Chapter *1*

Introduction to Adobe Flash Professional CC
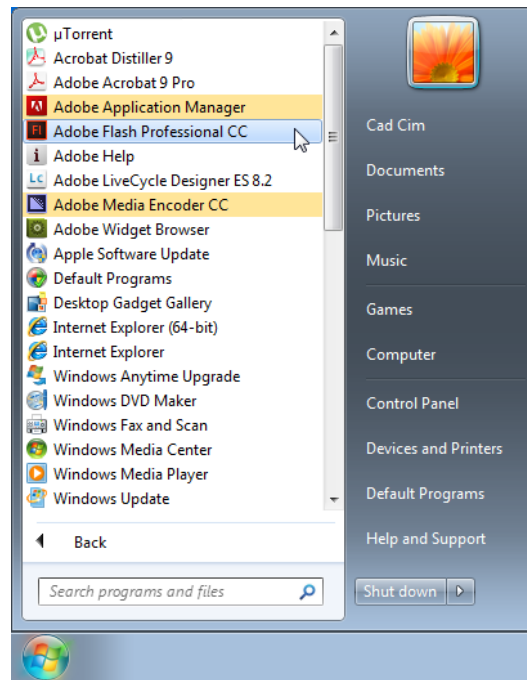
Figure 1-1 *Starting* **Adobe Flash Professional CC** *using the* **Start** *menu*

Figure 1-2 *The* **Adobe Flash Professional CC** *welcome screen*

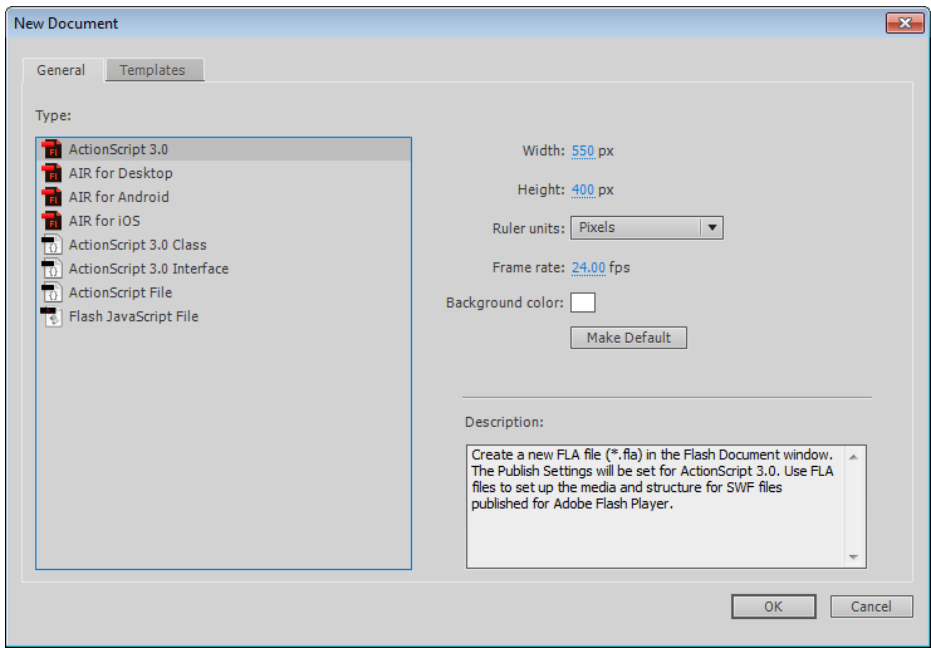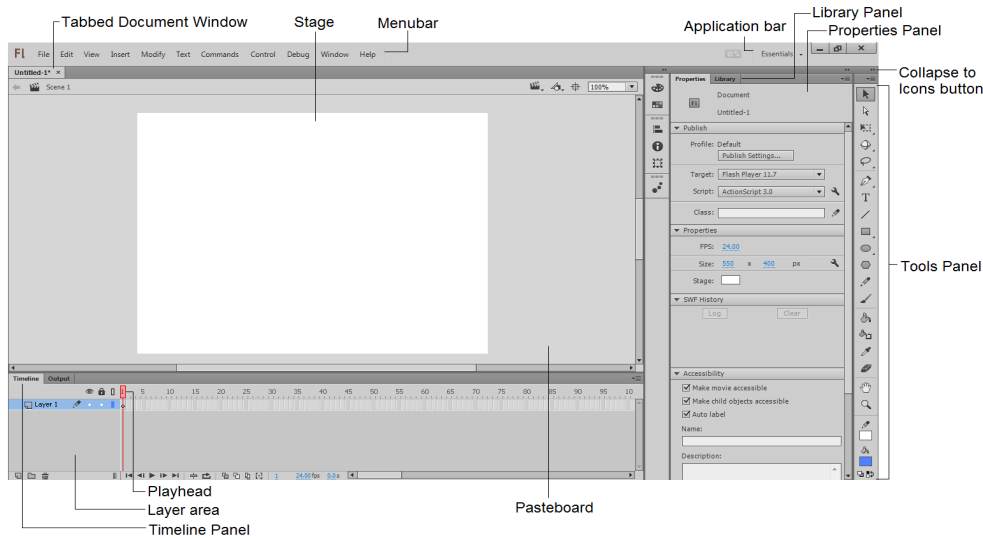*Figure 1-3* The **New Document** *dialog box*

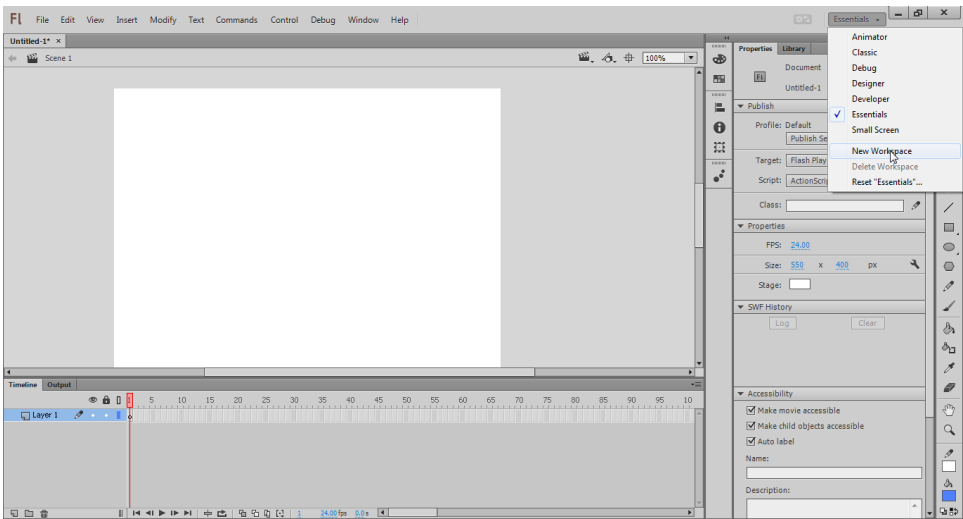*Figure 1-4* The default Flash CC screen with various panels

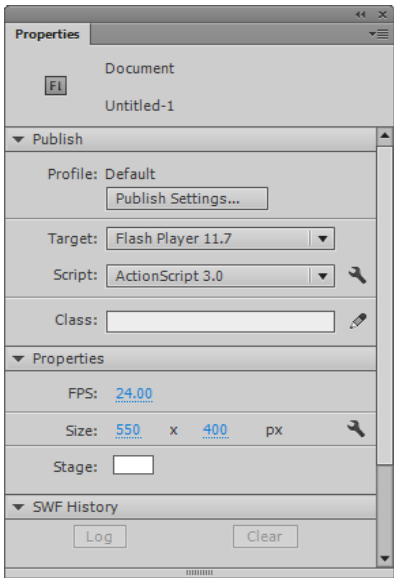*Figure 1-5*   *Choosing **New Workspace** from the workspace flyout*

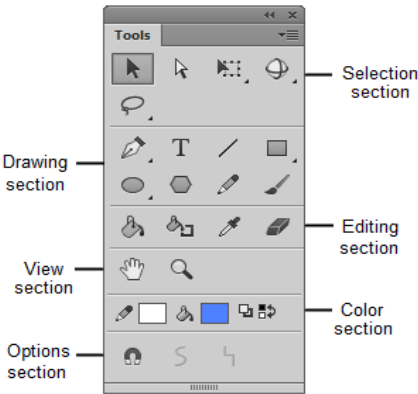*Figure 1-6*   *The **Properties** panel*

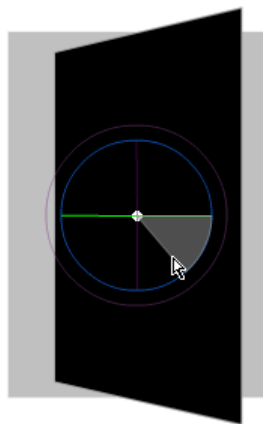*Figure 1-7*   *The **Tools** panel*

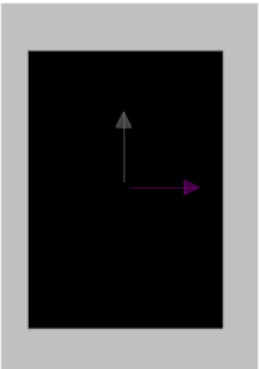*Figure 1-8 Rotating the movie clip about the Y-axis*

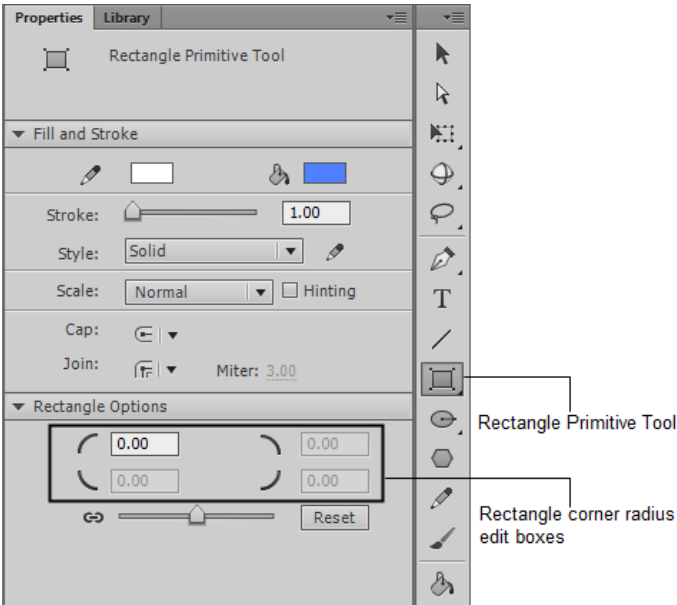*Figure 1-9 Translating the movie clip along the Z-axis*

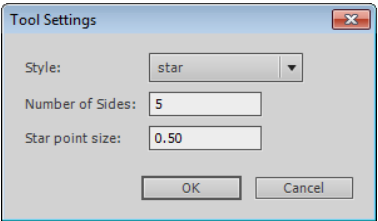*Figure 1-10 The **Rectangle Options** area of the **Rectangle Primitive Tool***
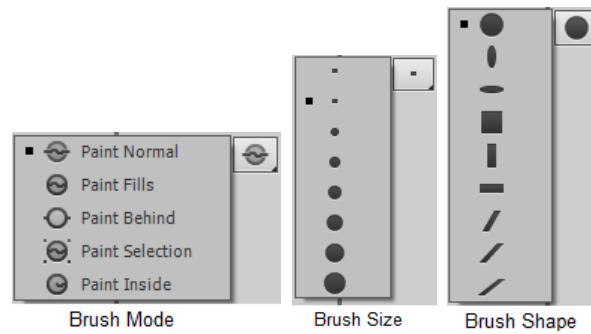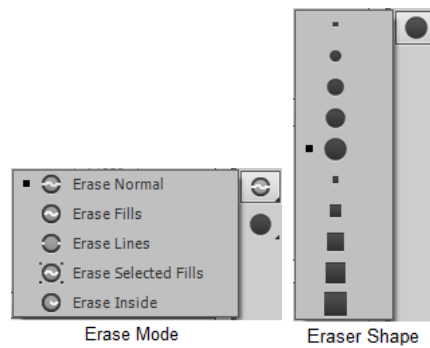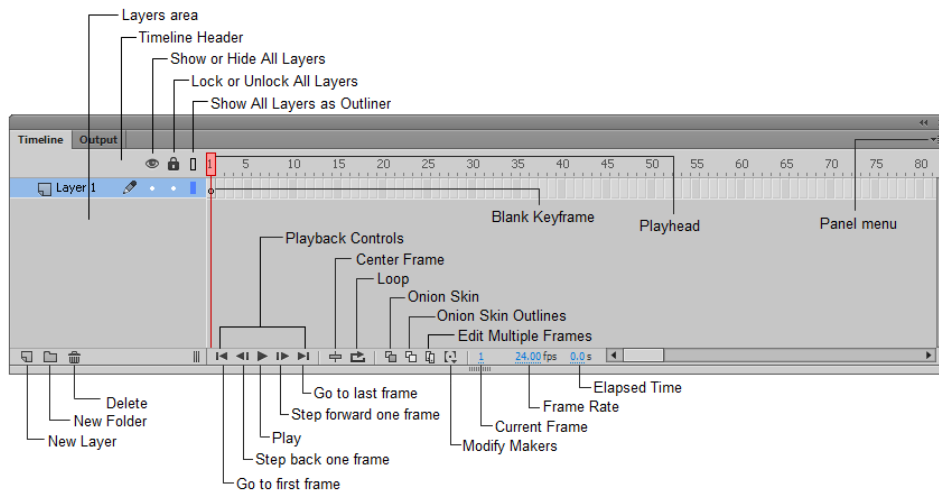

*Figure 1-11 The **Tool Settings** dialog box*

Figure 1-12 The **Brush Tool** options

Figure 1-13 The **Eraser Tool** options

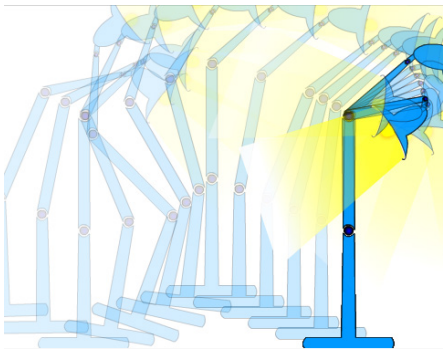**Figure 1-14** The **Timeline** panel
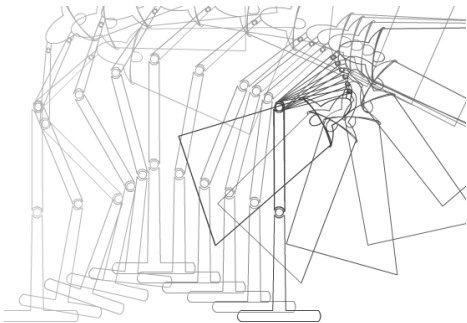
Figure 1-15 *The frames in the onion skin mode*

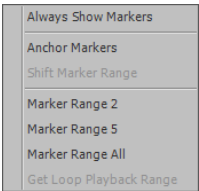

Figure 1-16 *The frames in the onion skin outlines mode*

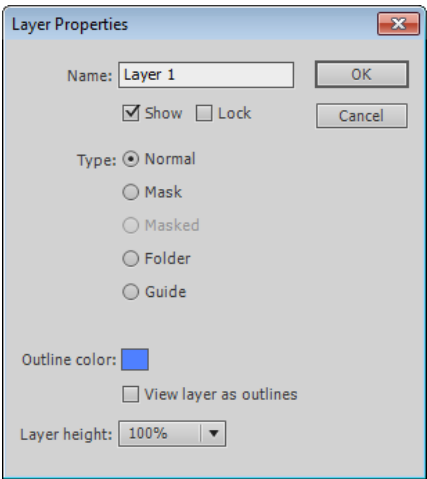*Figure 1-17* *The* **Modify**
Markers *flyout*

Figure 1-18 *The* **Layer Properties** *dialog box*
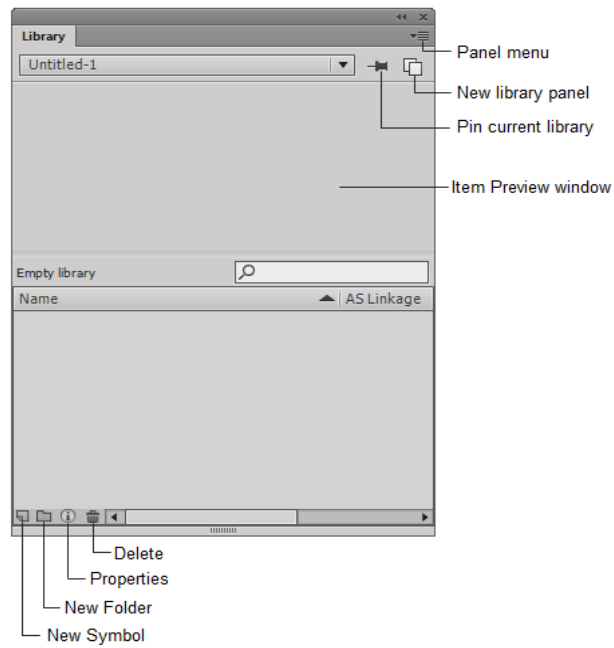
Figure 1-19 The **Library** *panel*
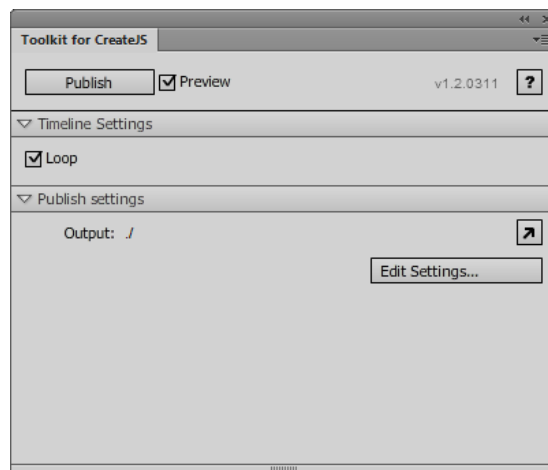

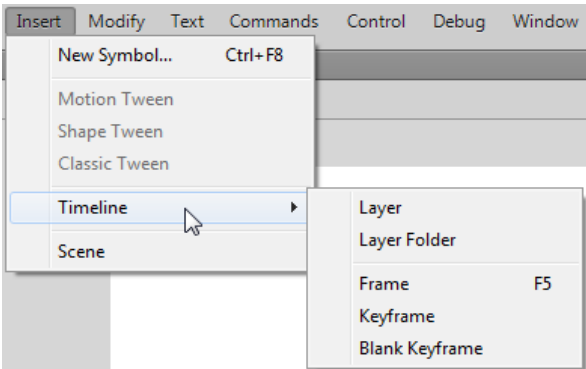*Figure 1-20* The **Toolkit for CreateJS** *panel*

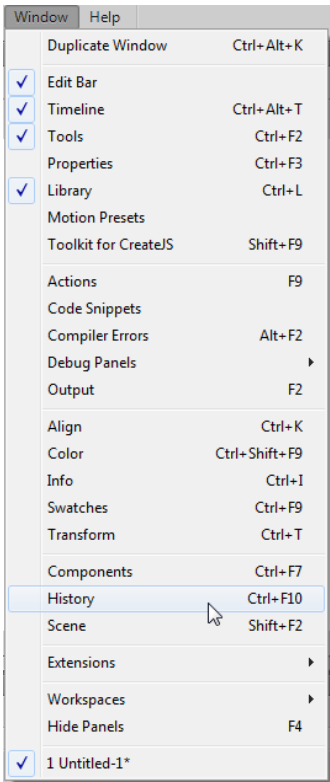*Figure 1-21 The **Timeline** submenu*

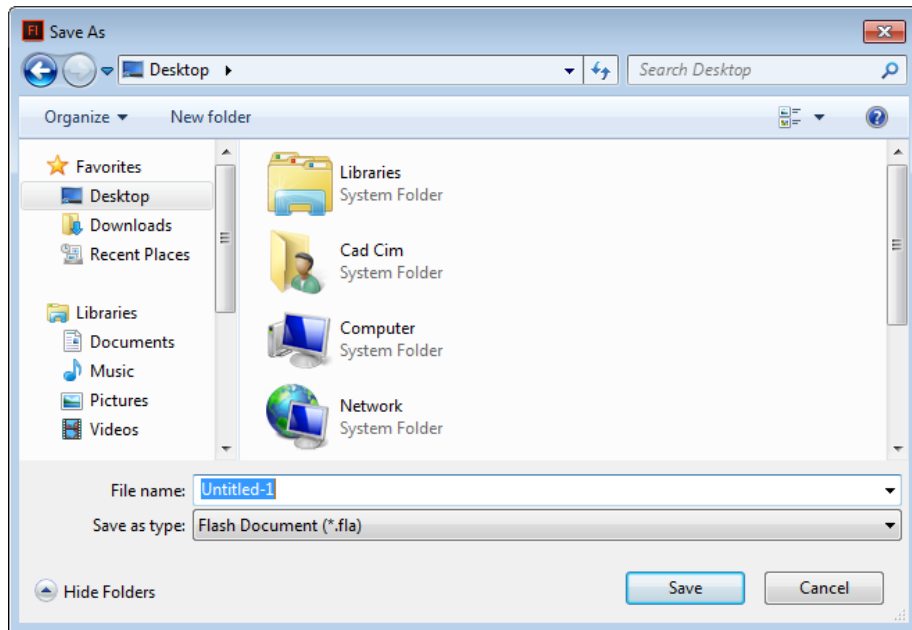*Figure 1-22 Choosing the **History** panel from the window menu*
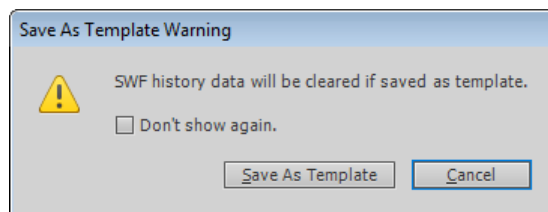
Figure 1-23   The **Save As** *dialog box*

Figure 1-24   The **Save As Template Warning** *message box*
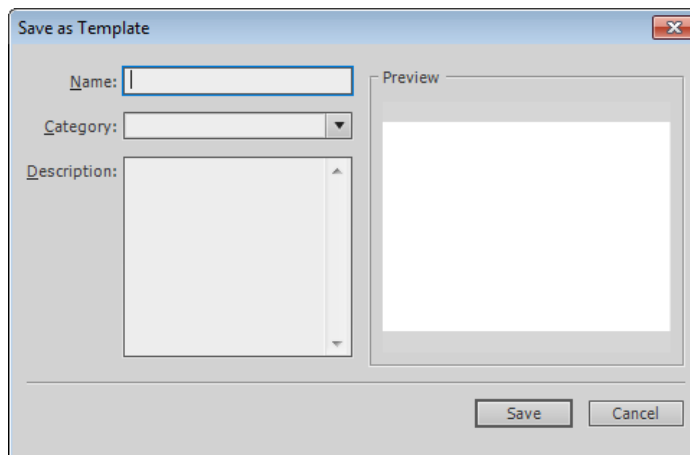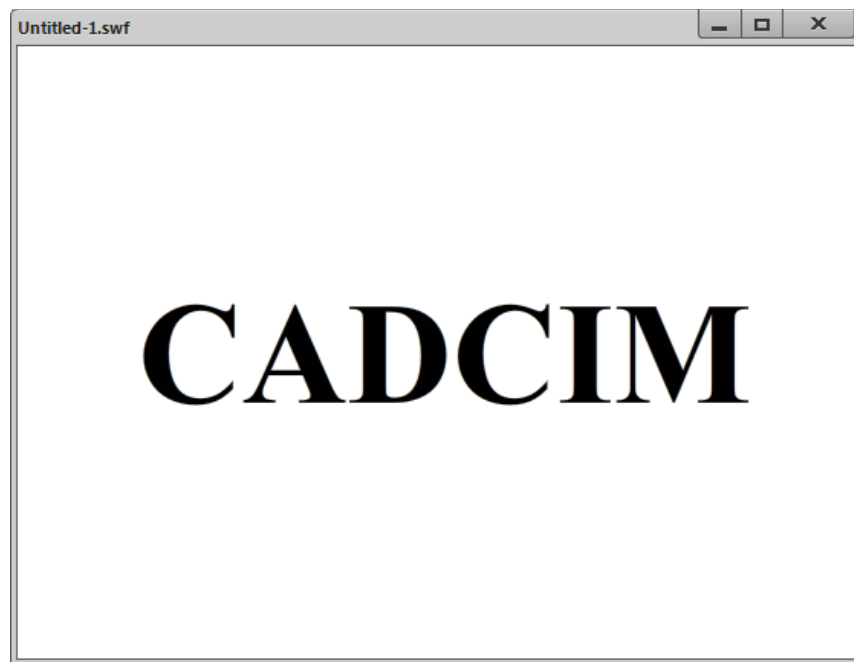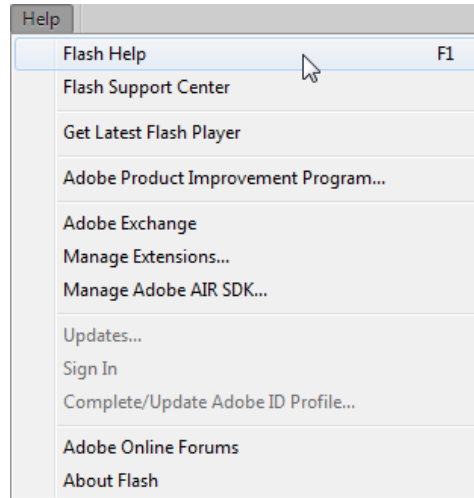

Figure 1-25   The **Save as Template** *dialog box*

Figure 1-26 The **Untitled-1** *preview window*

Figure 1-27 *Invoking the* **Help** *menu from the menubar*

Chapter 2
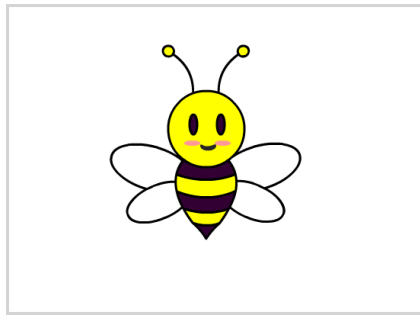
Working with Graphics and Text

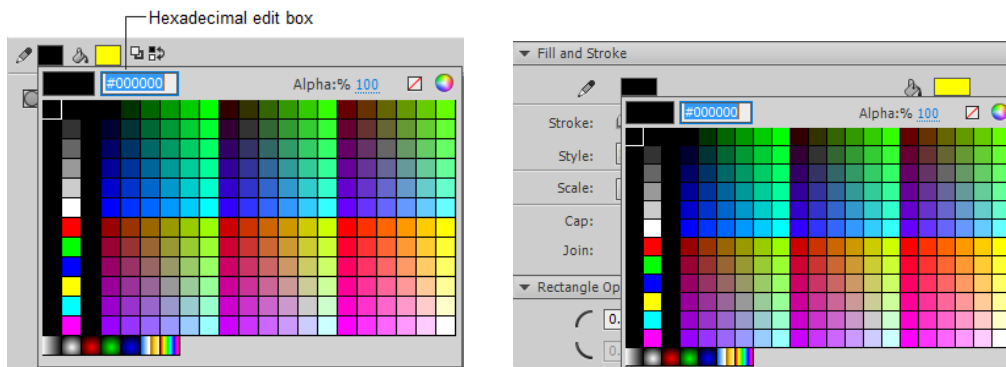*Figure 2-1* *The vector graphic of a honey bee*

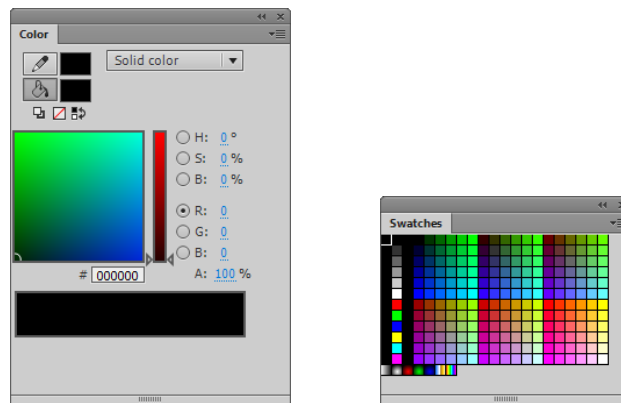*Figure 2-2* *Entering the color values in the Hexadecimal edit box*

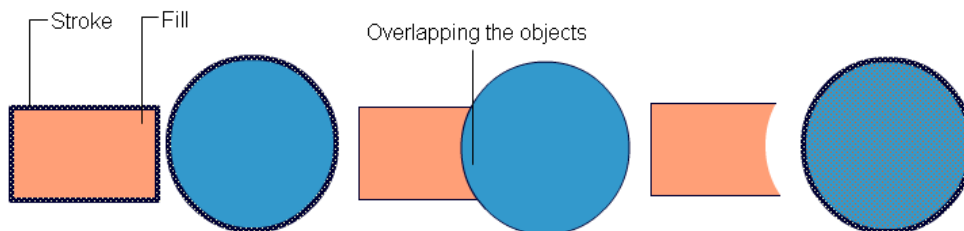*Figure 2-3* *The **Color** and **Swatches** panels*

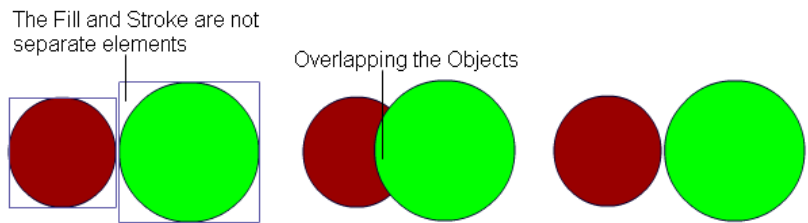*Figure 2-4* *The behavior of the objects when the **Object Drawing** mode is disabled*

Figure 2-5 *The behavior of the objects when the **Object Drawing** mode is enabled*
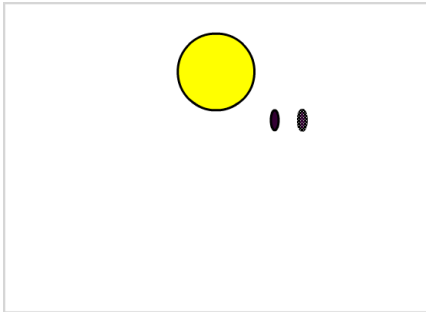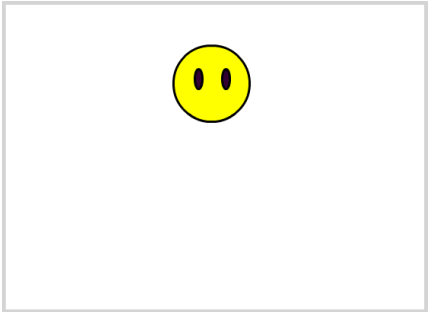

Figure 2-6 *Copy of the oval*

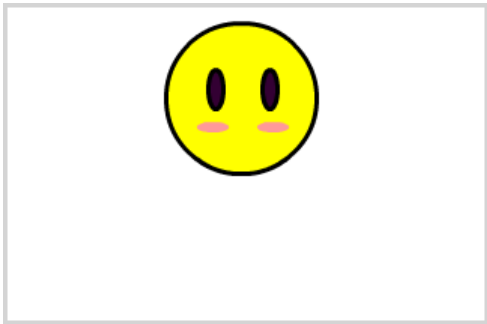*Figure 2-7* *The eyes placed on the face of honey bee*

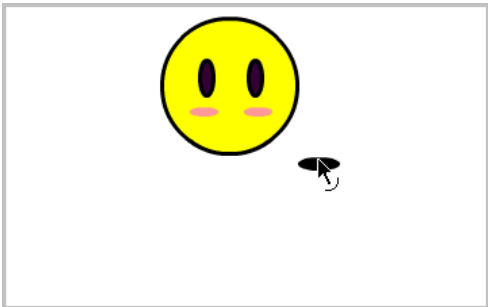*Figure 2-8* *The face of Honey Bee with cheeks*

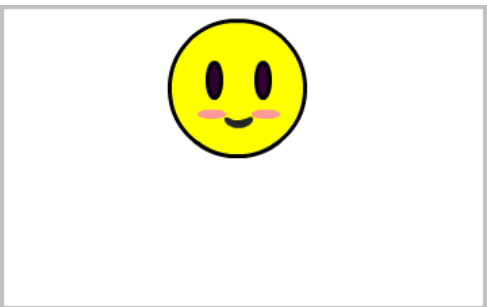*Figure 2-9* *The cursor with the curve*

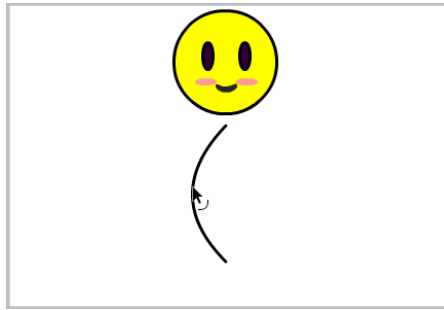*Figure 2-10* *The face of honey bee after placing the mouth*
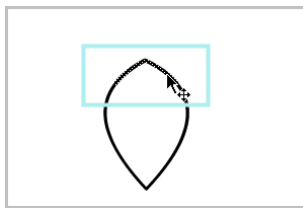
Figure 2-11 *Changing the curvature of the stroke*

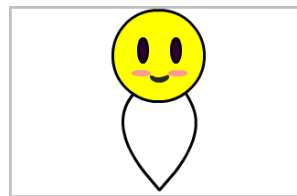*Figure 2-12* *Deleting the upper portion of the line segments*

Figure 2-13 *The honey bee after placing the line segments*

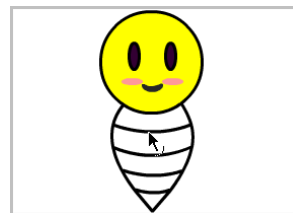*Figure 2-14* *The horizontal line segments*

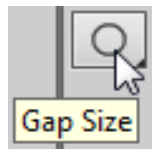*Figure 2-15* *Changing the curvature of horizontal line segments*

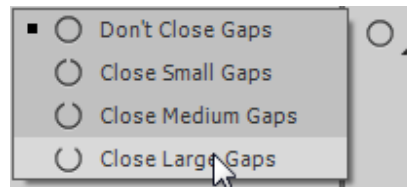*Figure 2-16* *Choosing the **Gap Size** button in the Options section of the **Tools** panel*

Figure 2-17 *Choosing the **Close Large Gaps** option*

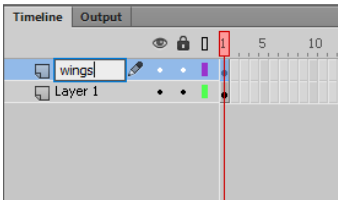*Figure 2-18* *Filling the color in sections using **Paint Bucket Tool***
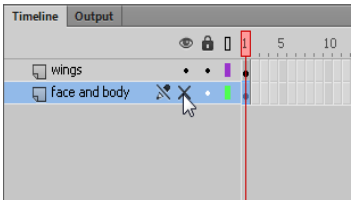
Figure 2-19   *Naming the layers in the **Timeline** panel*

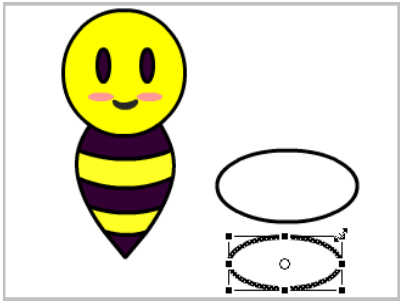*Figure 2-20*   *Hiding the **face and body** layer in the **Timeline** panel*
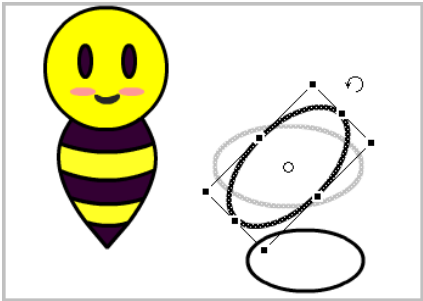
Figure 2-21 *Resizing the oval*
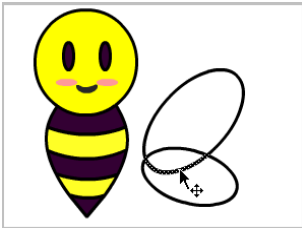
Figure 2-22 *Rotating the ovals*

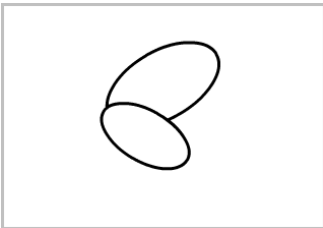*Figure 2-23* *Selecting the stroke that is to be deleted*
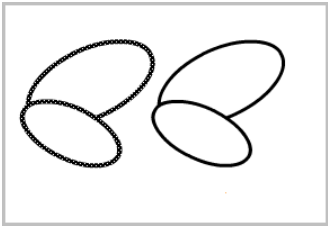
Figure 2-24 *The ovals after deleting the stroke*

Figure 2-25 *The copy of the wing*
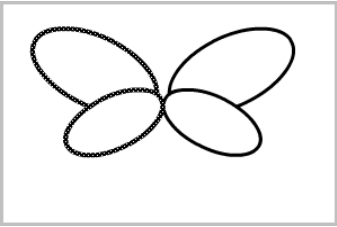
Figure 2-26 *The copy of the wing flipped horizontally*

Figure 2-27   *The wings placed behind the body*

Figure 2-28 *Changing the curvature of the line segment*
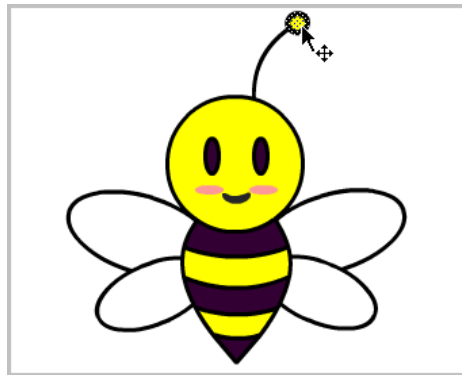

Figure 2-29 *Placing the circle on the tip of the line segment*

Figure 2-30 *The honey bee*

Figure 2-31 *The advertisement banner with the name 'The Coffee Shop'*
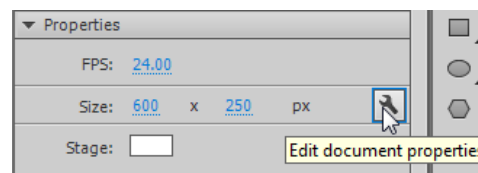

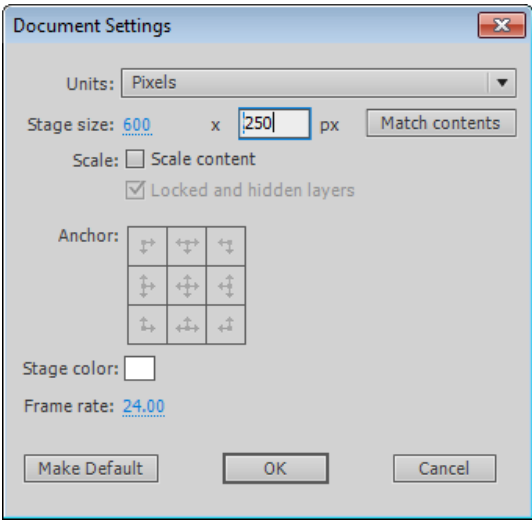***Figure 2-32*** *Choosing the **Edit document properties** button*

*Figure 2-33 Setting the dimensions in the **Documents Settings** dialog box*
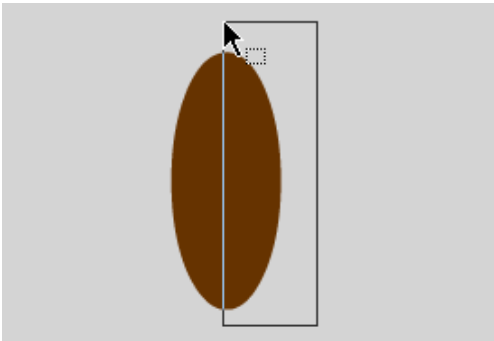

Figure 2-34 Creating an oval shape
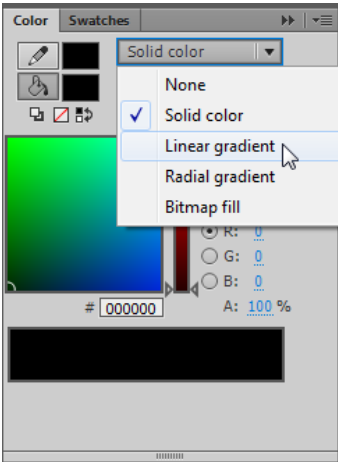

Figure 2-35 Selecting half of the oval shape

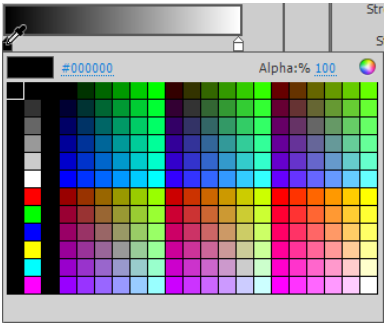*Figure 2-36 Selecting **Linear gradient** from the **Color type** drop-down list*

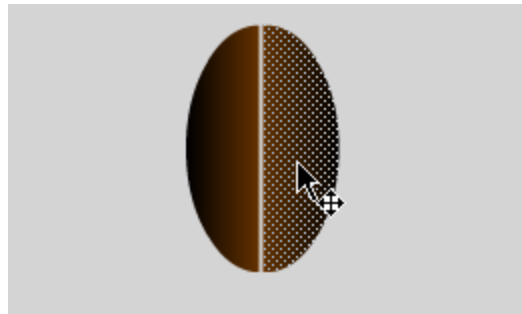*Figure 2-37 The flyout displayed on double-clicking the left pointer*

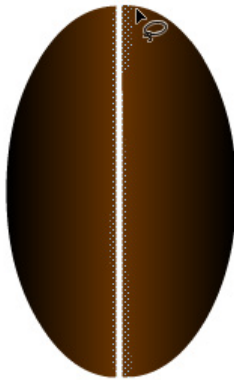***Figure 2-38*** *Positioning semi-ovals to create coffee bean*

Figure 2-39 *Selecting the outlines of the inner edges of the coffee bean*
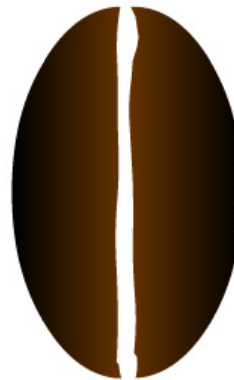

Figure 2-40 *The coffee bean after deleting the outlines of the inner edges*
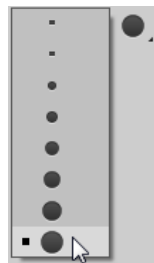

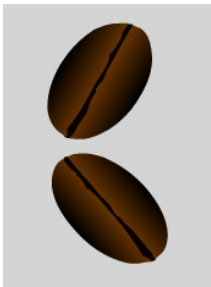***Figure 2-41*** *Choosing the largest size of the brush*

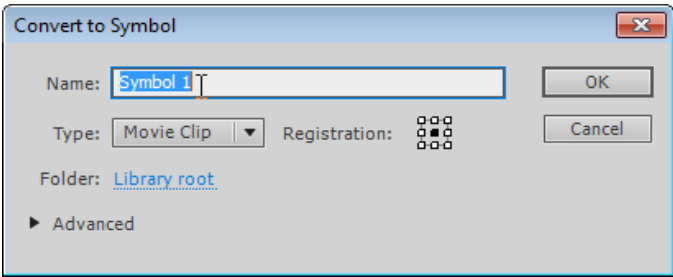*Figure 2-43 Rotating and positioning the coffee bean*

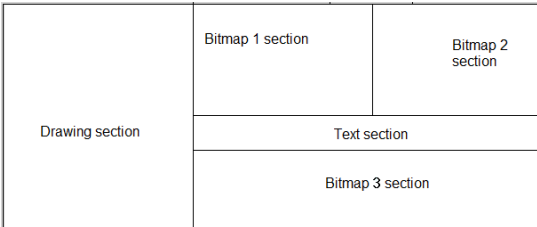*Figure 2-44 The **Convert to Symbol** dialog box*

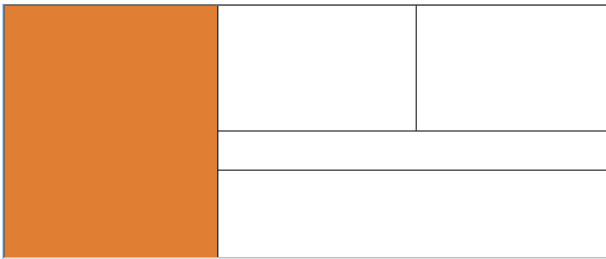*Figure 2-45 The layout for 'The Coffee Shop' advertisement banner*
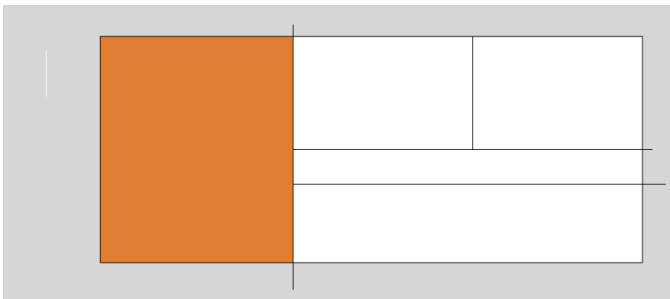

Figure 2-46 The color applied in the Drawing section
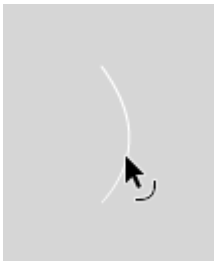

Figure 2-47 Creating a line segment

Figure 2-48 Changing the curvature of the stroke
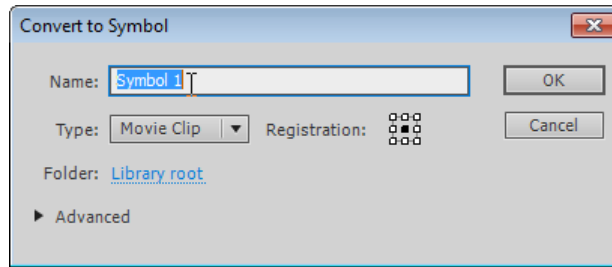
Figure 2-49 *Creating two ovals on the pasteboard*

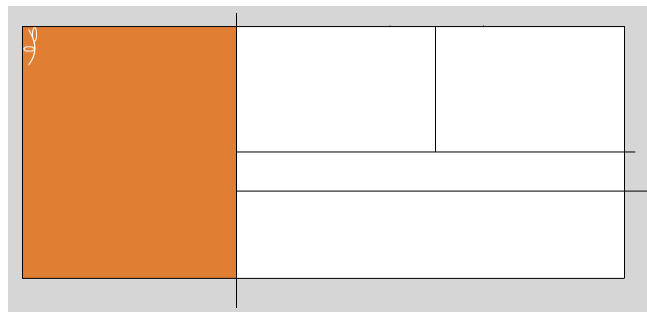***Figure 2-50*** *The **Convert to Symbol** dialog box*

Figure 2-51 *Pattern symbol placed in the Drawing section*
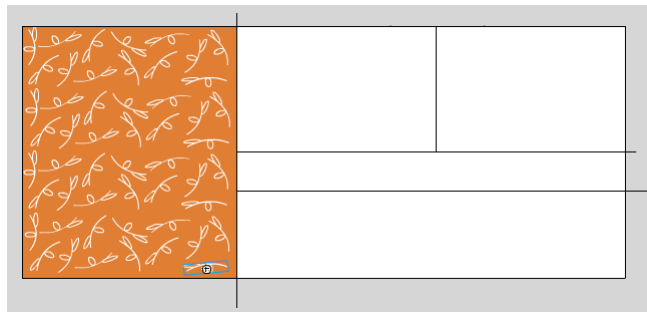

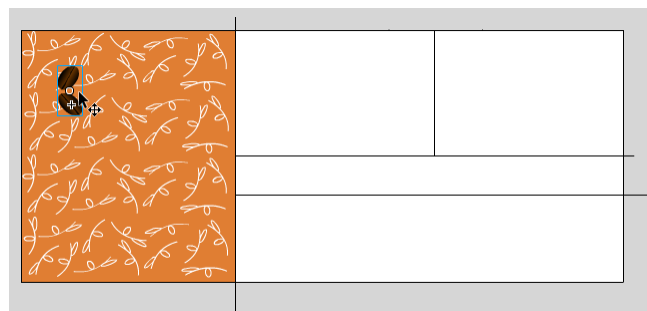***Figure 2-52*** *Copies of the pattern symbol placed randomly in the Drawing section*

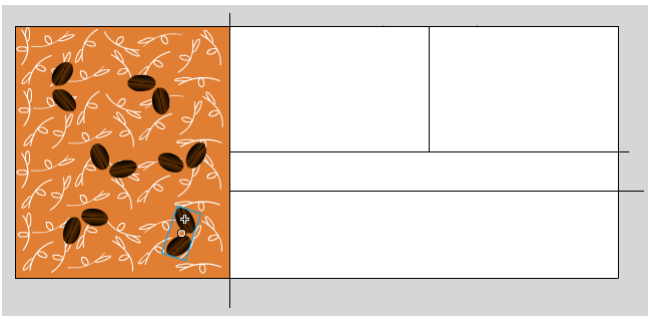***Figure 2-53*** *Coffee beans symbol placed in the Drawing section*

Figure 2-54 *Copies of the coffee beans symbol are placed in the Drawing section*
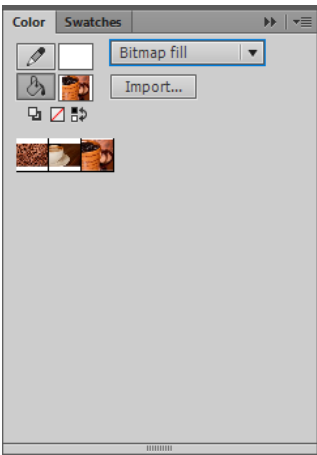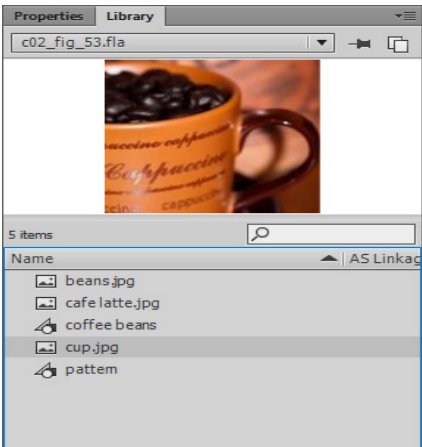

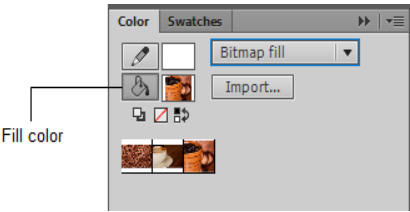*Figure 2-55* *The bitmap swatches*

Figure 2-56 *The **Library** panel*

Figure 2-57 *Choosing cup.jpg as fill*

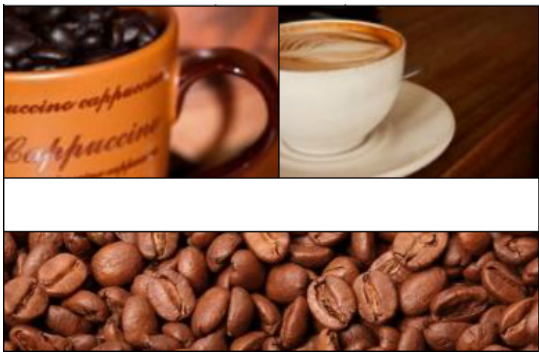*Figure 2-58* *Scaling the cup.jpg using **Gradient Transform Tool***
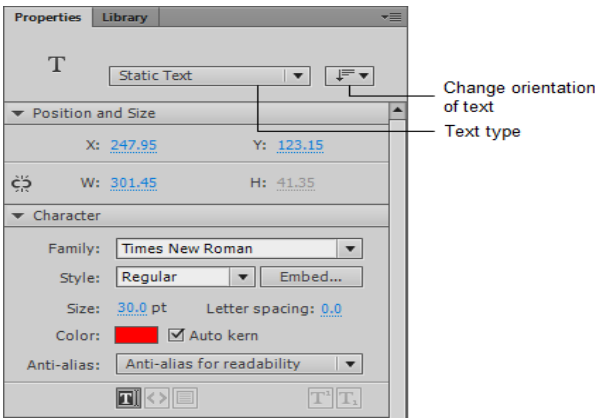
Figure 2-59   *The Bitmap sections*

