wrapping .....	37
Static Text vs. Dynamic Text vs. Input Text .....	38
Using Fonts .....	39
Exercise 3: Adding text.....	41
<b>Layers .....</b>	<b>43</b>
Exercise 4: Add Layers .....	45
<b>Importing and Manipulating External Images .....</b>	<b>47</b>
Import Images .....	47
Trace Bitmap – Convert Bitmap to Vector Graphic .....	48
Break Apart.....	51

Import Colors & Save Colors .....	52
Exercise 5: Importing Images .....	53
<b>Module 2: Library, Timeline and Tweening .....</b>	<b>55</b>
<b>The Library &amp; Graphic Symbols.....</b>	<b>57</b>
Types of Symbols .....	58
Instances of Graphic Symbols.....	58
Creating Symbols with “Convert to Symbol” .....	59
Exercise 6: Using Graphic Symbols .....	61
Possible Solution to Exercise 6 .....	63
<b>Timeline.....</b>	<b>65</b>
Keyframes.....	65
Frame-by-Frame Animation .....	66
Testing the movie.....	67
Exercise 7: Frame-by-Frame animation – Intro Scene.....	69
Possible Solution to Exercise 7 .....	71
<b>Motion Tweening .....</b>	<b>73</b>
Using Motion Tweening to Rotate an Image .....	74
Rotate an Object while it moves! .....	75
Exercise 8: Motion Tweening .....	77
Try this:.....	78
Possible Solution to Exercise 8 .....	79
<b>Motion Tweening along a Path.....</b>	<b>81</b>
Exercise 9: Motion Tweening along a Path .....	85
Possible Solution to Exercise 9 .....	87
<b>Shape Tweening .....</b>	<b>89</b>
Exercise 10: Shape Tweening .....	93
Possible Solution to Exercise 10 .....	95
<b>Masking.....</b>	<b>97</b>
Animating Masks .....	99
Mask the Entire Stage .....	99
Exercise 11: Animating a Mask .....	101
Possible Solution to Exercise 11 .....	103
<b>Module 3: Movie Clips and Button Symbols.....</b>	<b>105</b>
<b>Movie Clip Symbols .....</b>	<b>107</b>
Naming Movie Clips instances .....	110
Exercise 12: Movie Clips.....	111
<b>Button Symbols .....</b>	<b>113</b>
Text Buttons – using the Hit State .....	114
Exercise 13: Button Symbols.....	115

Possible Solution to Exercise 13 .....	119
<b>Basic ActionScript.....</b>	<b>121</b>
Basic Actions .....	121
Button Actions vs. Frame Actions .....	121
Exercise 14: Basic ActionScript .....	127
<b>Module 4: Creating a Flash-based Navigation System .....</b>	<b>129</b>
Use Graphic Symbols in Movie Clip Symbols in a Button Symbol in an HTML document – whew! .....	129
Creating a Flash-based Navigation System to use in an HTML page .....	131
Exercise 15: Flash Navigation System for HTML site .....	133
Possible Solution to Exercise 15 .....	137
<b>Appendix A: Resources .....</b>	<b>139</b>
<b>Appendix B: Adding Simple Sounds.....</b>	<b>141</b>
Exercise 16 (optional): Importing Sounds .....	143
Try this:.....	143
<b>Appendix C: Publishing Movies.....</b>	<b>145</b>