Figure 2-60   **Text Tool** *options in the* **Properties** *panel*

Figure 2-61   *The Coffee Shop advertisement banner*

Chapter 3

Working with Symbols and Instances
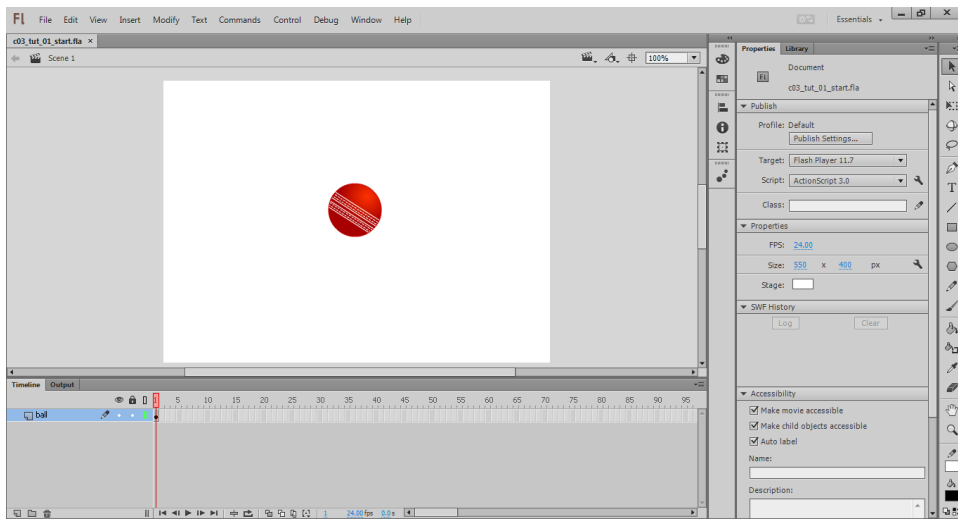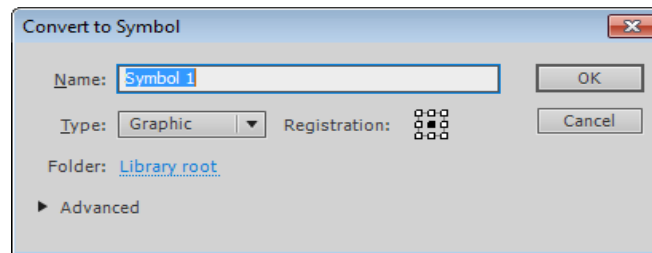
Figure 3-1 *The c03_tut_01_start.fla document displayed*
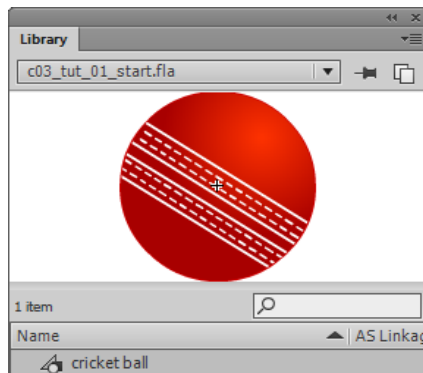

Figure 3-2 *The **Convert to Symbol** dialog box*

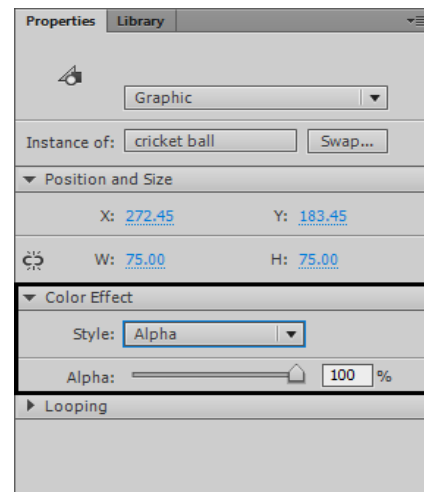*Figure 3-3* *The cricket ball symbol displayed in the Item preview window of the **Library** panel*

Figure 3-4 *The **Alpha** slider in the **Color Effect** area*

Figure 3-5 *The first instance*

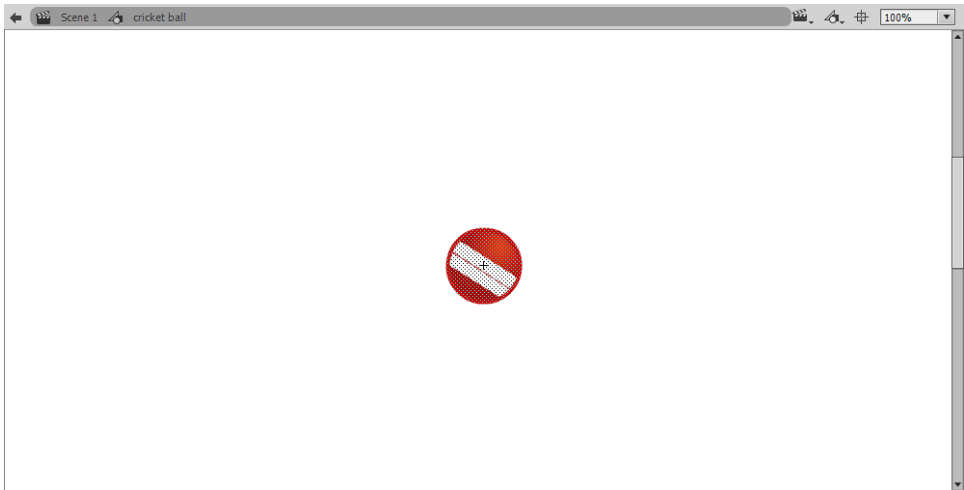*Figure 3-6* *The second instance*

Figure 3-7 *The cricket ball graphic symbol in the symbol-editing mode*

Figure 3-8 *The gradient definition bar of the upper fill inside the cricket ball symbol*

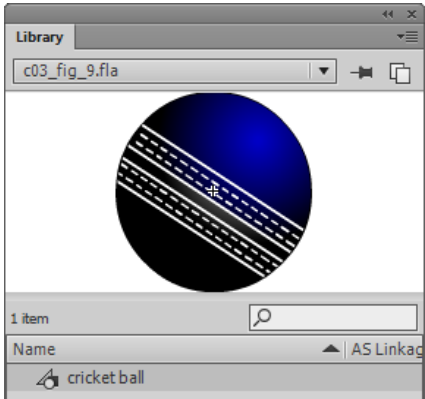*Figure 3-9* *The cricket ball symbol after changing the color*

Figure 3-10 *Displaying the change in color of the cricket ball graphic symbol*

Figure 3-11 *The first instance without any change*
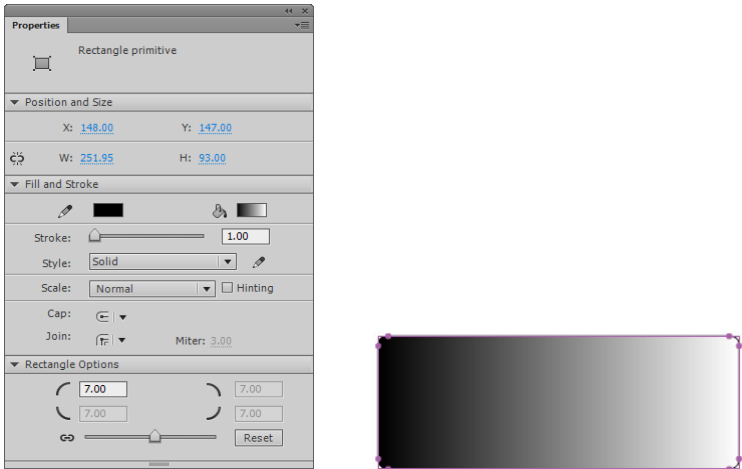
Figure 3-12 *The button symbol*

Figure 3-13 *Changing the shape of the corners of the rectangle*
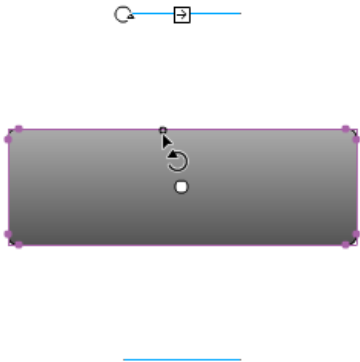

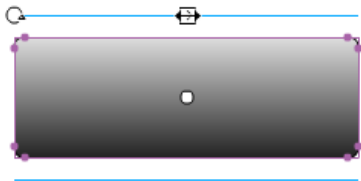***Figure 3-14*** *Rotating the gradient fill*
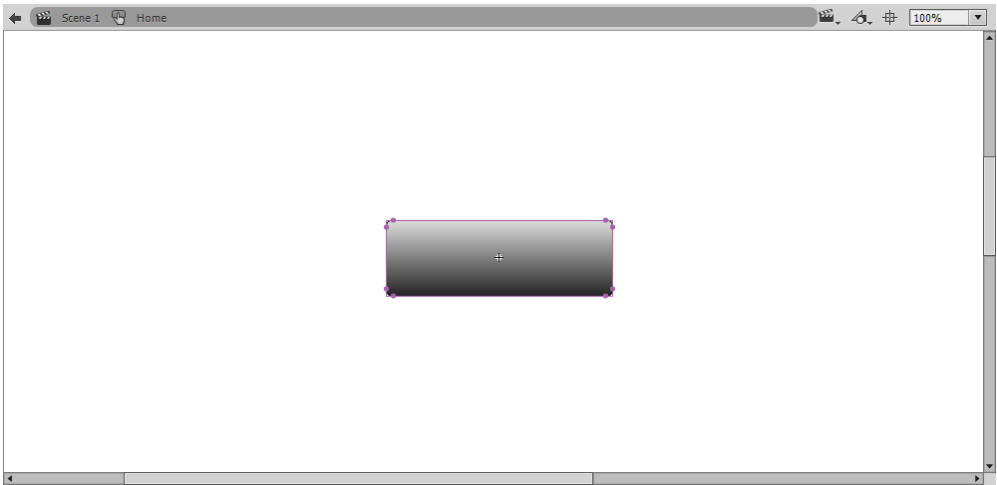
Figure 3-15 *Scaling the gradient fill*

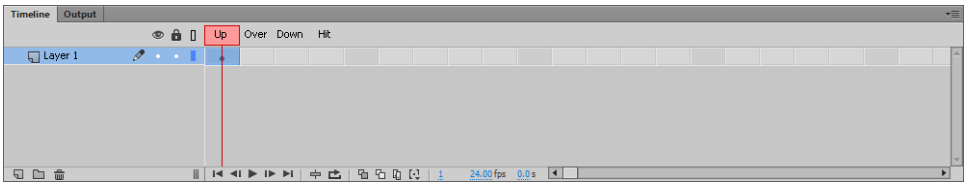*Figure 3-16 Symbol-editing mode of the Home button symbol*

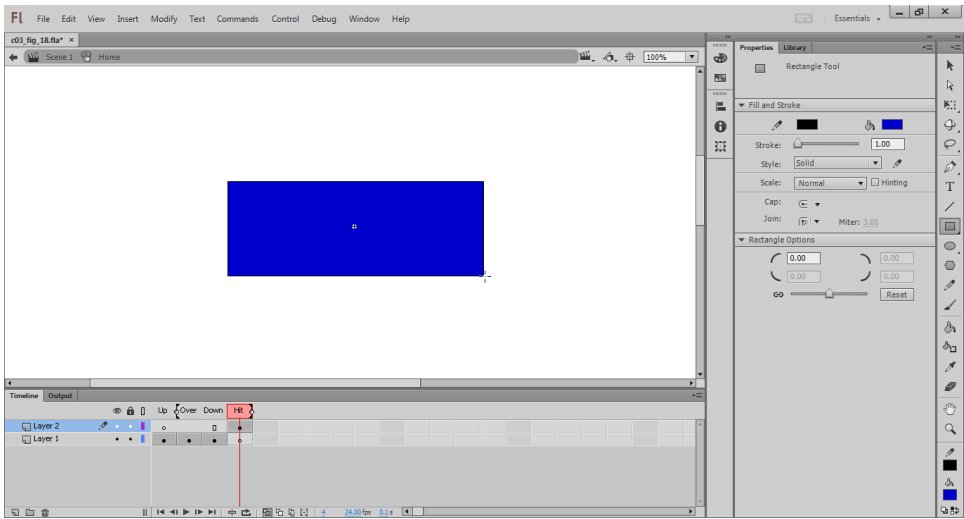*Figure 3-17 The Timeline of the Home button symbol*

*Figure 3-18 Rectangle in the **Hit** frame*

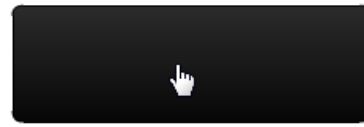***Figure 3-19*** *The **Over** state of the button symbol*

Figure 3-20 *The **Down** state of the button symbol*
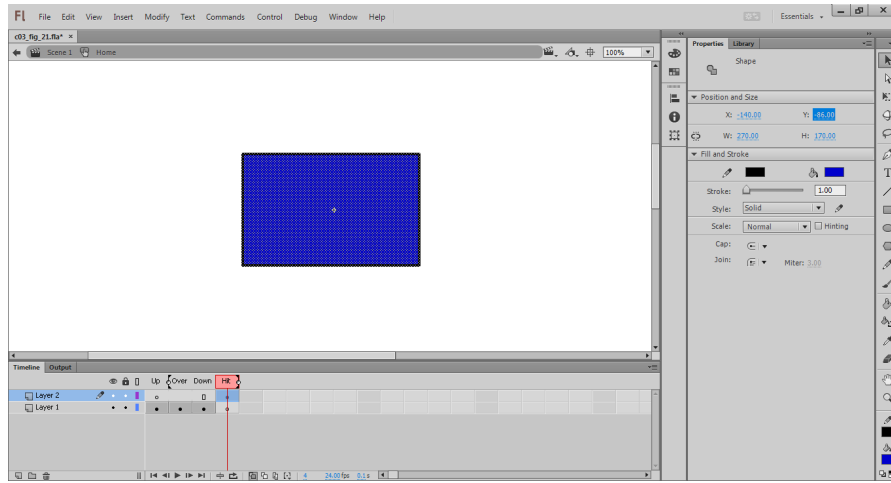

Figure 3-21 *Increasing the dimensions of the rectangle in the Flash document*

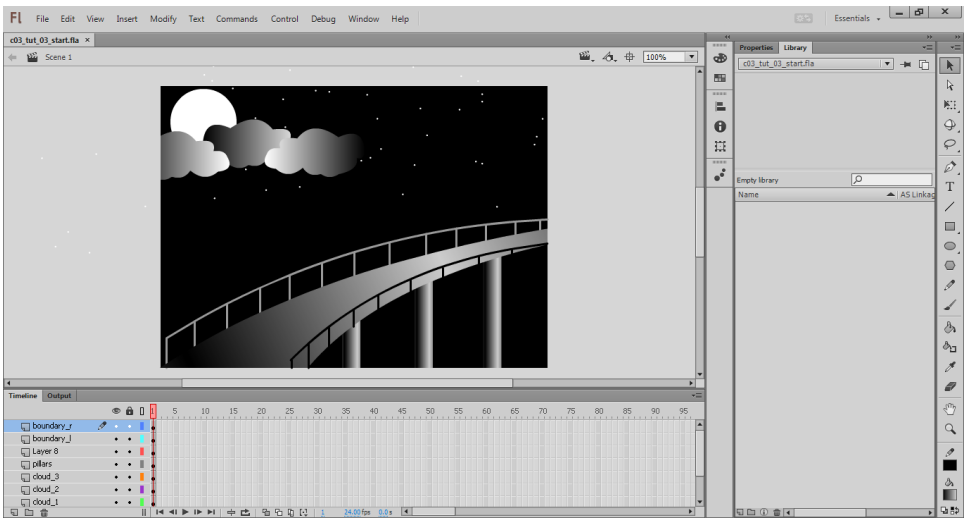***Figure 3-22*** *The **Glow** filter applied to movie clips symbols*

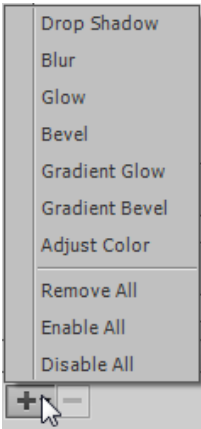*Figure 3-23* *The c03_tut_03_start.fla document displayed*

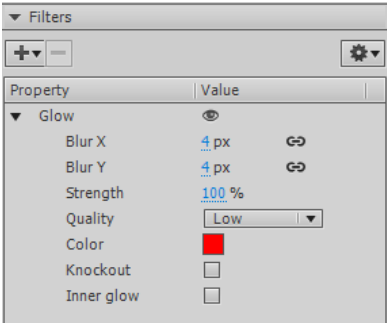*Figure 3-24* *The flyout displayed on choosing the* **Add filter** *button*

Figure 3-25 *The* **Glow** *area*

Figure 3-26 *The effect of the* **Glow** *filter on the moon*

Figure 3-27 *The glow effect on dots*
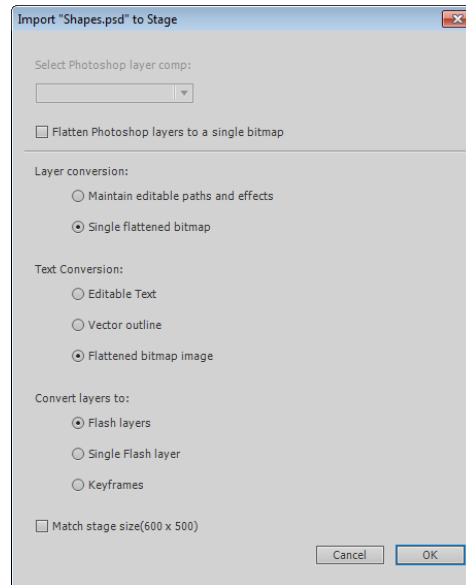

Figure 3-28 *The* **Import "shapes.psd" to Stage** *dialog box*
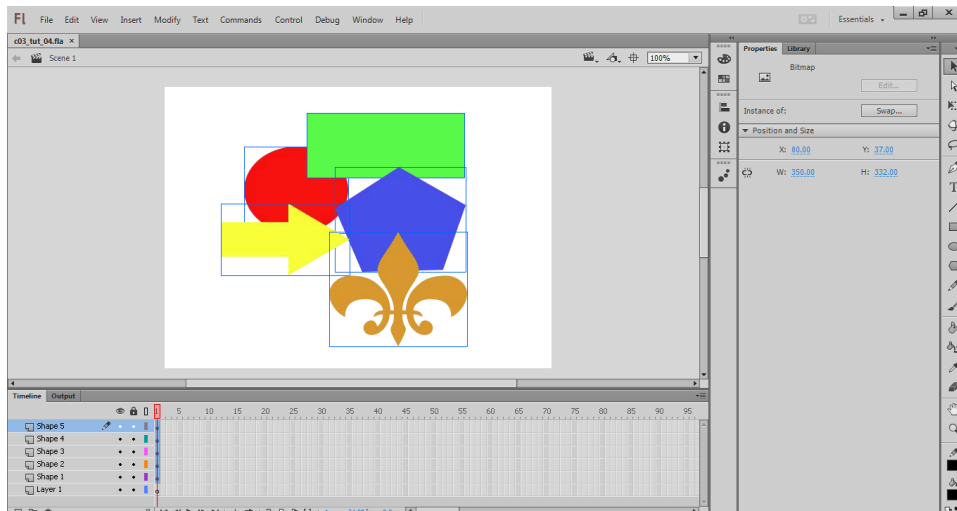

Figure 3-29 *The separate layers imported in the Flash document*

Chapter *4*

Creating Animation

Learning Objectives

After completing this chapter, you will be able to:
- *Create motion tween animations*
- *Create animation inside symbols*
- *Use mask layers*
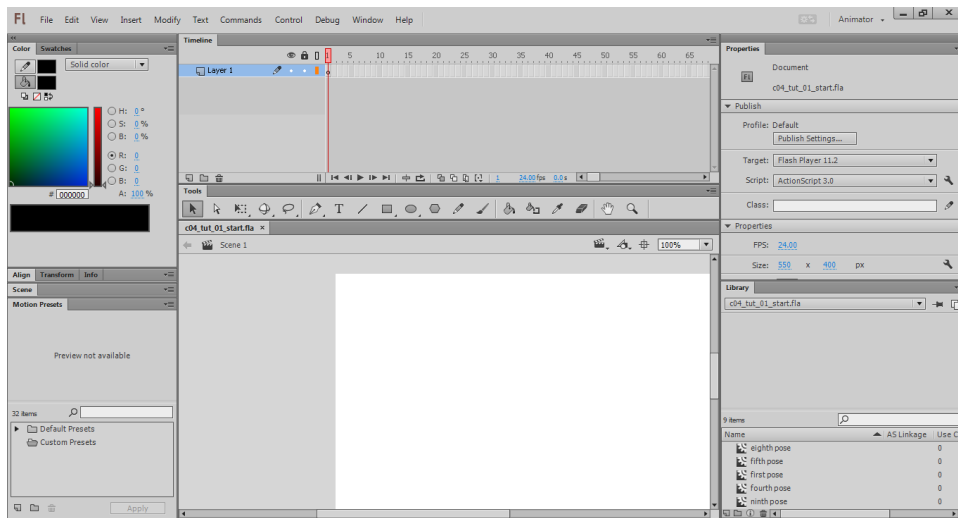- *Create shape tween animations*
- *Create 3D animations*

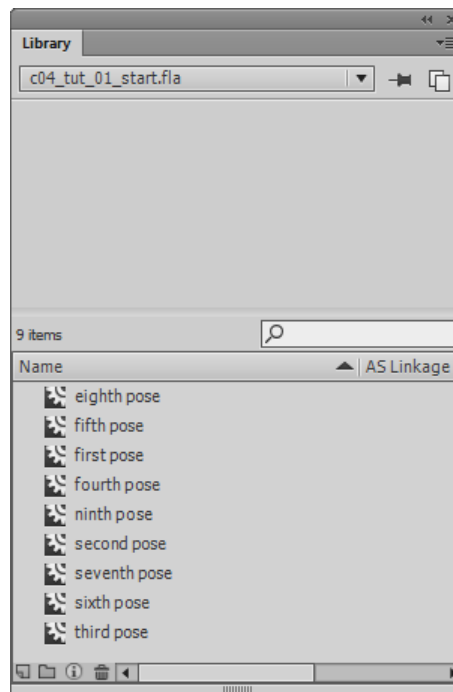*Figure 4-1* *The c04_tut_01_start.fla document in the **Animator** workspace*

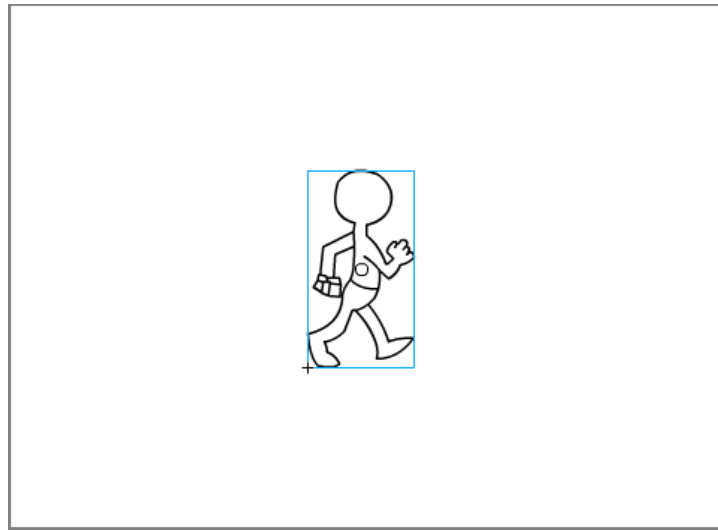*Figure 4-2* *The movie clip symbols in the **Library** panel*

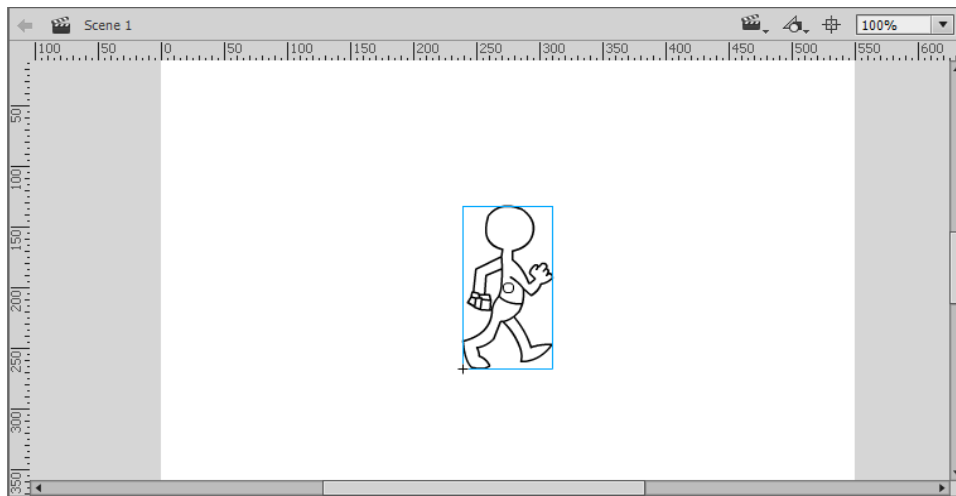*Figure 4-3* *The first instance of the walk cycle*

Figure 4-4 *The ruler bars displayed on top and left side of the Stage*

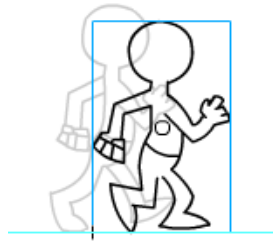*Figure 4-5* *The guide placed below the first pose instance*

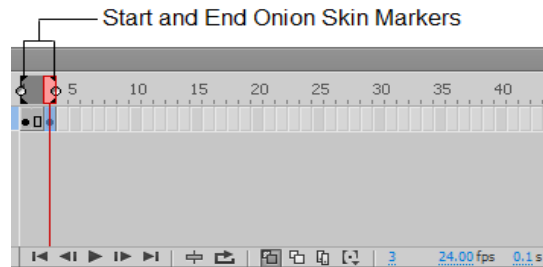*Figure 4-6* *The second pose instance placed next to the first pose instance*

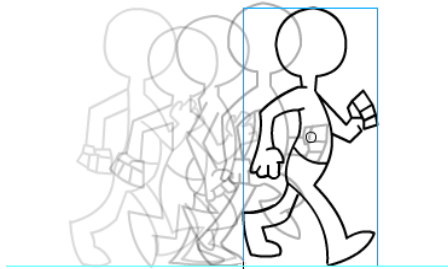*Figure 4-7* *The Onion Skin markers in the Timeline Header*
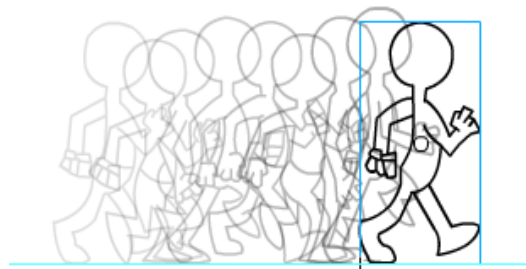

Figure 4-8 *Placing the sixth pose instance*
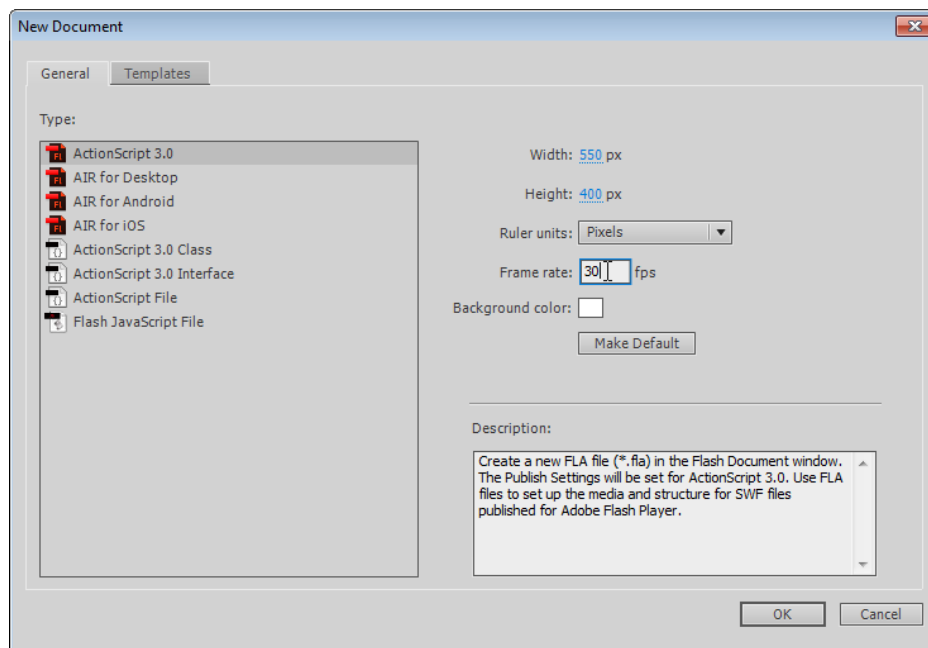

Figure 4-9   *Placing the ninth pose instance*

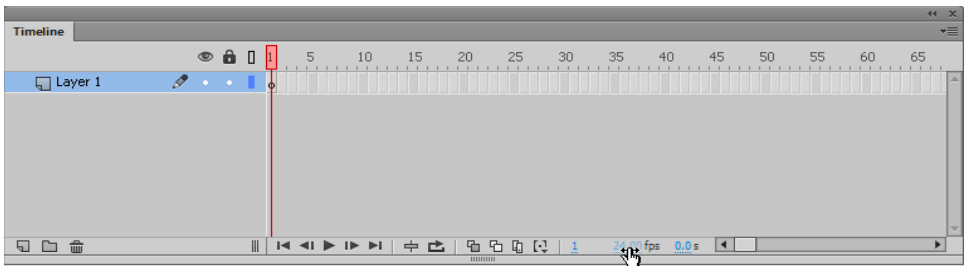*Figure 4-10* *Changing the value of the* **Frame rate** *in the* **New Document** *dialog box*

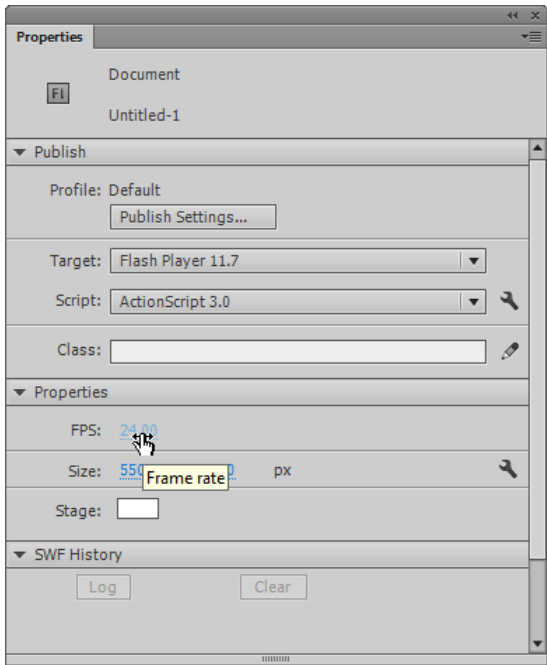*Figure 4-11* *Changing the frame rate in the* ***Timeline*** *panel*

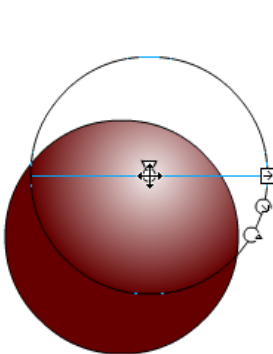*Figure 4-12* *Changing the frame rate in the* ***Properties*** *panel*
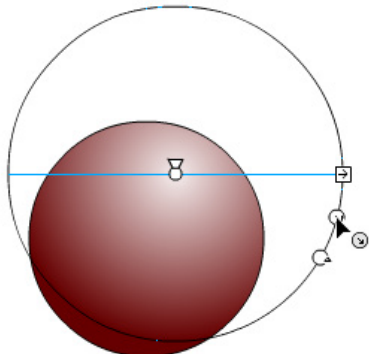

Figure 4-13 *Moving the fill upward*

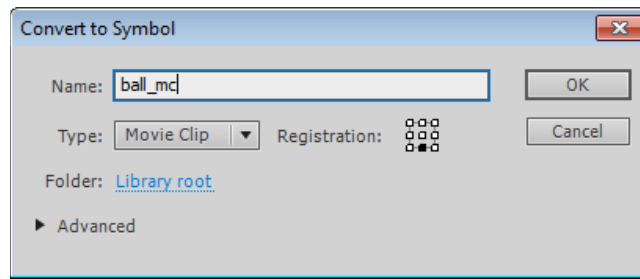*Figure 4-14* *Scaling the fill*

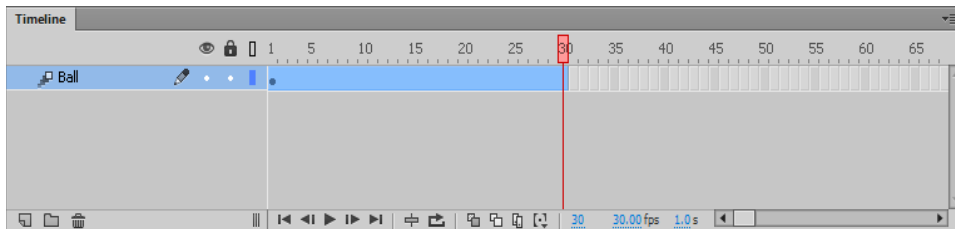*Figure 4-15* The **Convert to Symbol** *dialog box*

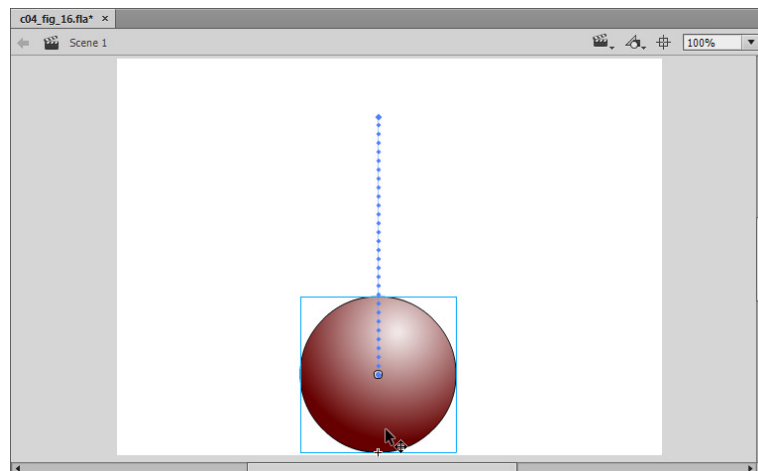*Figure 4-16* The **Ball** *tween layer displaying the tween icon*
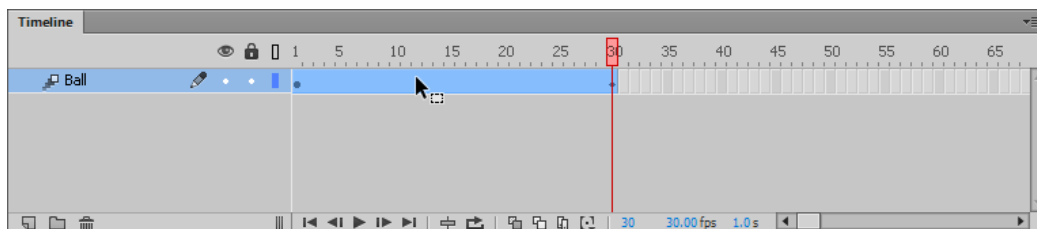

Figure 4-17 *Dragging the ball_mc instance*

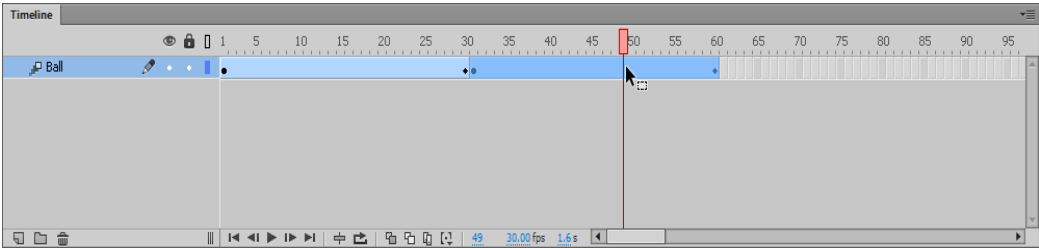*Figure 4-18* *Moving the cursor on the tween span*

Figure 4-19 *Placing the copied tween span*
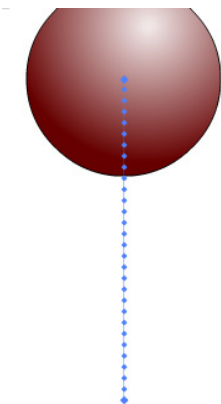

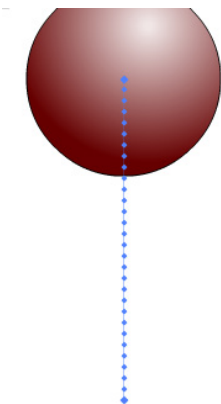***Figure 4-20*** *The ball_mc instance on frame **1***

Figure 4-21 *The ball_mc instance on frame **31***
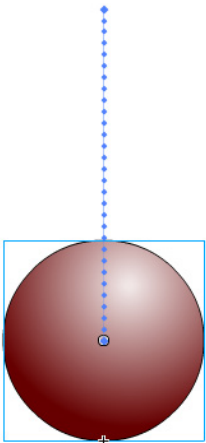
Figure 4-22 *The ball_mc instance at frame **31***
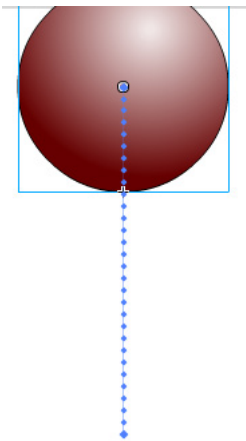
Figure 4-23 *The ball_mc instance at frame **60***
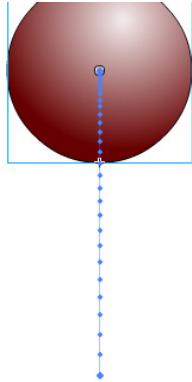
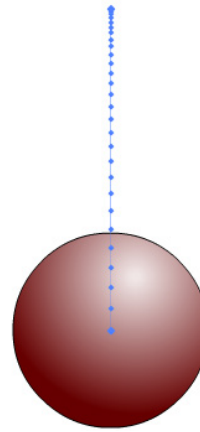***Figure 4-24*** *Easing-in*

Figure 4-25 *Easing-out*
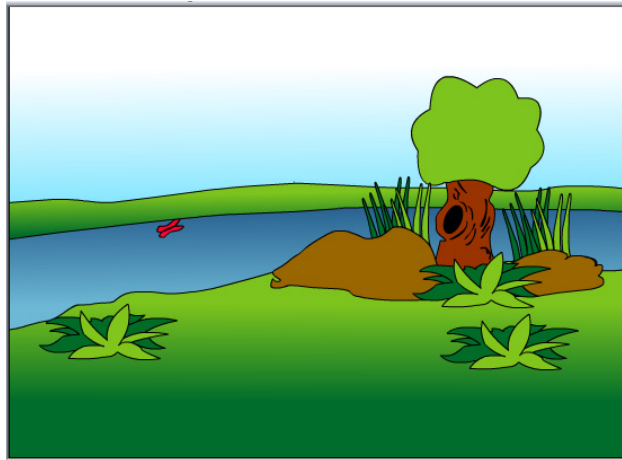

Figure 4-26 *The animation on frame **31***
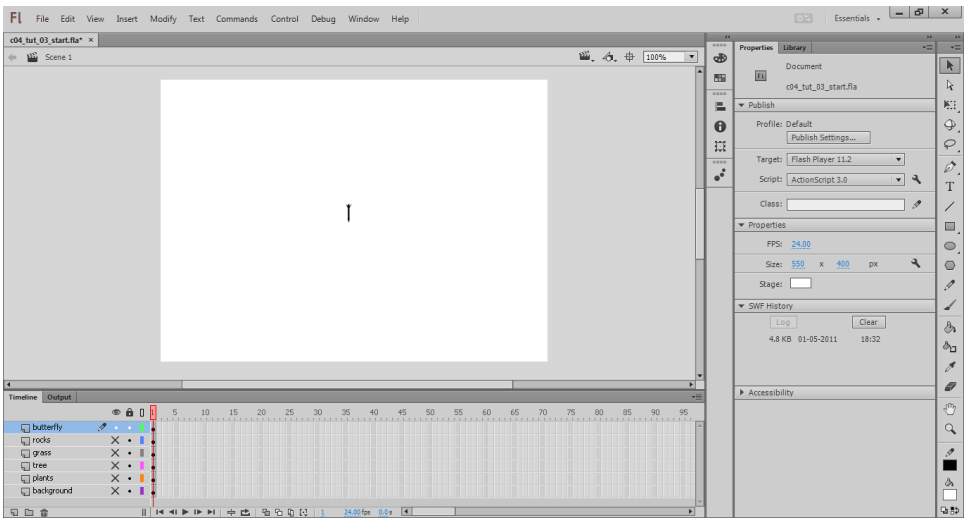
Figure 4-27   *The c04_tut_03_start.fla document displayed*
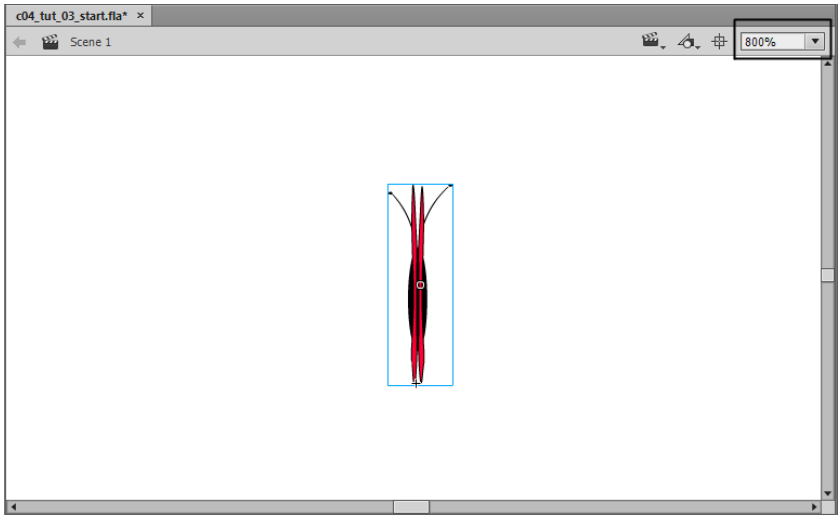

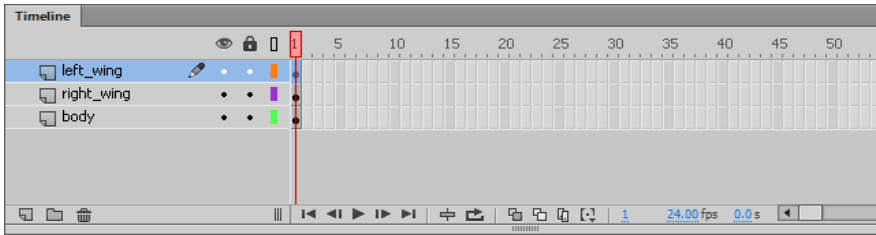
Figure 4-28   *The **Animator** workspace*
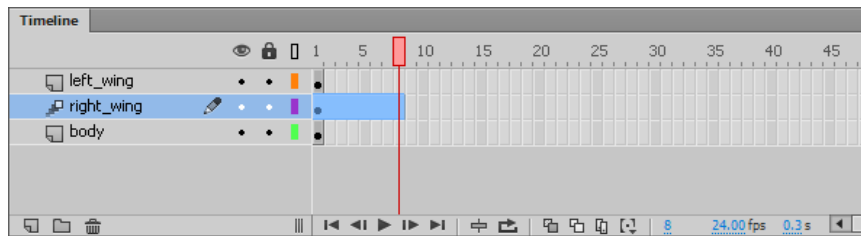

Figure 4-29   *The Timeline of the butterfly instance*
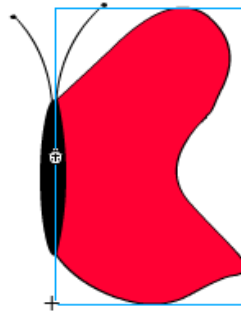
Figure 4-30 *Shortening the tween span*

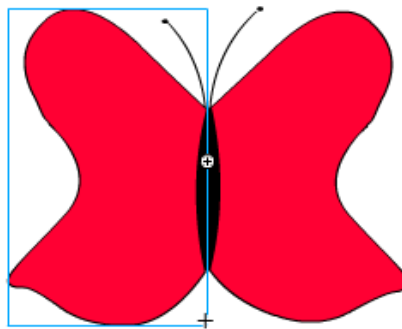*Figure 4-31* *Increasing the width of the wing on frame* **5**

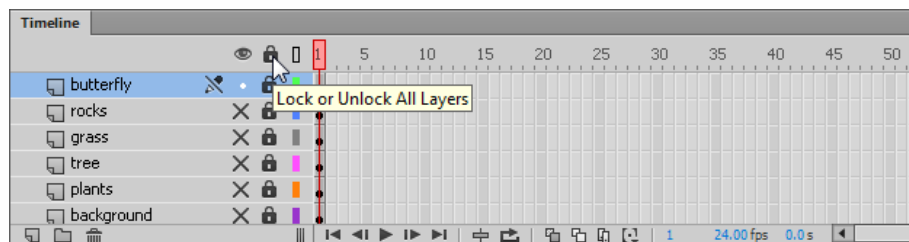*Figure 4-32* *The wings on frame* **5**

Figure 4-33 *The* **Lock or Unlock All Layers** *button in the Timeline Header*
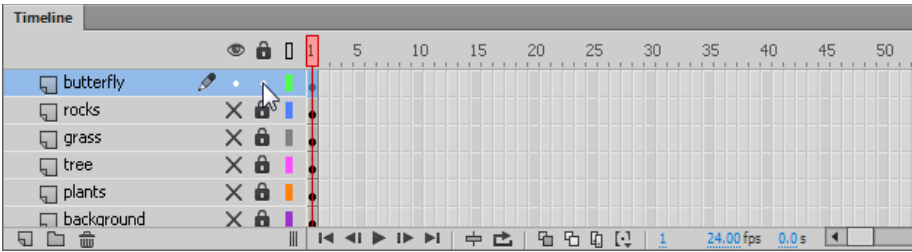
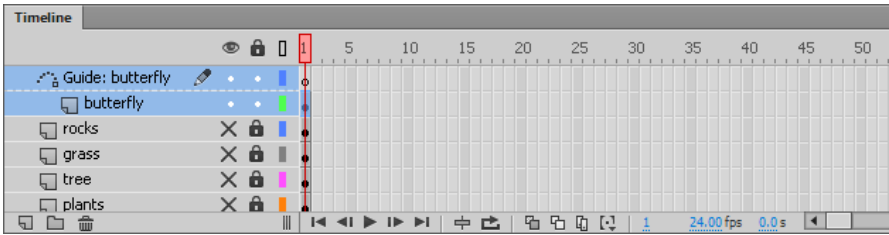*Figure 4-34 The **butterfly** layer unlocked*

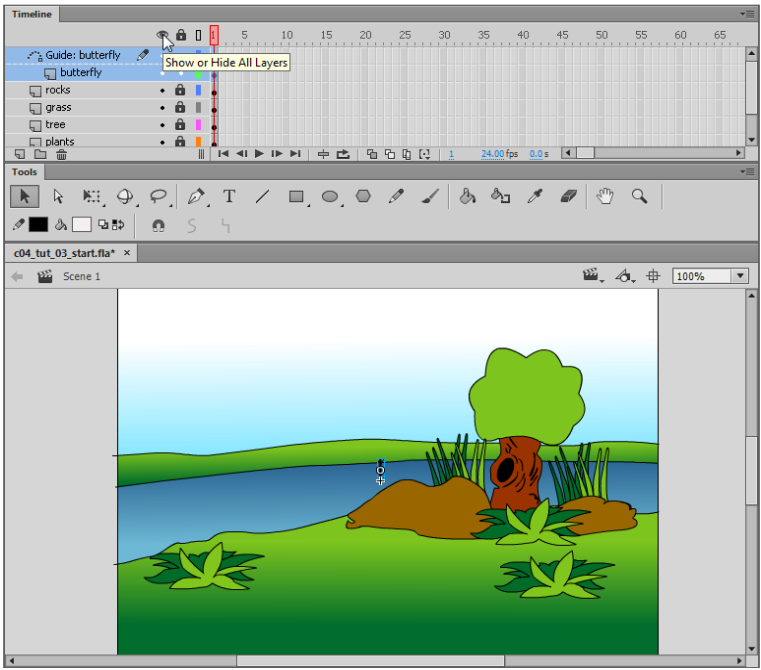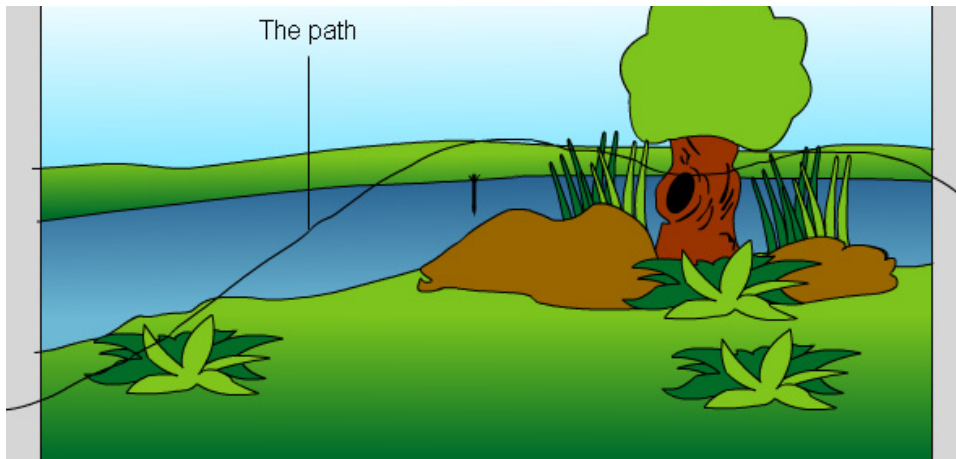*Figure 4-35 The guide layer of the **butterfly** layer*

*Figure 4-36 All layers visible in the **Timeline** panel*

Figure 4-37 *The path drawn with* **Pencil Tool**
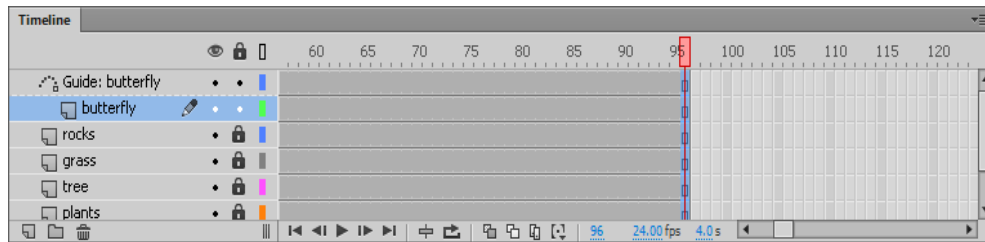

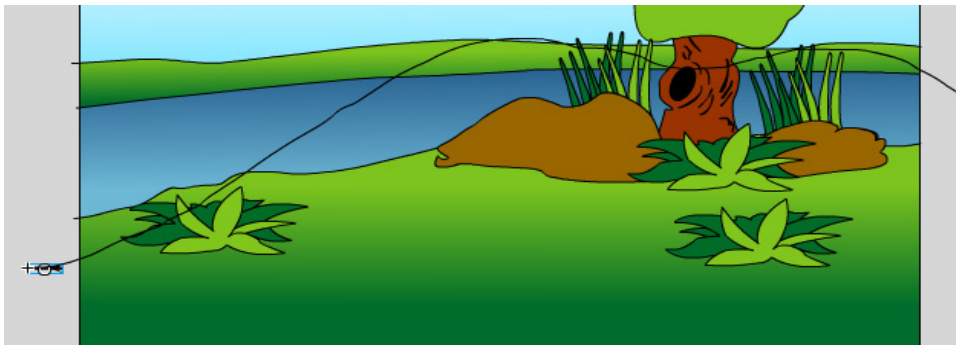*Figure 4-38* *The Timeline of layers after adding the static frames*

Figure 4-39 *Snapping the butterfly instance to the left end of the path*
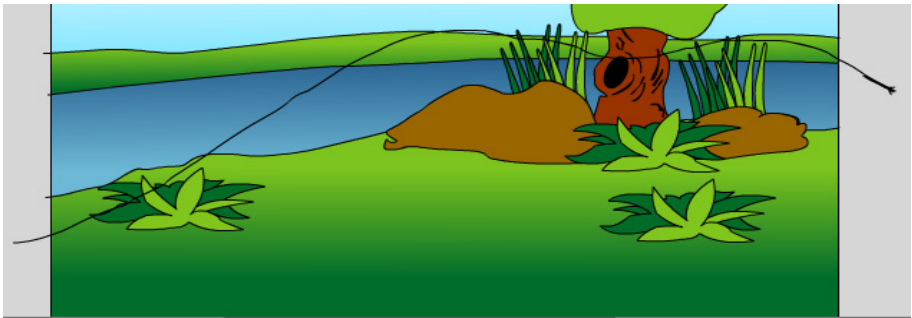
Figure 4-40 Snapping the butterfly instance to the right end of the path

*Figure 4-41 The **butterfly** layer after adding classic tween*
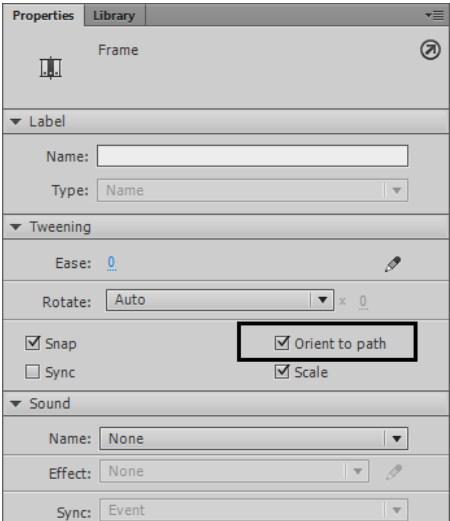

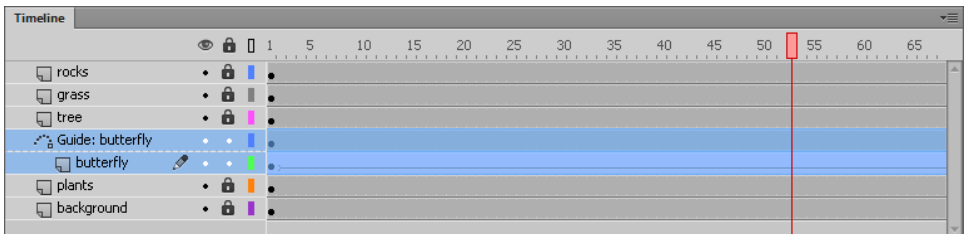*Figure 4-42 The **Tweening** area with the **Orient to Path** check box selected*

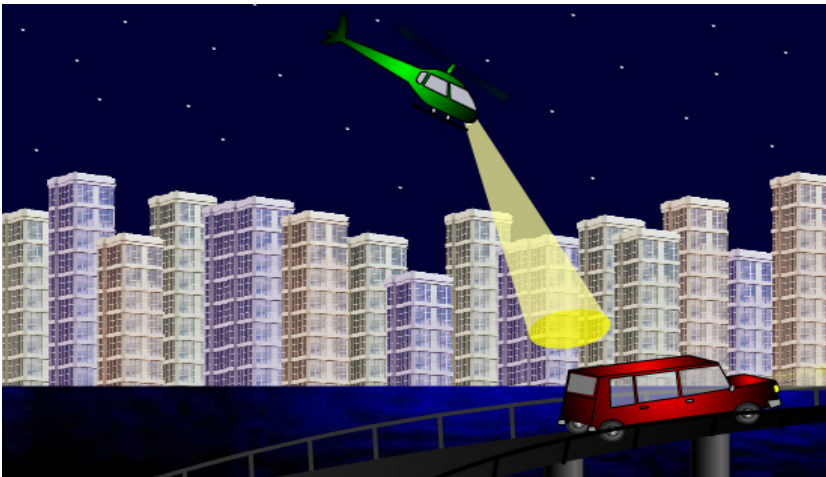*Figure 4-43 Changing the position of the layers in the **Timeline** panel*

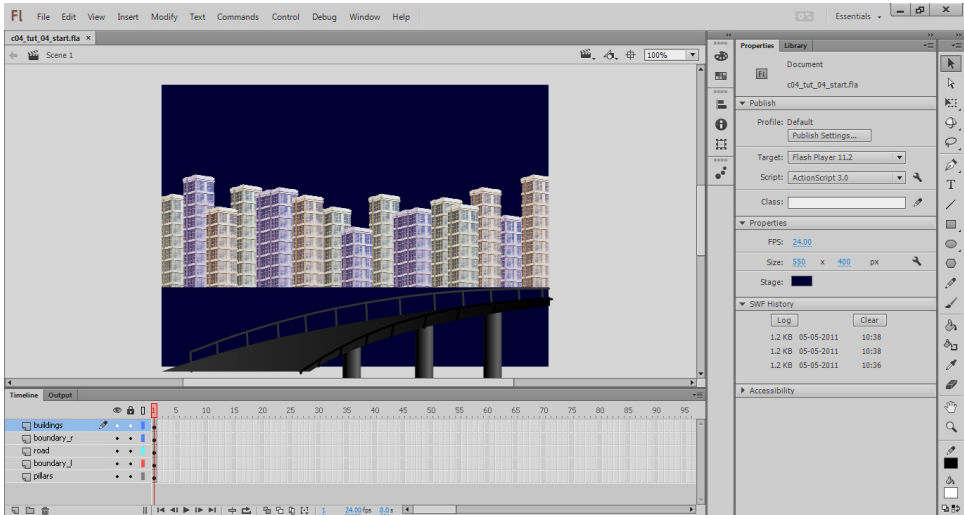*Figure 4-44* *The chopper and the car at frame 36*

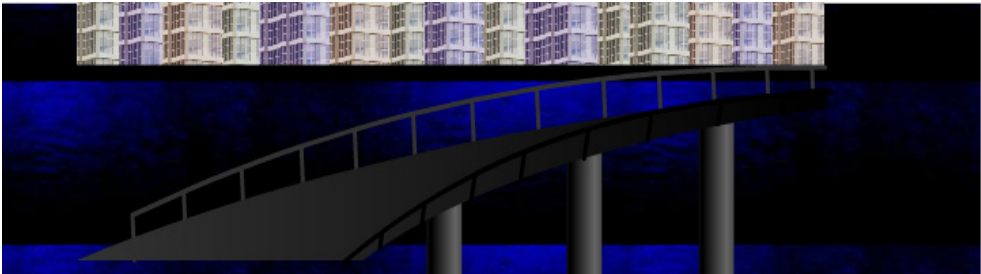*Figure 4-45* *The c04_tut_04_start.fla document displayed*

Figure 4-46 *The bitmap applied to the rectangle as fill*
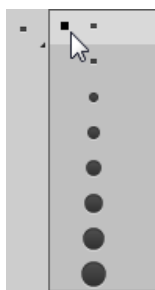
Figure 4-47 *Scaling the fill*

Figure 4-48 *Choosing the smallest brush size*
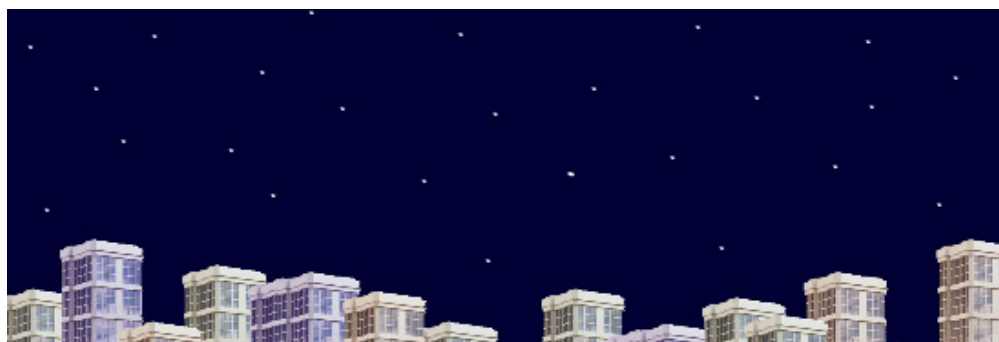

Figure 4-49 *Creating the stars*

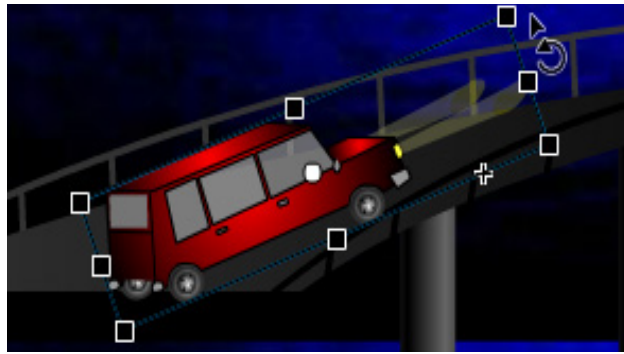*Figure 4-50* *Positioning the car_mc instance*
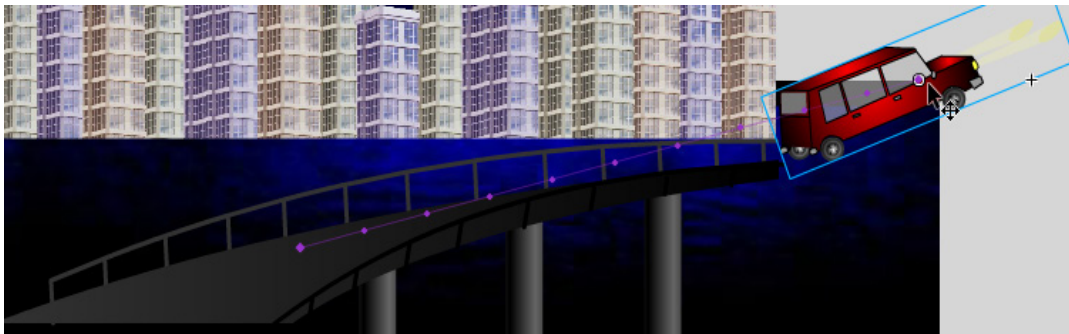
Figure 4-51 *Rotating the car_mc instance*
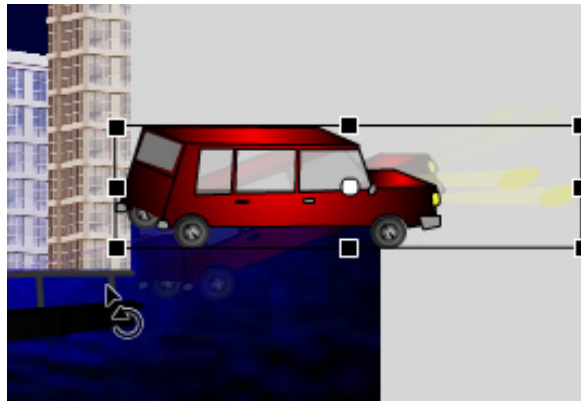

Figure 4-52 *Positioning the car_mc instance on frame* **60**
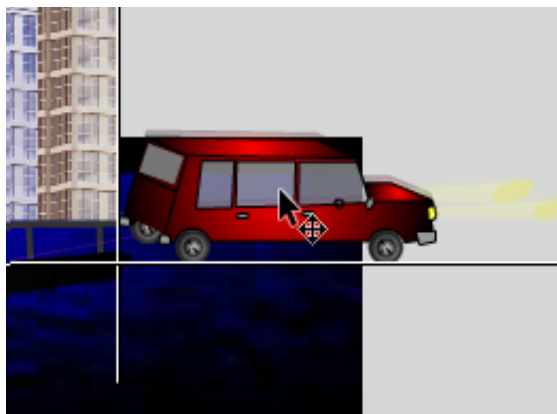

Figure 4-53 *Rotating the car*

Figure 4-54 *Positioning the car*
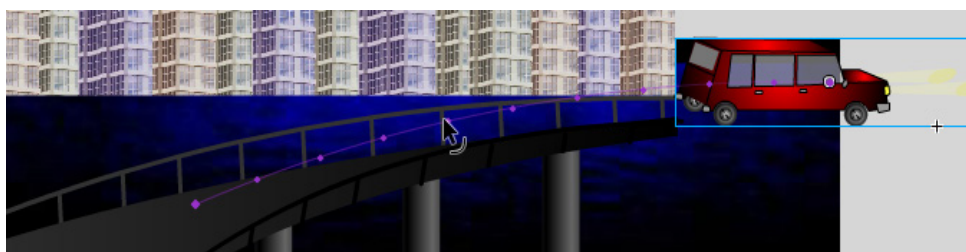

Figure 4-55 *Changing the curvature of the motion path*
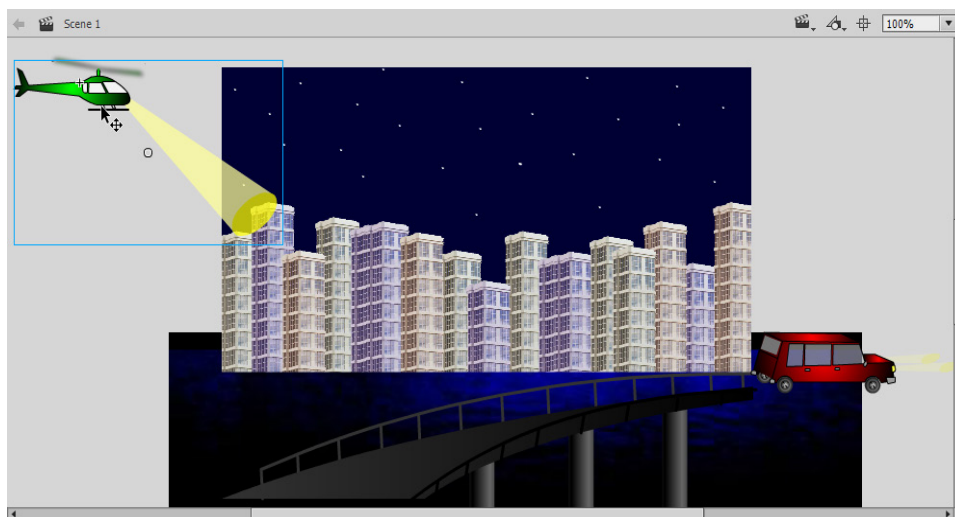

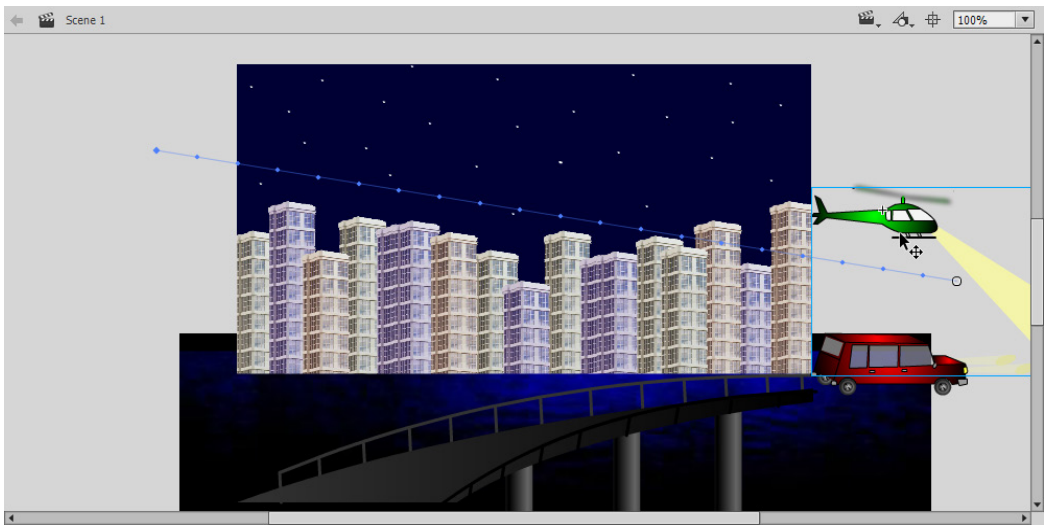*Figure 4-56* *Positioning the chopper_mc instance on frame 1*

Figure 4-57 *The chopper_mc instance on frame* **60**

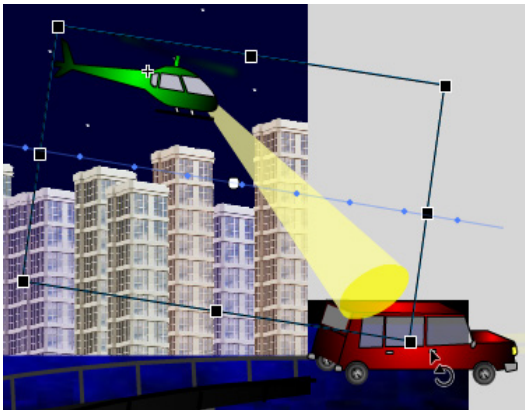*Figure 4-58* *Rotating chopper_mc instance by 45 degrees clockwise on frame* **60**

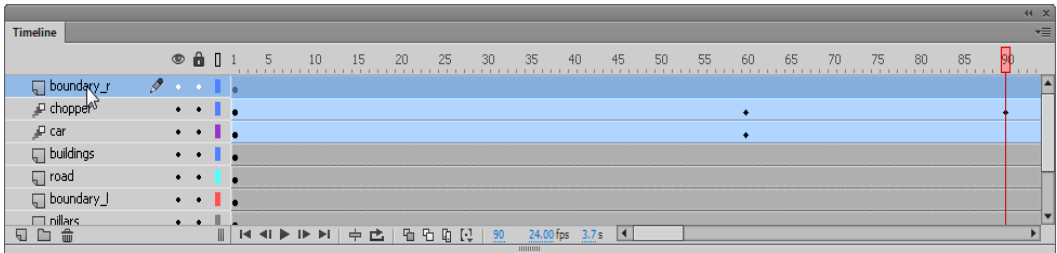*Figure 4-59* *Rotating chopper_mc instance by 20 degrees anti-clockwise on frame* **90**

Figure 4-60 **Boundary_r** *layer is placed above the* **chopper** *layer*

Figure 4-61 *The ripple animation on frame 6*
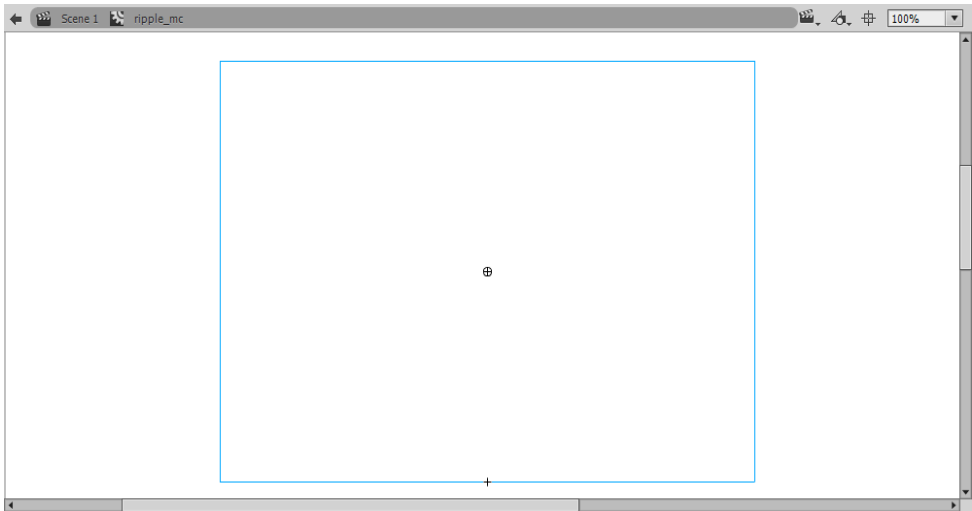

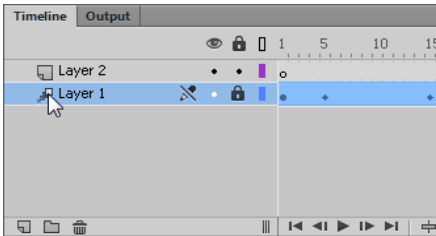*Figure 4-62* *The scene_mc instance on frame 1*

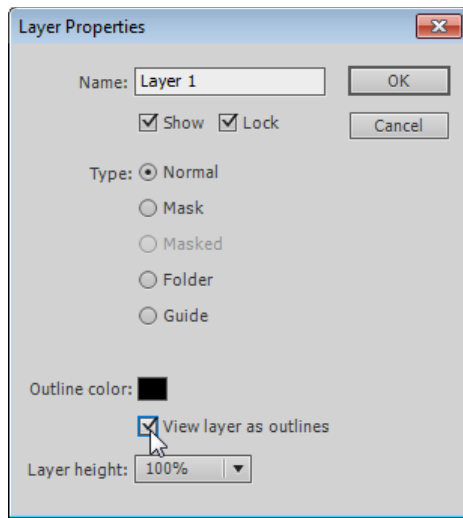*Figure 4-63* *The layer icon of the **Layer 1***

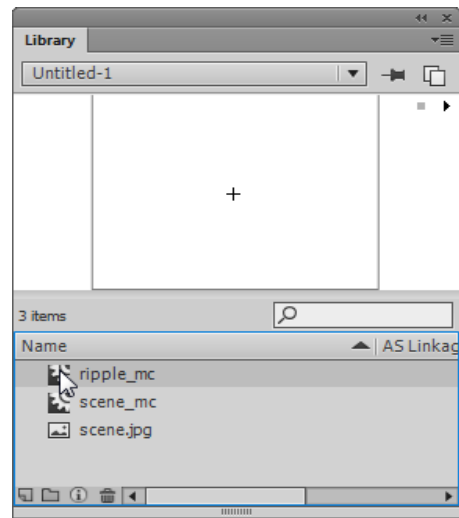*Figure 4-64 The **Layer Properties** dialog box displayed on double-clicking on the layer icon*

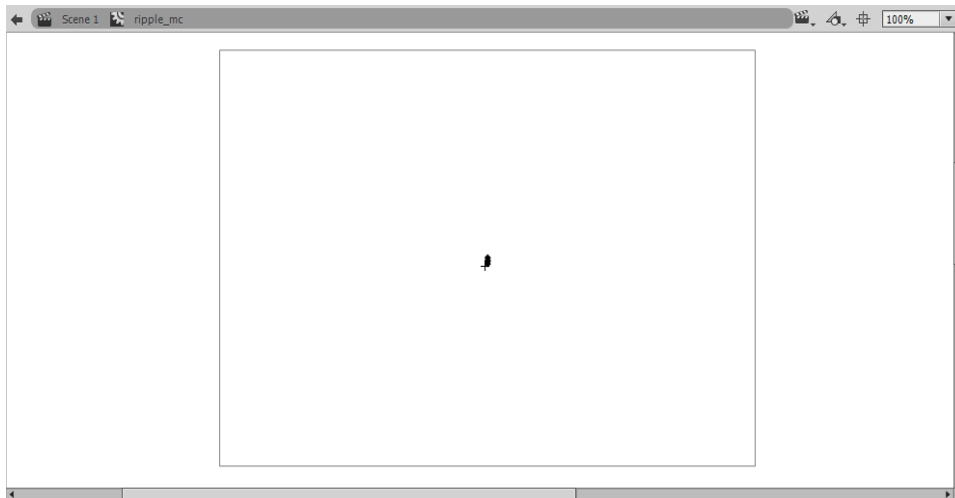*Figure 4-65 Ripple_mc symbol icon shown in the **Library** panel*

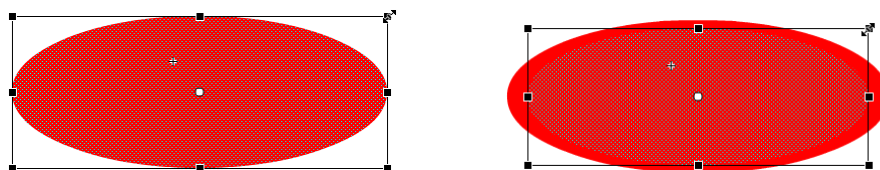*Figure 4-66 The objects in the layer displayed as outline*

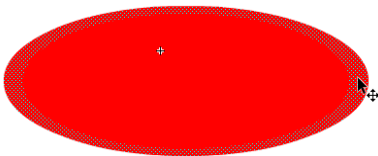*Figure 4-67 Dragging the cursor inward*
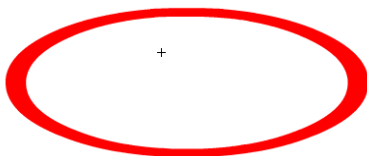
Figure 4-68 *Selecting the original oval*

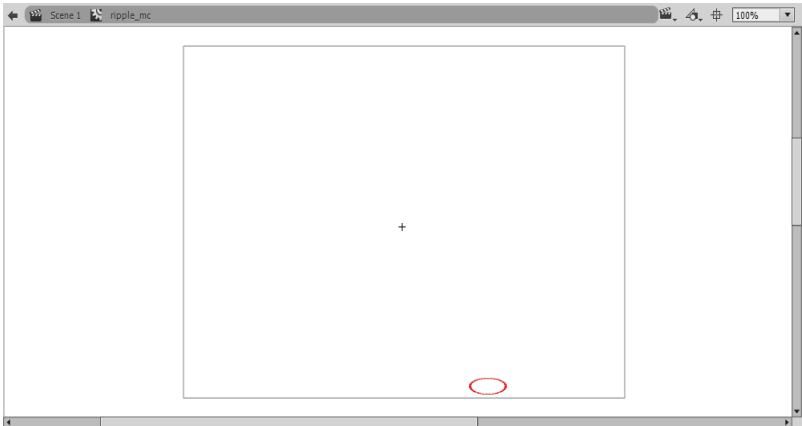
Figure 4-69 *A hollow oval*

Figure 4-70 *Oval placed at the bottom of the instance*
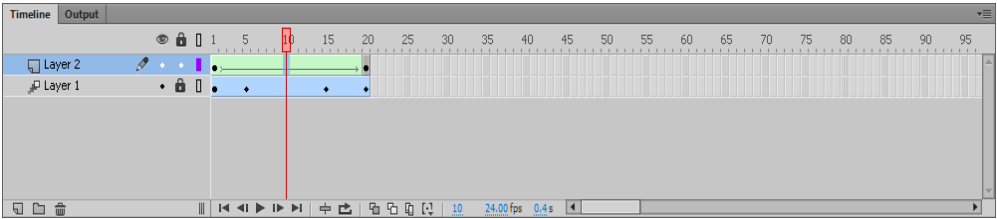

Figure 4-71 *The shape tween frames*
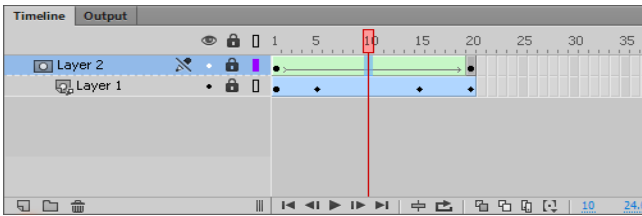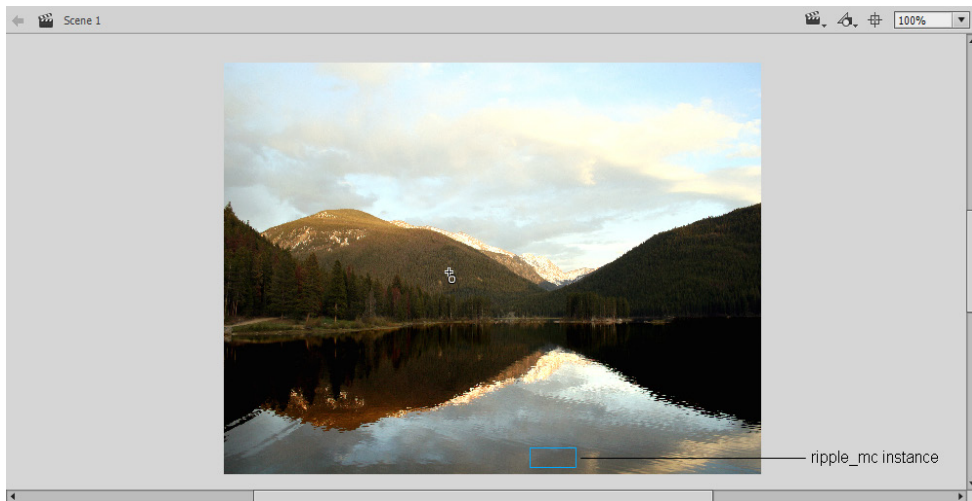

Figure 4-72 *The mask layer*

Figure 4-73 *Placing the ripple_mc instance in the Stage*

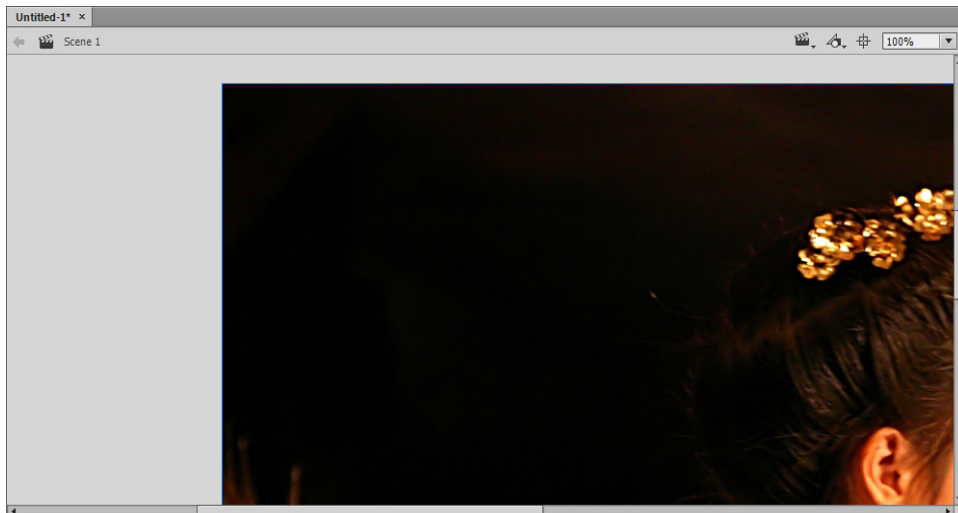*Figure 4-74* *The 3D animation on frame* **33**
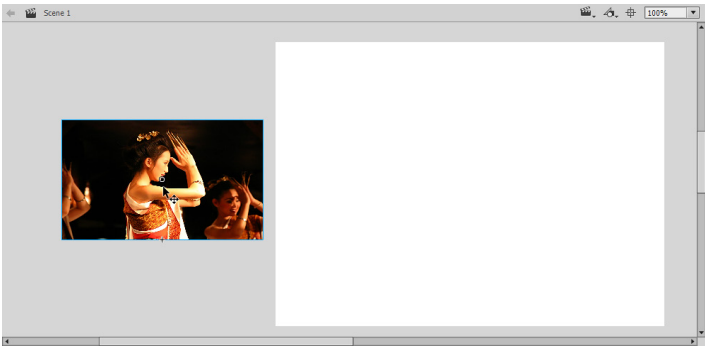

Figure 4-75 *The dance.jpg in the Stage*

Figure 4-76 *Placing the dance_mc instance in the Pasteboard*
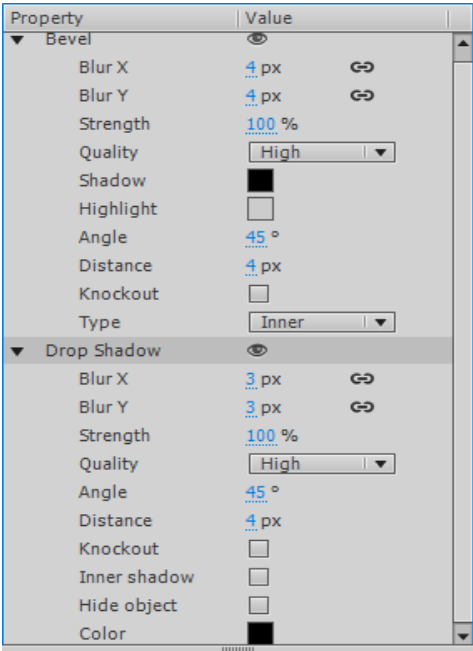

Figure 4-77 *The **Bevel** and **Drop Shadow** areas in the **Properties** panel*

Figure 4-78   The instance after applying the
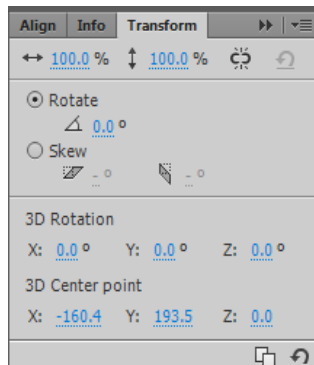***Bevel*** *and* ***Drop Shadow*** *filters*

Figure 4-79   The ***Transform*** *panel*

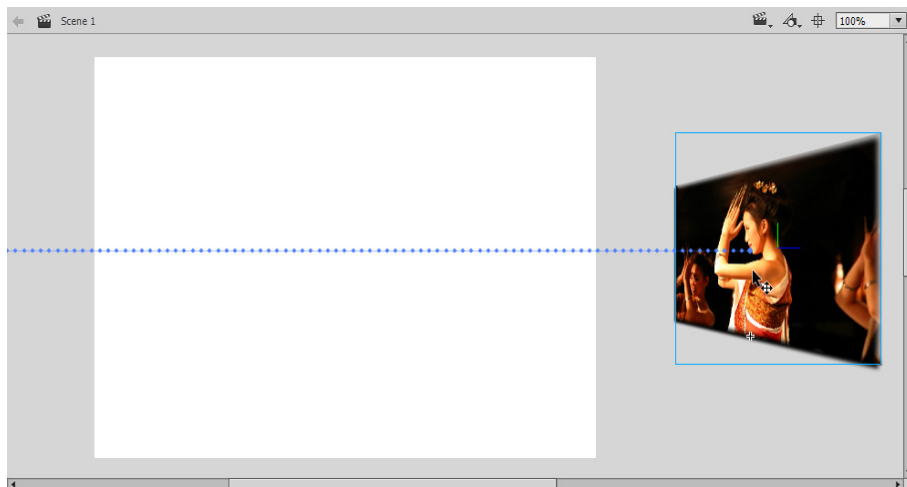*Figure 4-80   The dance_mc instance on frame* ***1***

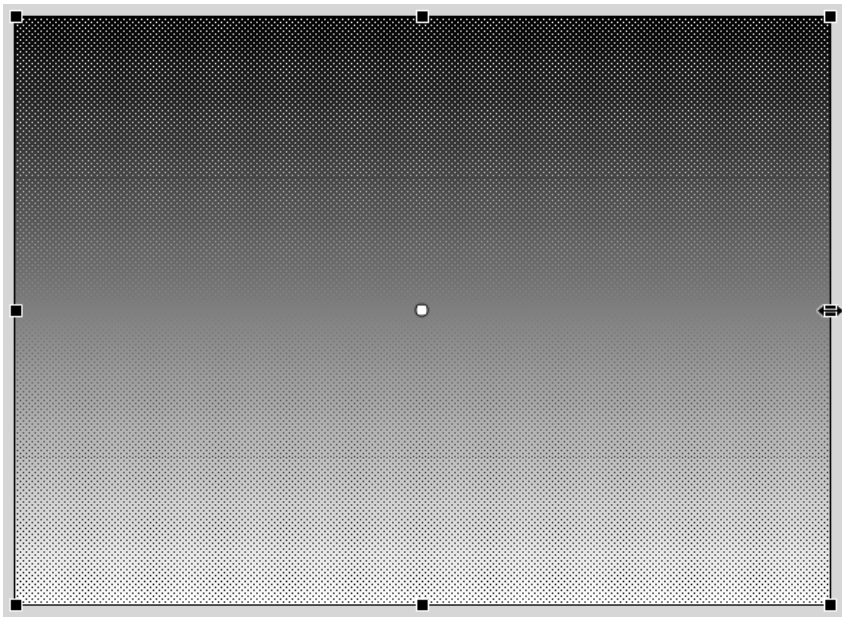
Figure 4-81   The dance_mc instance on frame ***96***

Figure 4-82 *The rectangle after transforming the gradient fill*
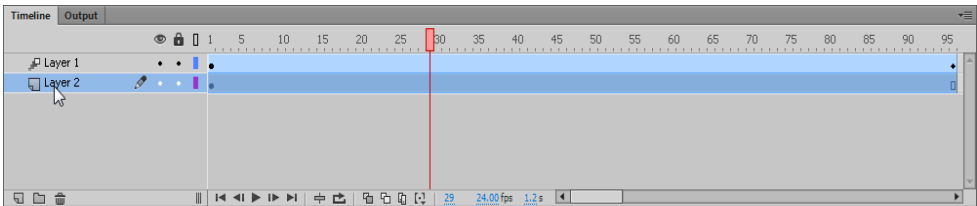

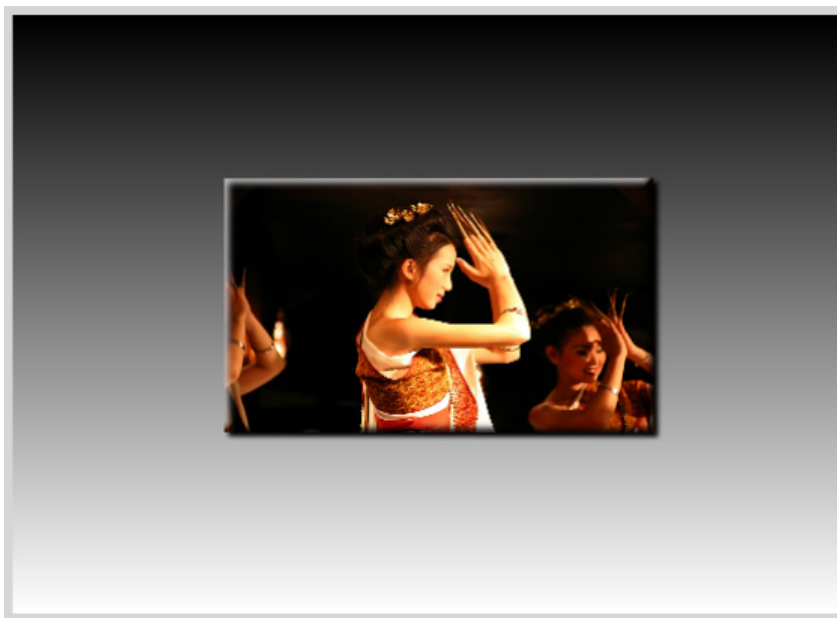***Figure 4-83*** *Placing **Layer 2** below **Layer 1***

Figure 4-84 *The rectangle placed behind dance_mc instance*

Chapter 5
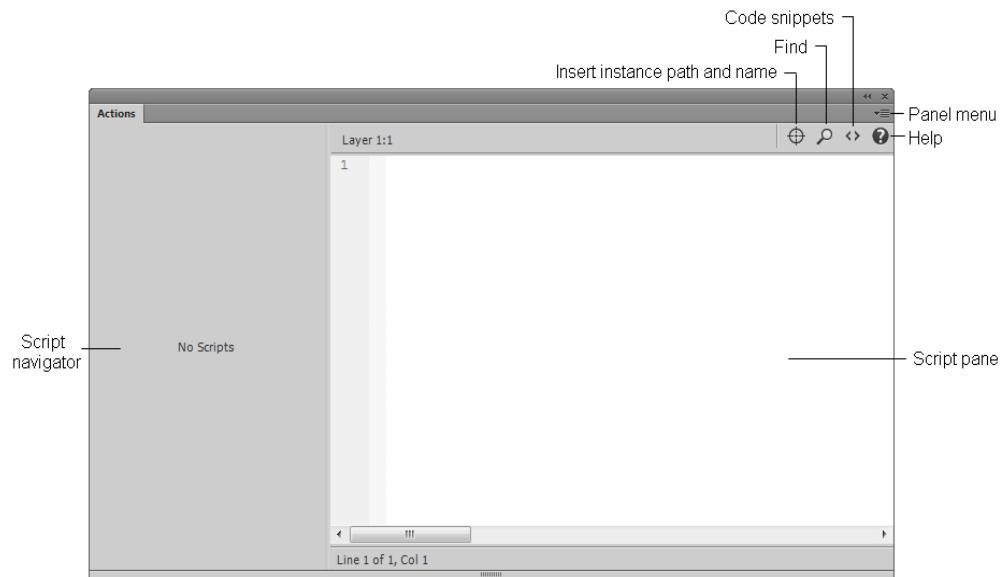
Understanding ActionScript 3.0

Figure 5-1 The *Actions* panel

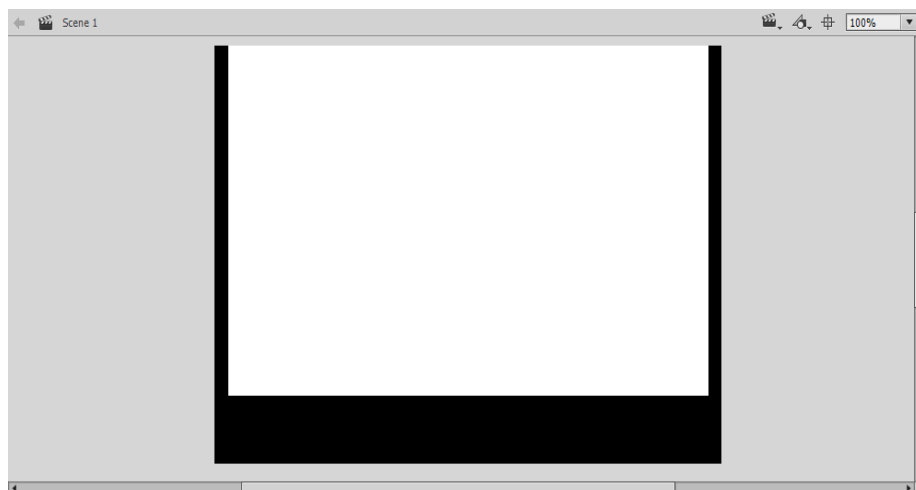*Figure 5-2* The *photo gallery*

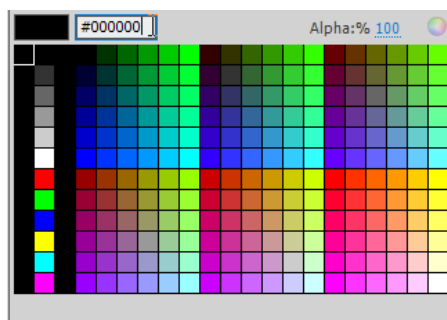*Figure 5-3 The rectangle positioned in the Stage*

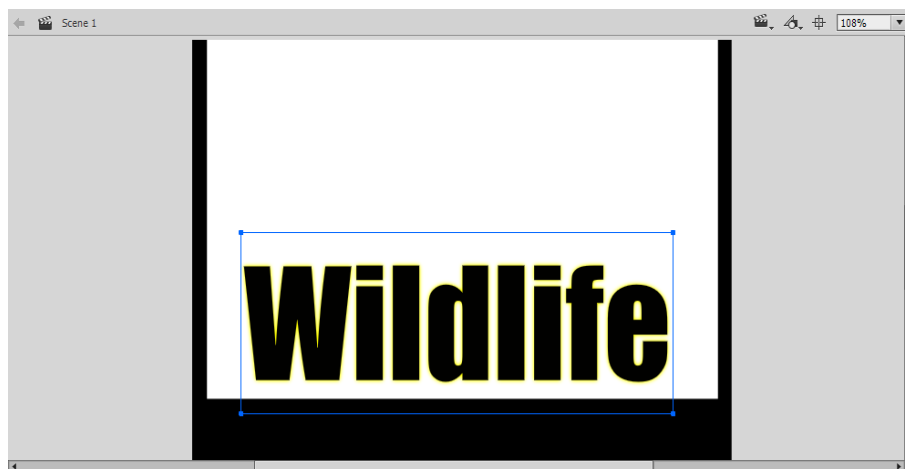

Figure 5-4 Entering the color value for the text
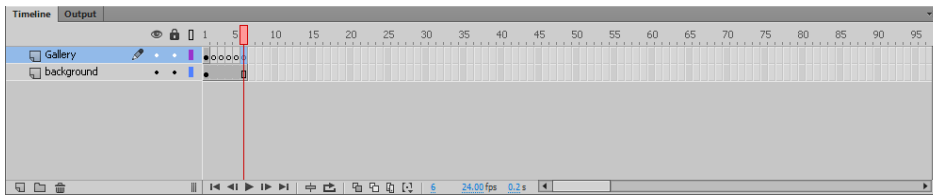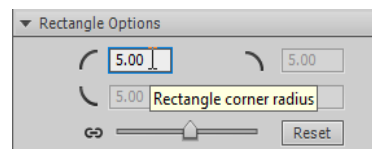

Figure 5-5 The text positioned in the Stage

Figure 5-6 *Inserting blank keyframes till frame* **6**

Figure 5-7 *Positioning lion.jpg in the Stage*

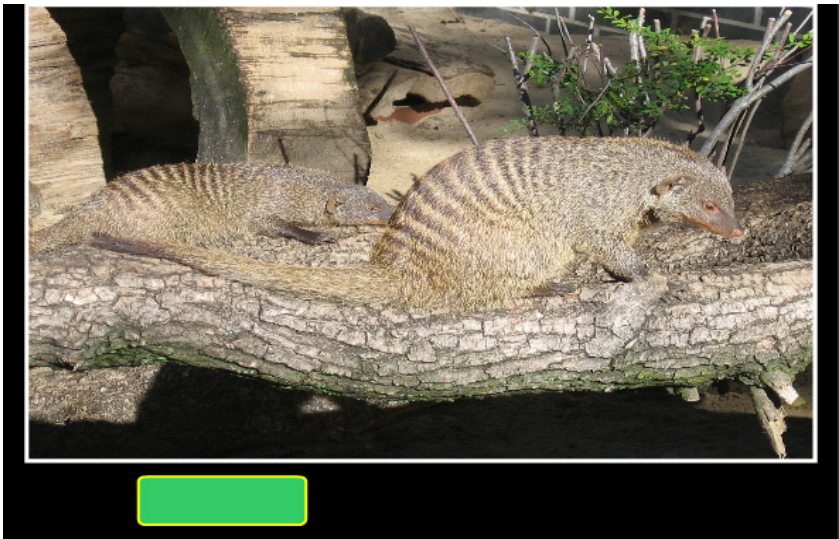*Figure 5-8*   *The* **Rectangle Options** *area*

Figure 5-9 Positioning the rectangle

Figure 5-10 The over state
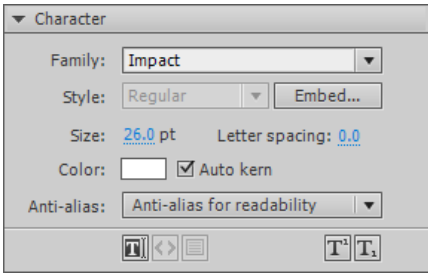

Figure 5-11 The down state

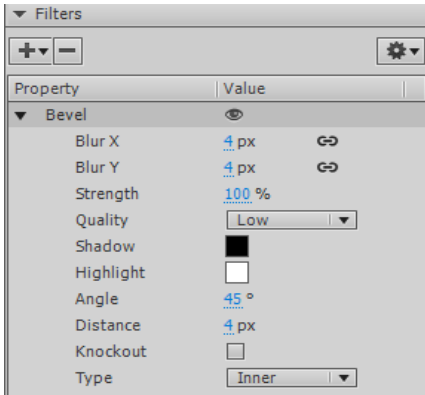*Figure 5-12 The **Character** area*
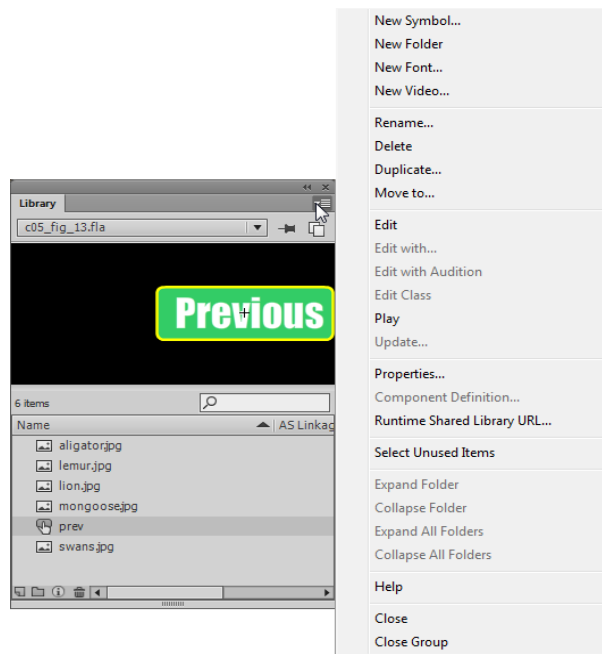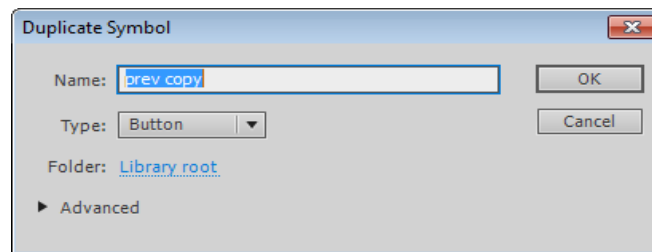

Figure 5-13 Positioning the text

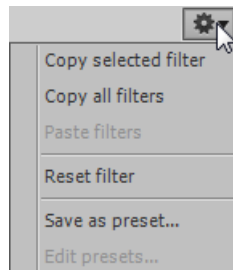*Figure 5-14 The **Bevel** filter area*

*Figure 5-15 The prev button symbol
after applying the **Bevel** filter*

Figure 5-16 *The menu of **Library** panel displayed*

Figure 5-17 *The **Duplicate Symbol** dialog box*

Figure 5-18 *The flyout displayed on choosing the **Options** button*

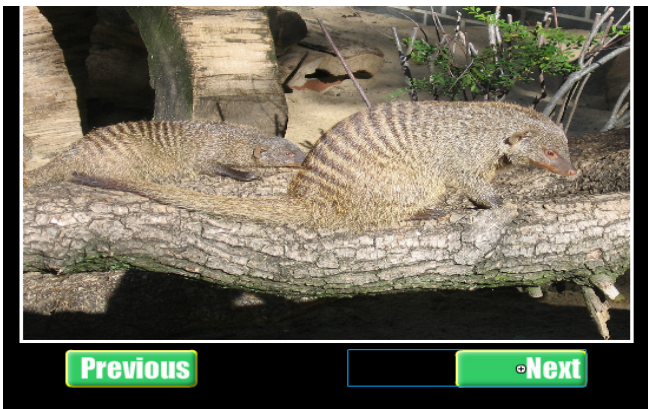*Figure 5-19* *The nxt button symbol*
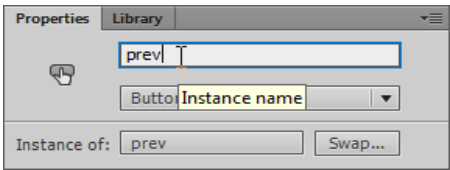
Figure 5-20 The prev and nxt button symbols in the Stage
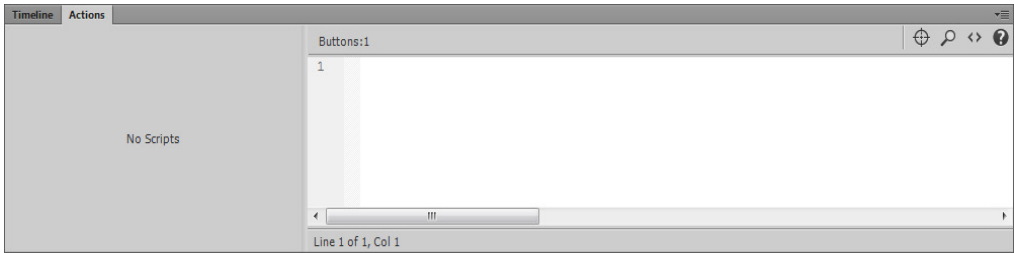

*Figure 5-21 The **Instance name** text box*
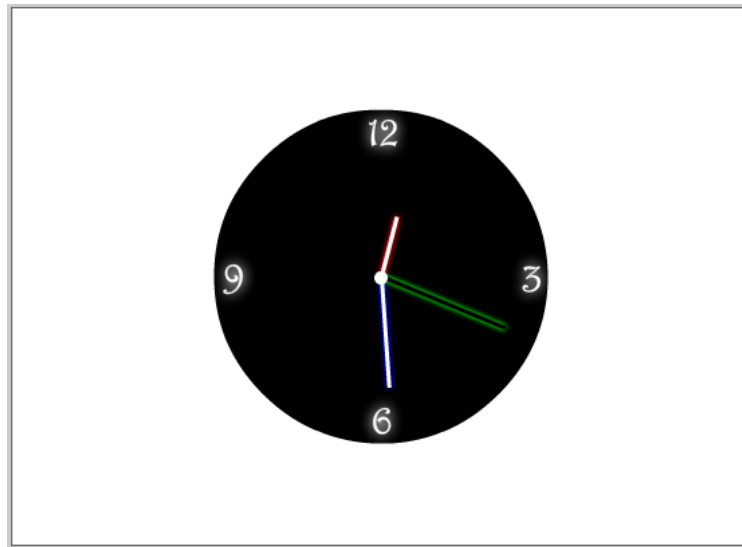

*Figure 5-22 The **Actions** panel displayed*

Figure 5-23 *The analog clock*
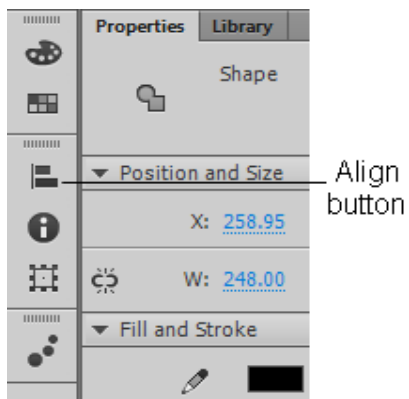
Figure 5-24 *The **Align** button located on the left of the **Properties** panel*
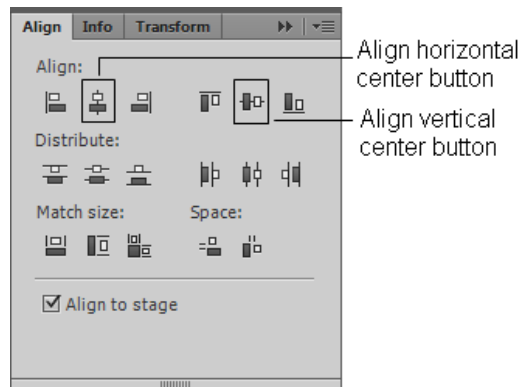

Figure 5-25 *The **Align** area in the **Align** panel*
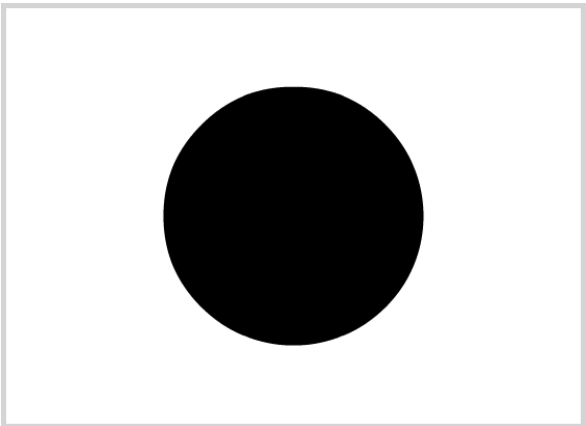
Figure 5-26 *The circle positioned at the center of the Stage*
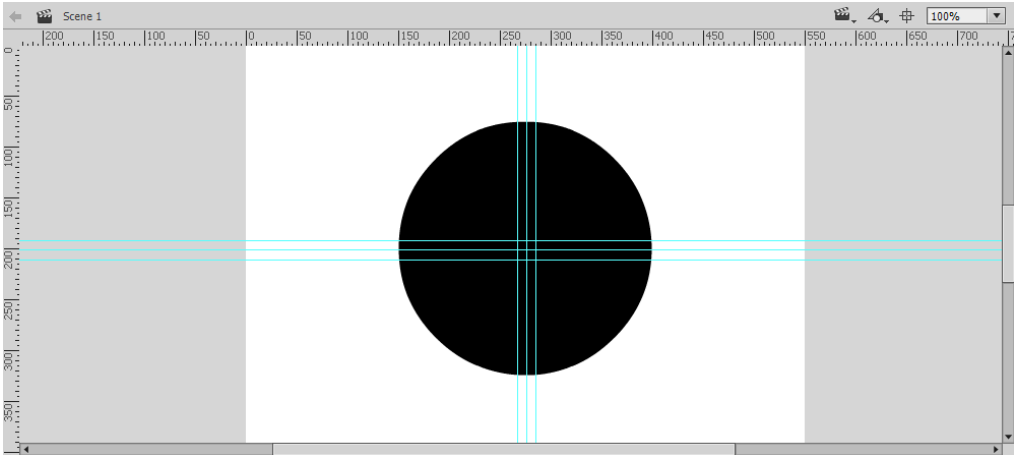

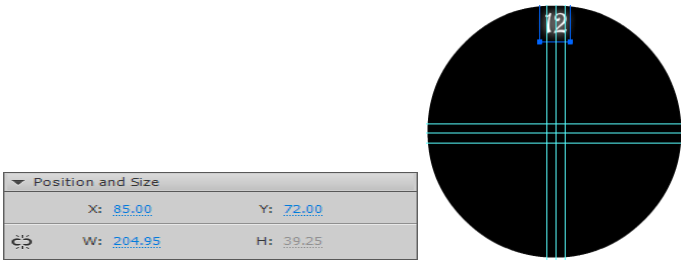***Figure 5-27*** *Dividing the circle into four equal quarters*

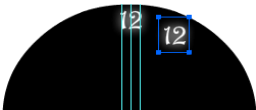***Figure 5-28*** *Positioning the text box with the number **12***
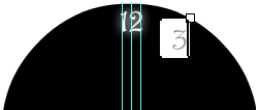

Figure 5-29 *Creating a copy of the text box*

Figure 5-30 *The letter **3** typed in the text box*
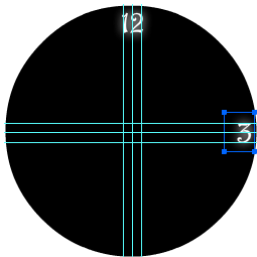
Figure 5-31 *Positioning the* **3** *text box*
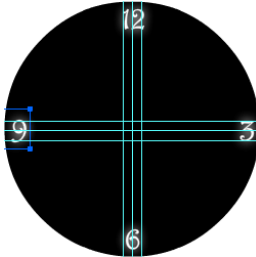
Figure 5-32 *Positioning the* **6** *and* **9** *text boxes*

Figure 5-33 *The anchor point*

Figure 5-34 *Changing the position of anchor point*
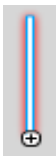

Figure 5-35 *Applying the* **Glow** *filter on the hour instance*
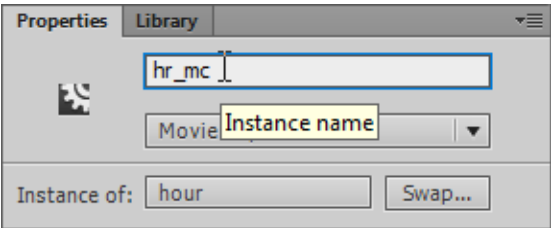

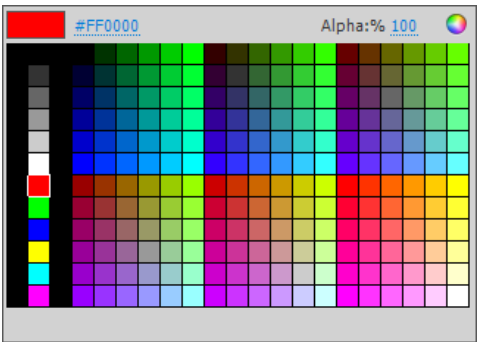**Figure 5-36** *Assigning the instance name to the hour instance*

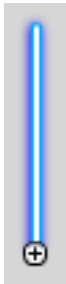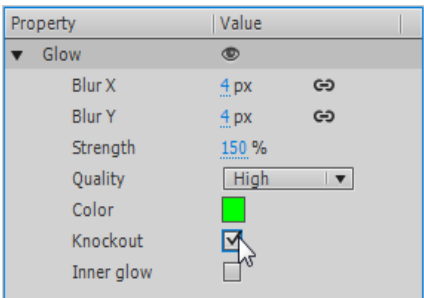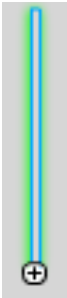**Figure 5-37** *Entering glow color in the Hex edit box*

Figure 5-38 *The minute instance after applying the Glow filter*

Figure 5-39 *The **Glow** area for second instance*

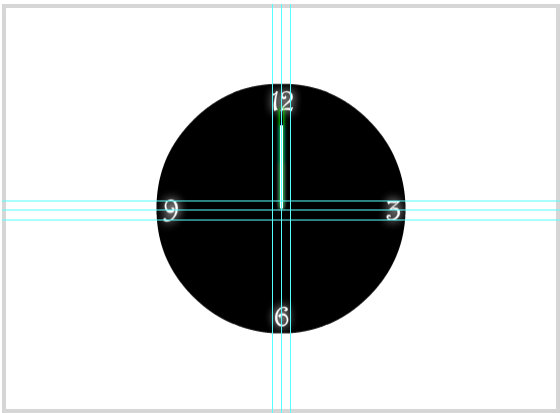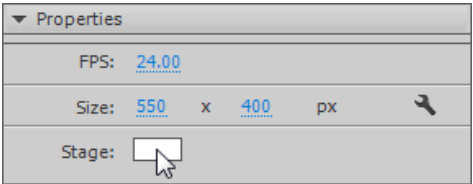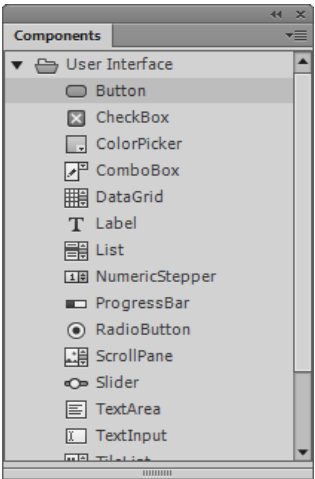*Figure 5-40* *The second instance after applying the **Glow** filter*

Figure 5-41 *Positioning the instances at the center of the circle*

Figure 5-42 *The **Background color** swatch*

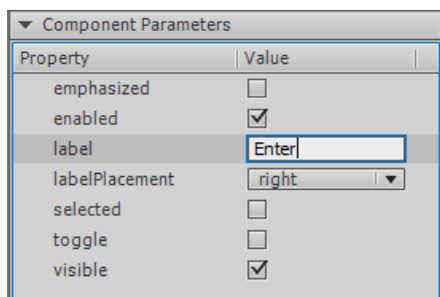*Figure 5-43* *The **Components** panel*
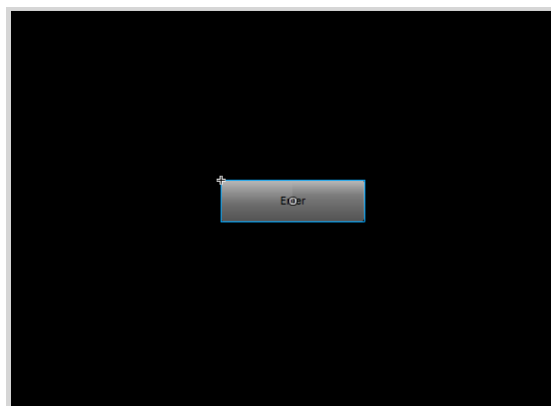
Figure 5-44 *The **button** symbol*

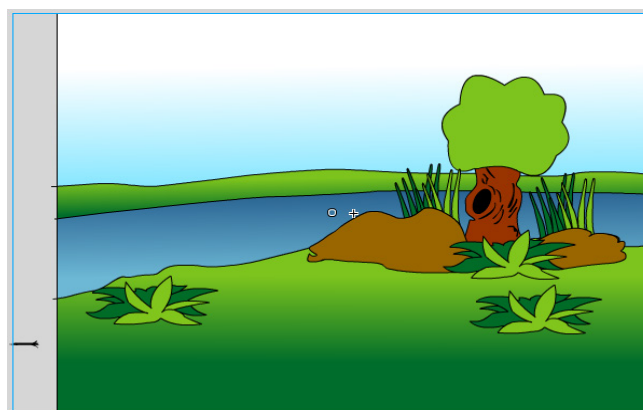*Figure 5-45* *The **Enter** instance positioned in the Stage*

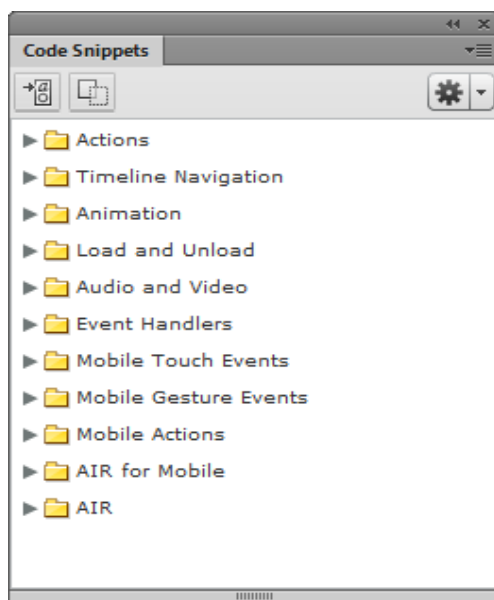*Figure 5-46* *Placing the pondscene instance on frame **15***
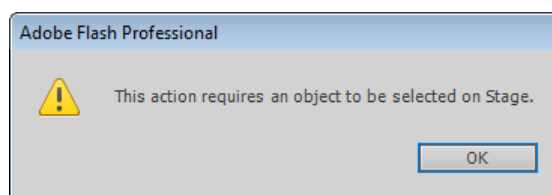
Figure 5-47 *The **Code Snippets** panel*

Figure 5-48 *The **Adobe Flash CC** message box*

Figure 5-49 *The **Click to Go to Frame and Stop** code*
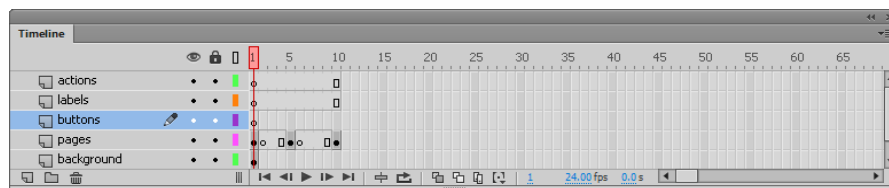

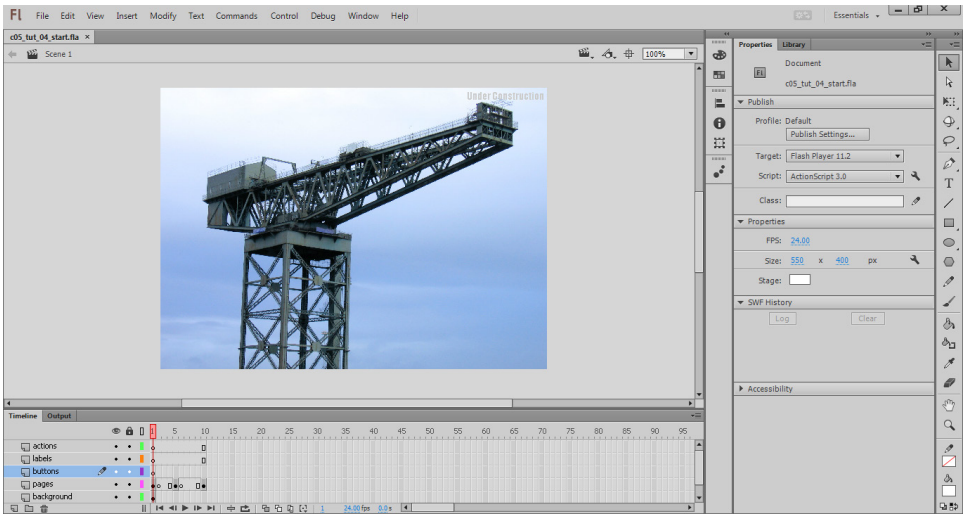*Figure 5-50* *The frame labels*

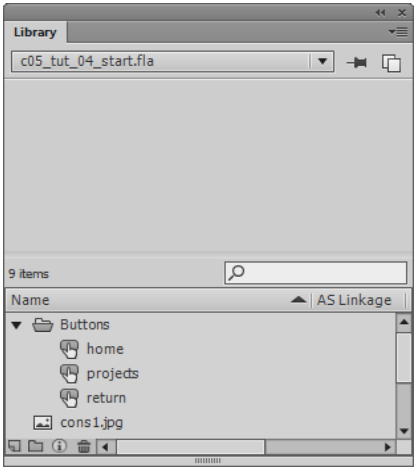**Figure 5-51** *The c05_tut_04_start.fla document displayed*

Figure 5-52 *The **Buttons** folder in the **Library** panel*

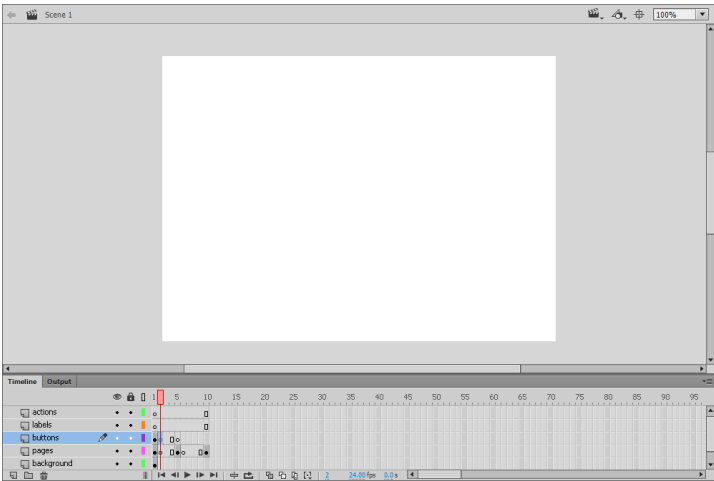**Figure 5-53** *The home and projects button instances*
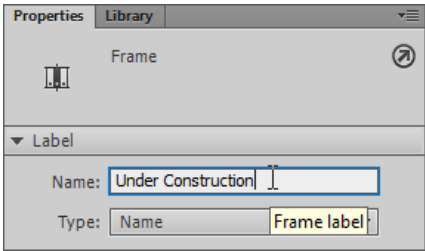
Figure 5-54   *The Playhead on frame **2***

Figure 5-55   *The **Label** area*
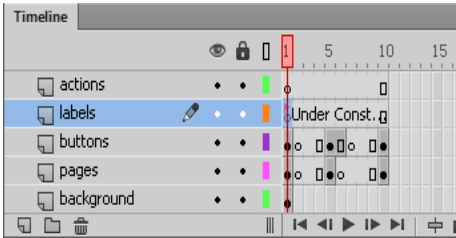

Figure 5-56   *The labeled frame **1***
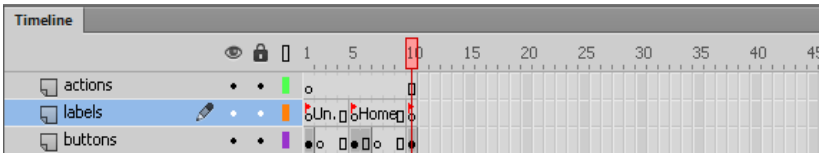

Figure 5-57   *The labeled frames*
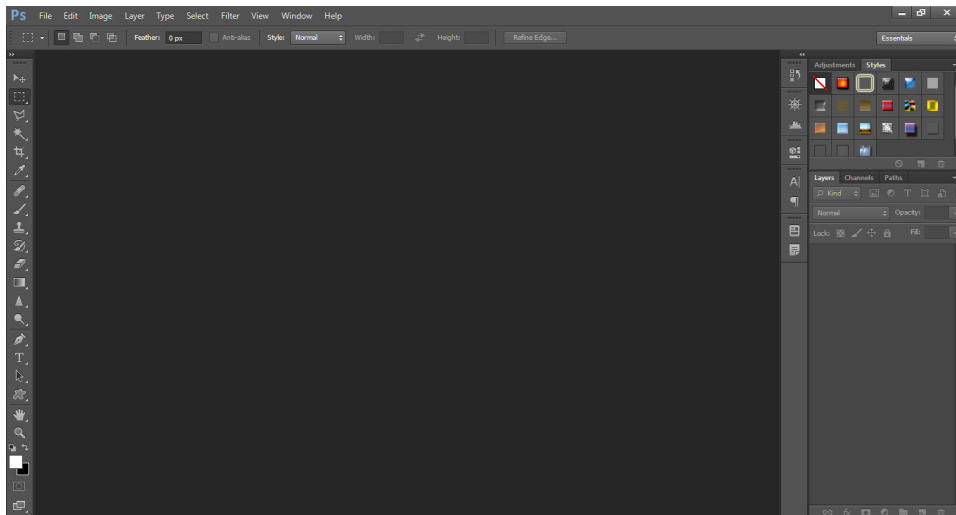
Figure 5-58 *The XML photo gallery*

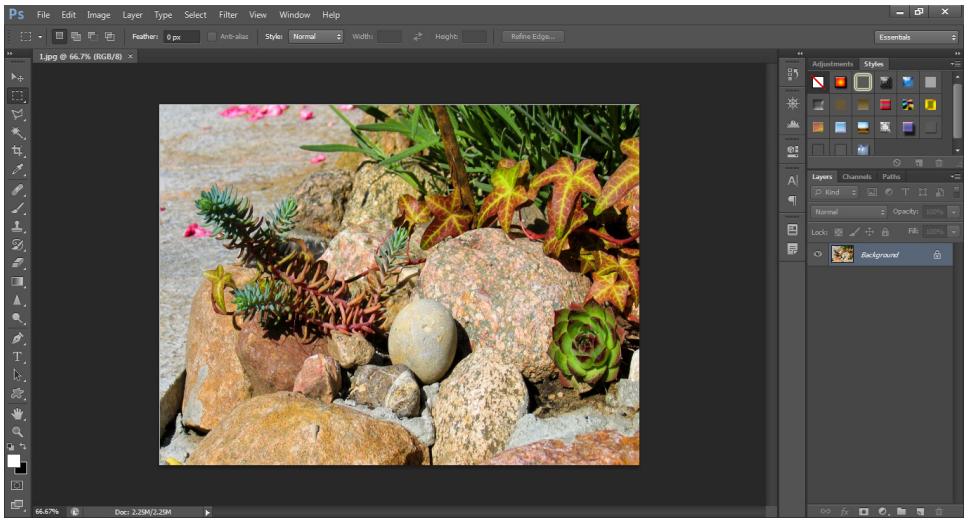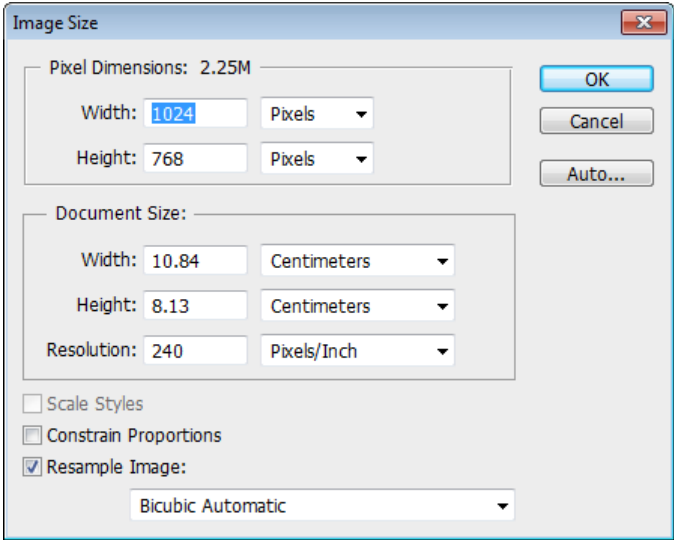*Figure 5-59* *The Adobe Photoshop screen*

Figure 5-60 *The 1.jpg displayed*

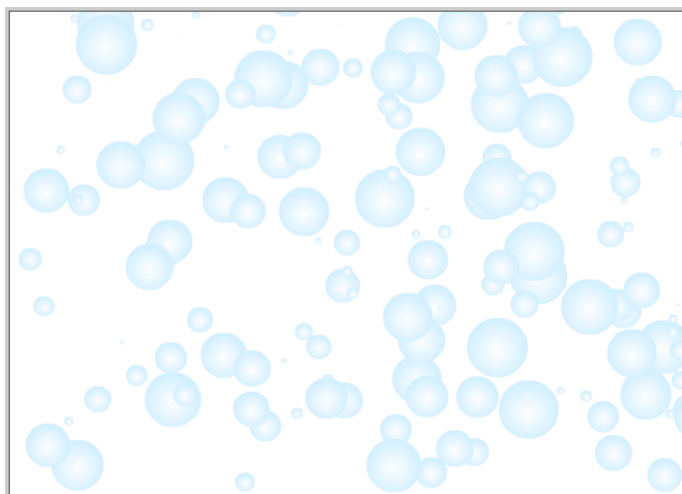*Figure 5-61* *The **Image Size** dialog box*

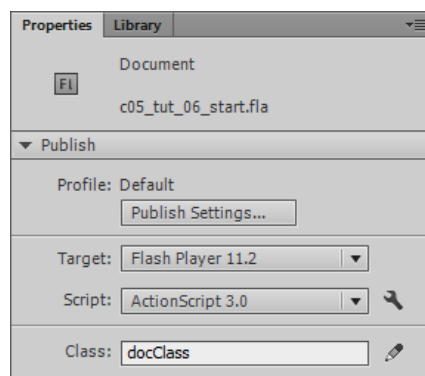***Figure 5-62*** *Instances generated randomly*

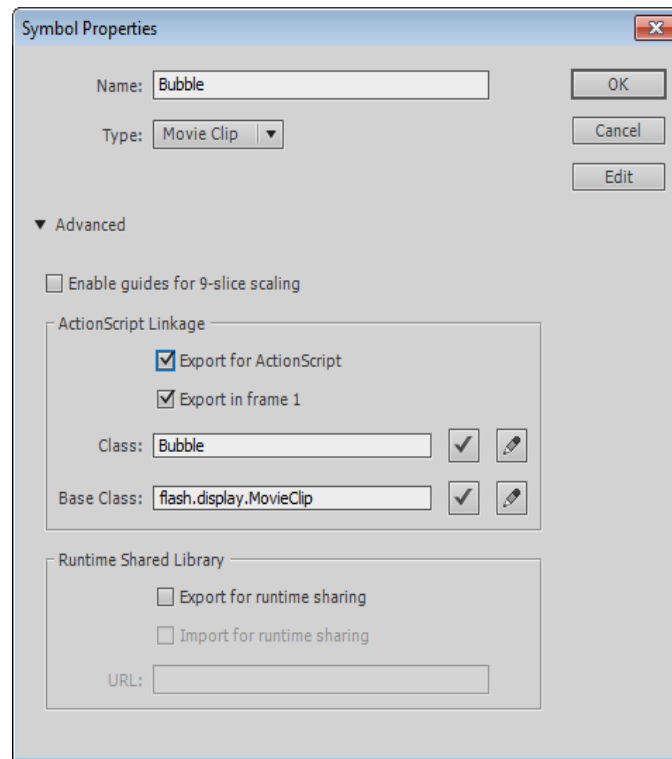***Figure 5-63*** *The **Publish** area in the **Properties** panel*

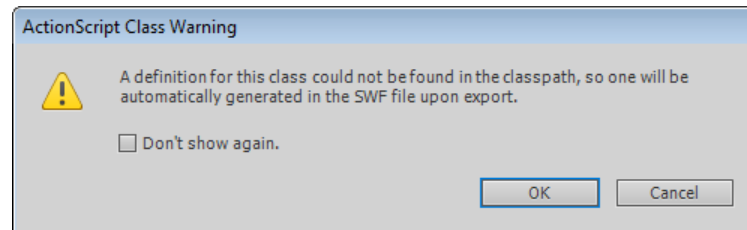*Figure 5-64 The **Advanced** area of the **Symbol Properties** dialog box*

*Figure 5-65 The **ActionScript Class Warning** message box*
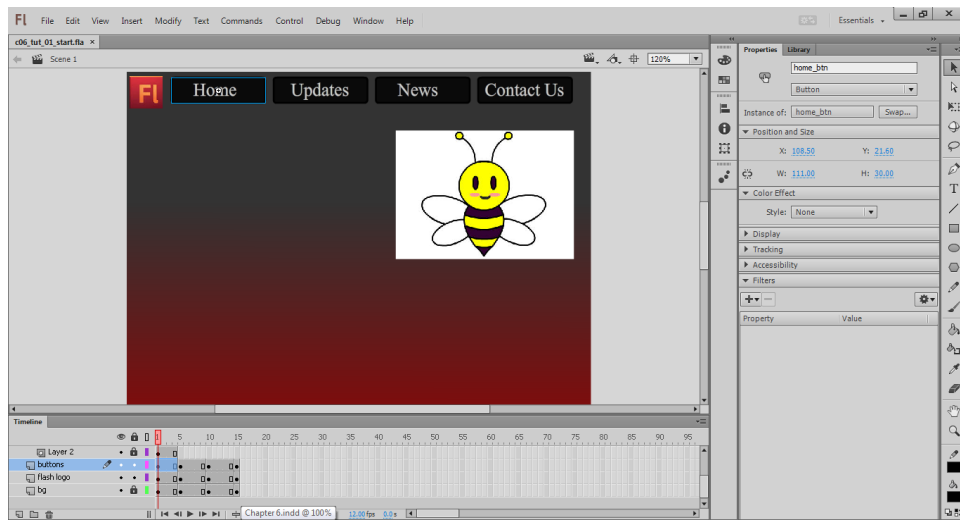
Chapter 6

Creating Interactive Applications

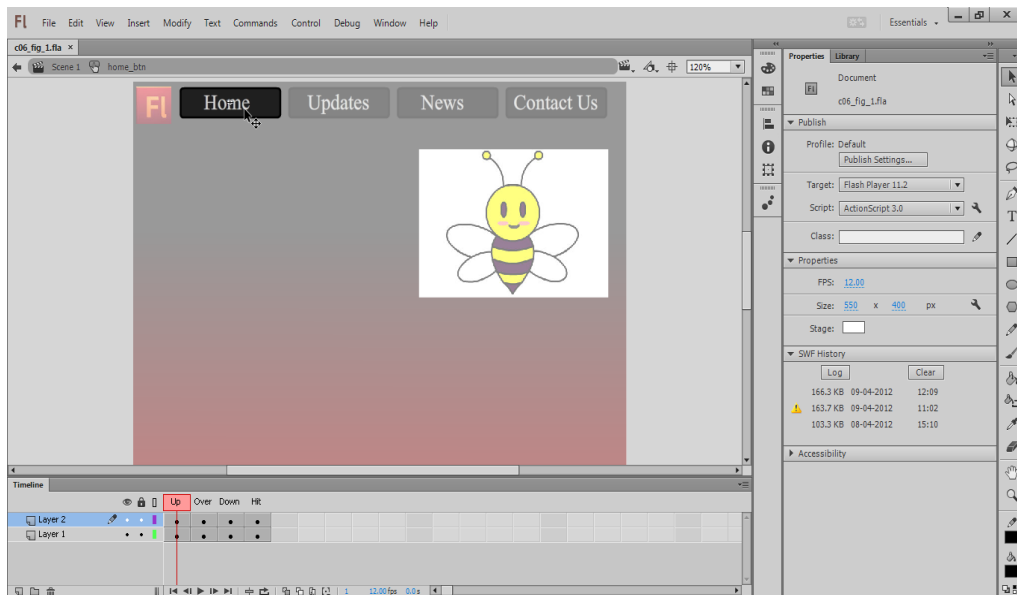***Figure 6-1***   *The c06_tut_01_start.fla document displayed*

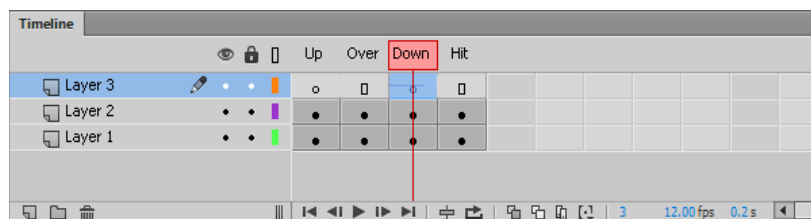***Figure 6-2***   *The symbol-editing mode of the home_btn instance*

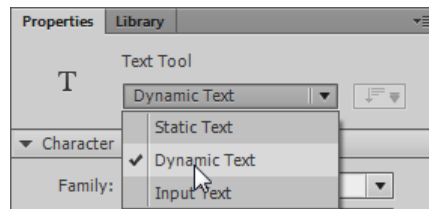***Figure 6-3***   *The sound inserted in the **Down** frame*

Figure 6-4 *Selecting* **Dynamic Text** *from the* **Text type** *drop-down list*
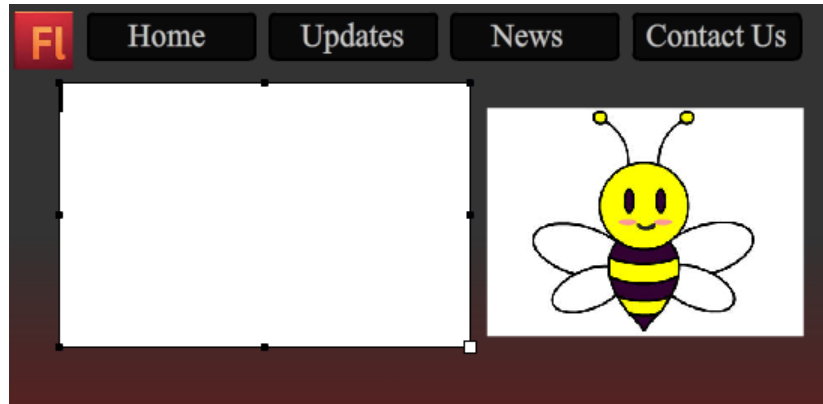

Figure 6-5 *The* **Dynamic Text** *box*
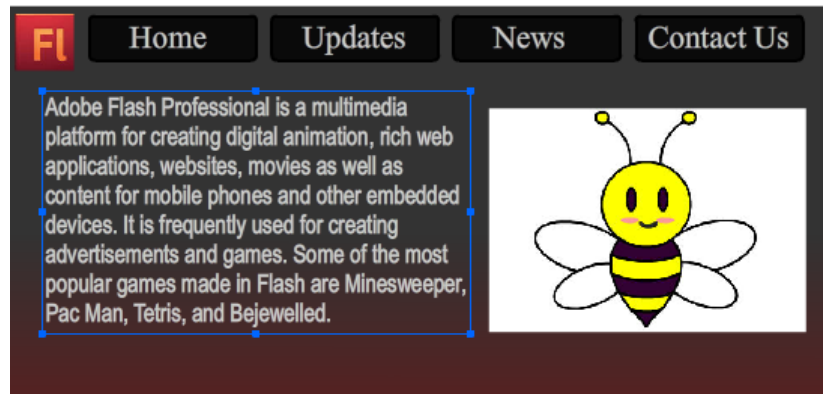

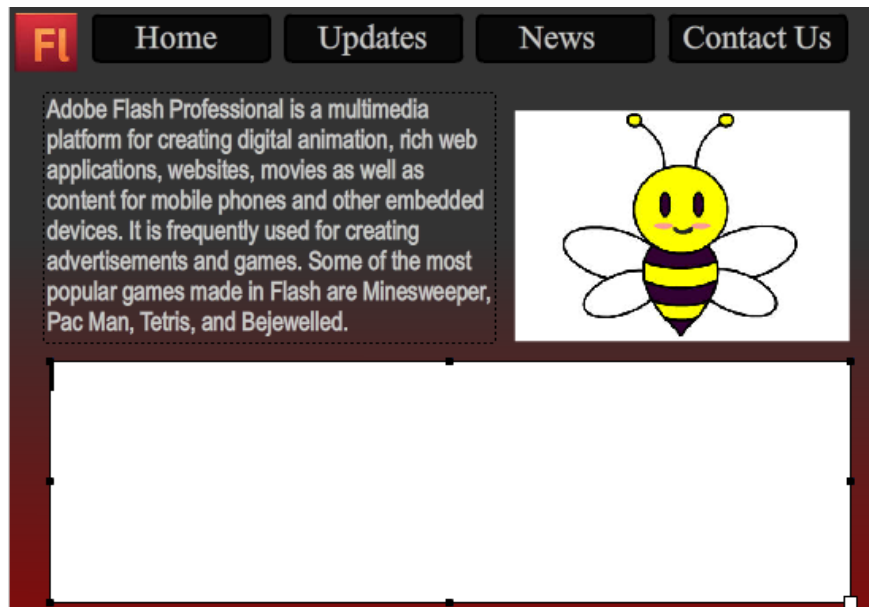*Figure 6-6* *The text box is positioned and resized*

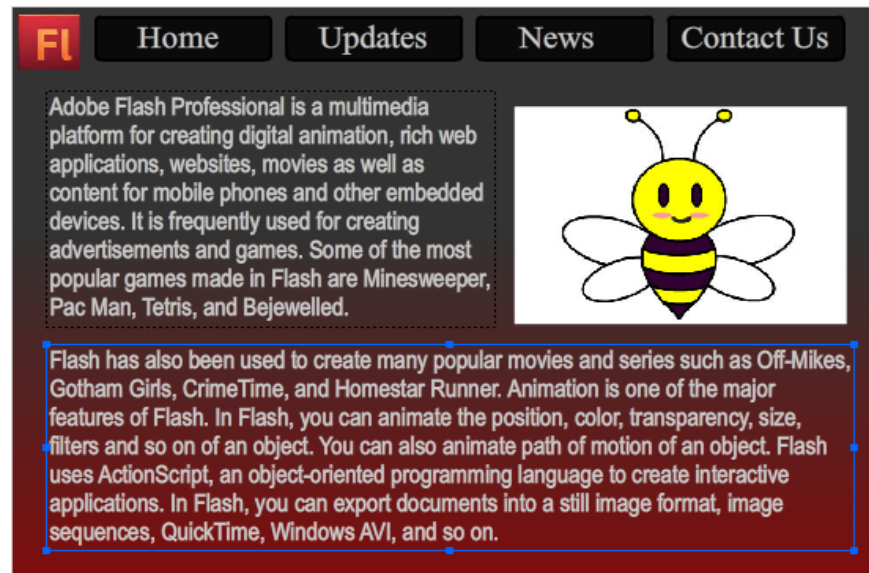*Figure 6-7* *The second* **Dynamic Text** *box*

Figure 6-8 *The text box is positioned and resized*
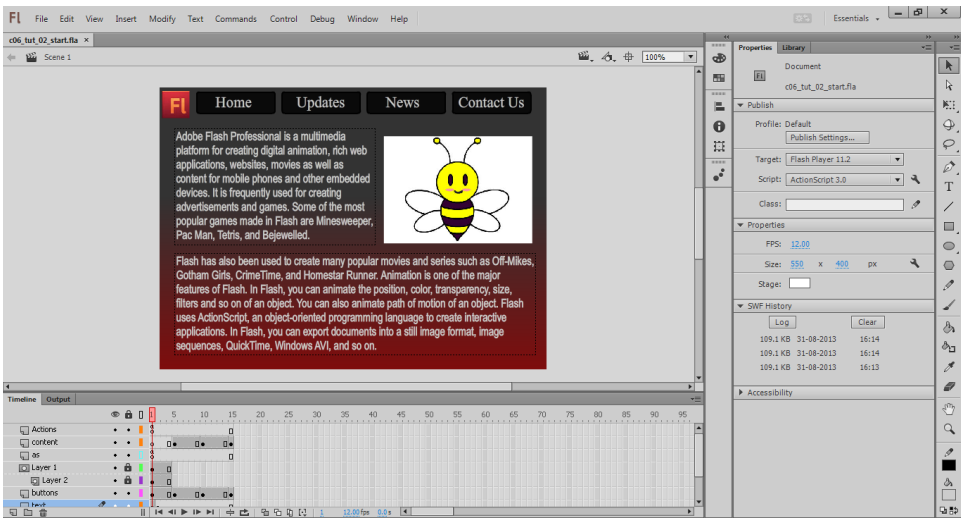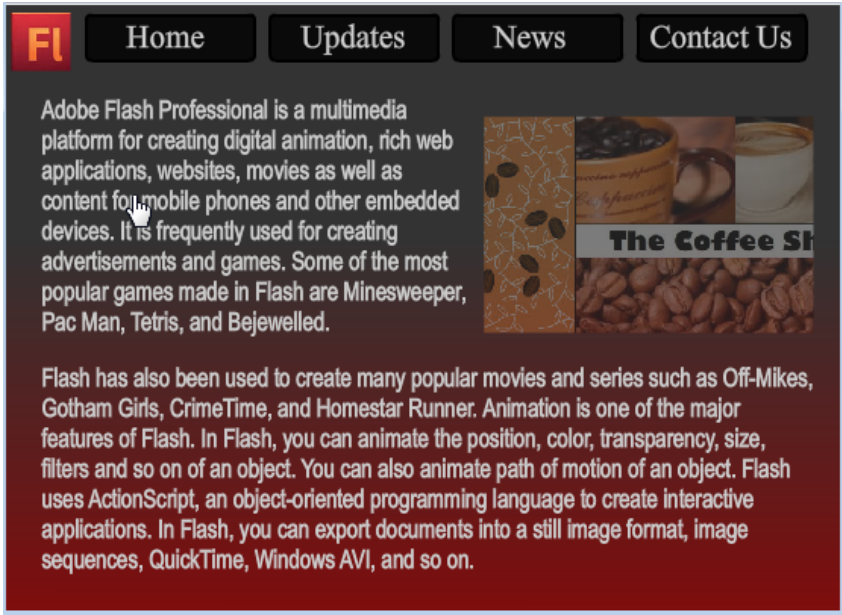
Figure 6-9 *The c06_tut_02_start.fla document displayed*

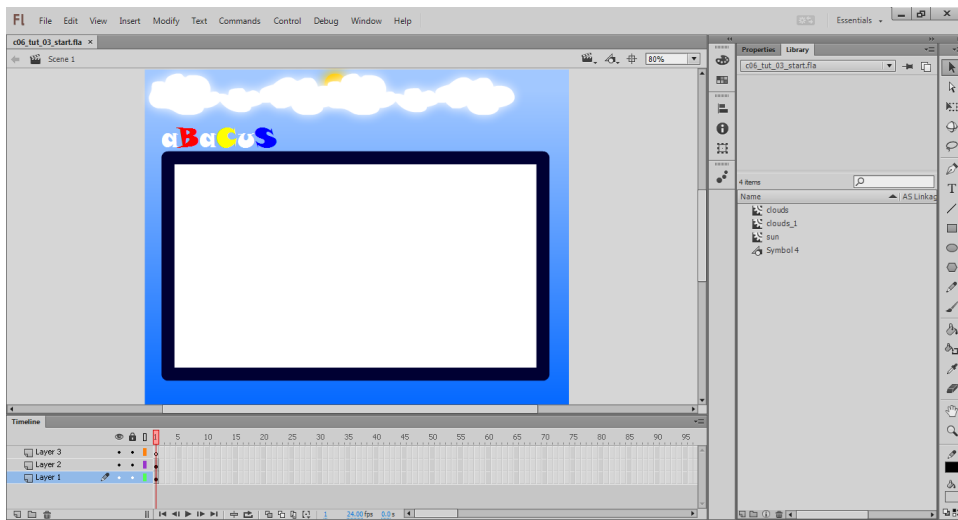*Figure 6-10* *The preview window displaying the output*

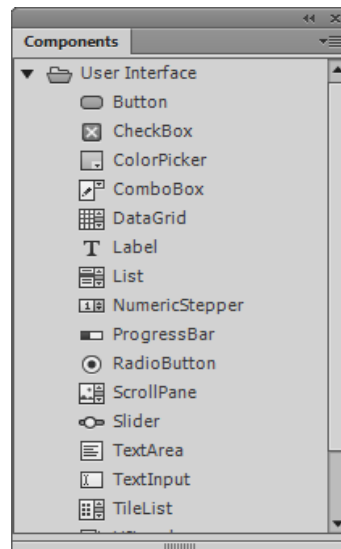***Figure 6-11*** *The c06_tut_03_start.fla document displayed*

Figure 6-12 *The **Components** panel*

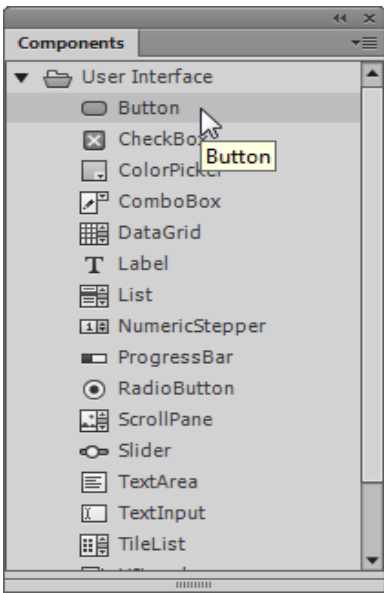***Figure 6-13*** *Choosing the **Button** component from the **User Interface** folder*
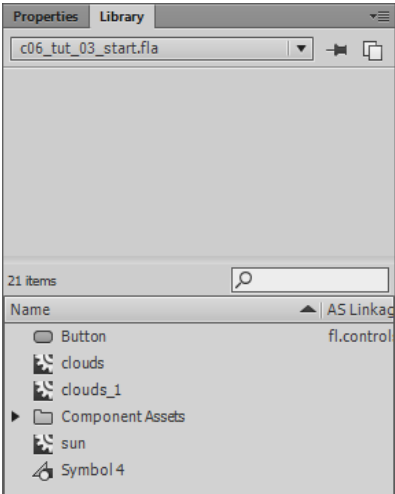

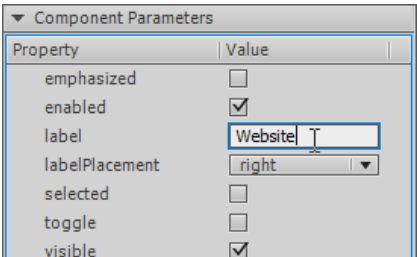***Figure 6-14*** *The **Button** component and the **Component Assets** folder*

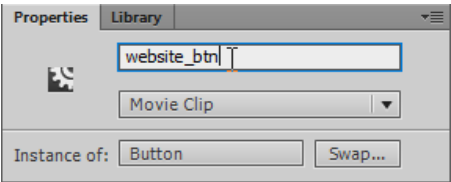***Figure 6-15*** *The **Component Parameters** area*

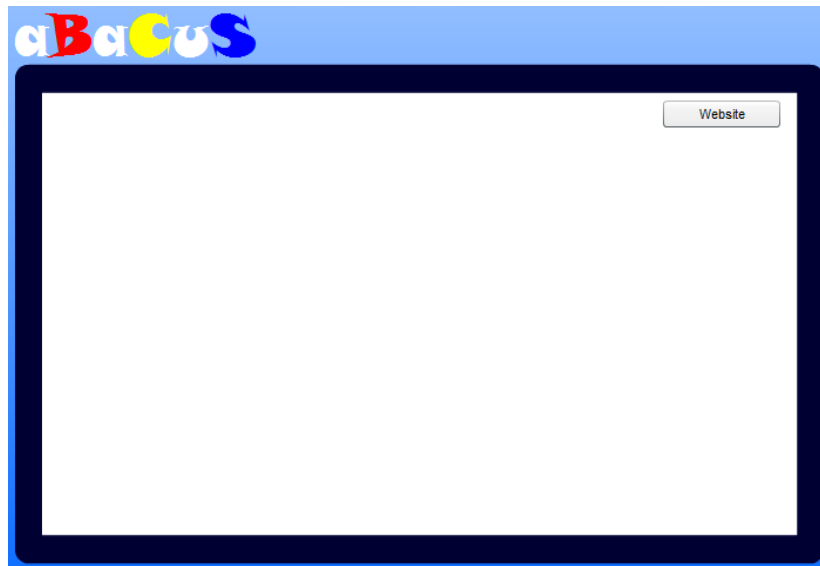***Figure 6-16*** *The instance name of the component*

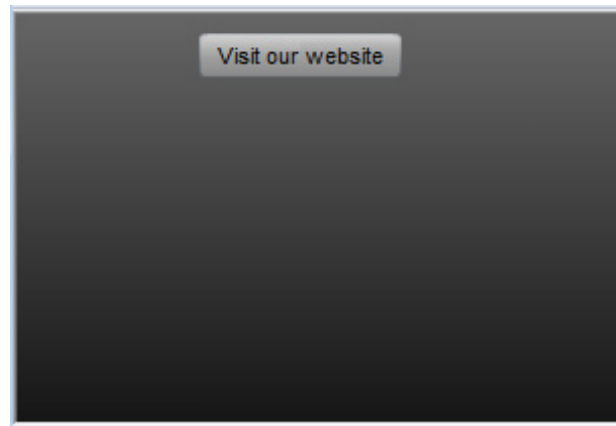**Figure 6-17** *The button component displayed in the preview window*

Figure 6-18 *The external link website button*

Chapter 7
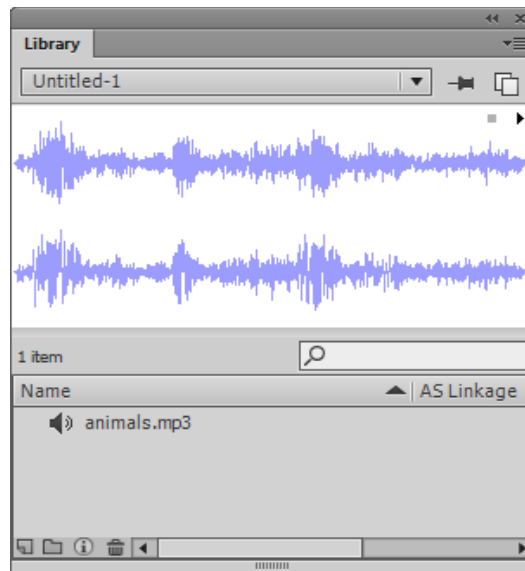
Working with Sound and Video

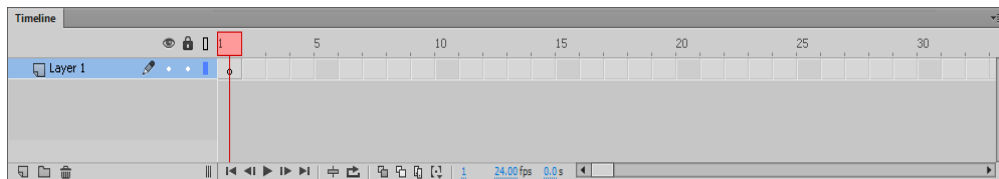*Figure 7-1* *The animals.mp3 sound file displayed in the **Library** panel*

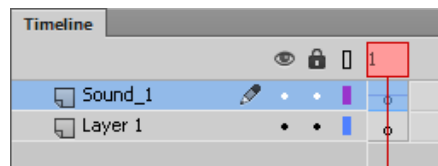*Figure 7-2* *The frames in the **Timeline** panel after choosing the **Large** option*
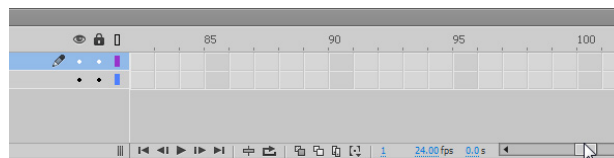

Figure 7-3 *Horizontal line on frame **1***

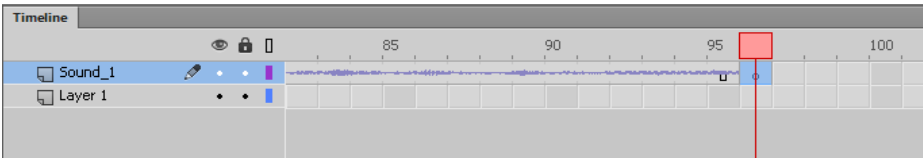

Figure 7-4 *Dragging the slider*

Figure 7-5 *The waveform of the sound in the Timeline*
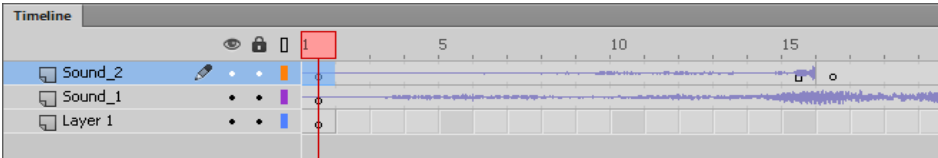

Figure 7-6 *The layers containing sound files*

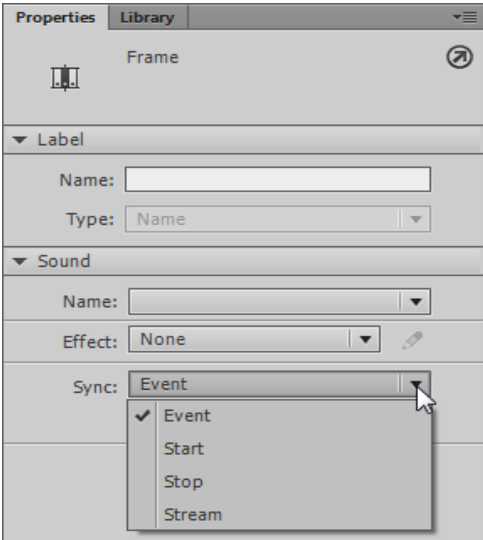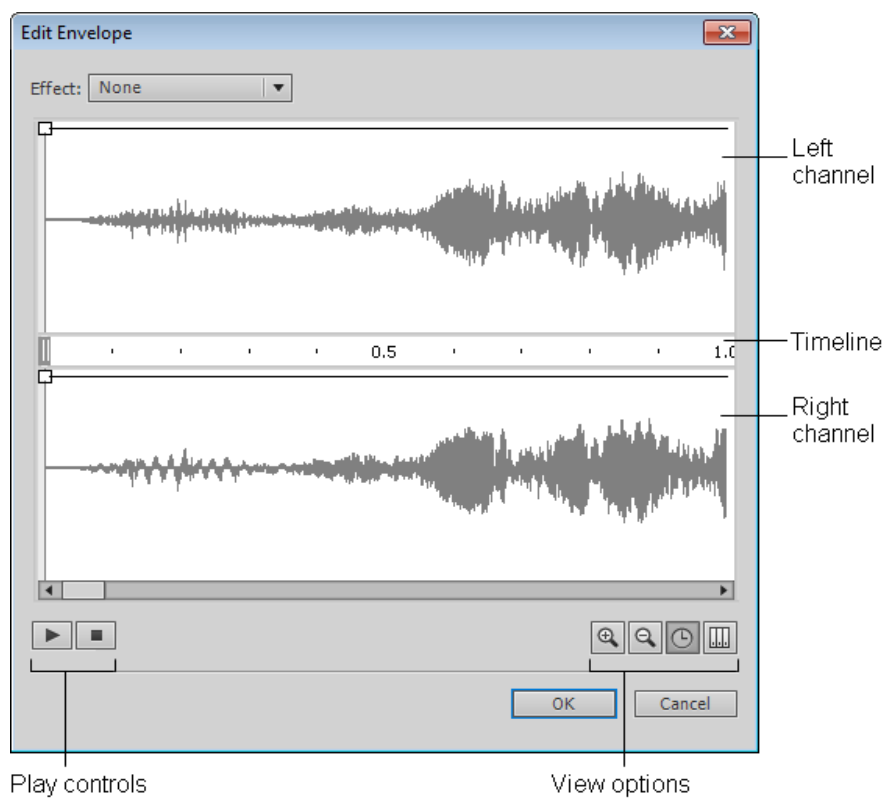*Figure 7-7* *The **Sync** drop-down list in the **Properties** panel*

Figure 7-8 *The **Edit Envelope** dialog box*
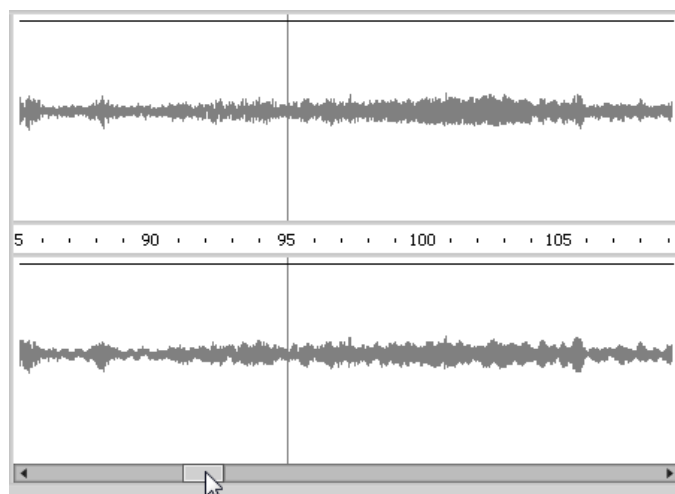

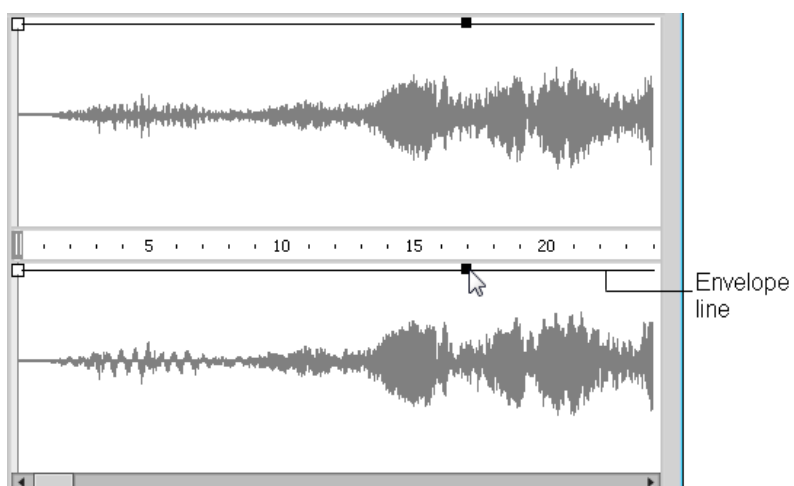*Figure 7-9* *The left and right channels*

Figure 7-10 *Inserting a handle on frame **17***
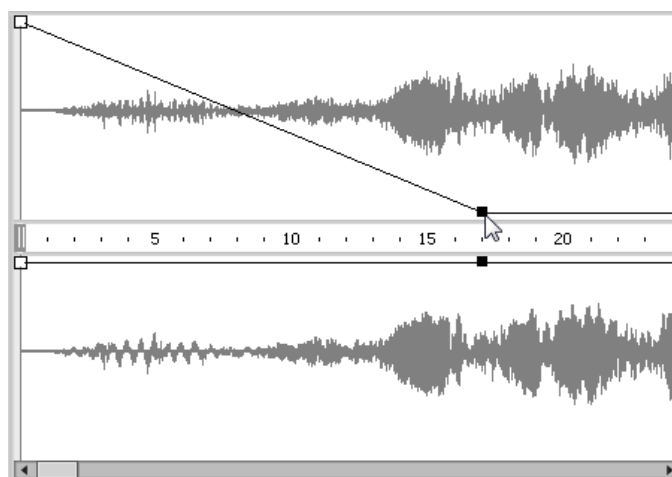

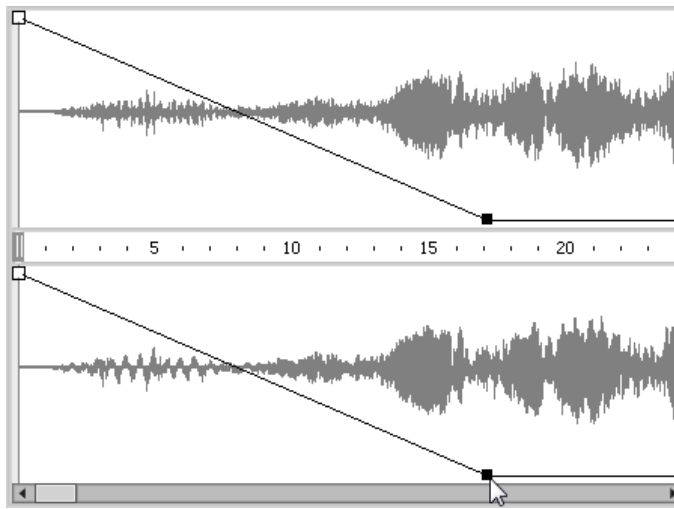*Figure 7-11* *Dragging the handle at the bottom of the left channel*

Figure 7-12 *Dragging the handle at the bottom of the right channel*
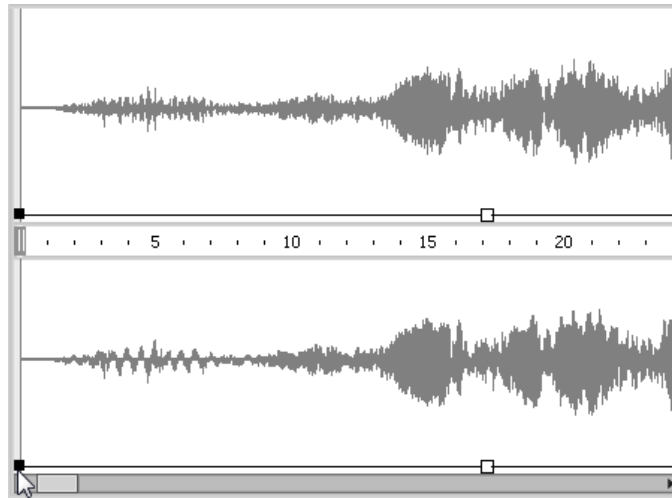

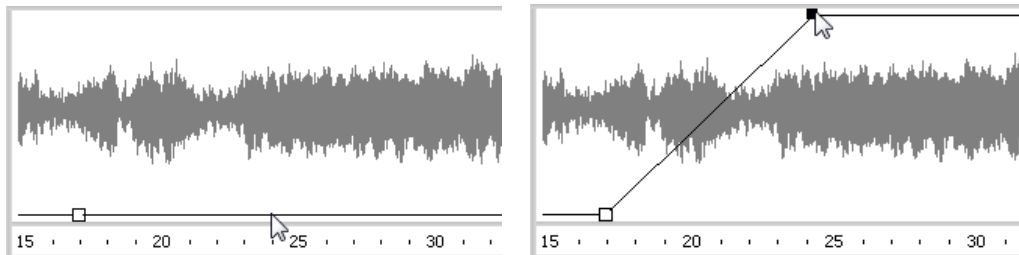***Figure 7-13*** *The initial handles placed at the bottom of their channels*

Figure 7-14 *Creating and placing the handle on frame **24** of the left channel*
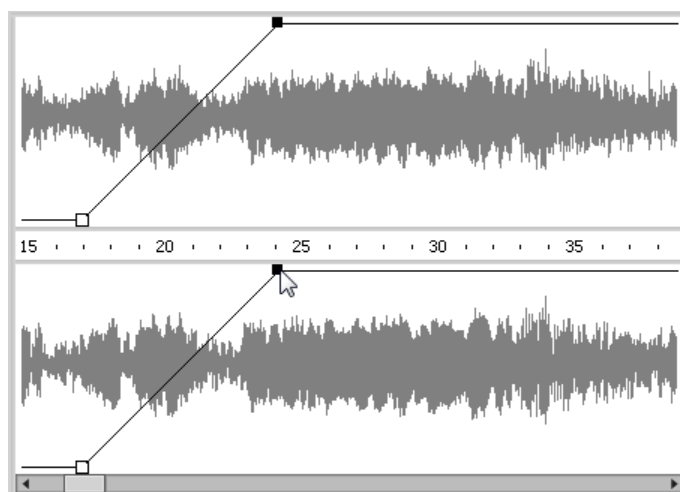
Figure 7-15 *Handle inserted and placed on frame **24** in the left and right channels*
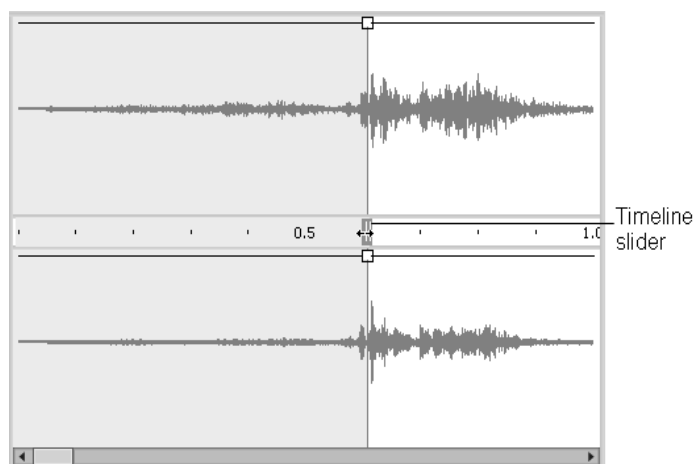

Figure 7-16 *Placing the left handle of the Timeline slider on **0.6** second*
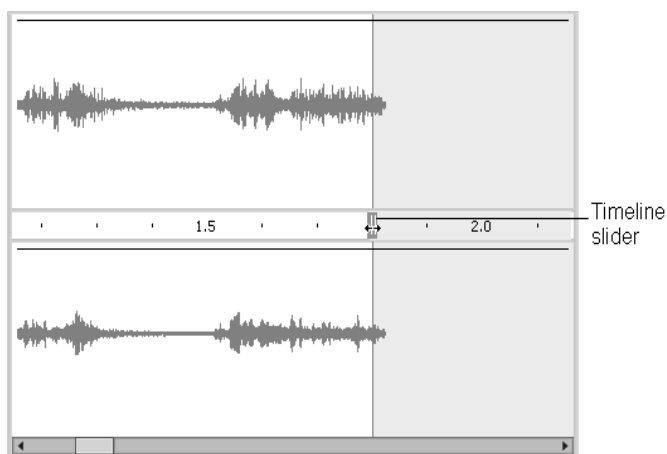
Figure 7-17 *Placing the Timeline slider on **1.8** second*
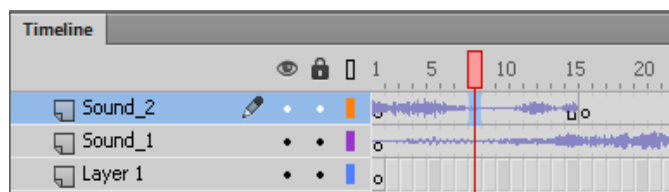

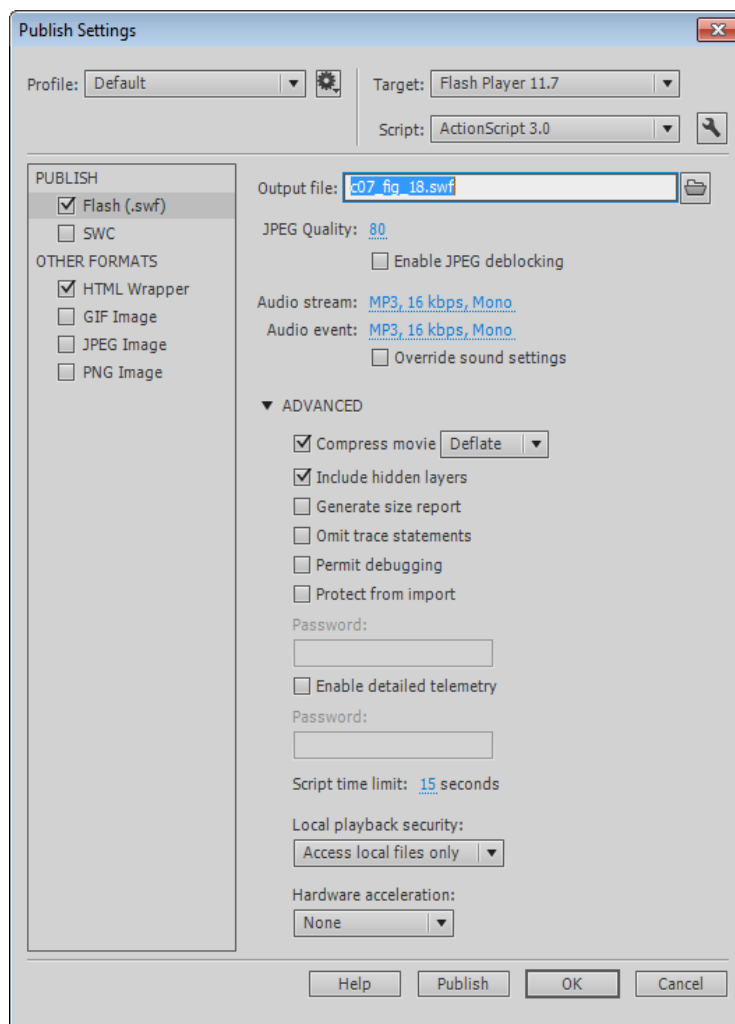***Figure 7-18*** *The waveform changed in the Timeline of the **Sound_2** layer*
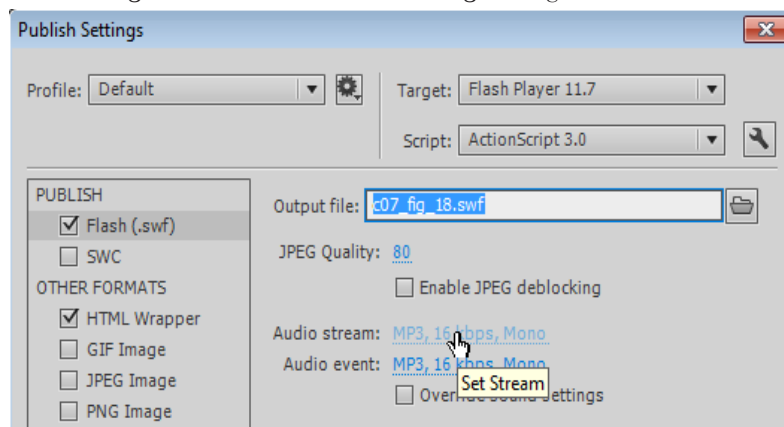
Figure 7-19 The **Publish Settings** *dialog box*
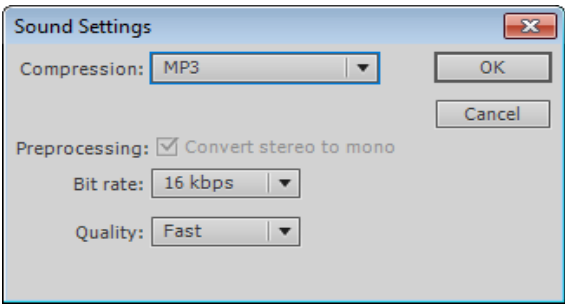

Figure 7-20 The **Set Stream** *text of* **Audio stream**

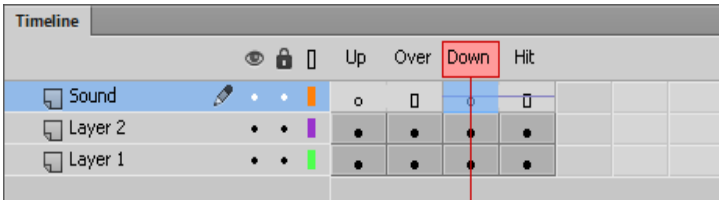*Figure 7-21* *The* **Sound Settings** *dialog box*

Figure 7-22 *Waveform of the sound on the* **Down** *frame of the button symbol*
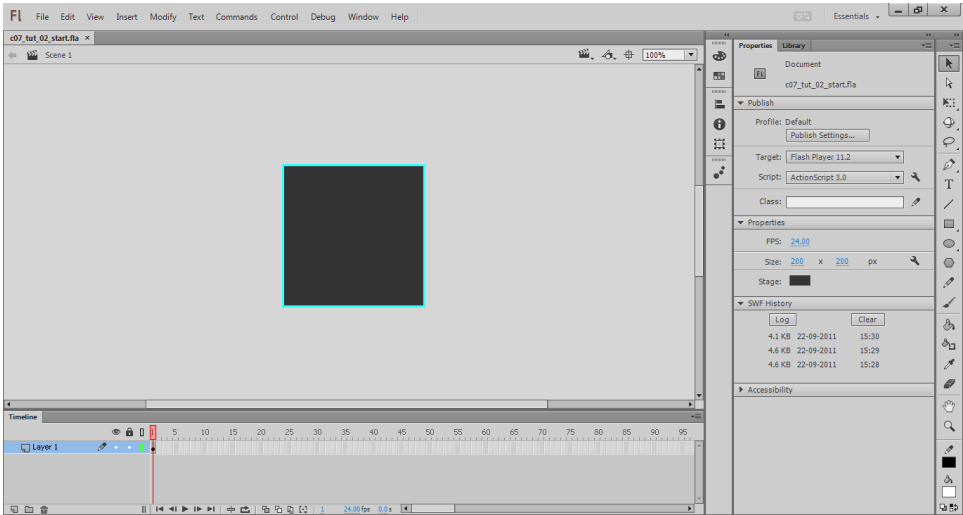

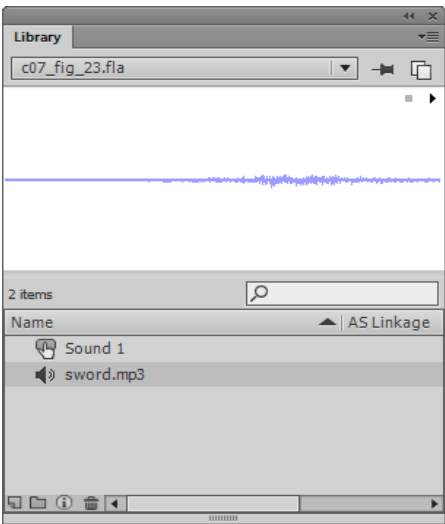*Figure 7-23* *The c07_tut_02_start.fla document displayed*

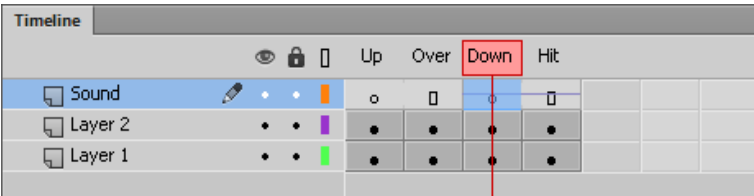**Figure 7-24** *Sound file displayed in the*
***Library** panel*

Figure 7-25 *The waveform of the sound displayed in the **Down** and **Hit** frame*

Figure 7-26 *The encoded video in Flash*
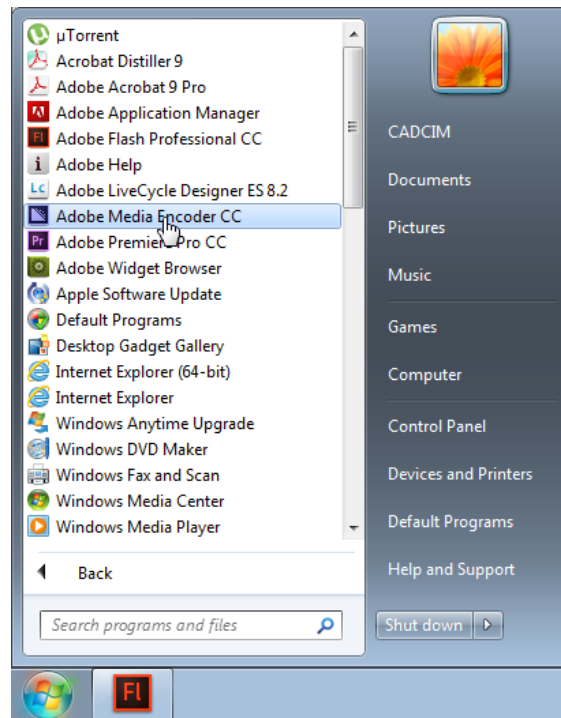
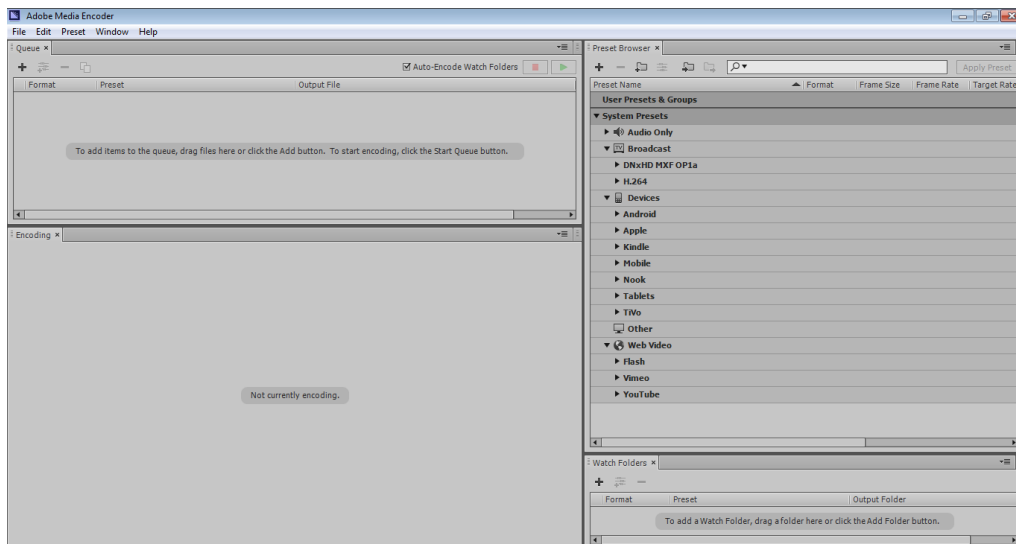*Figure 7-27 Launching **Adobe Media Encoder CC** using the **Start** menu*
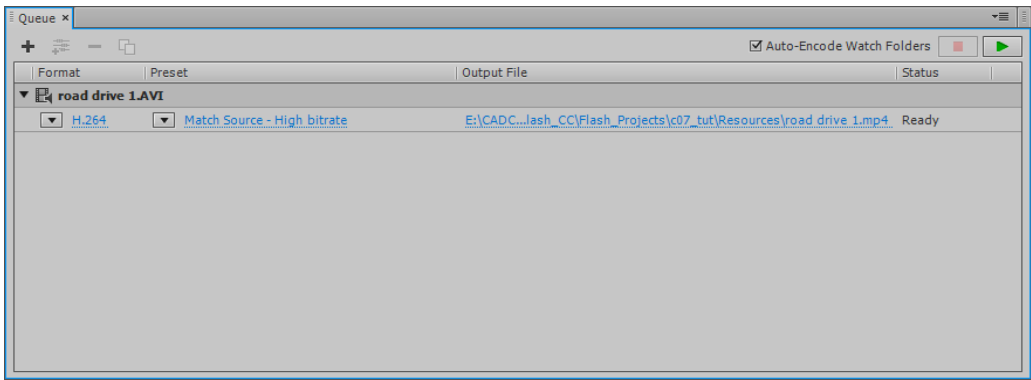

*Figure 7-28 The **Adobe Media Encoder CC** interface*
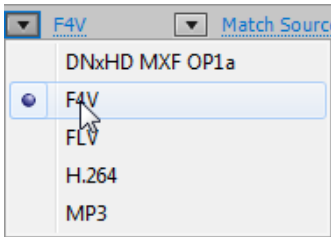
Figure 7-29 *The road drive 1.AVI displayed in the **Queue** area*

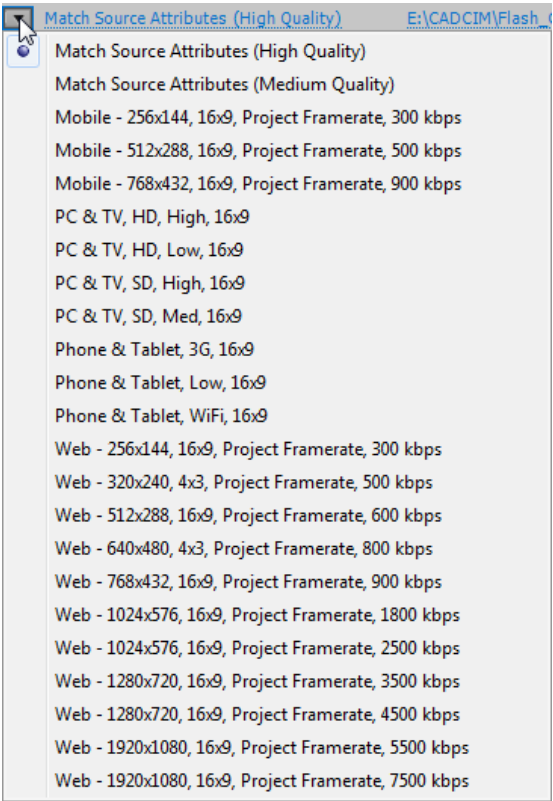**Figure 7-30** *The **Format** drop-down list*   **Figure 7-31** *The **Preset** drop-down list*
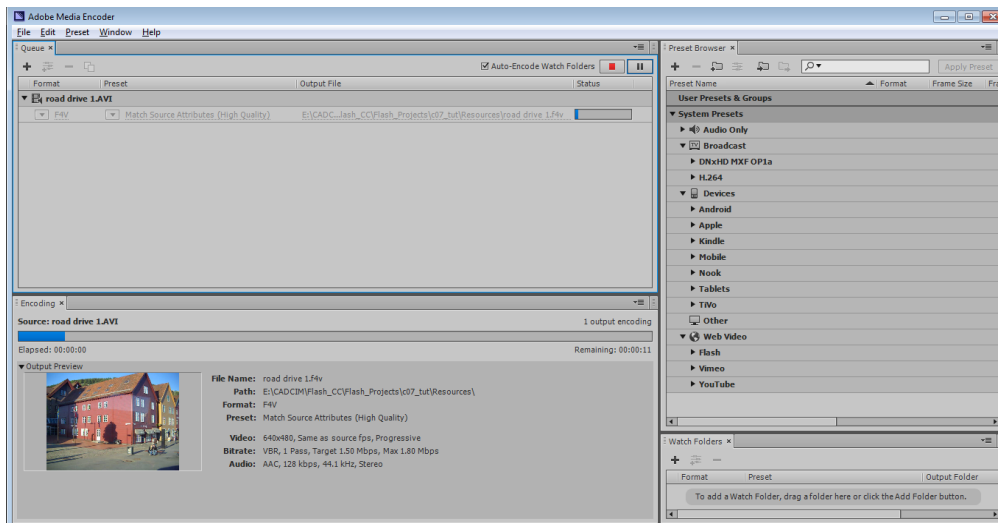
Figure 7-32 Encoding the MPG into F4V
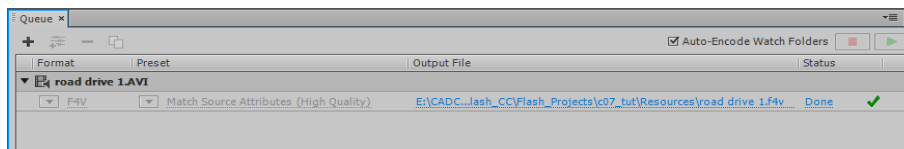

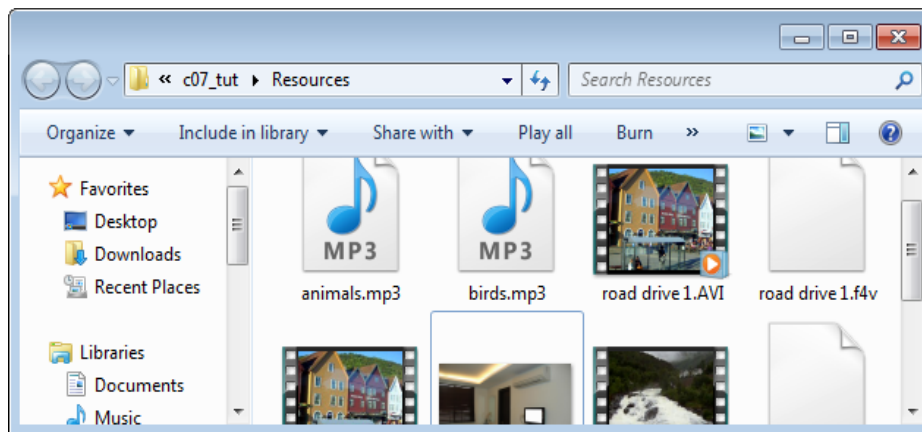*Figure 7-33 The green check mark displayed in the **Status** area*

Figure 7-34 The road drive 1.f4v video clip
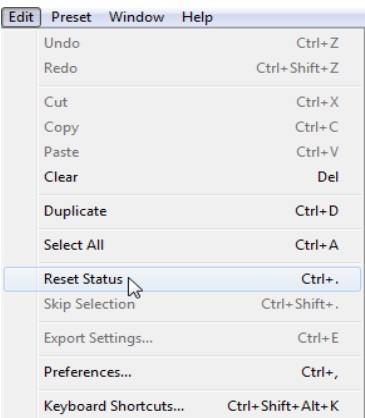
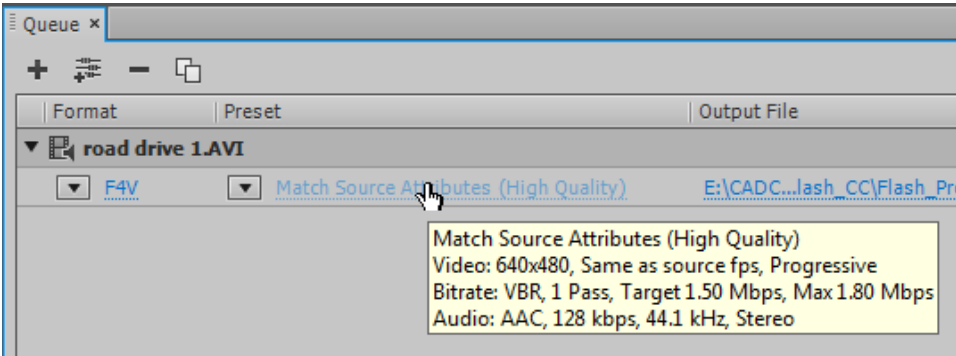*Figure 7-35 Choosing **Reset Status** from menubar*

*Figure 7-36 Clicking on the **Match Source Attributes (High Quality)** text*
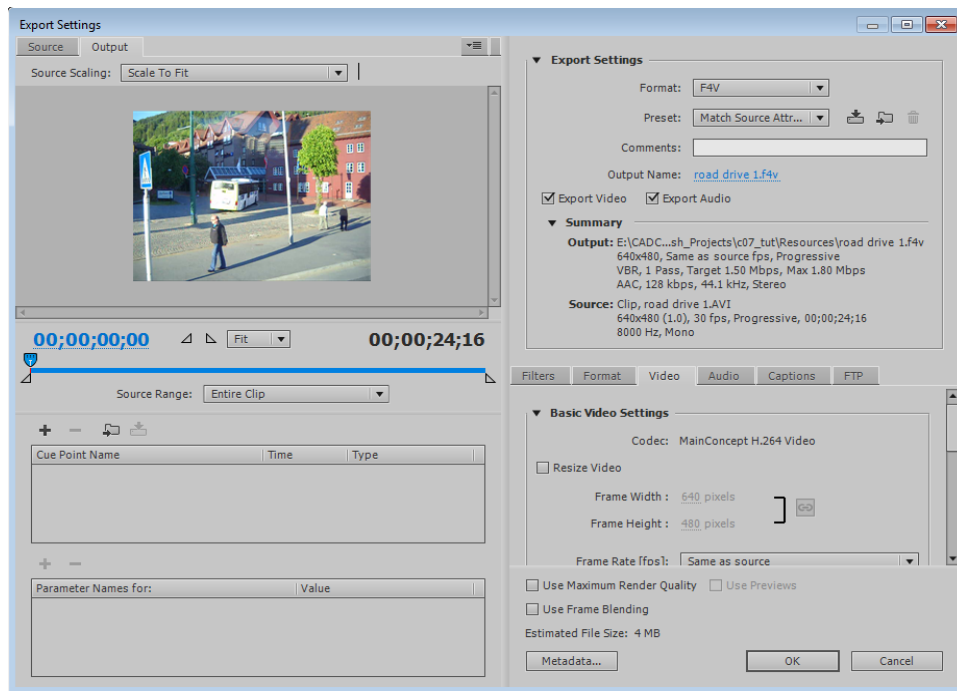
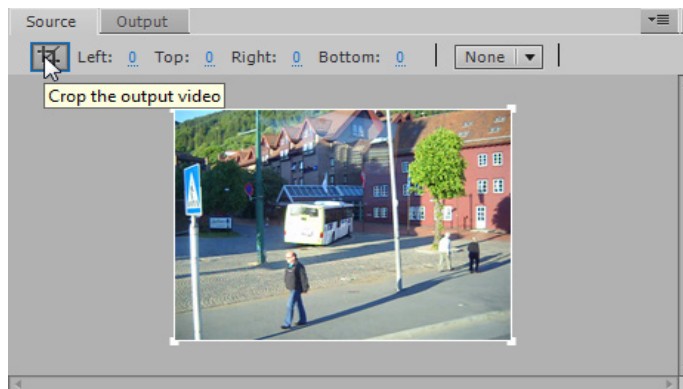*Figure 7-37* *The **Export Settings** dialog box*

Figure 7-38 *The cropping bounding box displayed over the video in the preview window*

Figure 7-39 *The dimensions of the video displayed in the tool tip*
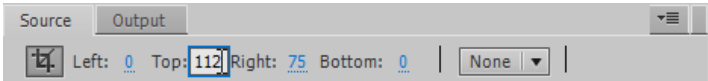
Figure 7-40 *Cropping the video*

Figure 7-41 *Setting the **Top** and **Right** values*
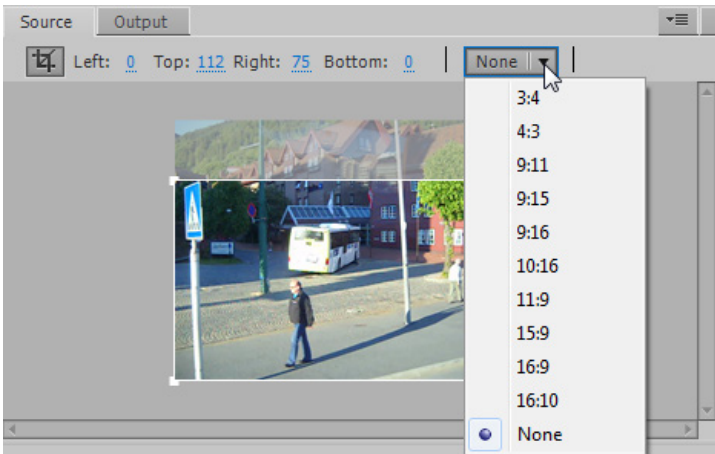

Figure 7-42 *The drop-down list displaying the ratios*
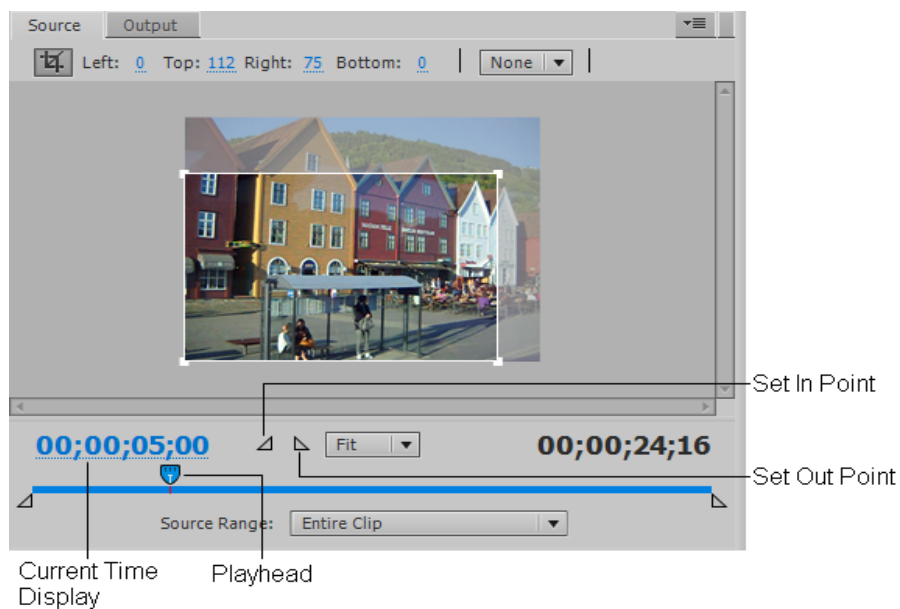
Figure 7-43 *Dragging the Playhead in the Timeline*

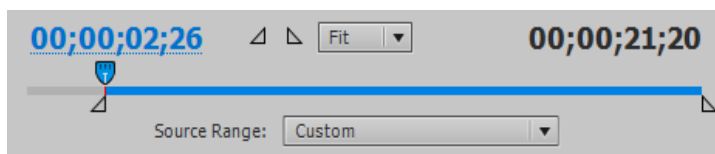***Figure 7-44*** *Setting the In point of the footage*
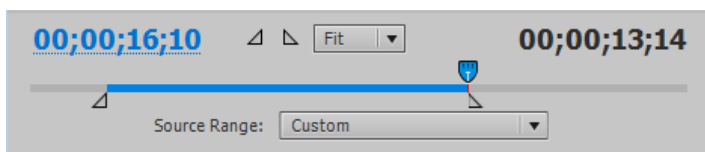

Figure 7-45 *Setting the Out point of the footage*

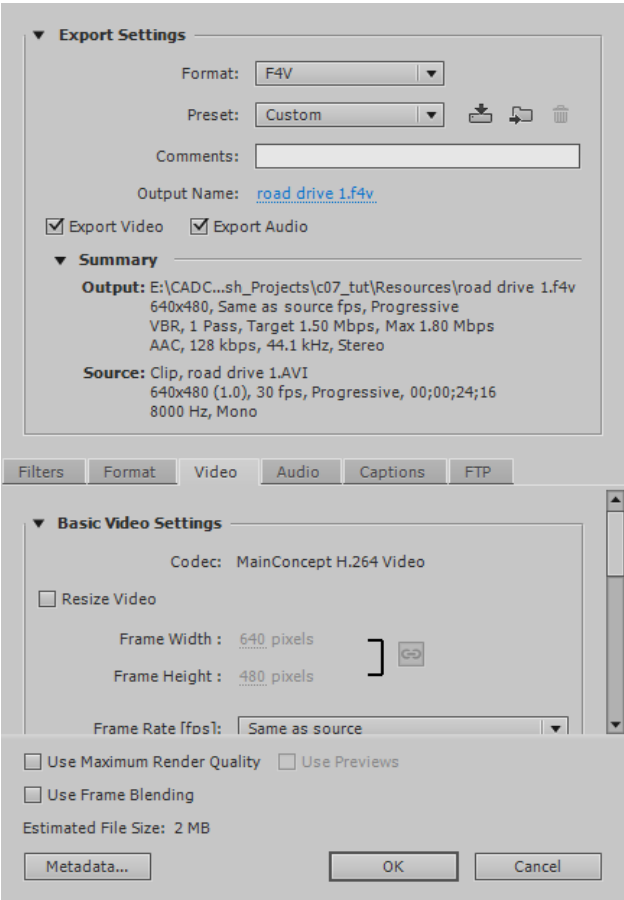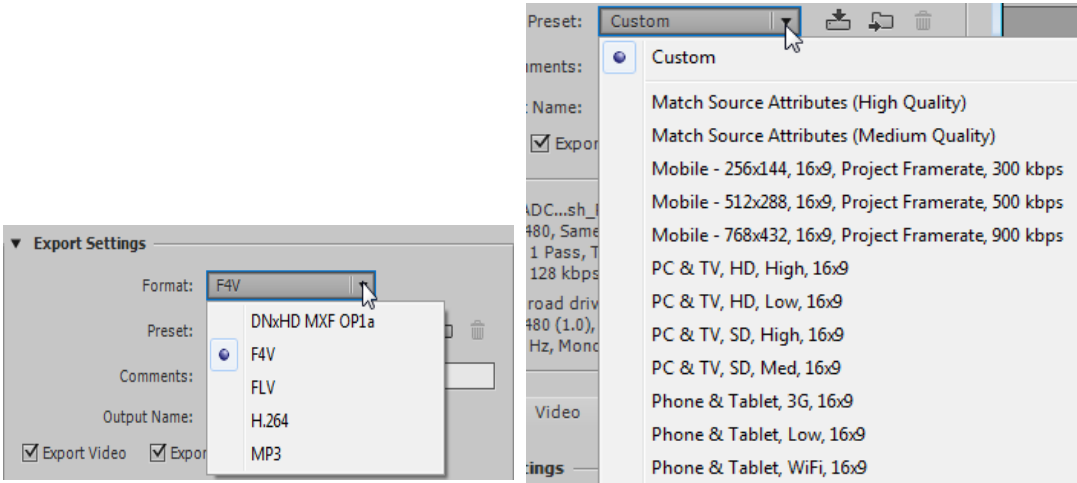*Figure 7-46* The **Export Settings** *area*

Figure 7-47 *Partial view of the* **Format** *drop-down list*

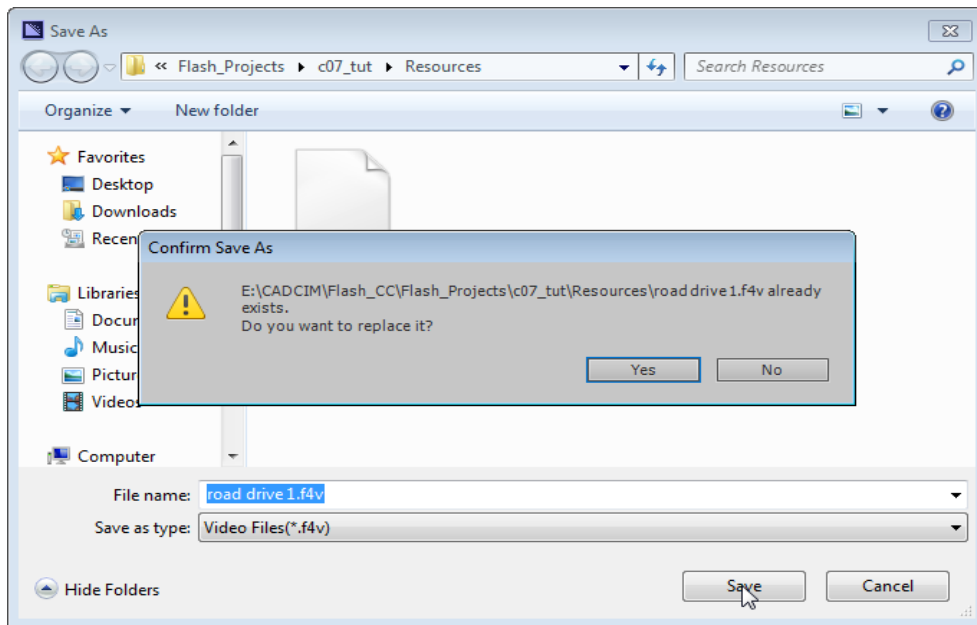*Figure 7-48* *Partial view of the* **Preset** *drop-down list*

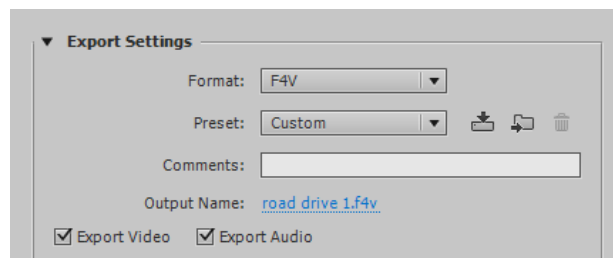*Figure 7-49* *The **Confirm Save As** message box is displayed*

Figure 7-50 *The **Export Video** and **Export Audio** check boxes selected*
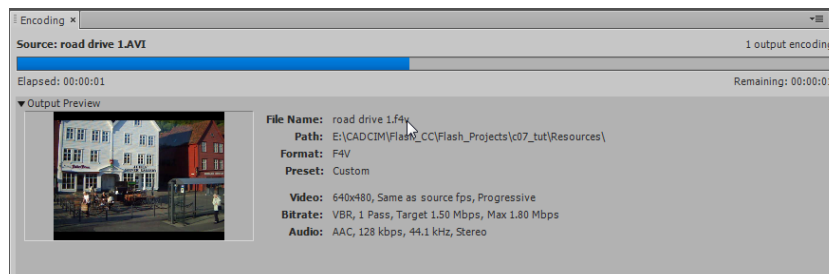

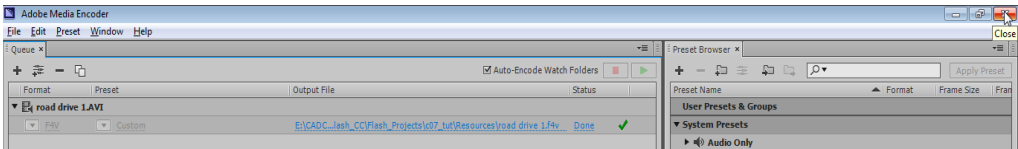*Figure 7-51* *The **Encoding** area*

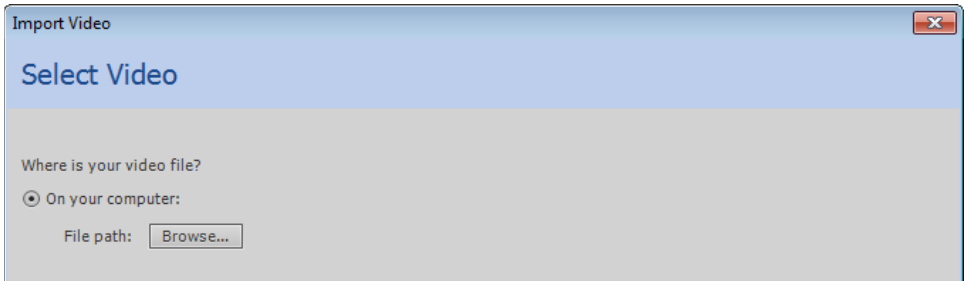*Figure 7-52* *Closing the Media Encoder by choosing the **Close** button*

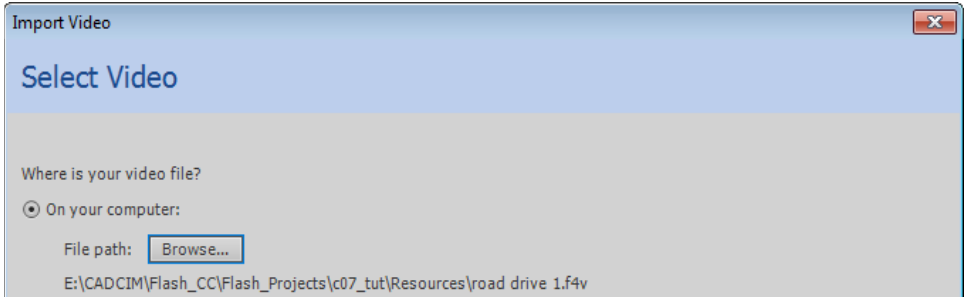*Figure 7-53* *The **Browse** button in the **Import Video** dialog box*
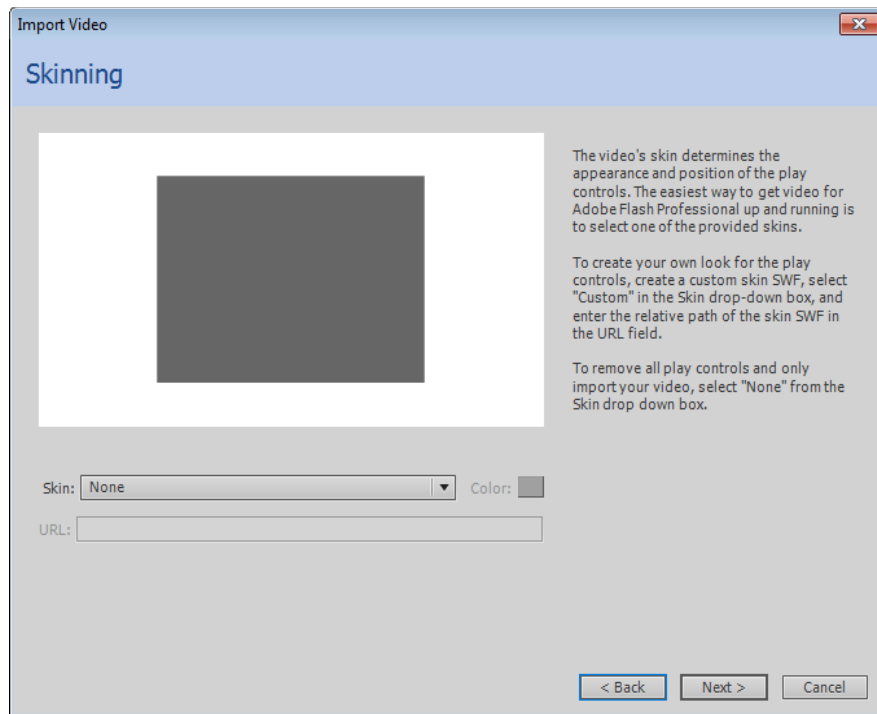

Figure 7-54 *The path displayed below the **Browse** button*

Figure 7-55   *The* **Skinning** *area of the* **Import Video** *dialog box*
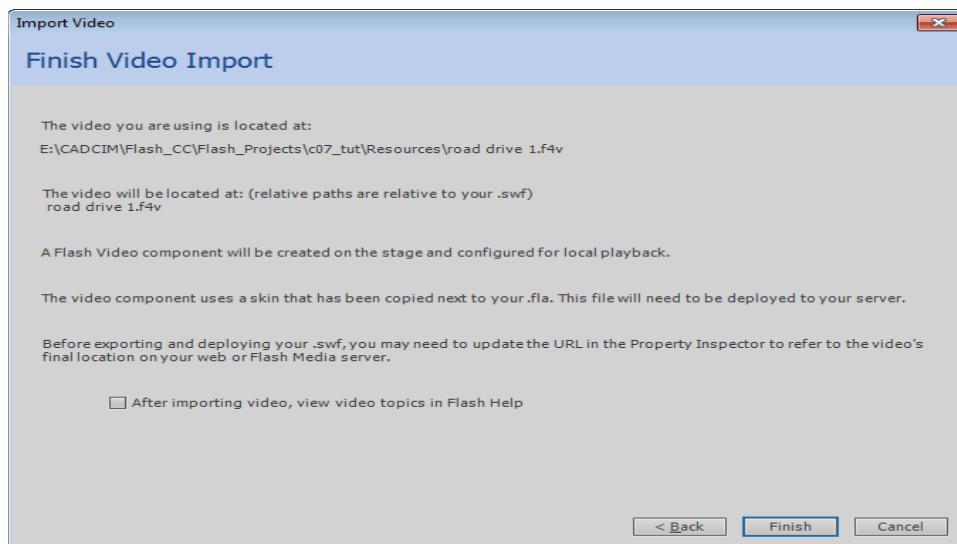

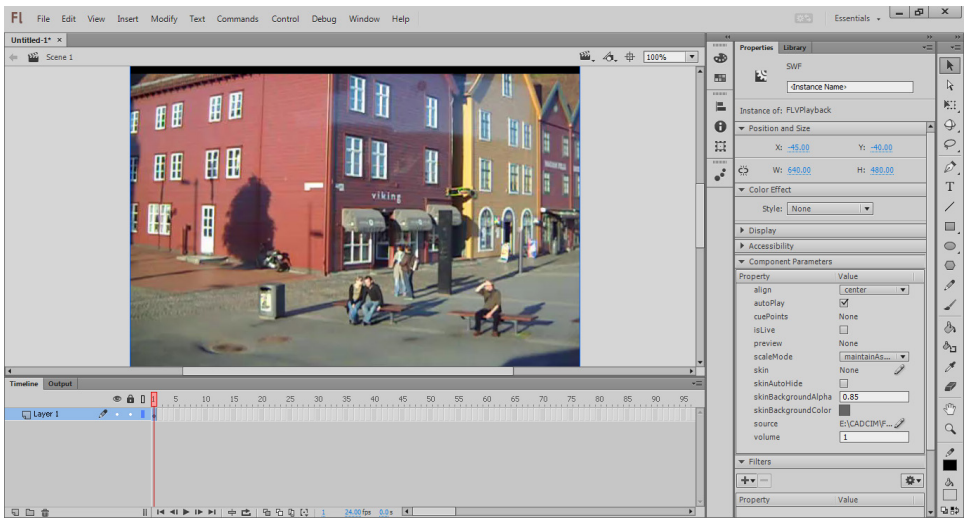*Figure 7-56*   *The* **Finish Video Import** *area*

Figure 7-57 The video displayed in the Stage

Figure 7-58 The video positioned in the Stage

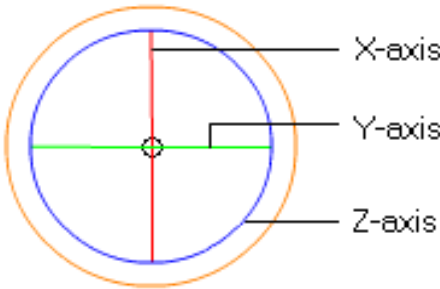*Figure 7-59* The 3D rotation gizmo displayed on the video_mc instance

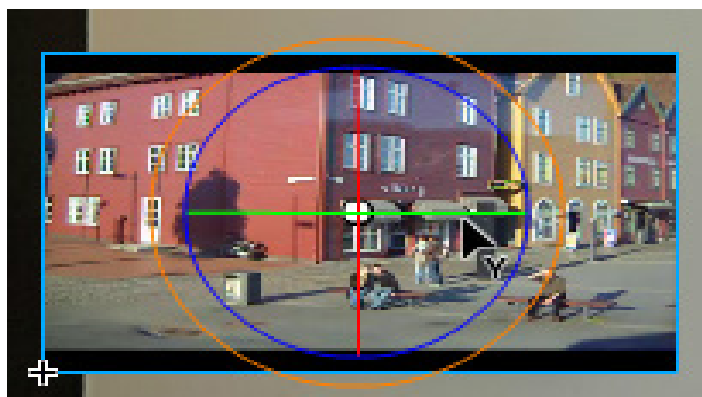

Figure 7-60 The 3D rotation gizmo

Figure 7-61 *Y-axis of the gizmo*

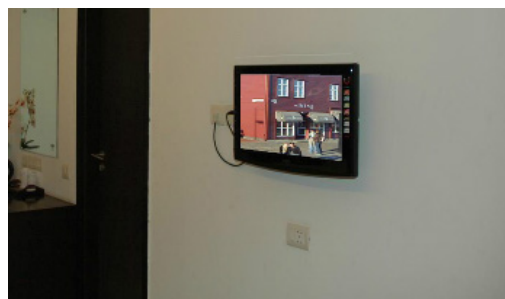*Figure 7-62* *Aligning the video_mc to the wall of the room*
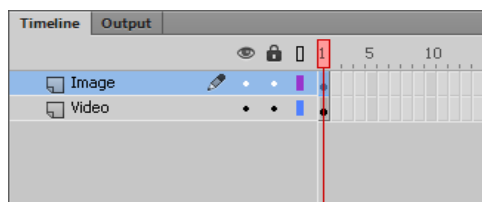

Figure 7-63 *The video_mc shifted behind the image*
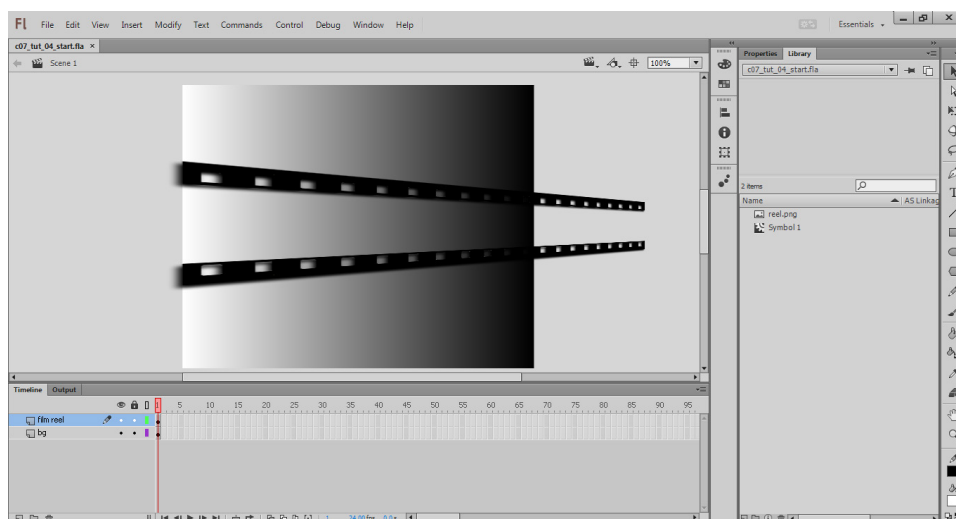
Figure 7-64 *The videos embedded in the Flash document*

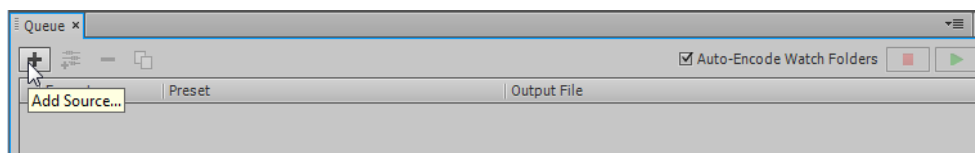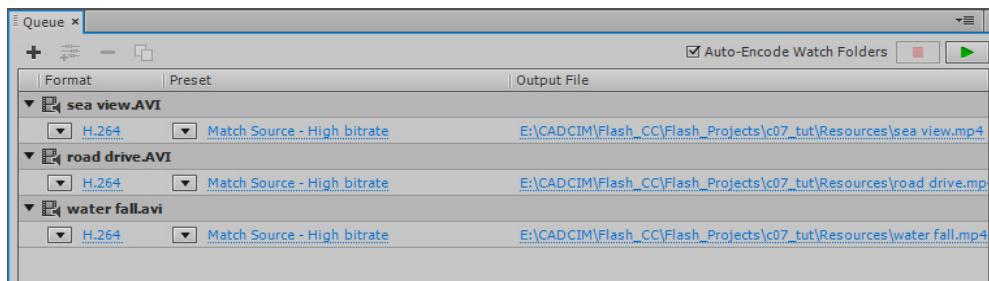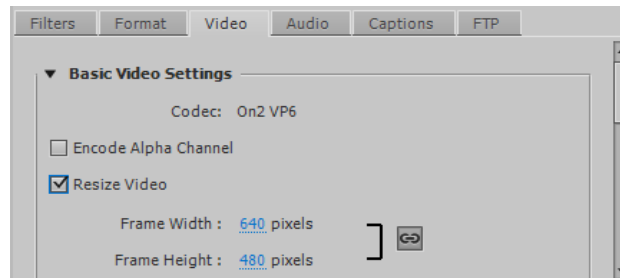***Figure 7-65*** *The c07_tut_04_start.fla document displayed*

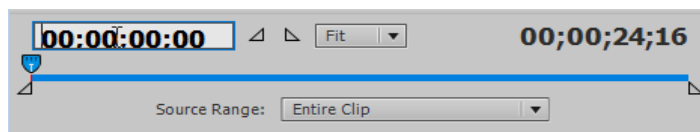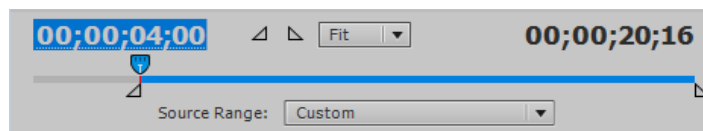***Figure 7-66*** *Choosing the **Add Source** button*

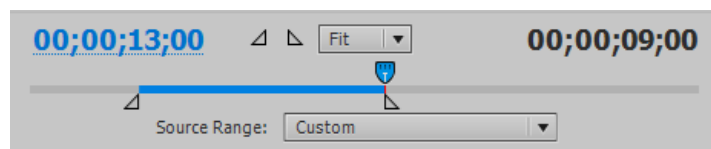*Figure 7-67* *The video files in the **Queue** area*

Figure 7-68 *The **Resize Video** check box in the **Basic Video Settings** area*

Figure 7-69 *The **Current Time Display** edit box activated*

Figure 7-70 *Setting the In point of the footage*

Figure 7-71 *Setting the Out point of the footage*
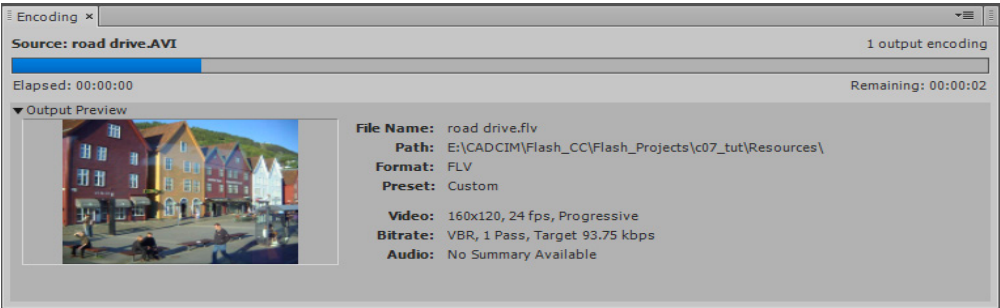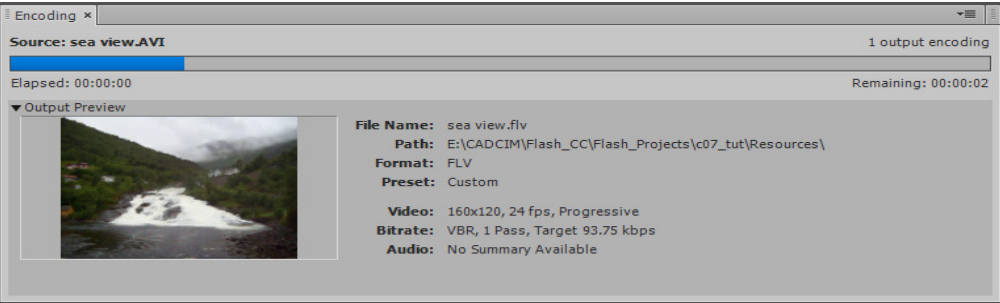
Figure 7-72 *Encoding road drive.AVI footage*

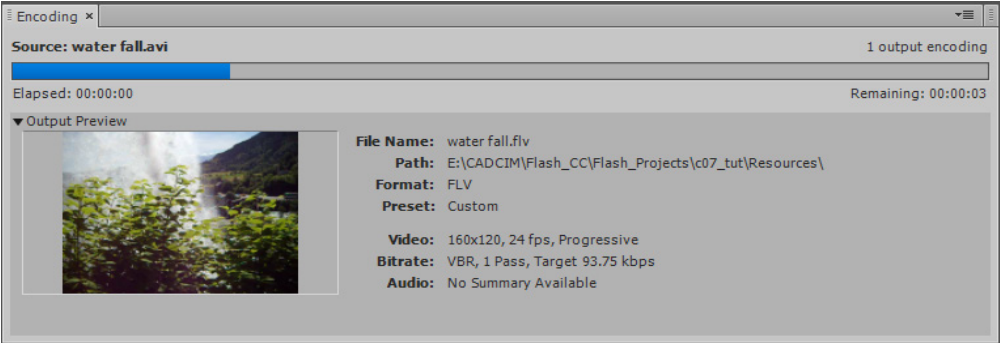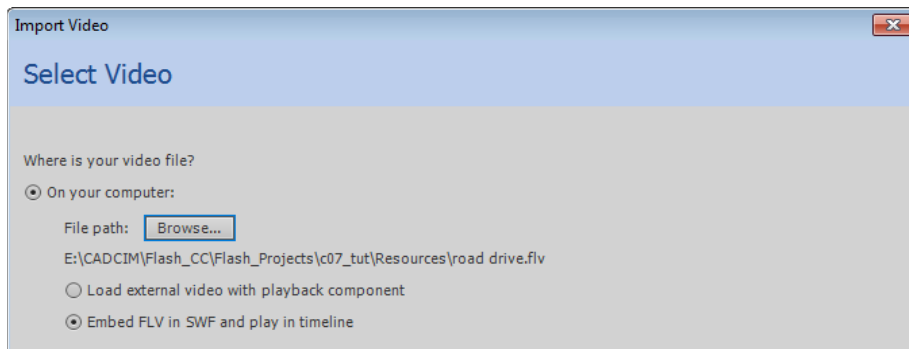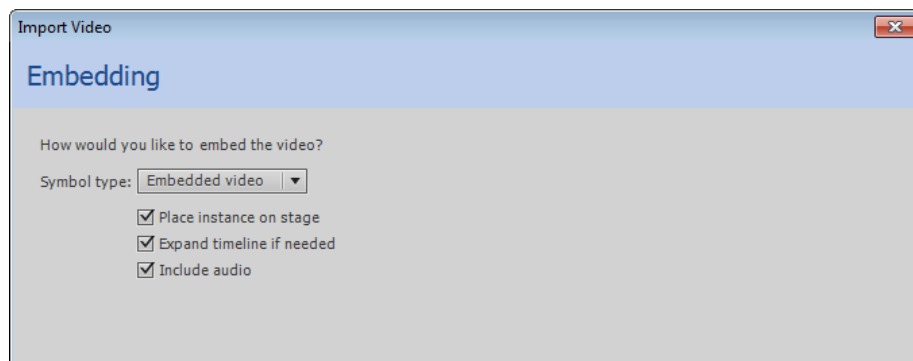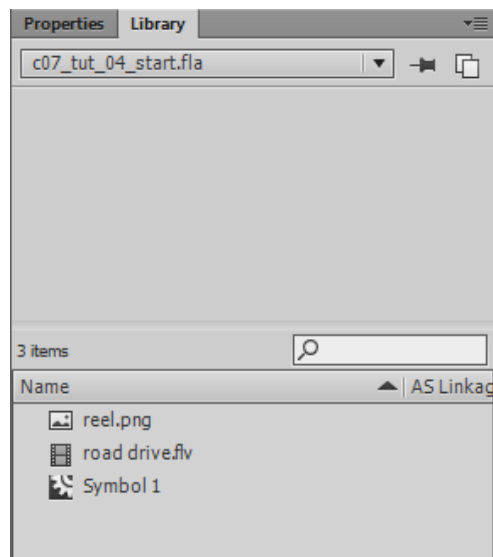
Figure 7-73 *Encoding sea view.AVI footage*

Figure 7-74 *Encoding water fall.avi footage*

Figure 7-75 *The path displayed below the **Browse** button*

Figure 7-76 *The **Embedding** area of the **Import Video** dialog box*

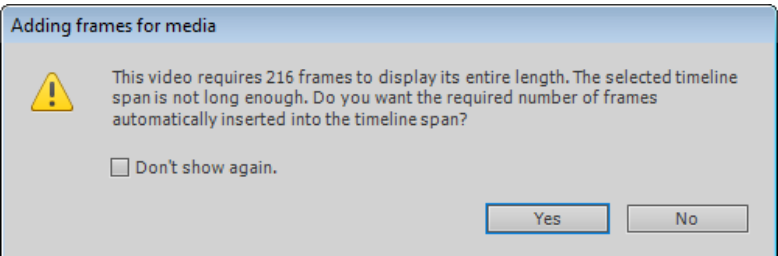*Figure 7-77* *The road drive.flv file in the **Library** panel*

Figure 7-78 The ***Adding frames for media*** *message box*

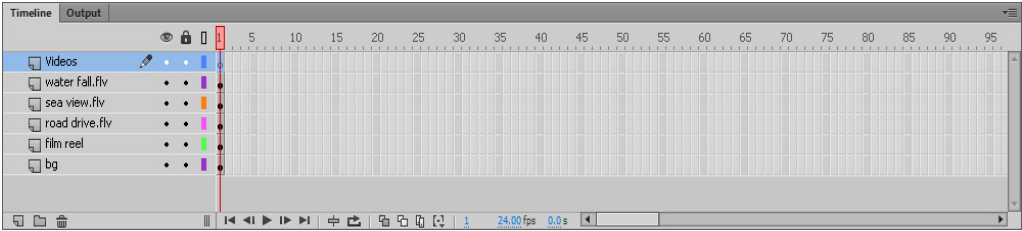

Figure 7-79 *All the videos displayed in the Stage*

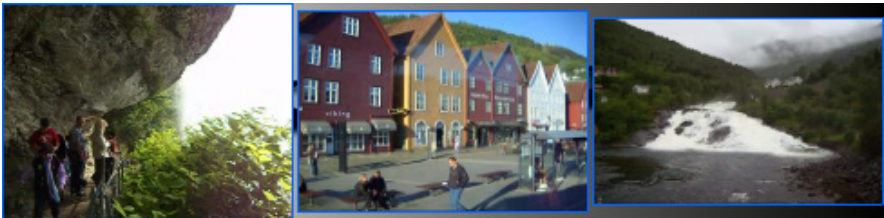*Figure 7-80* *The empty* ***Videos*** *layer*

Figure 7-81 *The videos aligned to each other*

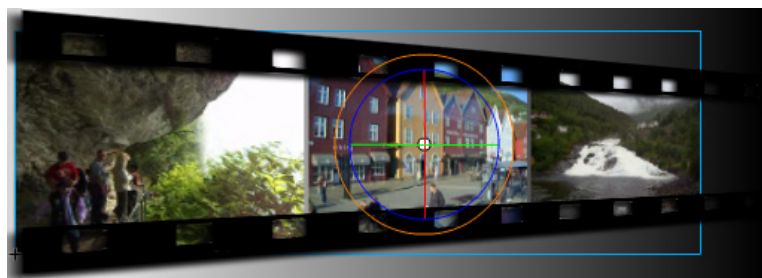*Figure 7-82* *Rotating the instance on the Y axis*

Figure 7-83 *The videos_3 instance placed behind the reel instance*

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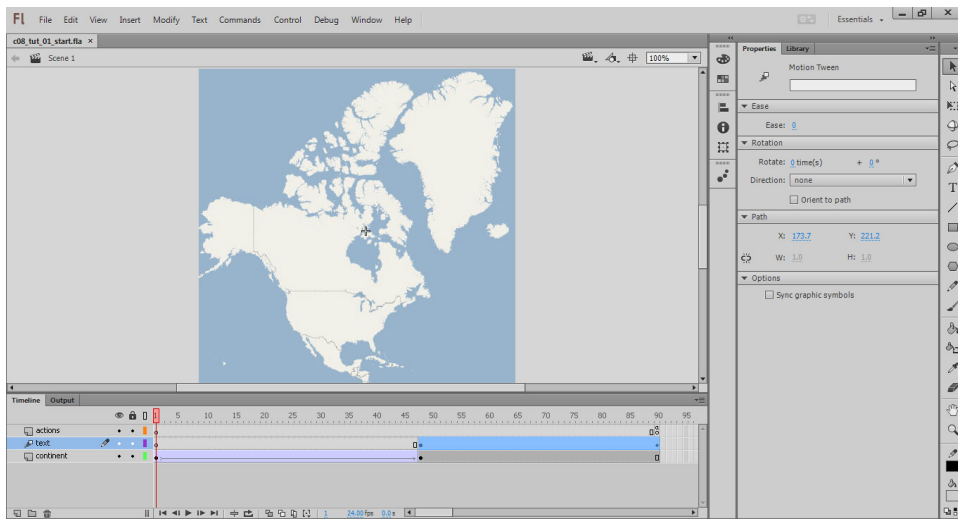
Working with External Content

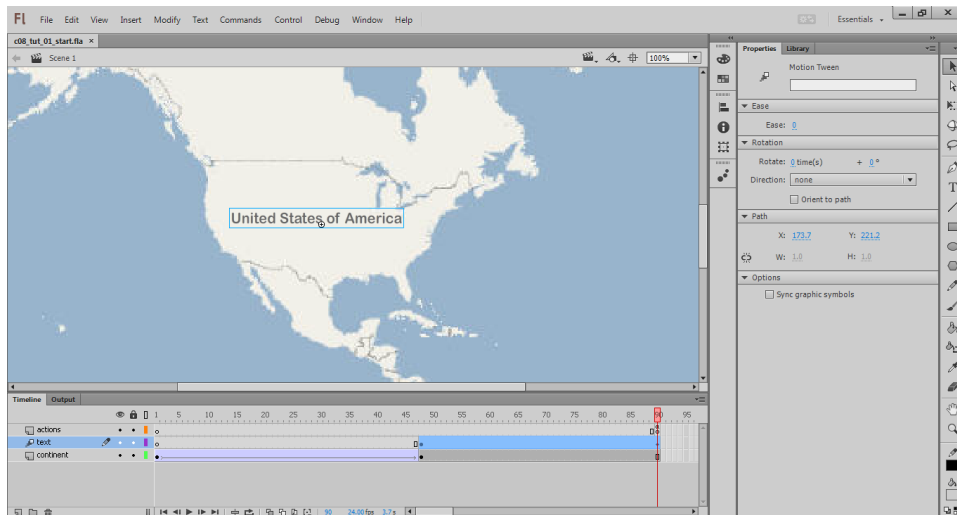**Figure 8-1** *The c08_tut_01_start.fla document displayed*

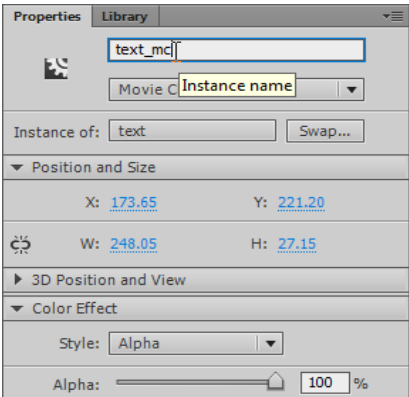**Figure 8-2** *The **text** movie clip instance displayed on frame **90***
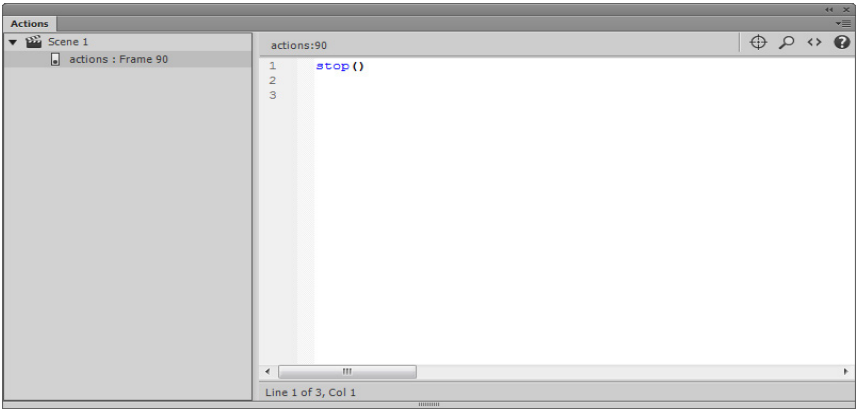
Figure 8-3 *Assigning a name to the text movie clip instance*

Figure 8-4 *The **Stop()** function displayed in the **Actions** panel*

Figure 8-5 *The preview window*

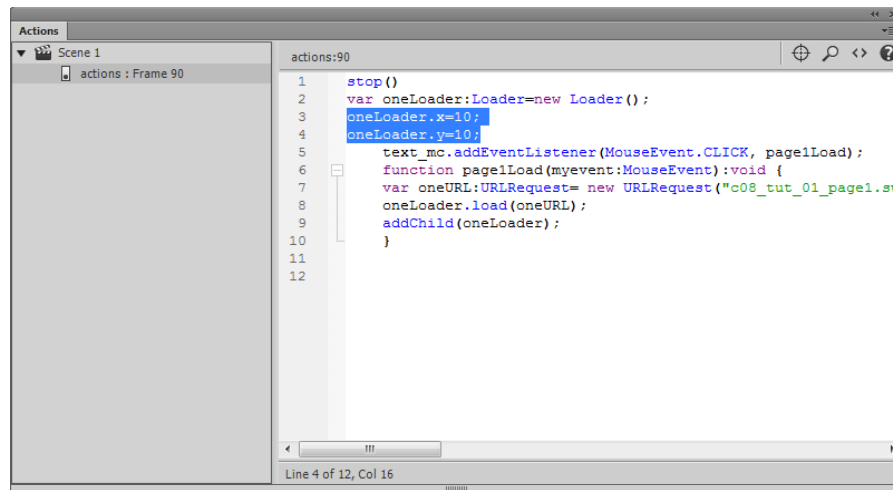***Figure 8-6*** *The c08_tut_01_page1.swf file displayed*

Figure 8-7 *The ActionScript code for positioning the loaded SWF file*
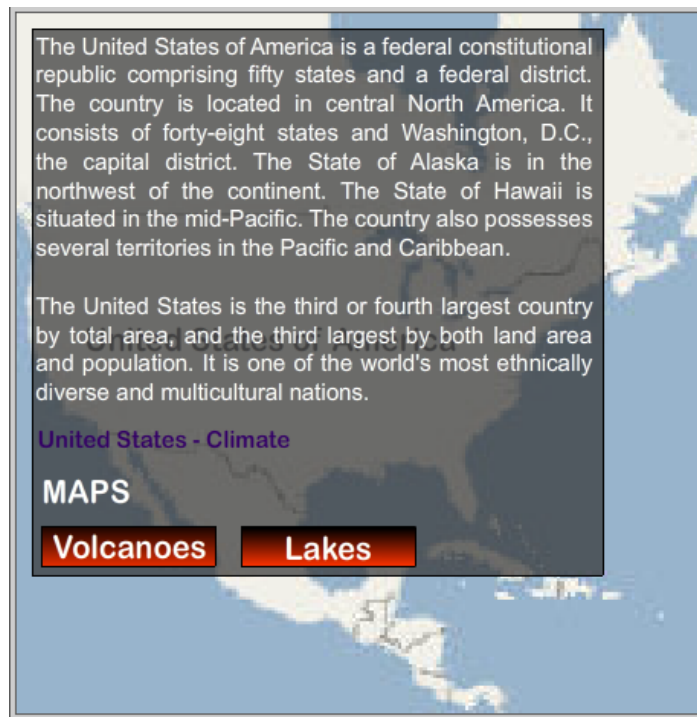

Figure 8-8 *The c08_tut_01_page1.swf file displayed after positioning*
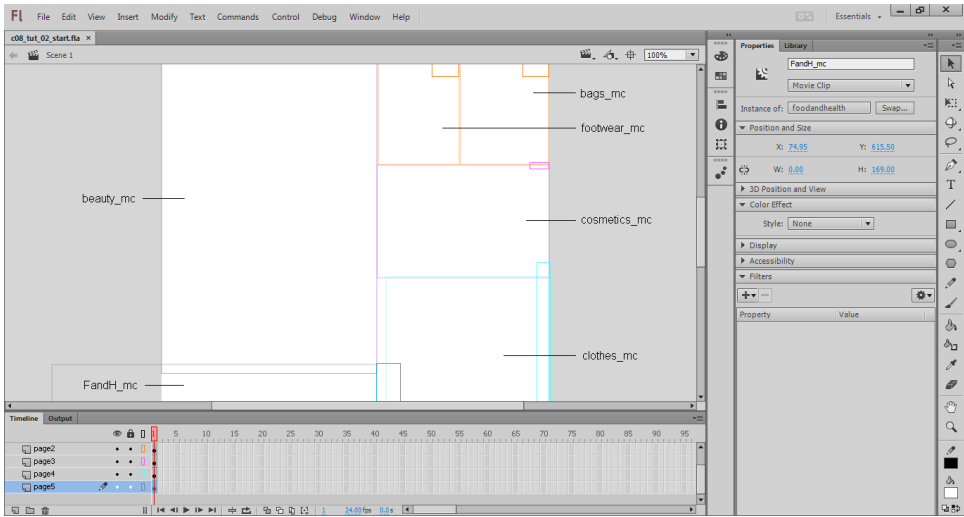
Figure 8-9 *The online magazine*

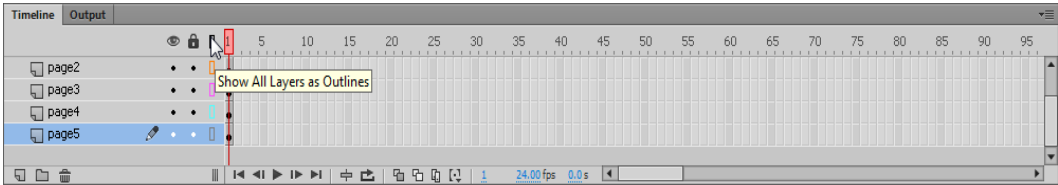**Figure 8-10** *The c08_tut_02_start.fla document displayed*

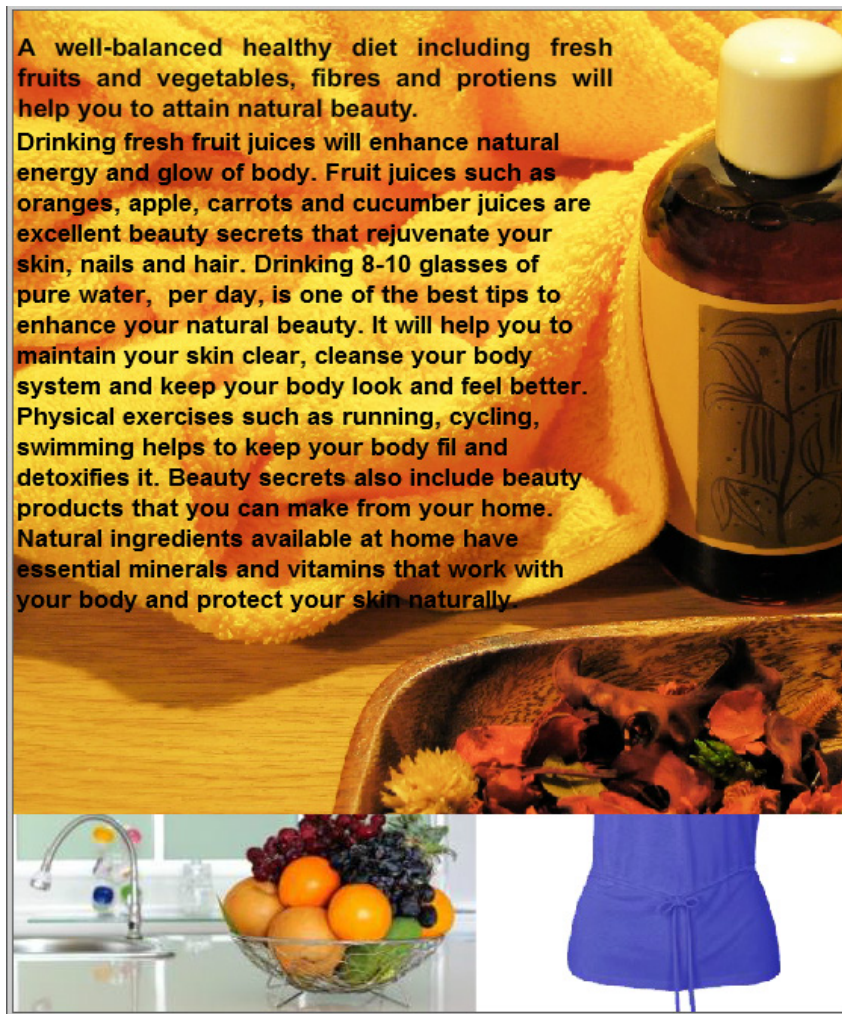**Figure 8-11** *Choosing the* **Show All Layers as Outlines** *button in the Timeline Header*

Figure 8-12 *The **beauty_content** SWF file displayed in the preview window*

Figure 8-13 *The online magazine*

Figure 8-14 *The online gallery*

Chapter 9

Exporting and Publishing Flash Content
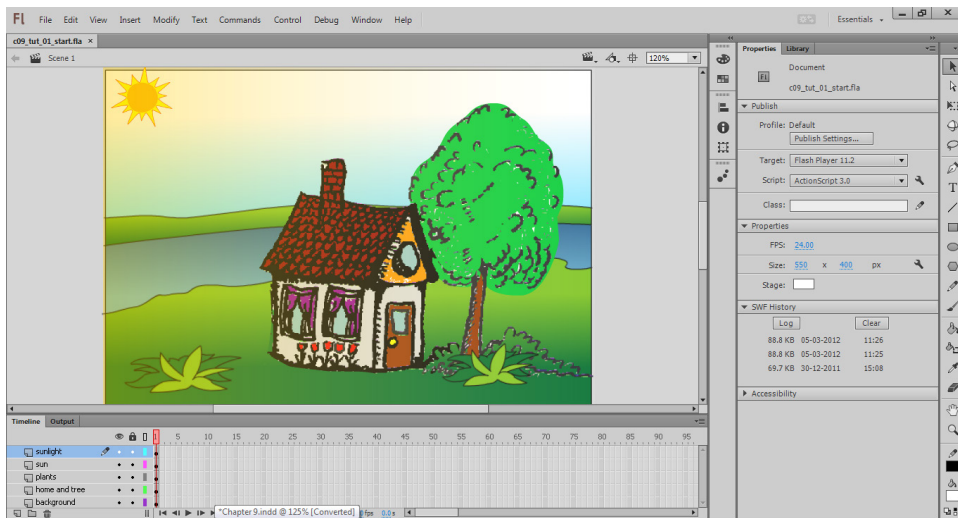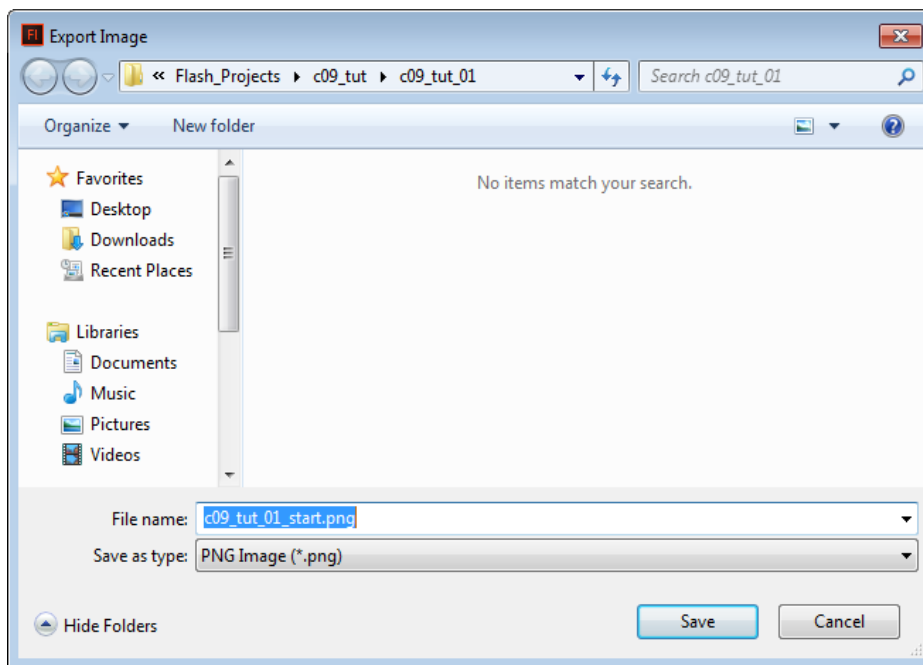
Figure 9-1 *The c09_tut_01_start.fla document displayed*
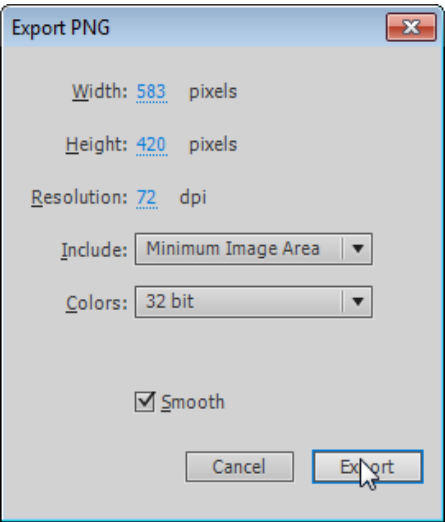

Figure 9-2 *The **Export Image** dialog box*

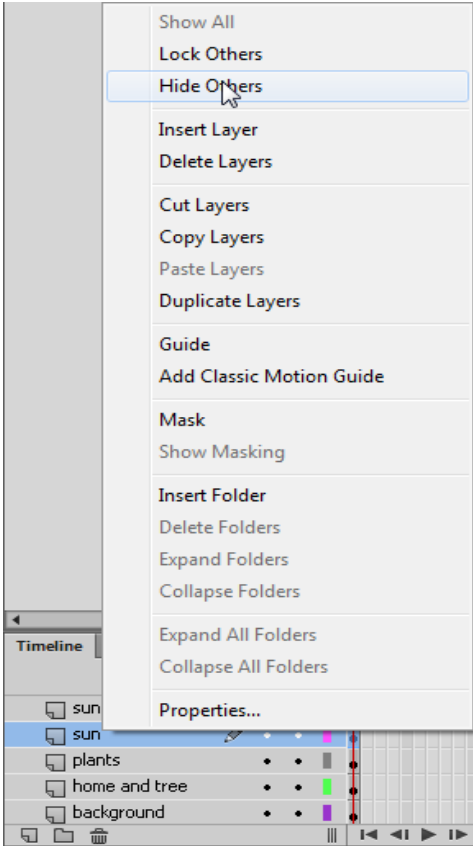**Figure 9-3** *The **Export PNG** dialog box*

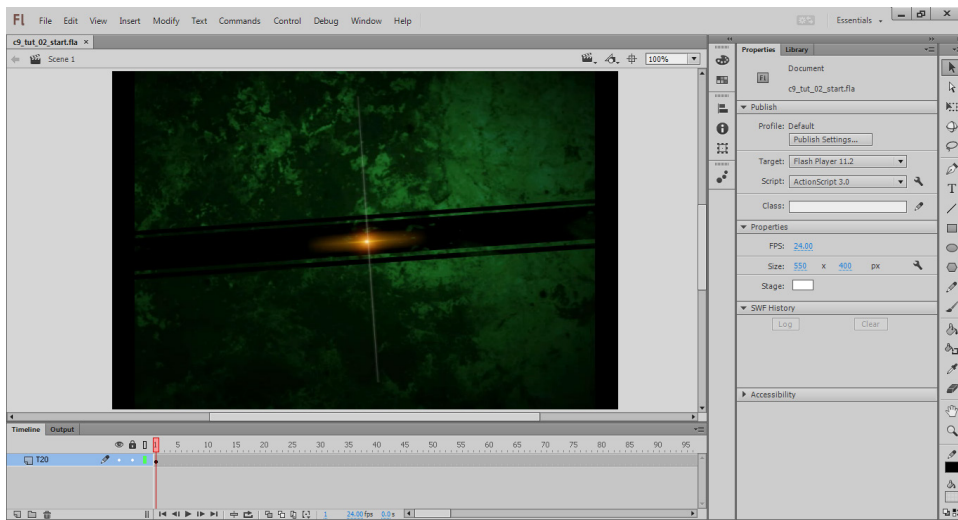**Figure 9-4** *The shortcut menu displayed on clicking on the sun layer*

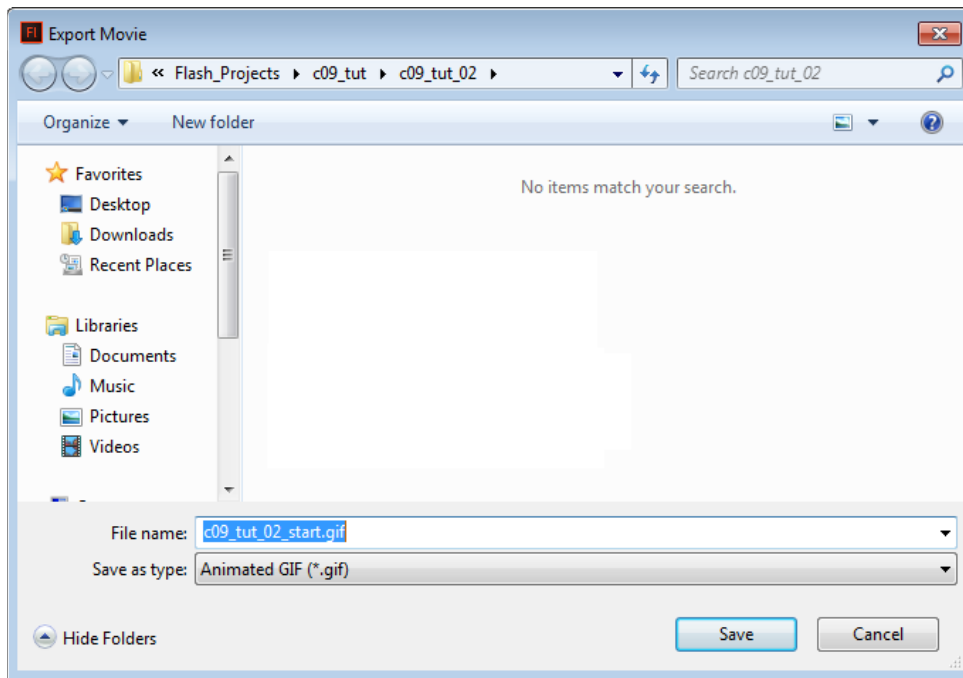*Figure 9-5* *The c09_tut_02_start.fla document displayed*
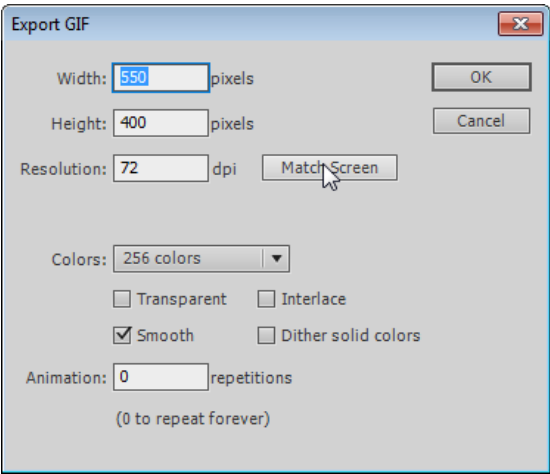

Figure 9-6 The **Export Movie** *dialog box*
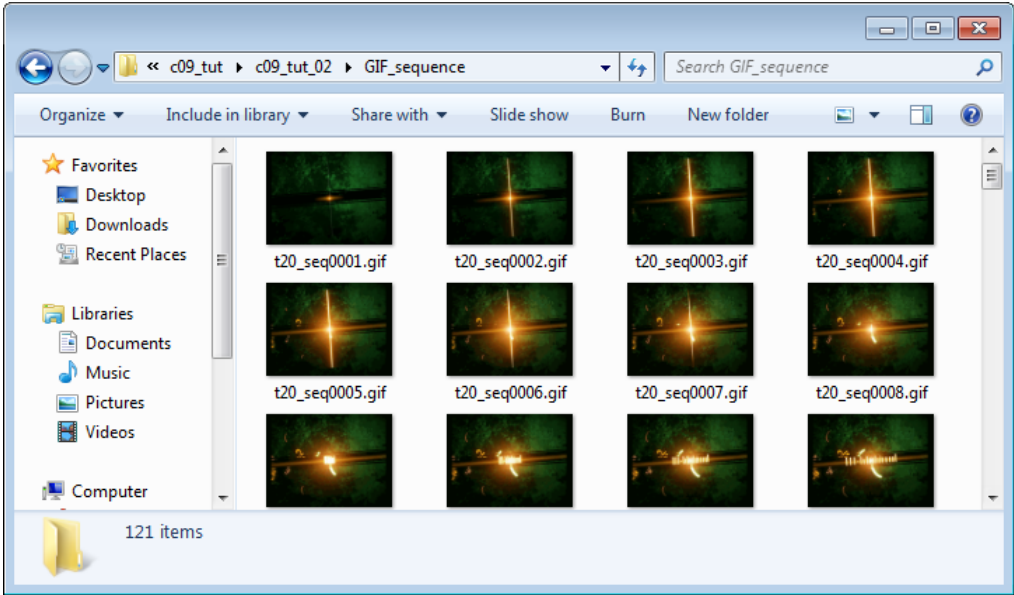
Figure 9-7 *The* **Export GIF** *dialog box*

Figure 9-8 *The GIF sequence of t20 FLV*
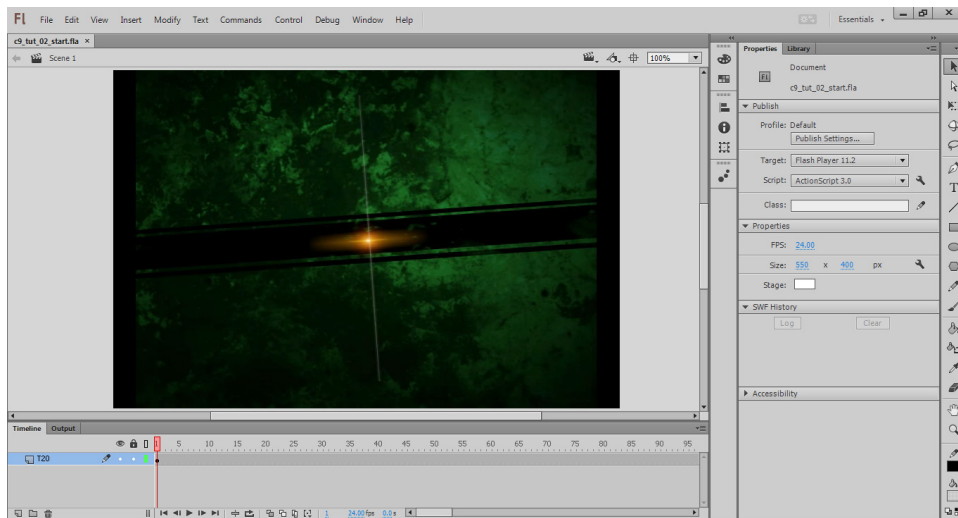
Figure 9-9 *The c09_tut_03_start.fla document displayed*
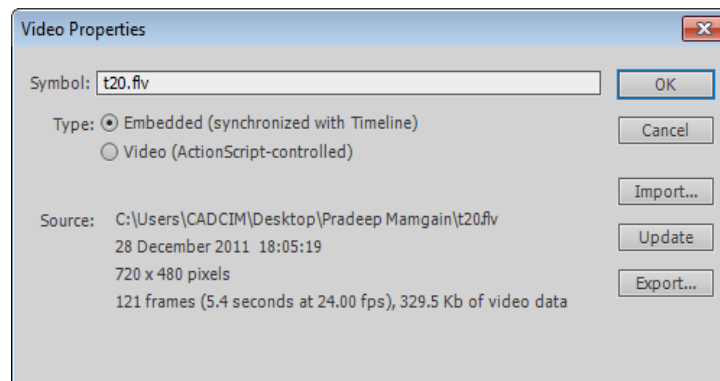

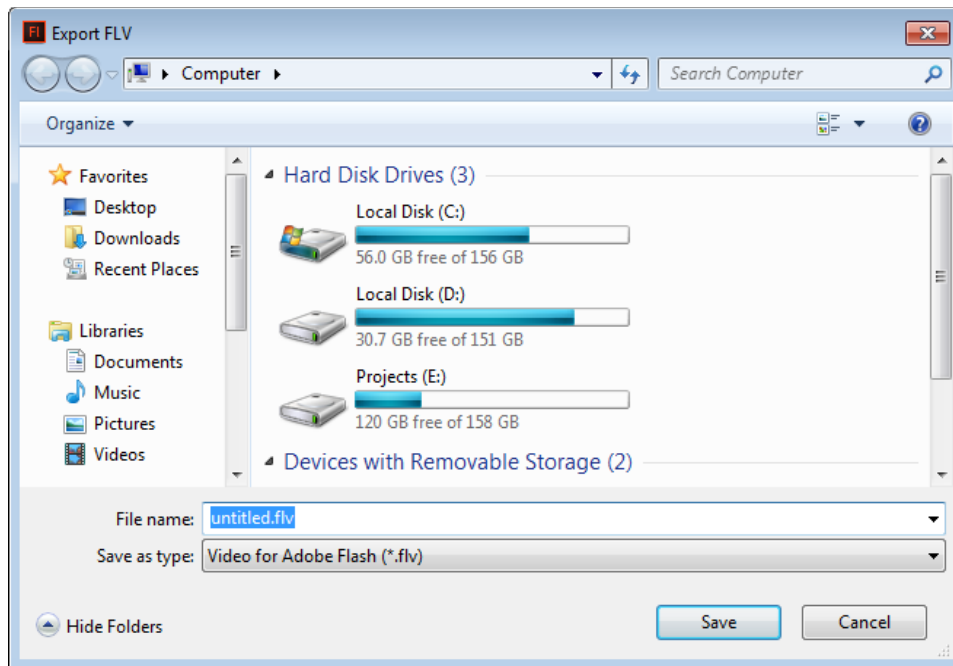*Figure 9-10* *The **Video Properties** dialog box*
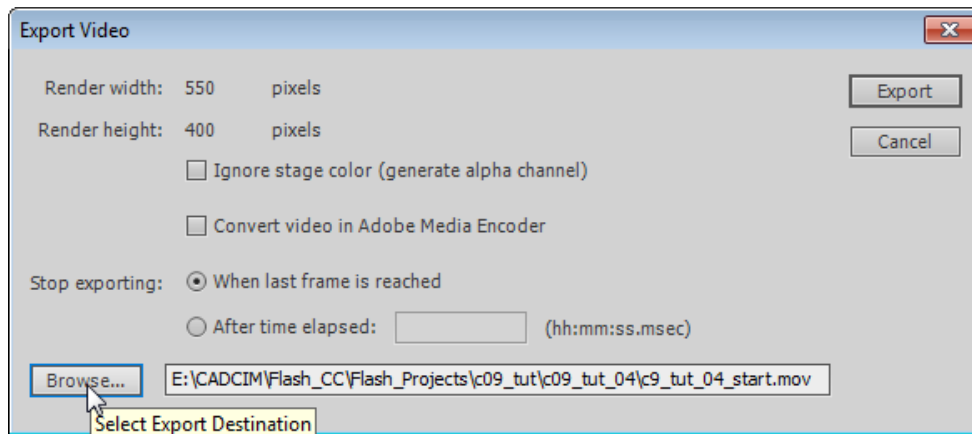
*Figure 9-11 The **Export FLV** dialog box*

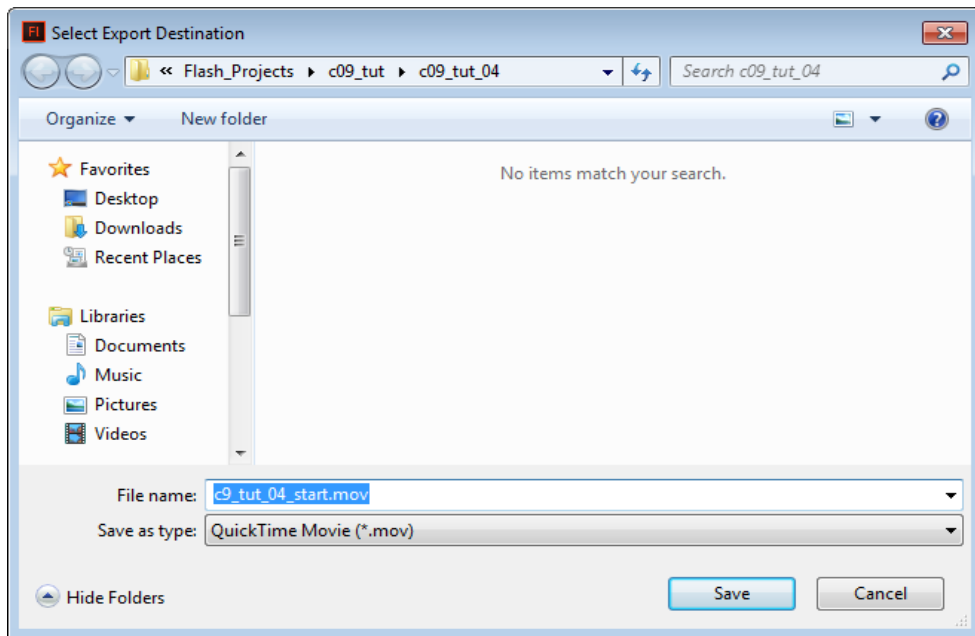*Figure 9-12 The **Export Video** dialog box*

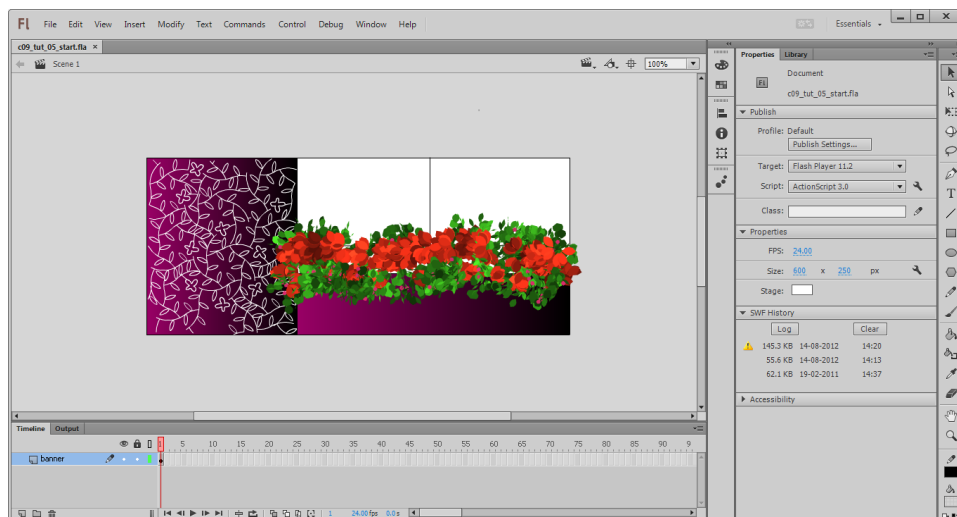*Figure 9-13* *The* **Select Export Destination** *dialog box*

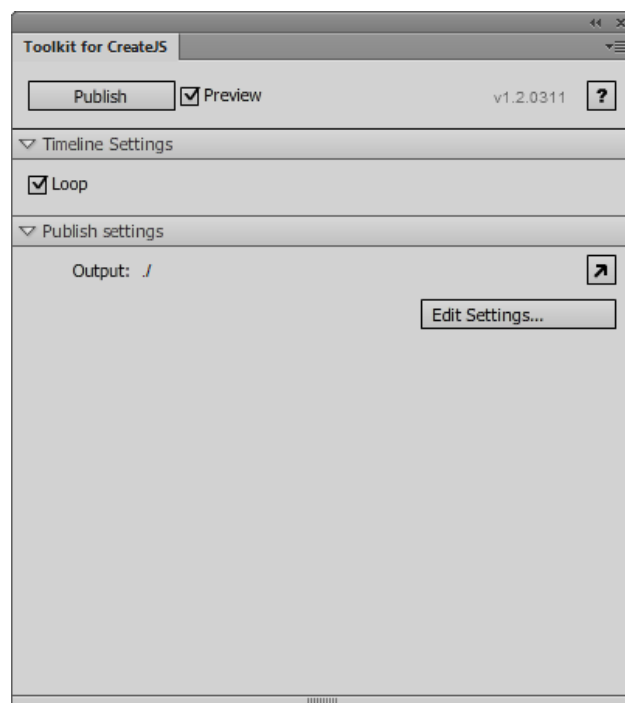*Figure 9-14* *The c09_tut_05_start.fla document displayed*

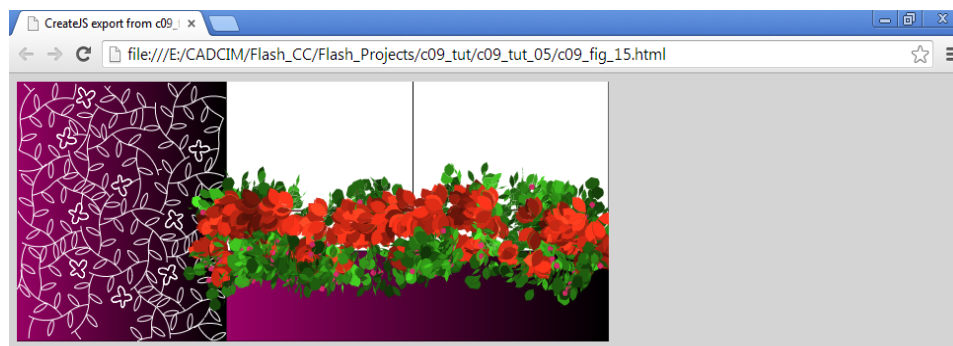*Figure 9-15 The **Toolkit for CreateJS** panel*

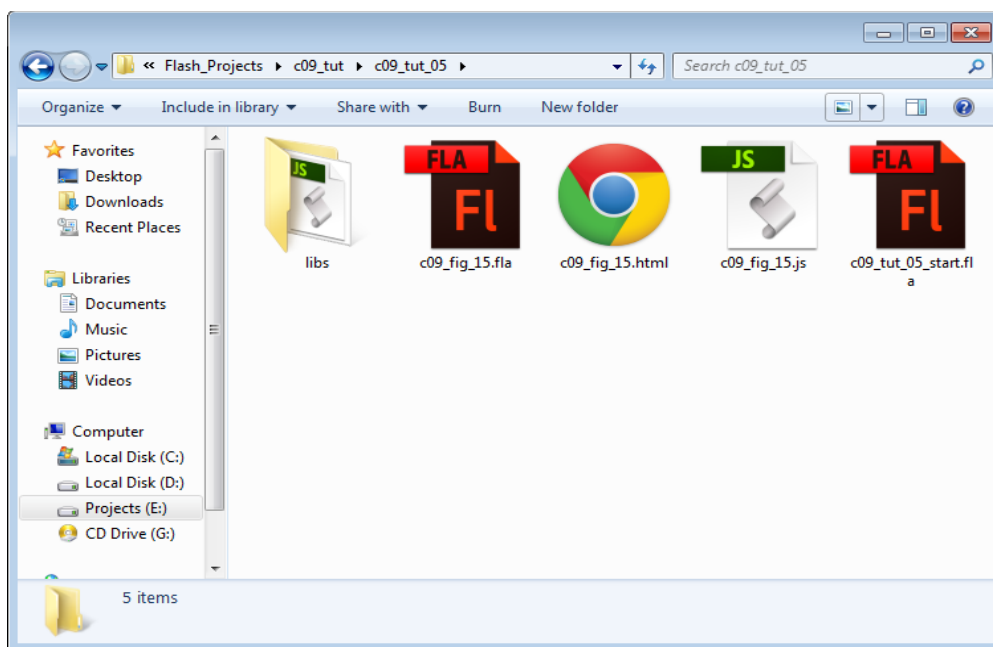*Figure 9-16 The browser window showing the Flash content*

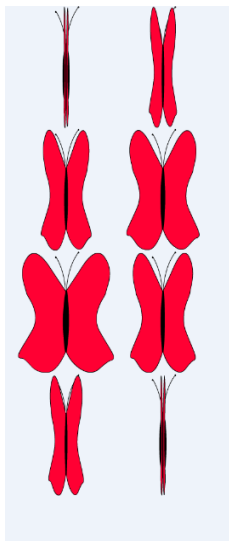**Figure 9-17** *The .js JavaScript file*

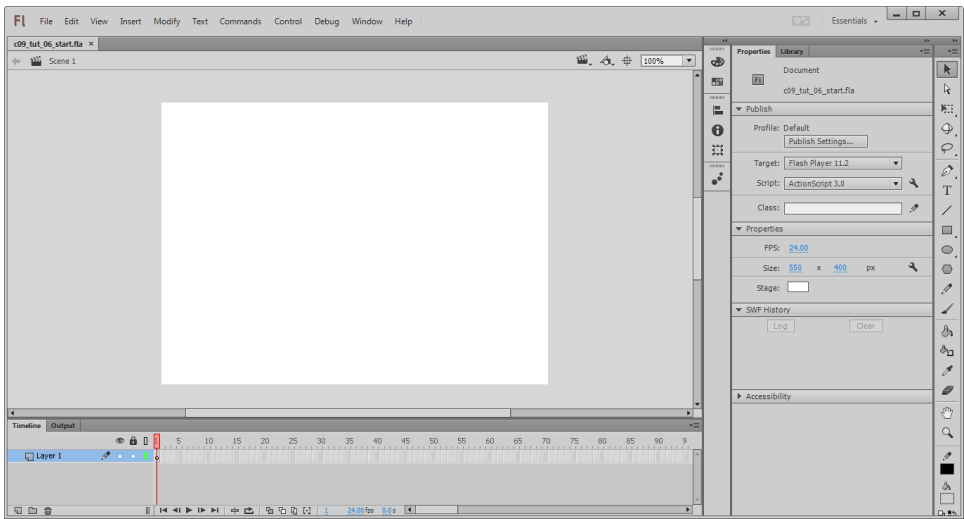**Figure 9-18** *Sprite sheet of an animated symbol*
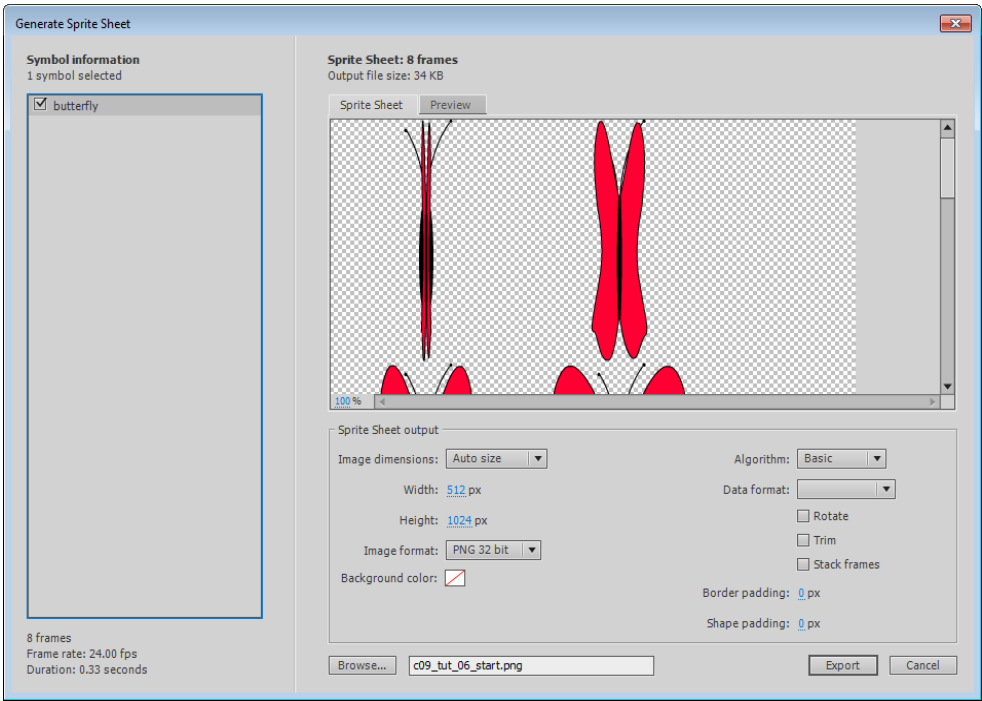
Figure 9-19 The c09_tut_06_start.fla document displayed
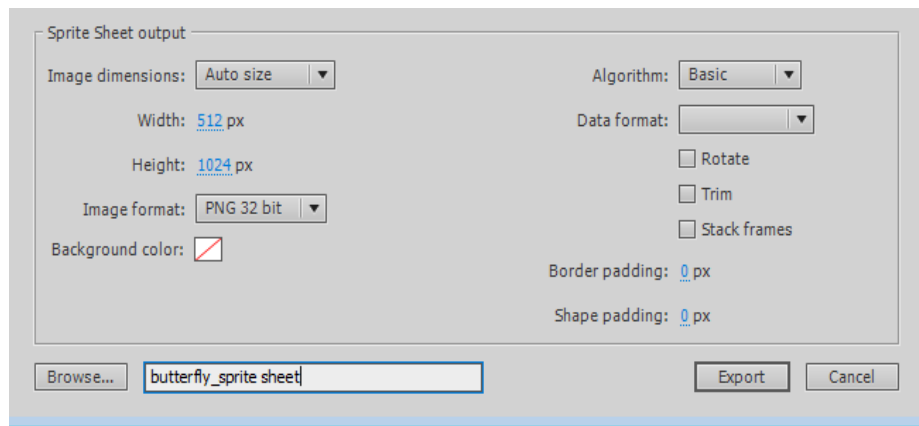

*Figure 9-20 The **Generate Sprite Sheet** dialog box*

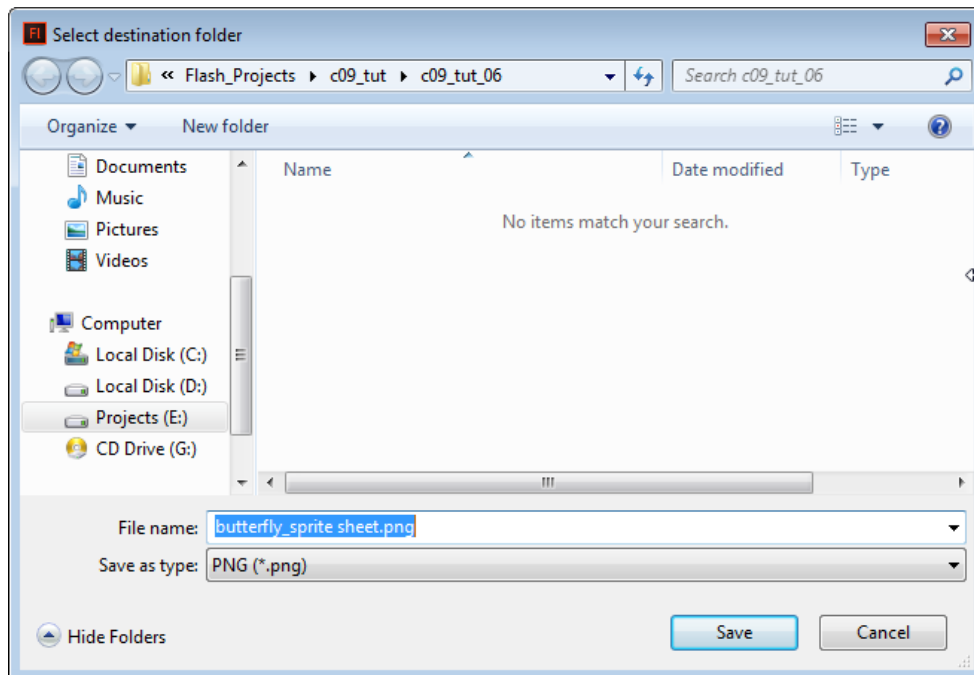*Figure 9-21 The **Sprite Sheet Filename** text box*

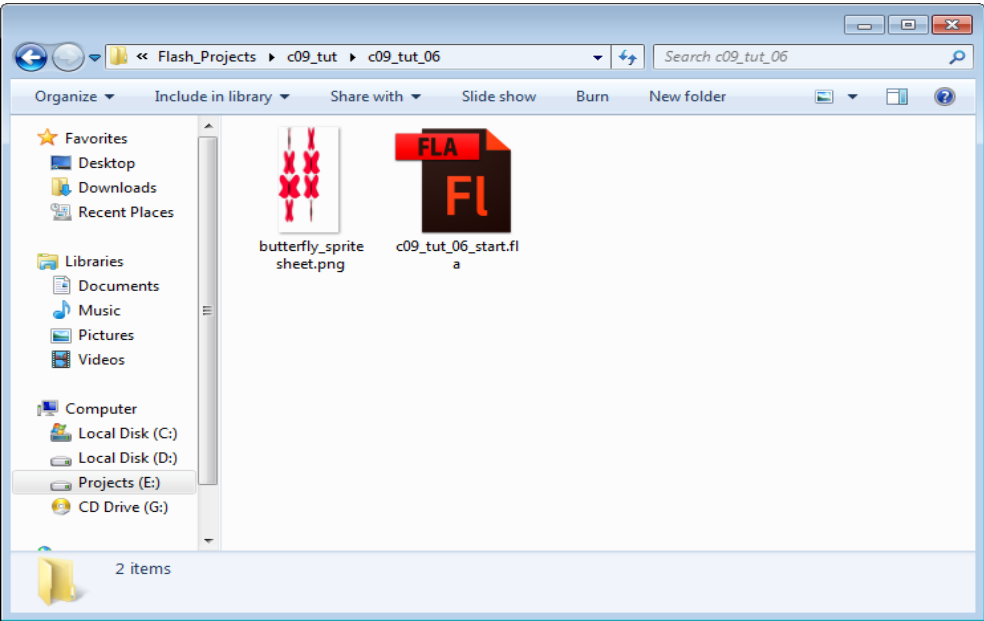*Figure 9-22 The **Select destination folder***

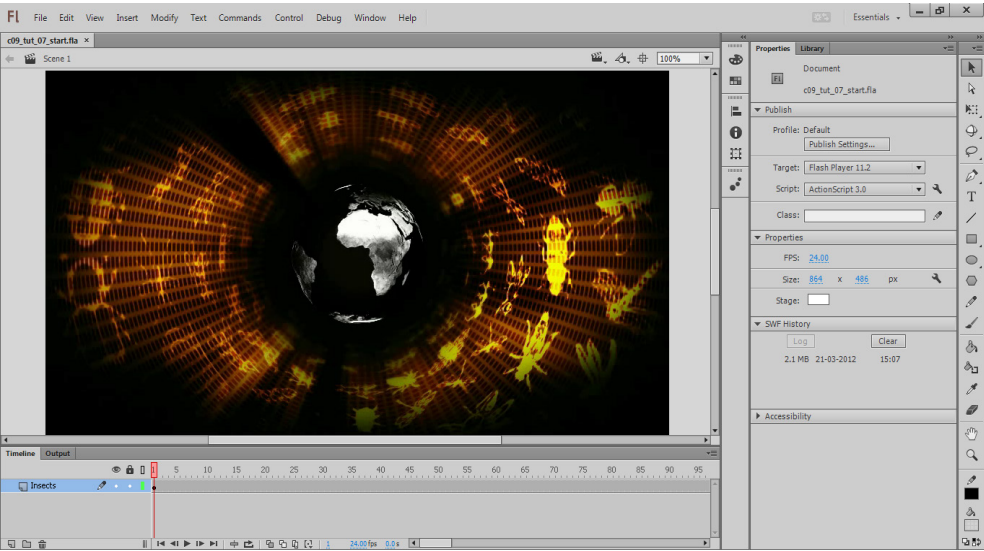*Figure 9-23 The sprite sheet created in the specified folder*

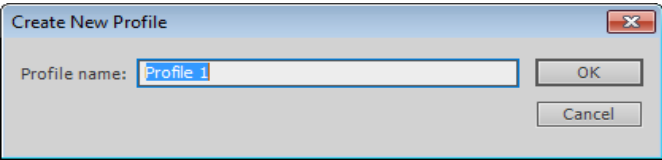

Figure 9-24 The c09_tut_07_start.fla document displayed

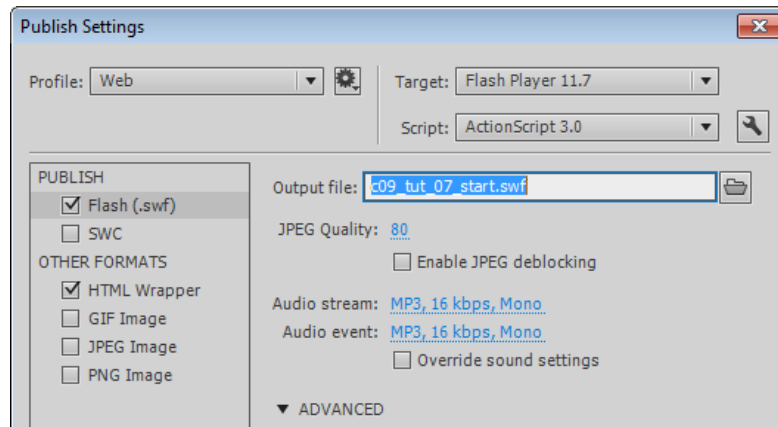*Figure 9-25 The **Create New Profile** dialog box*

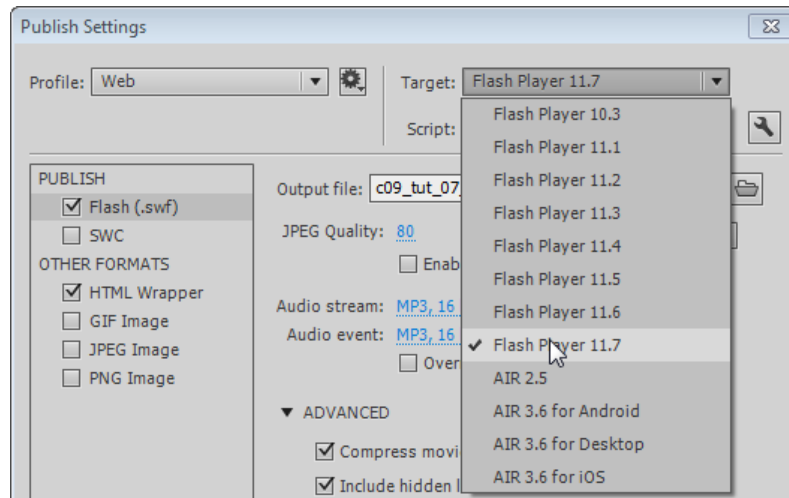*Figure 9-26 The **Flash (.swf)** and **HTML Wrapper** check boxes*

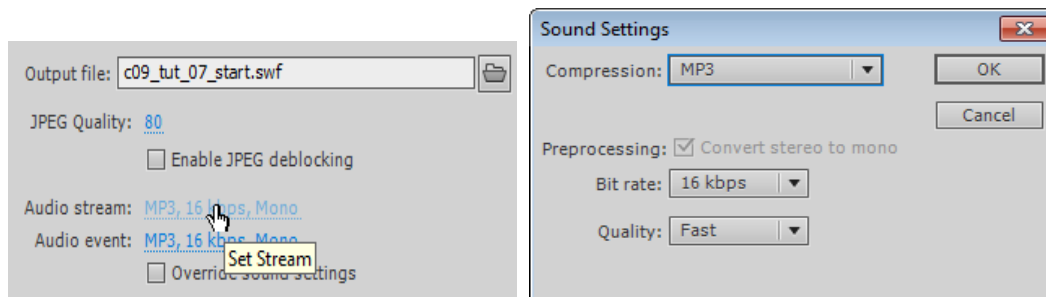*Figure 9-27 Selecting a version of Flash player*

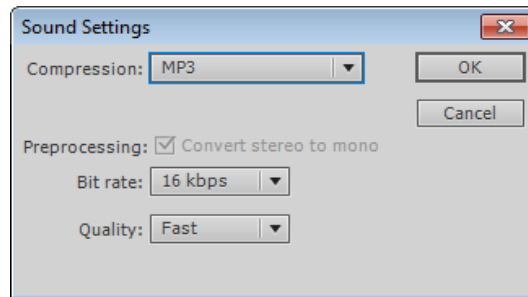*Figure 9-28 Choosing the **Set Stream** text button*
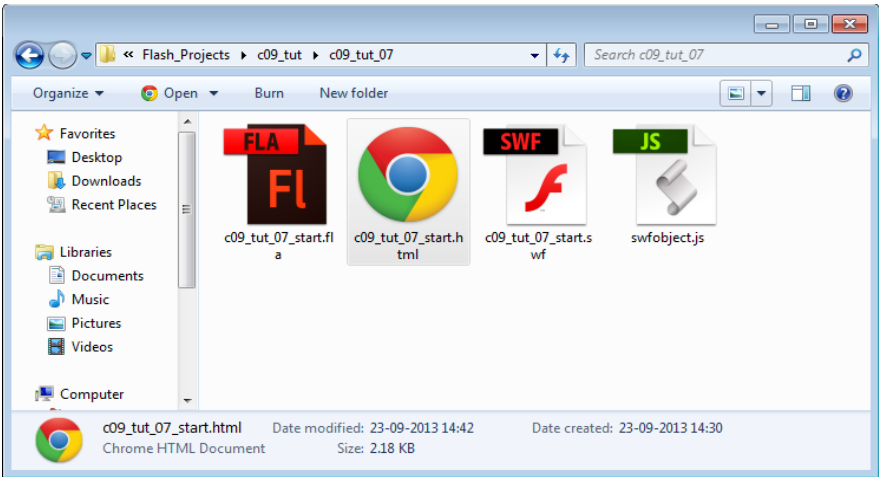
*Figure 9-29 The **Sound Settings** dialog box*
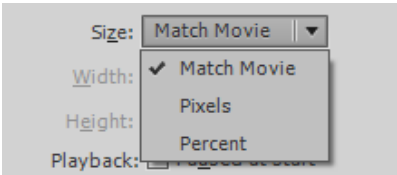
Figure 9-30 The HTML, SWF, and swfobject.js files

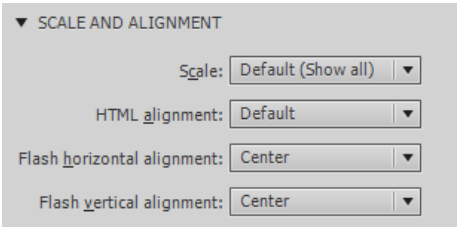*Figure 9-31 The **Size** drop-down list*

*Figure 9-32 The options in the **SCALE AND ALIGNMENT** area*

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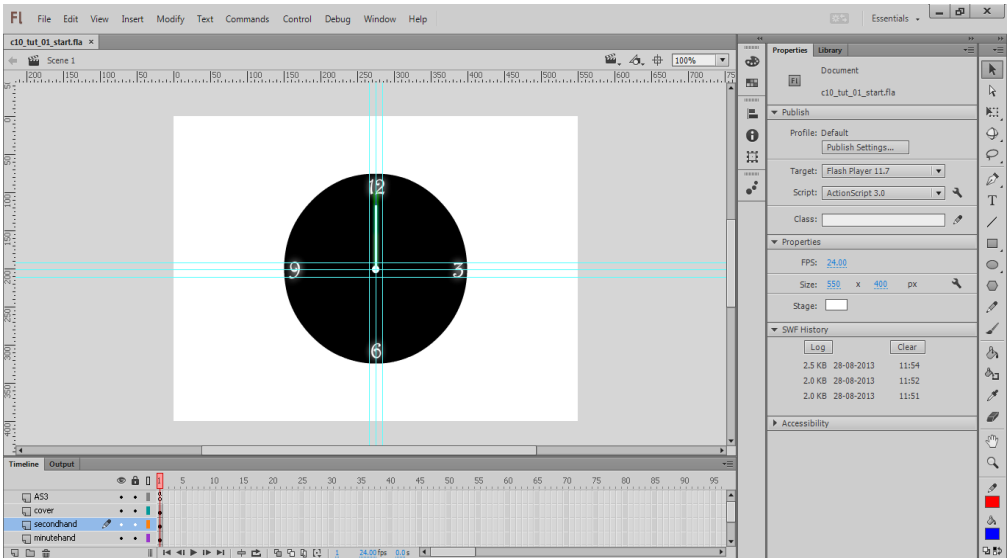## Working with Android Applications

Figure 10-1 *The c10_tut_01_start.fla document displayed*
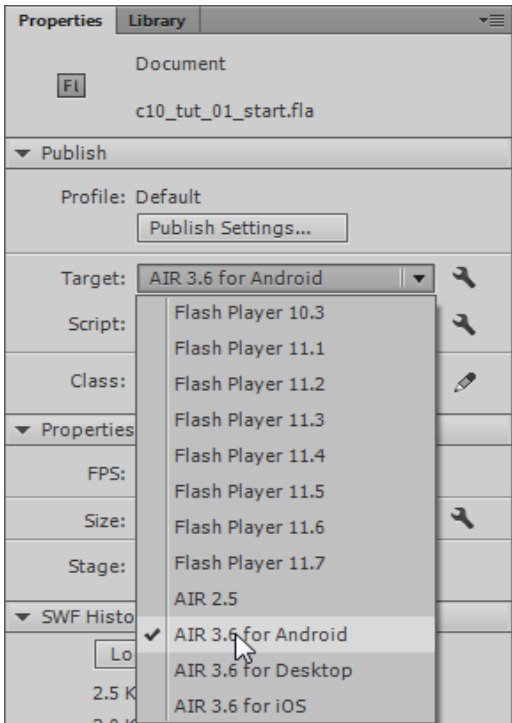

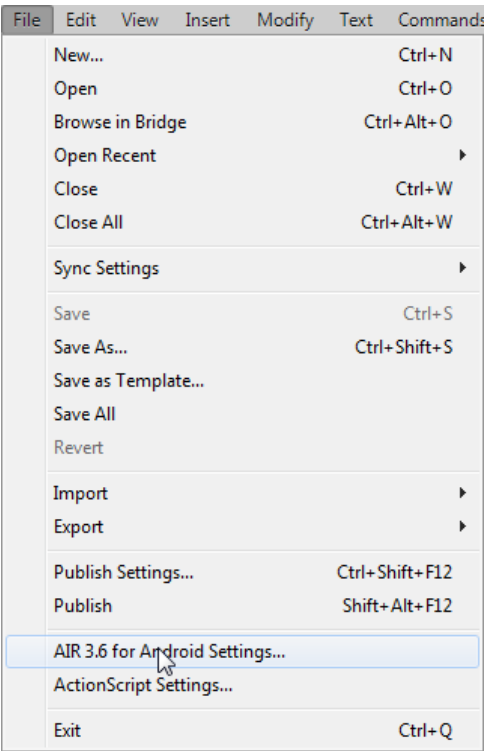*Figure 10-2* *The **Properties** panel displayed*

Figure 10-3 *Choosing **AIR 3.6 for Android Settings** from the menubar*
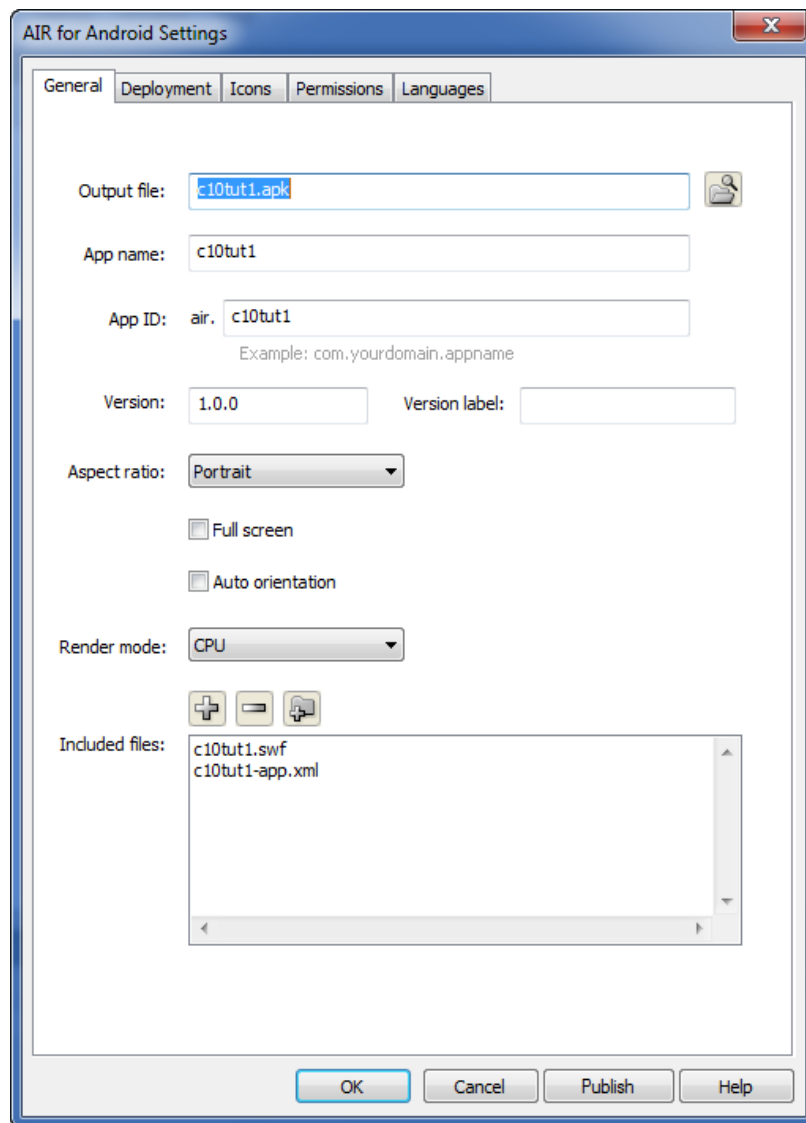
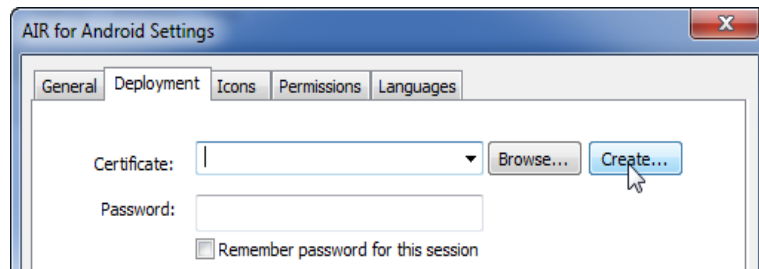*Figure 10-4 AIR for Android Settings dialog box displayed*
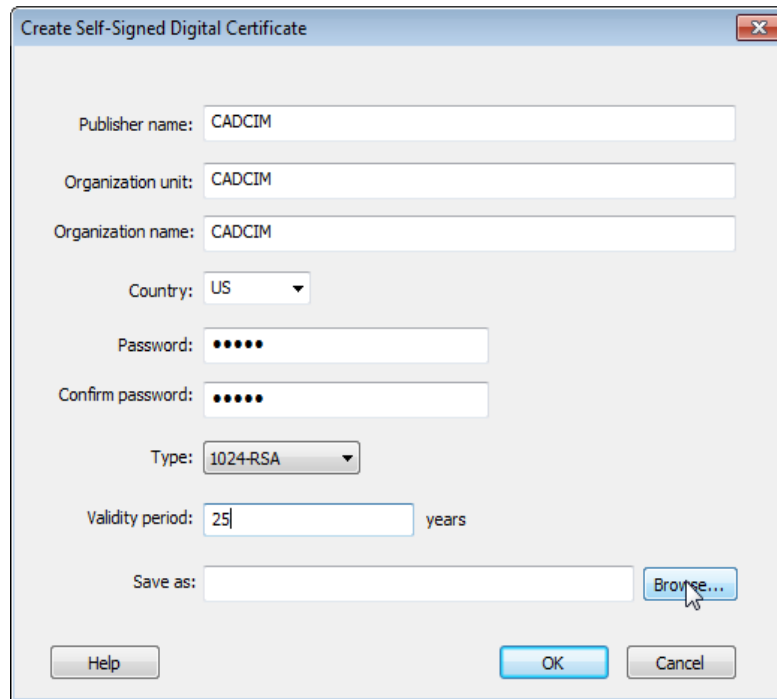
Figure 10-5 *Choosing the **Create** button*

Figure 10-6 *The **Create Self-Signed Digital Certificate** dialog box with desired values specified in the text boxes*
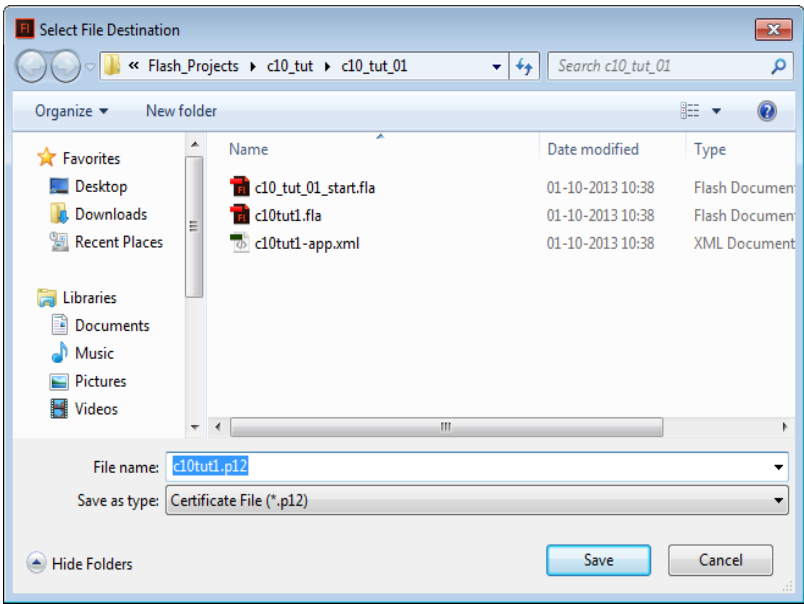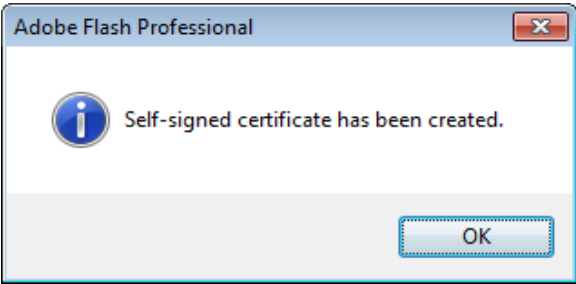
Figure 10-7 *The **Select File Destination** dialog box*

Figure 10-8 *The **Adobe Flash Professional** message box*
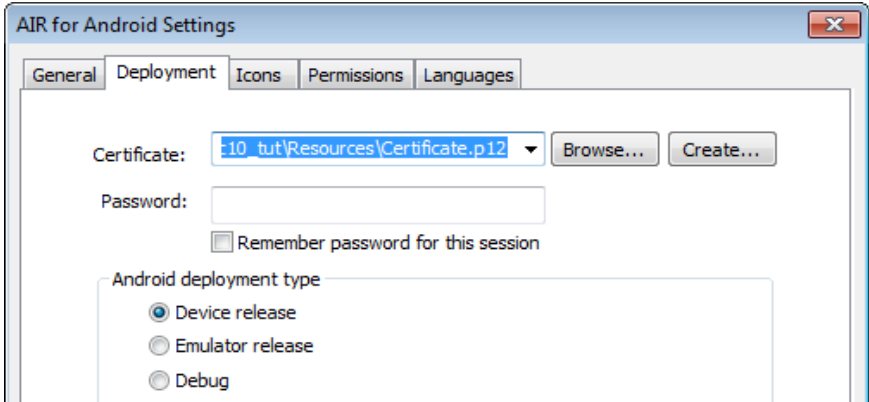

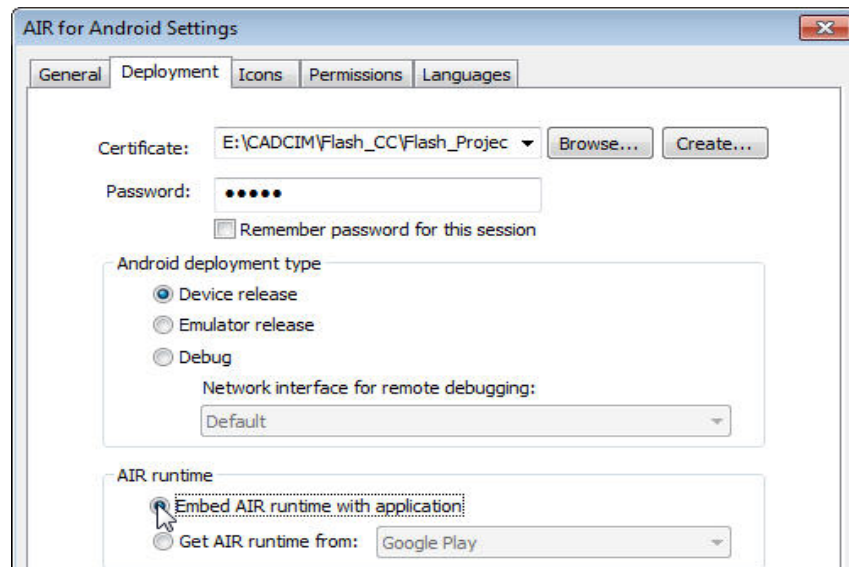***Figure 10-9*** *The path specified for the **Certificate.p12** file*

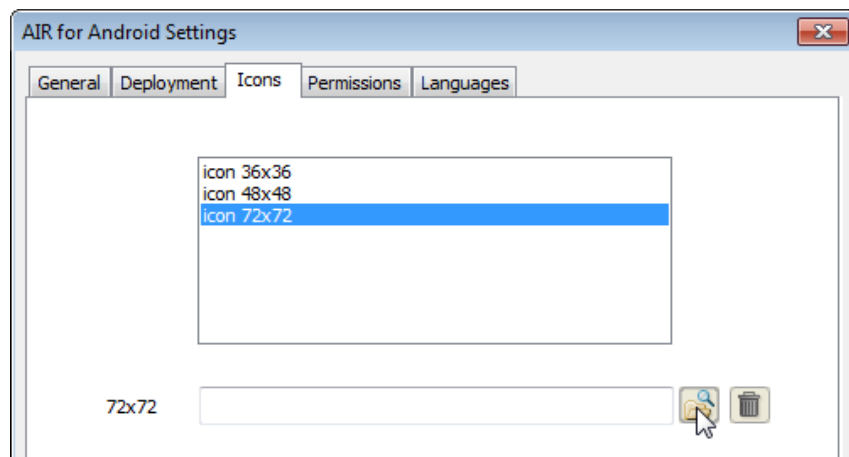*Figure 10-10* *The* **Embed AIR runtime with application** *radio button selected*

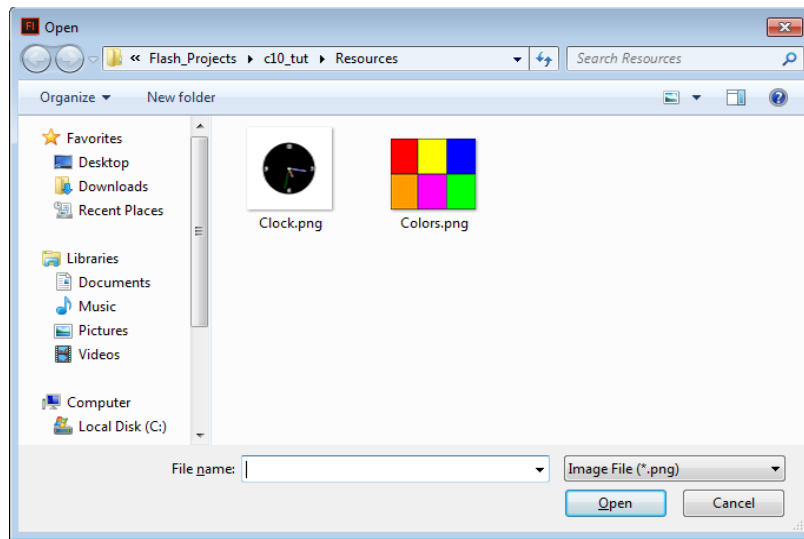*Figure 10-11* *Clicking on the Browse icon*

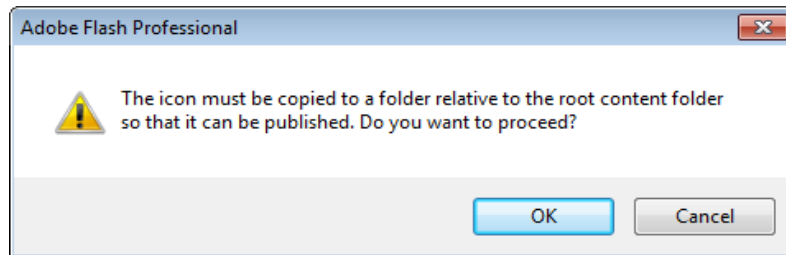*Figure 10-12* *The* **Open** *dialog box*

Figure 10-13 *The* **Adobe Flash Professional** *message box*
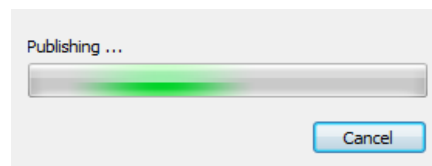
Figure 10-14 *The* **Publishing** *progress bar*

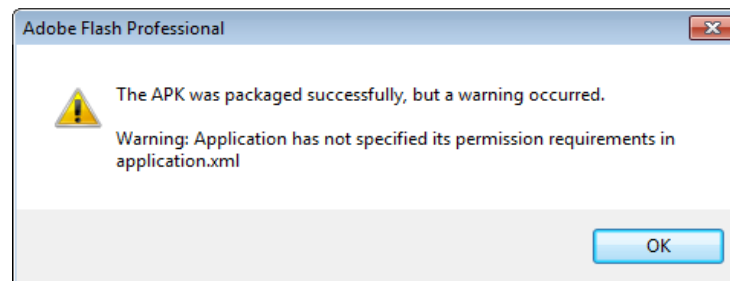*Figure 10-15* *The* **Adobe Flash Professional** *message box*
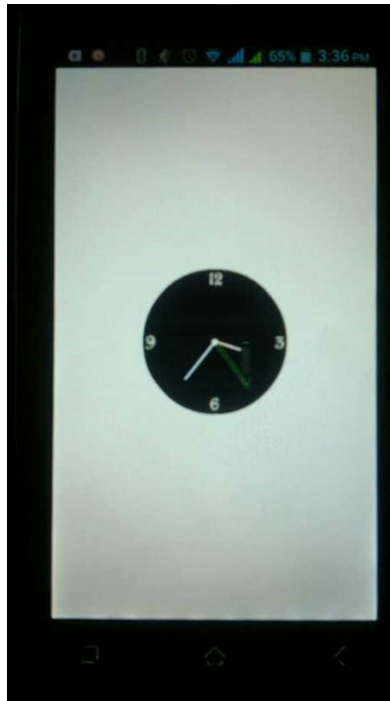
Figure 10-16 *The c10tut1.ap**k** file opened
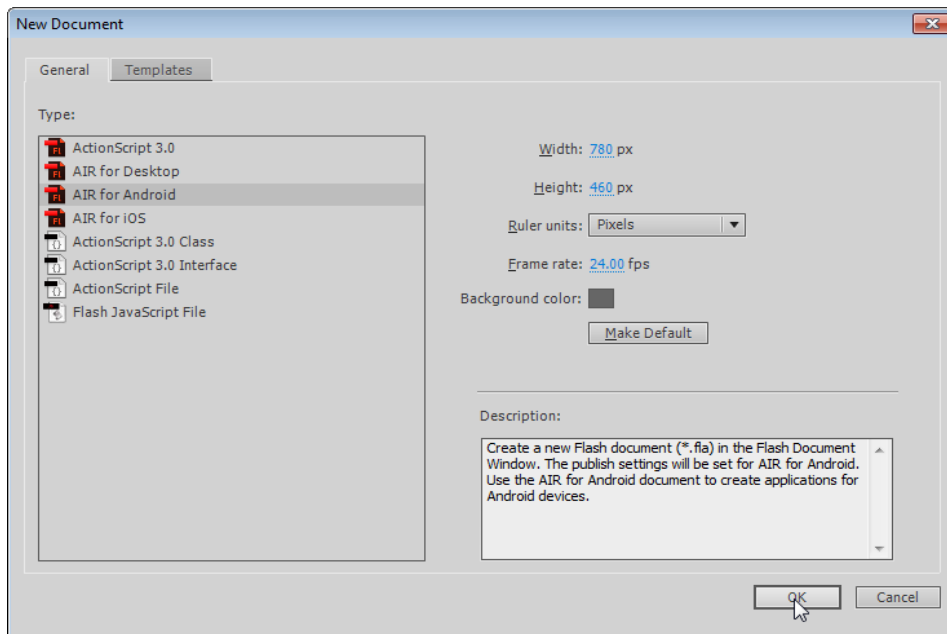in the android mobile phone*

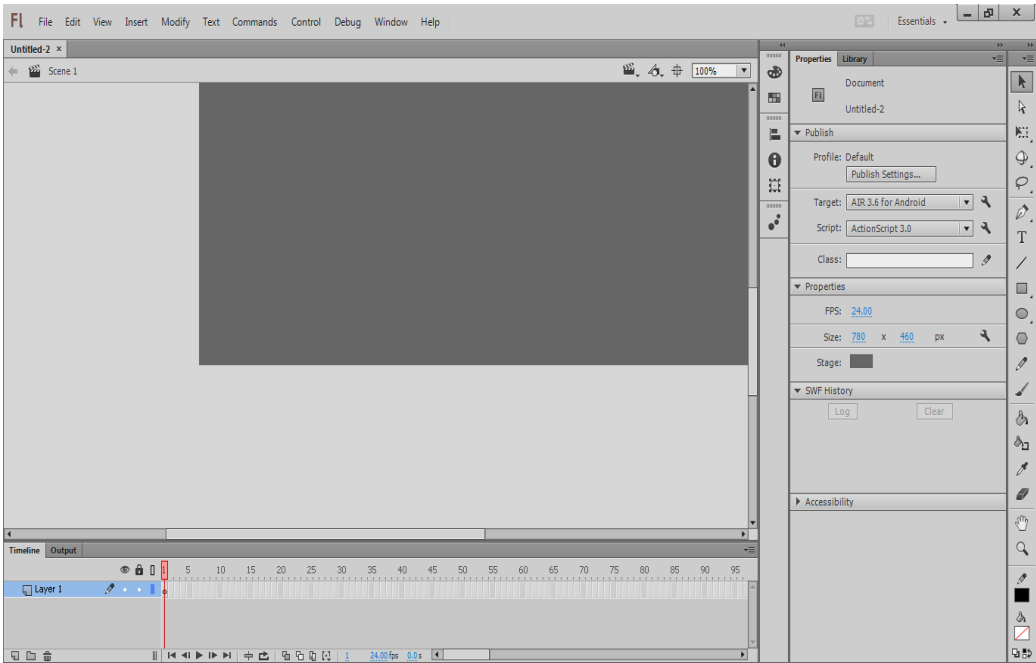***Figure 10-17*** *The **New Document** dialog box displayed*

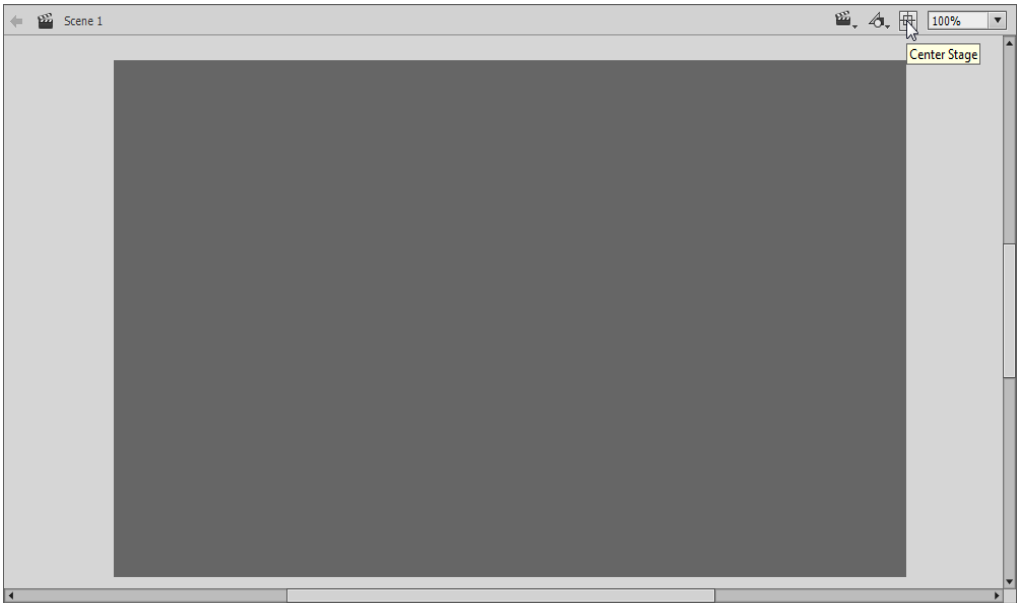*Figure 10-18* *A new Flash document opened*

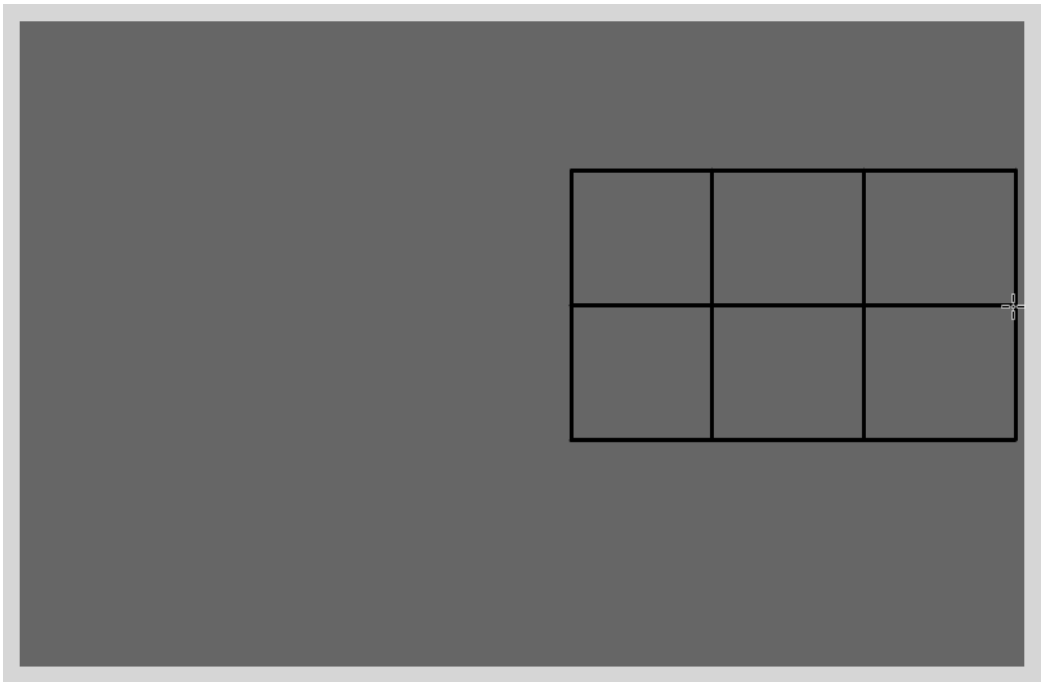*Figure 10-19* *Stage in the center of the scene area*

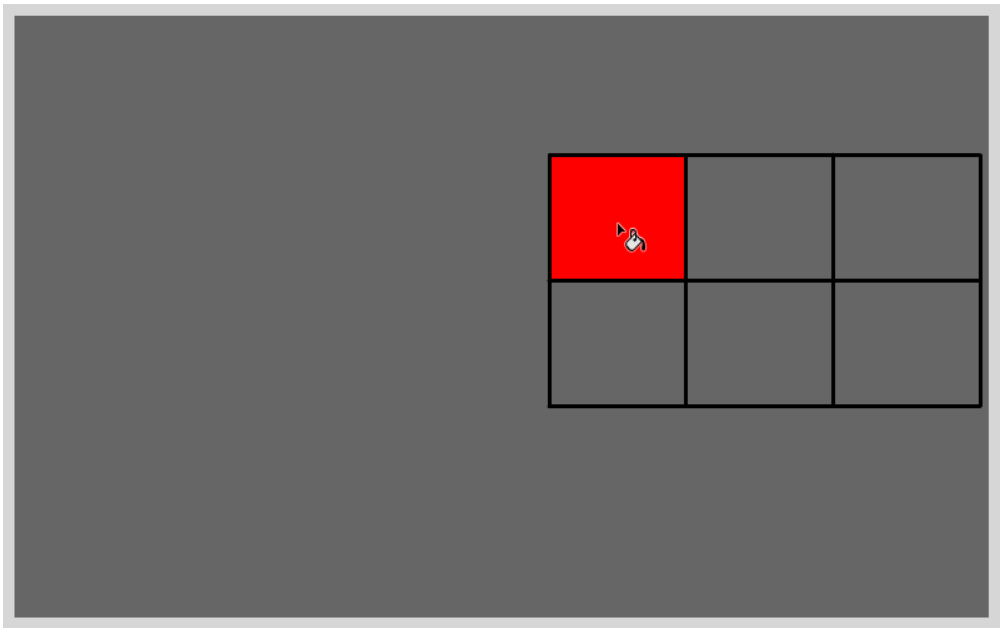*Figure 10-20*   *Partitions created*

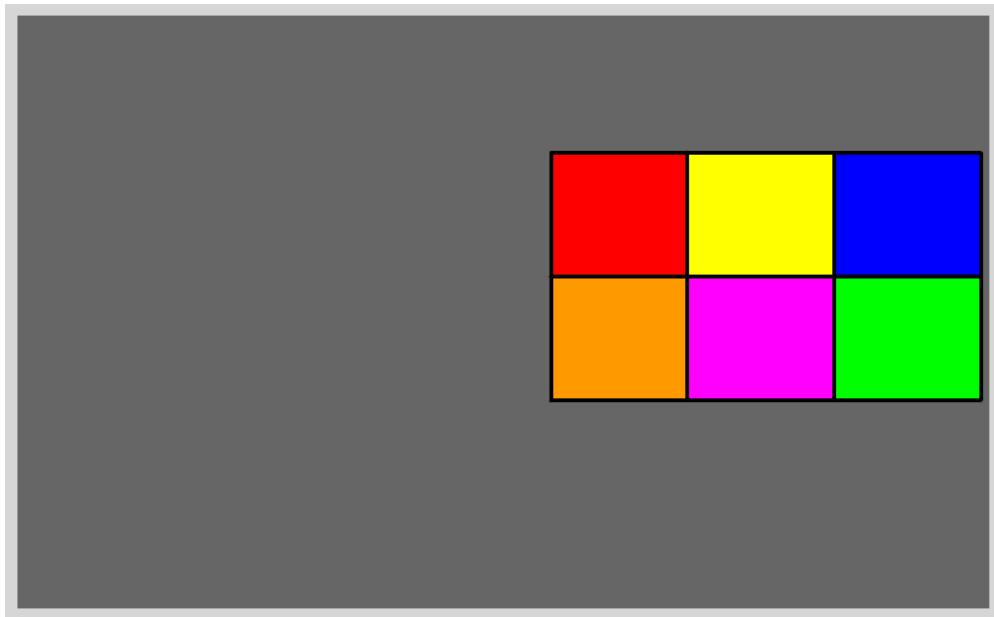*Figure 10-21*   *Red color filled in the first partition*

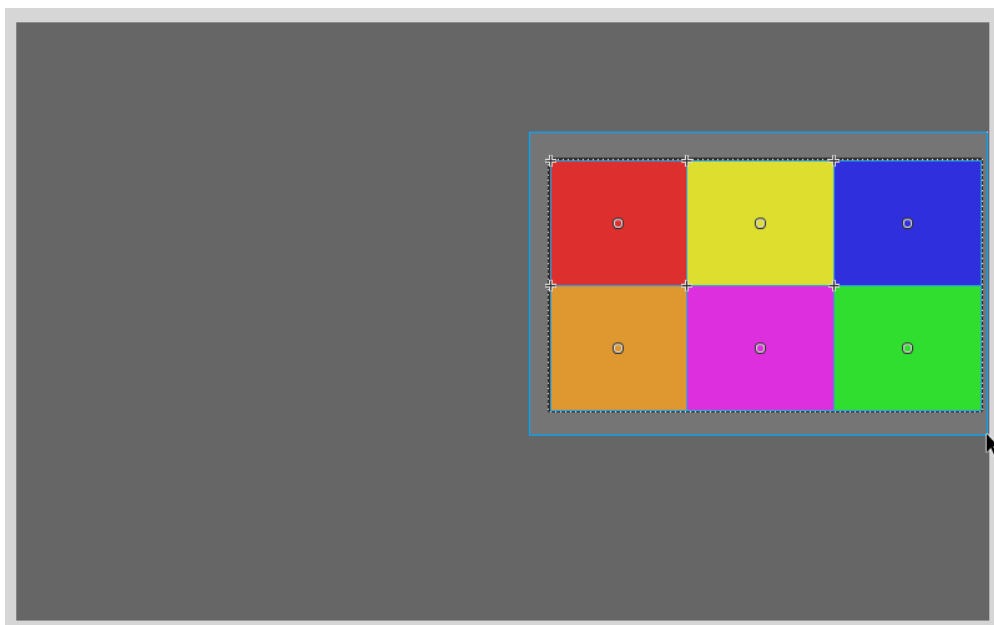**Figure 10-22** *Other partitions filled with different colors*

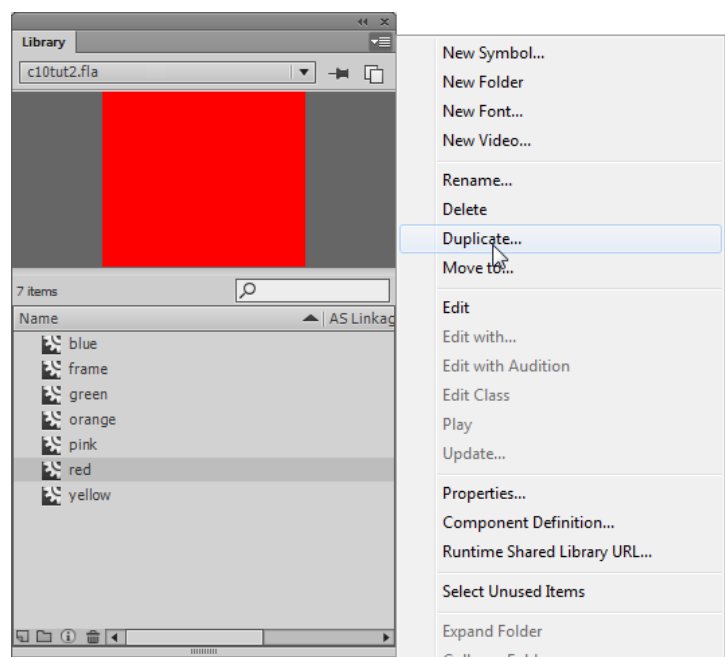**Figure 10-23** *All objects selected*

*Figure 10-24 Partial view of the **Library** panel menu*

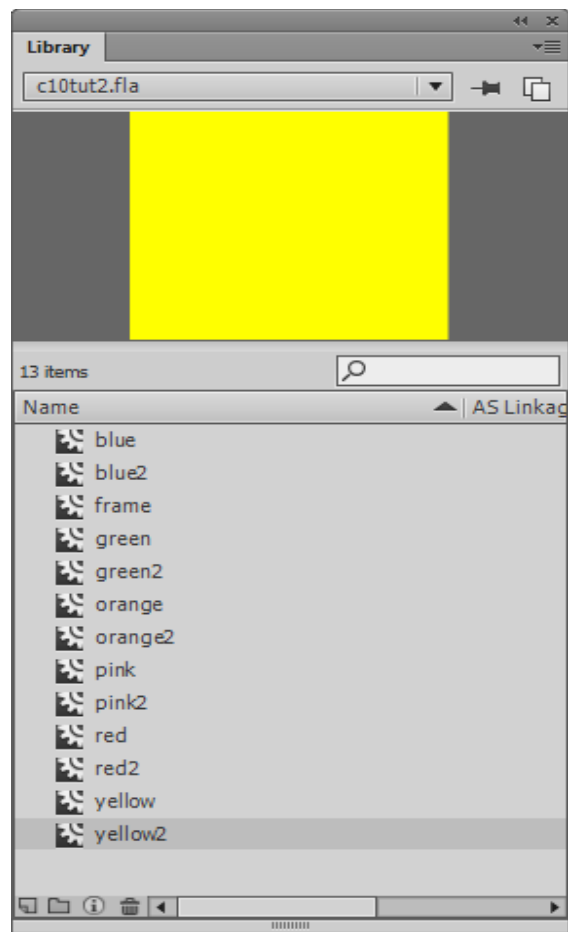***Figure 10-25*** *Target movie clip symbol of colors listed in the Library panel*
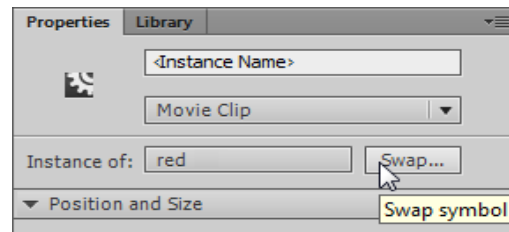

Figure 10-26 *Choosing **Swap** button*
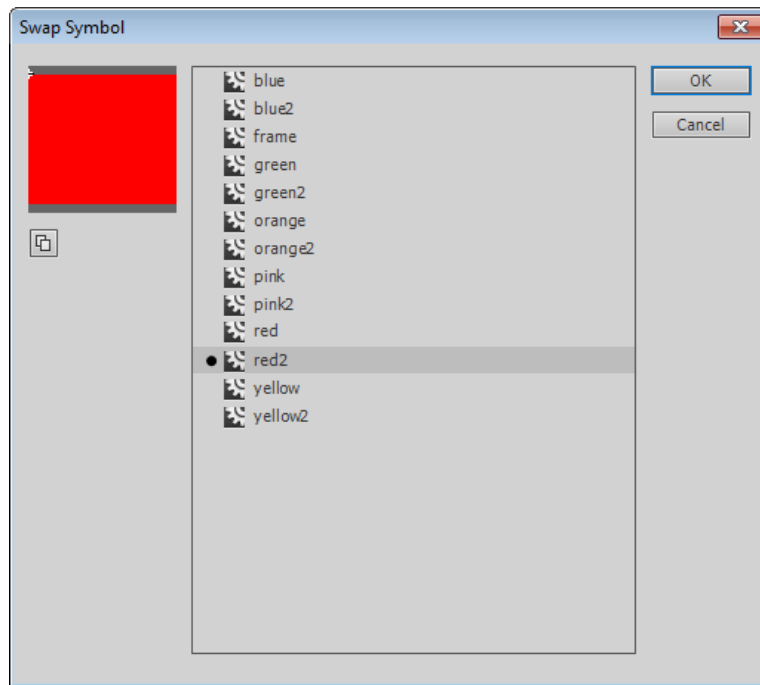
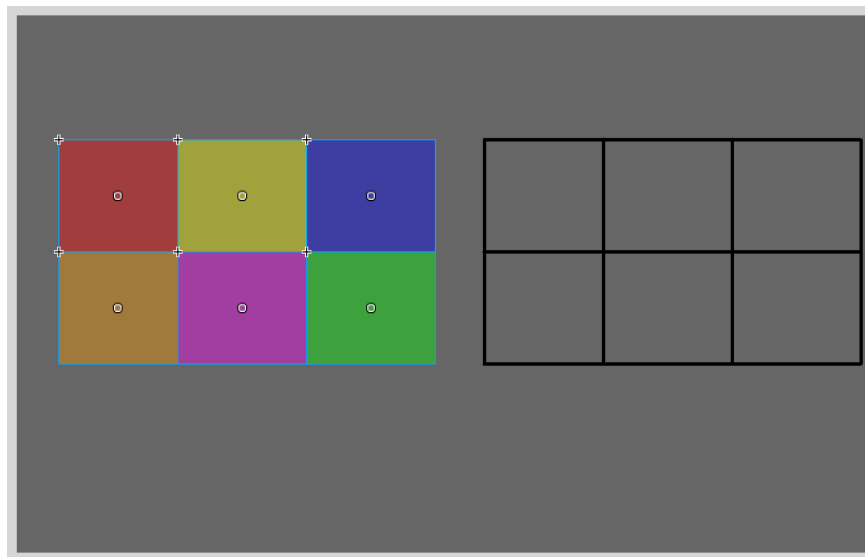*Figure 10-27* *The **Swap Symbol** dialog box*

Figure 10-28 *Colors movie clip symbols moved to left hand side*
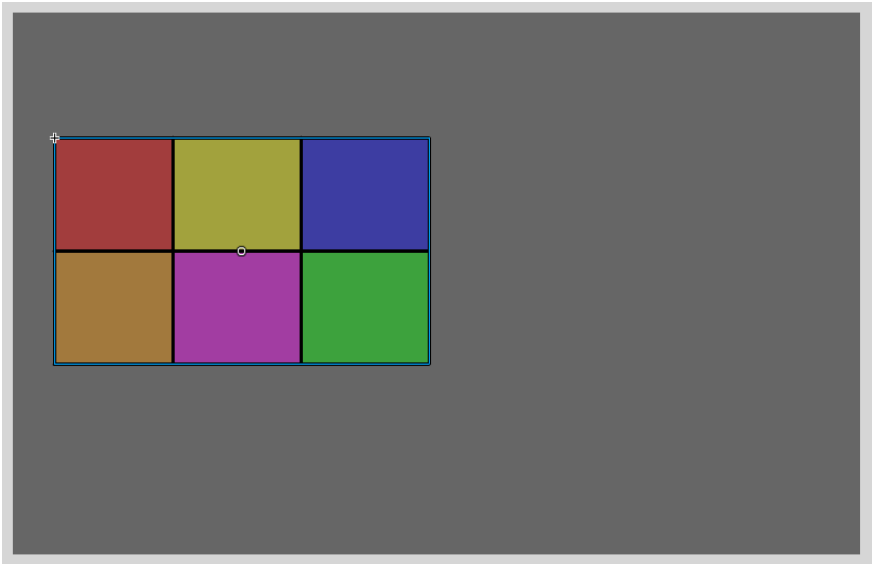
Figure 10-29 *Frame placed on the colors*
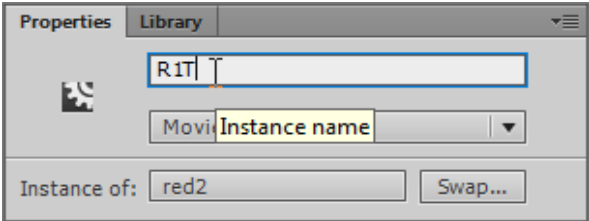

Figure 10-30 *R1T specified in the Intance name text box*
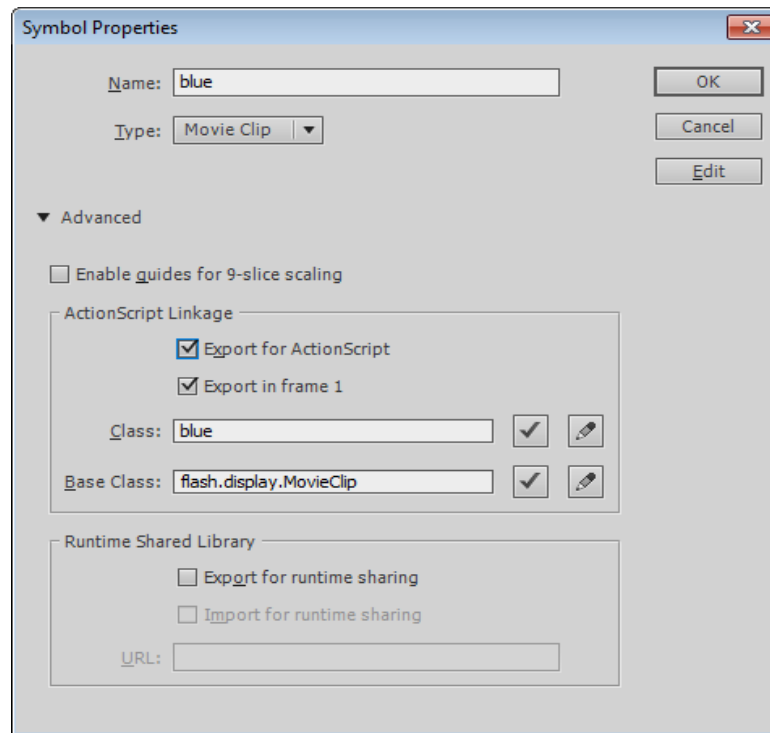
Figure 10-31 *The **Symbol Properties** dialog box*
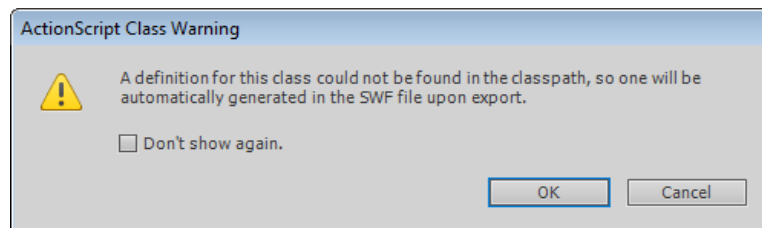

Figure 10-32 *The **ActionScript Class Warning** message box*
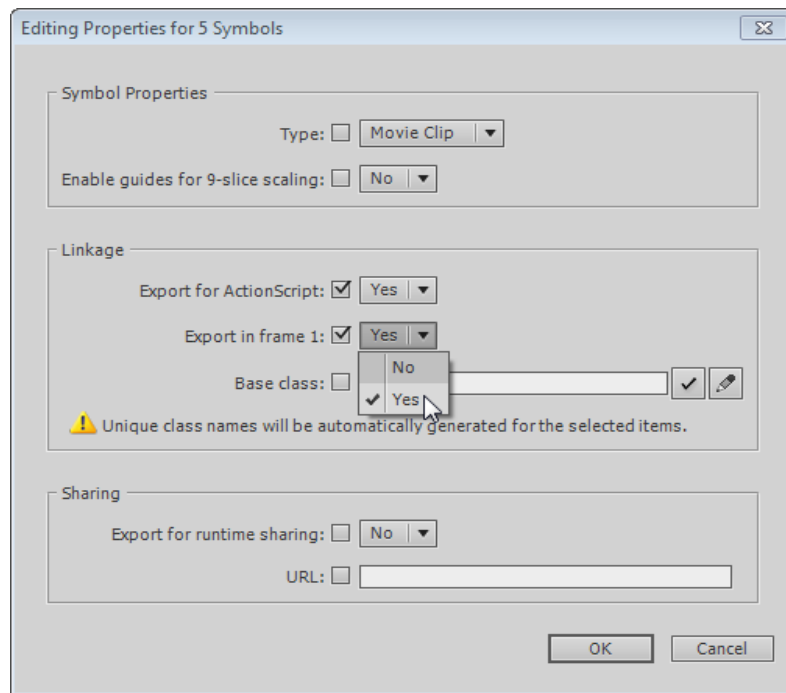
Figure 10-33 The Editing Properties for 5 Symbols dialog box

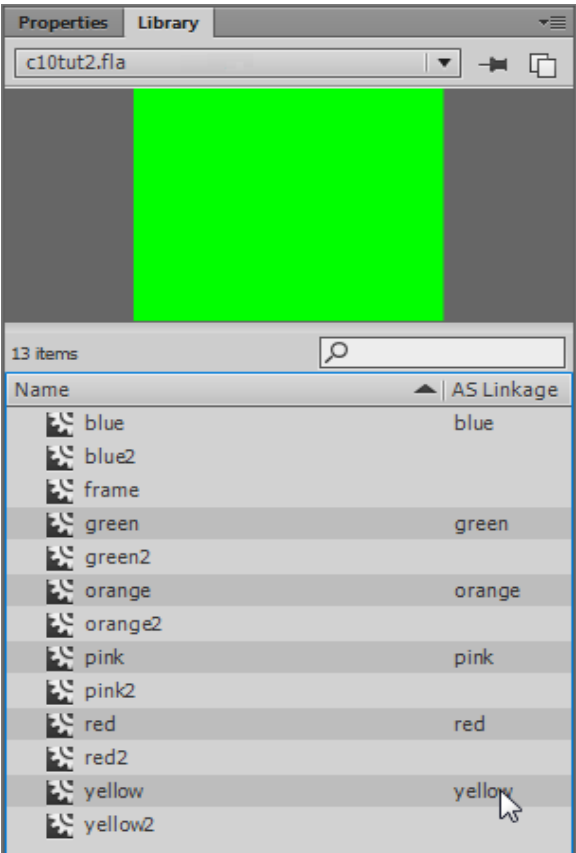***Figure 10-34*** *ActionScript Linkage Property Added to all colors*

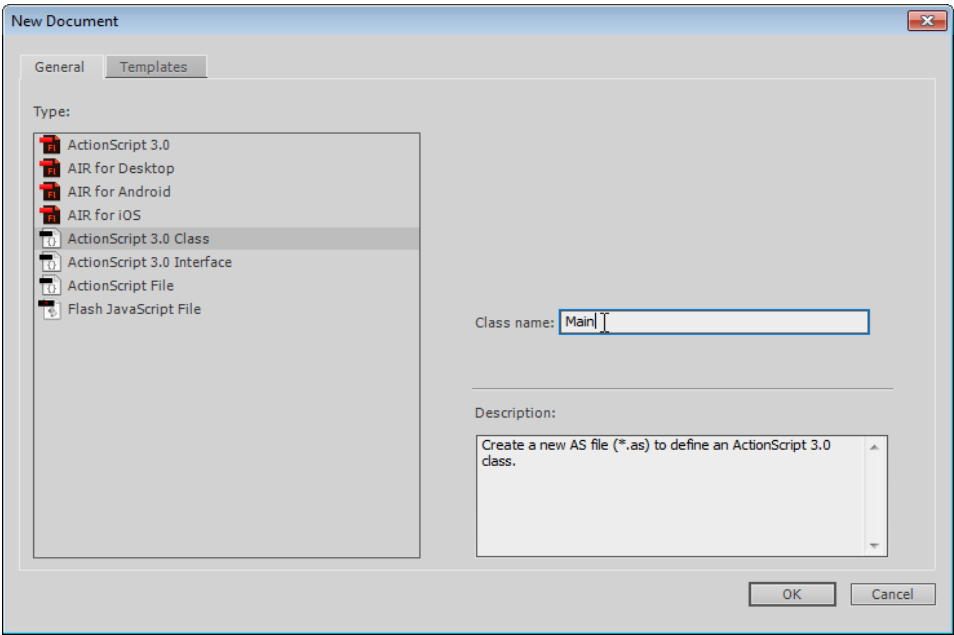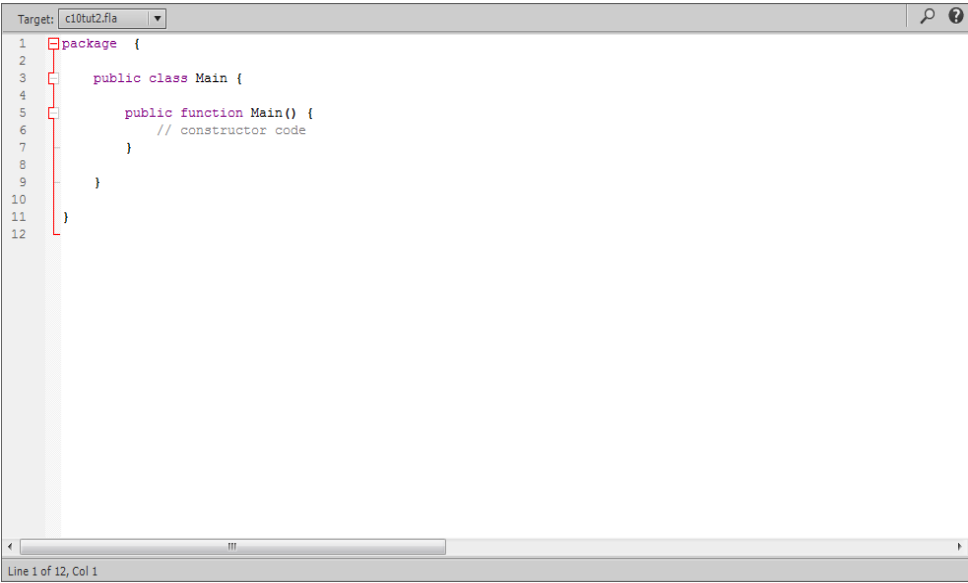*Figure 10-35 The **New Document** dialog box*

*Figure 10-36 The **Target** ActionScript document file*
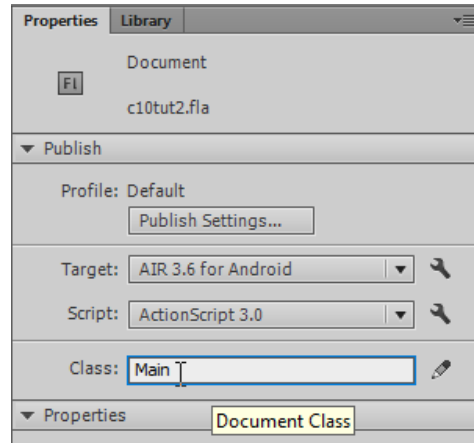
Figure 10-37   The **Publish** *area*
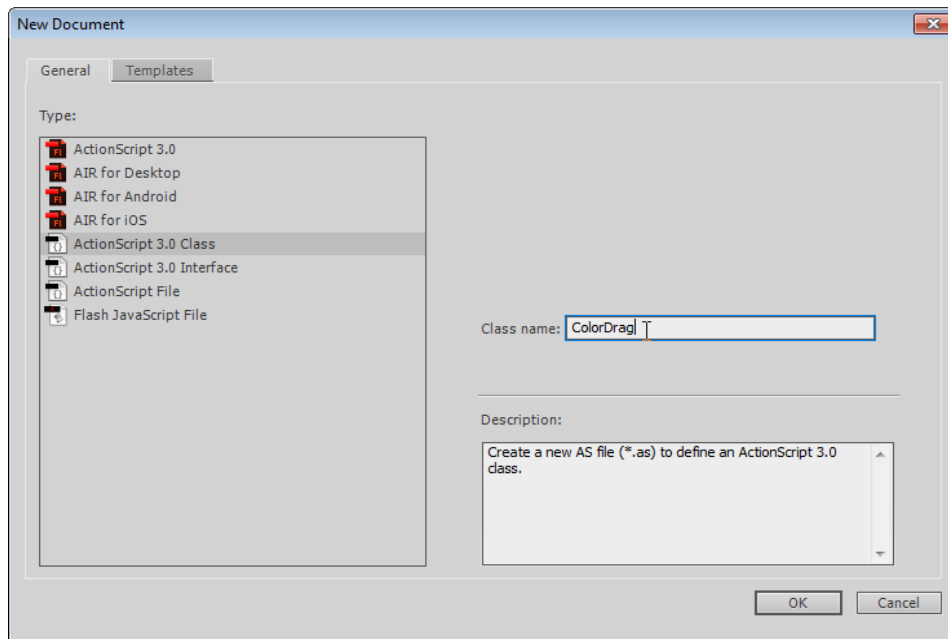
Figure 10-38   The **New Document** *dialog box*
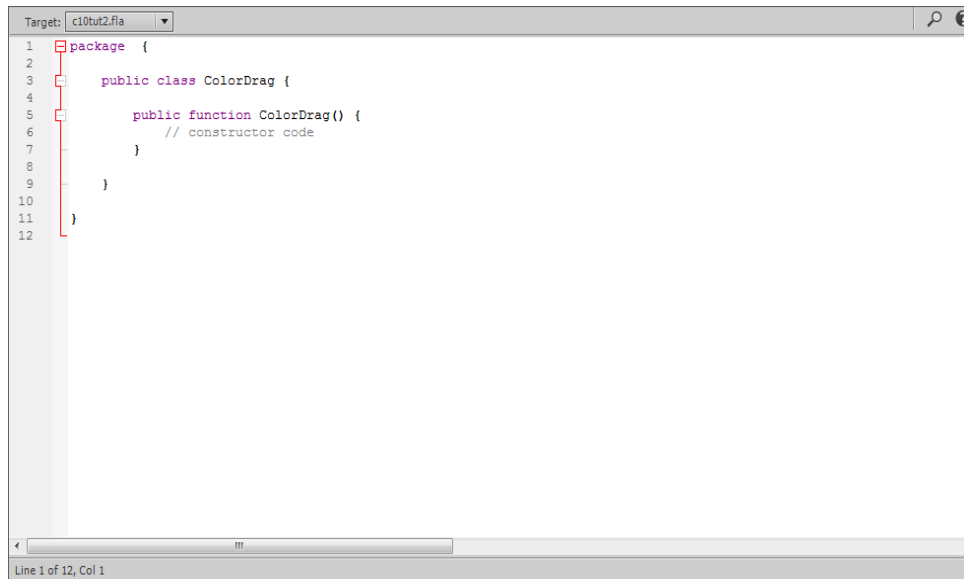
Figure 10-39 *The* ***Target*** *ActionScript document file opened*
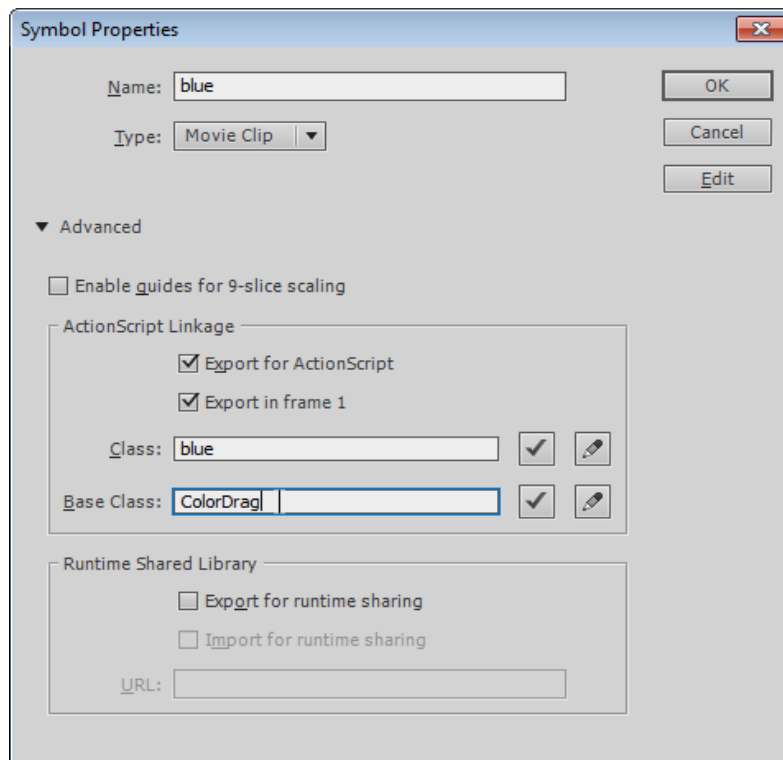

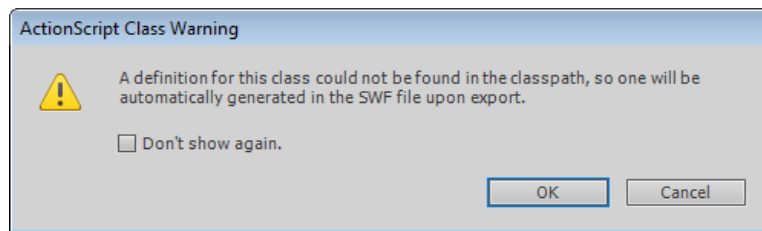***Figure 10-40*** *The* ***Symbol Properties*** *dialog box*

Figure 10-41 *The **ActionScript Class Warning** message box*
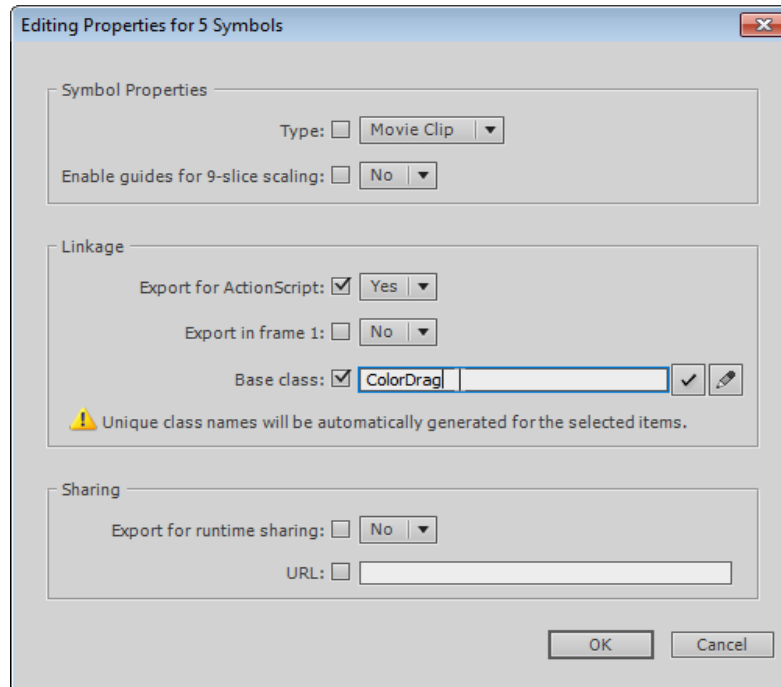
Figure 10-42 *The **Editing Properties for 5 Symbols** dialog box*
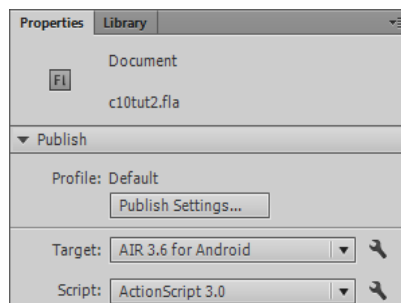

Figure 10-43 *The **Properties** panel*
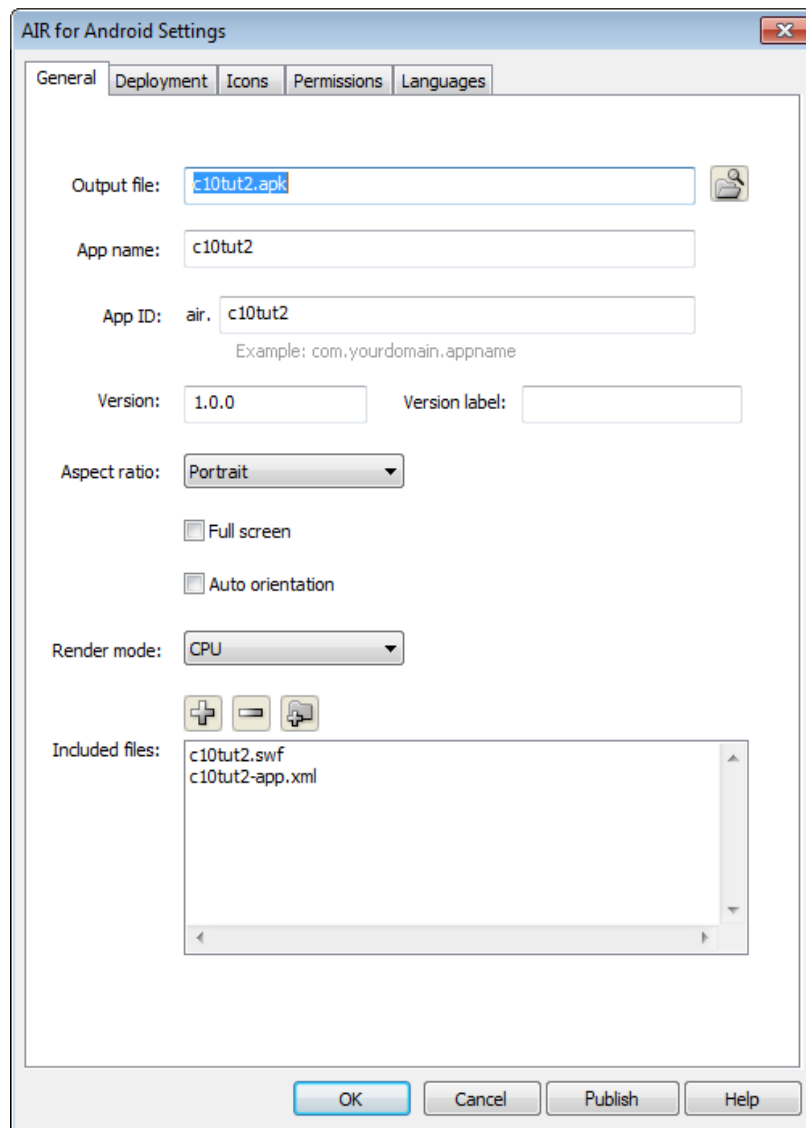
Figure 10-44 The **AIR for Android Settings** *dialog box*
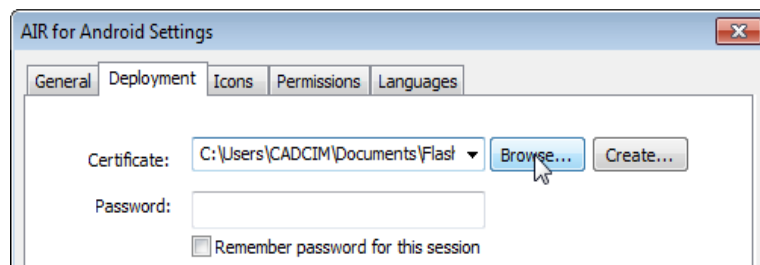
Figure 10-45 *Choosing the* **Browse** *button*
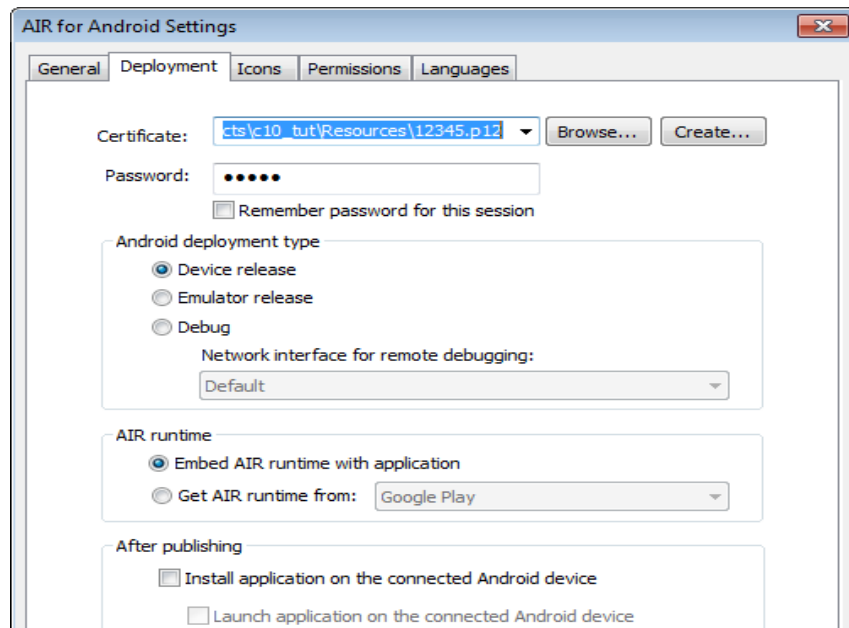
Figure 10-46 *The* **Embed AIR runtime with application** *radio button selected*

Figure 10-47 *Clicking on the browse icon*
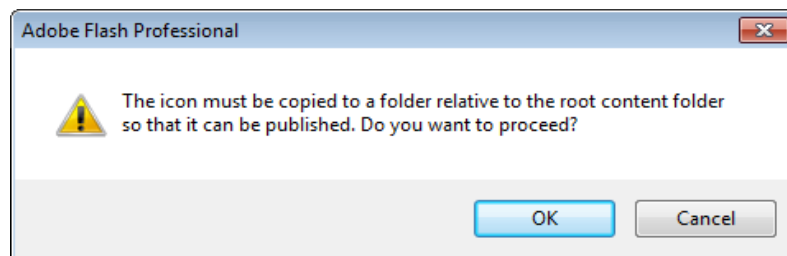
Figure 10-48 **Adobe Flash Professional** *message box displayed*

Figure 10-49 Publishing progress bar displayed
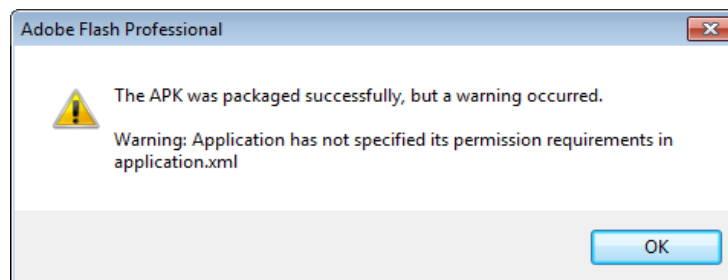
Figure 10-50 Adobe Flash Professional message box
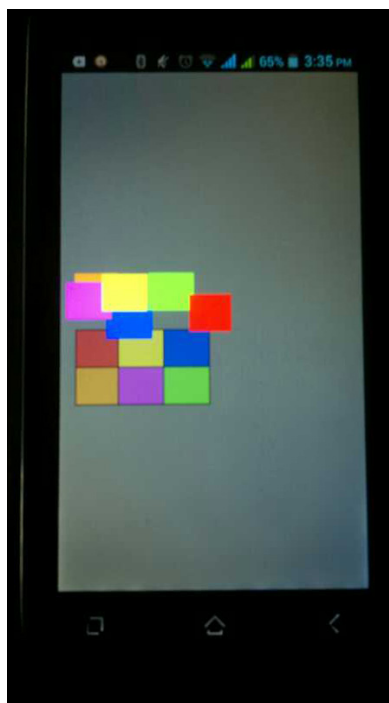
*Figure 10-51 Final .apk file running
in the android mobile phone*

Project 1

Creating a Scrolling Background

Figure P1-1 *The output of the animation at frame **20***

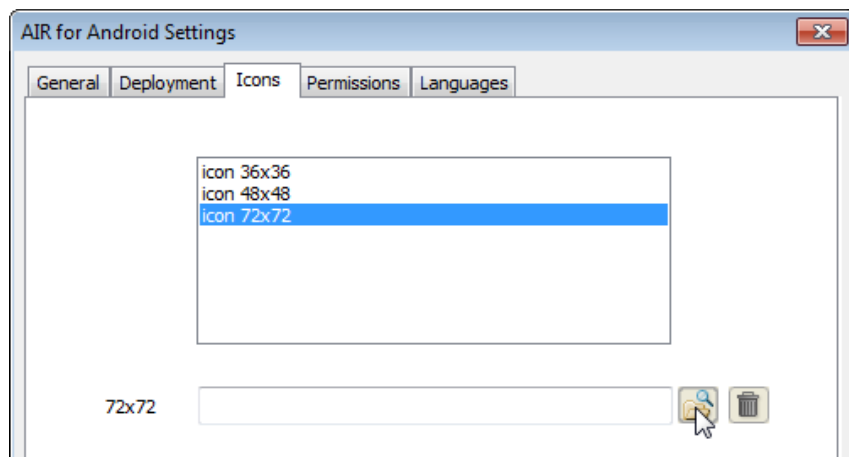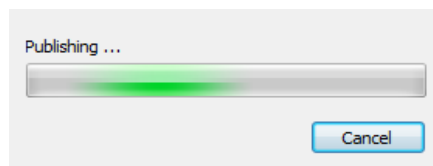*Figure P1-2* *The guides placed around the Stage*
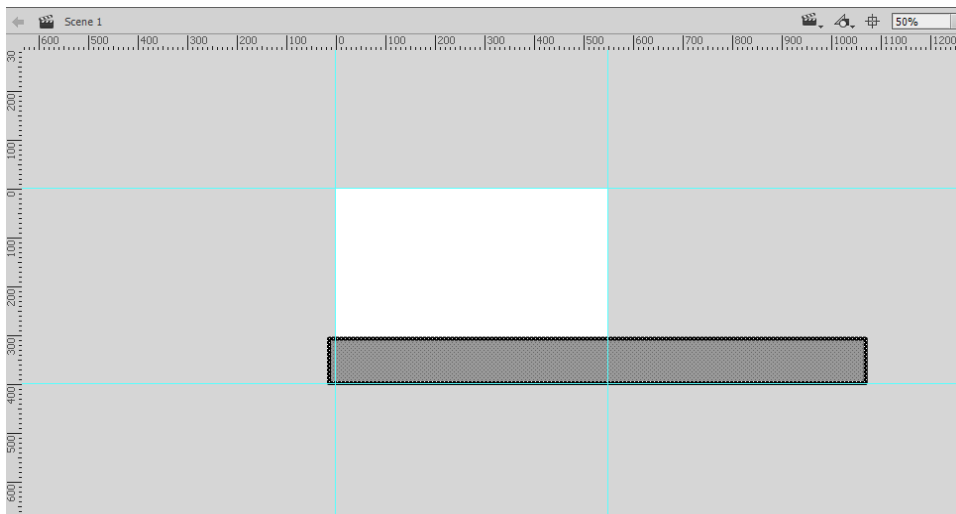
Figure P1-3 *The rectangle positioned in the Stage*

Figure P1-4 Six copies of the rectangle created in the Pasteboard

Figure P1-5 *The rectangles positioned on the other rectangle*
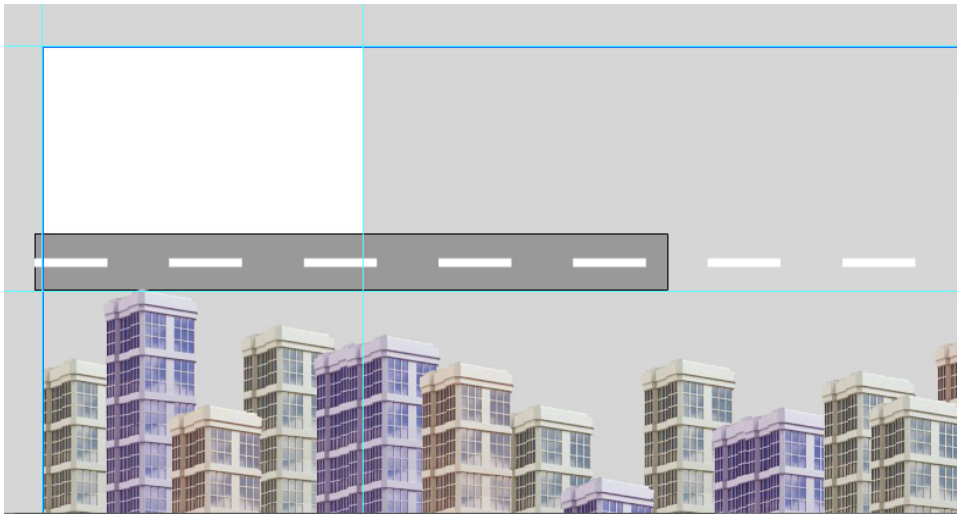
Figure P1-6 *The build.png file displayed in the Stage*
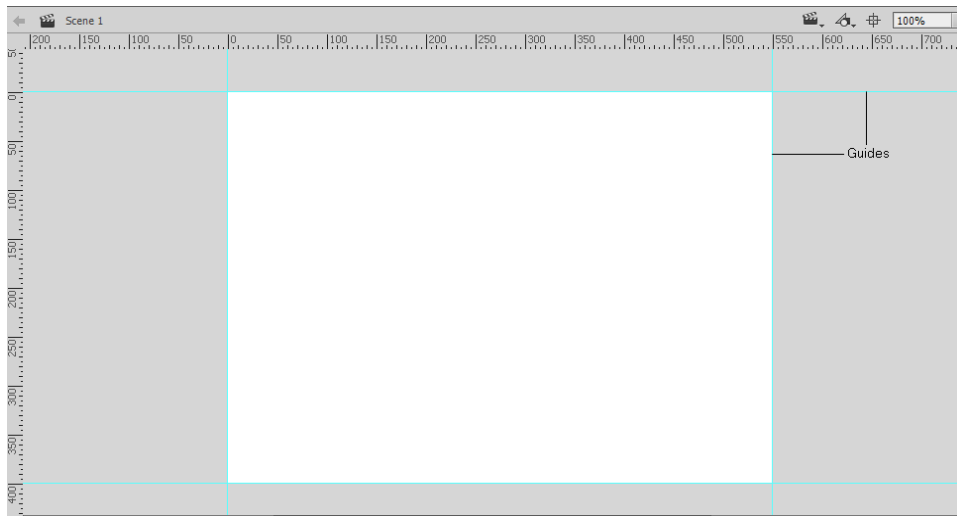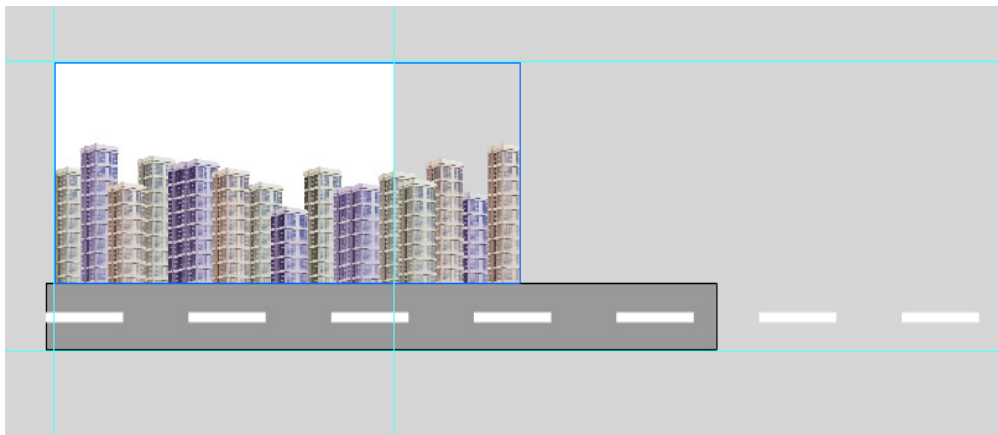

Figure P1-7 *The buildings resized in the stage*

The buildings_near instance   The road_gr instance

Figure P1-8 *The buildings_near instance positioned and aligned behind the road_gr instance*

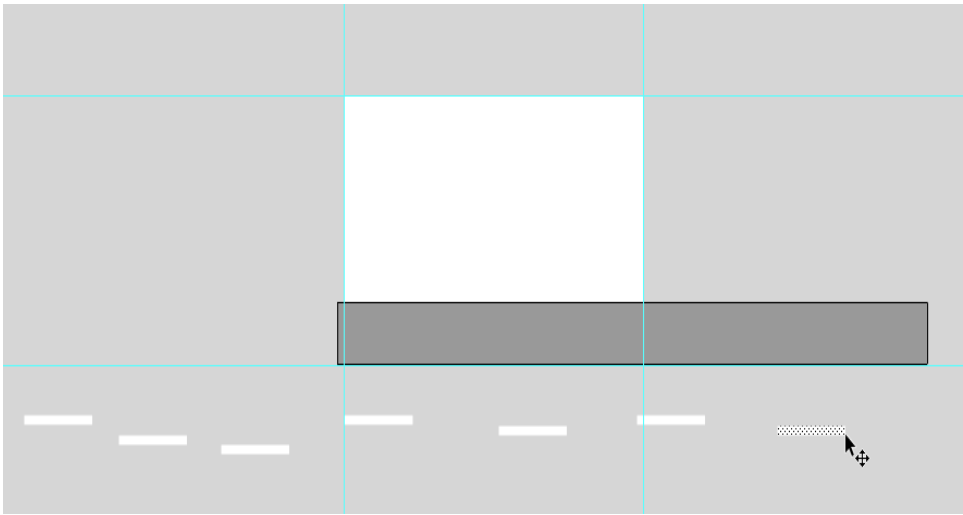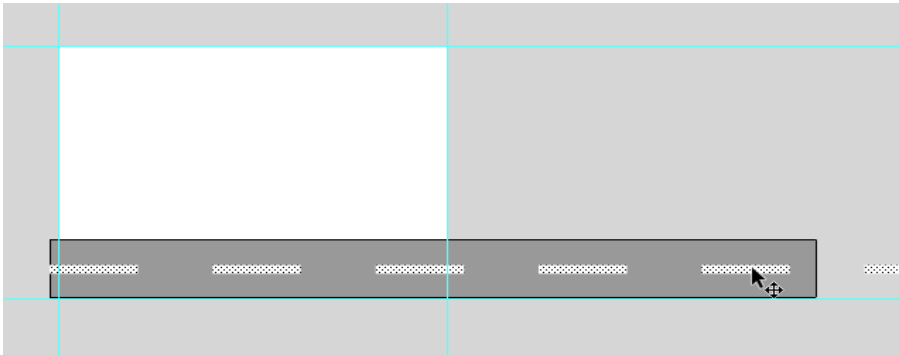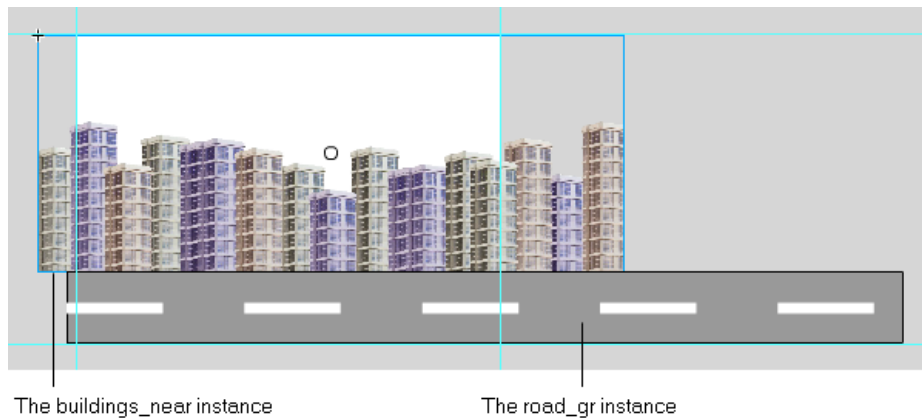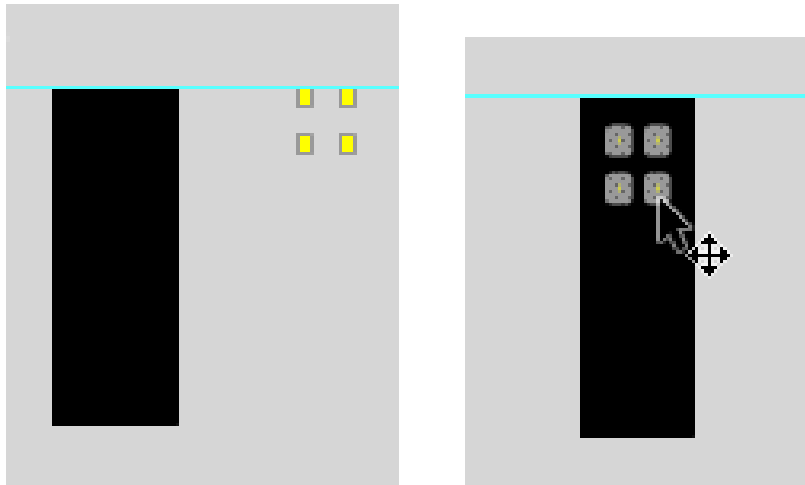***Figure P1-9*** *Placing the smaller rectangles on the larger one*
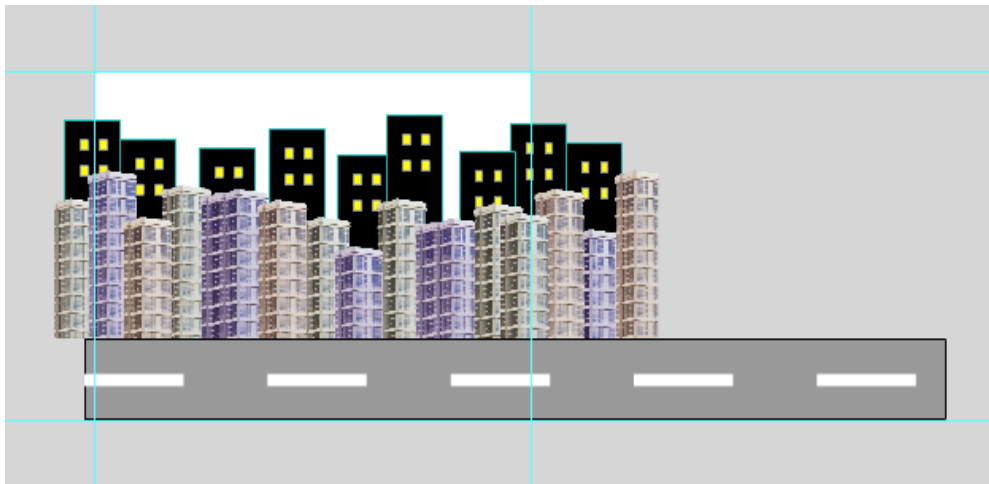

Figure P1-10 *The group placed behind the buildings_near instance in the Stage*
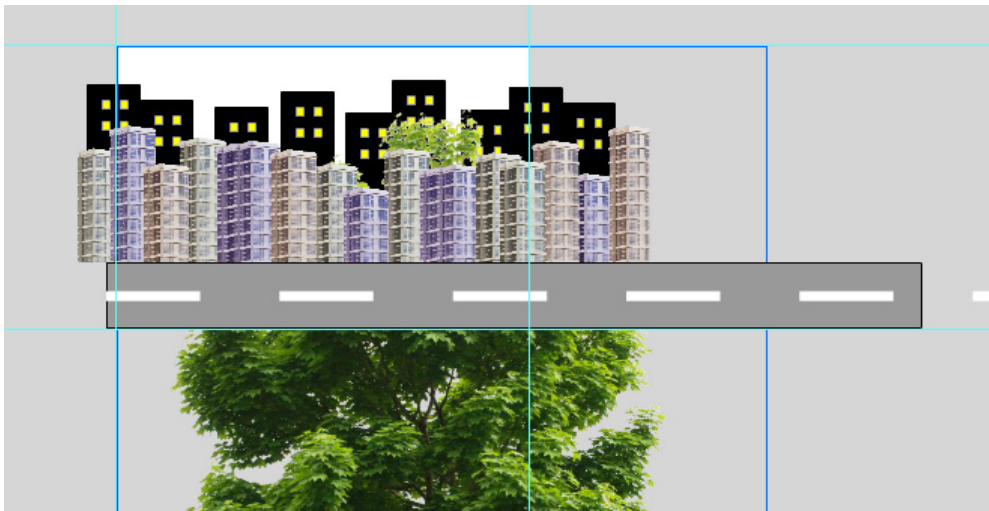
Figure P1-11 *The tree.png file displayed on the Stage*
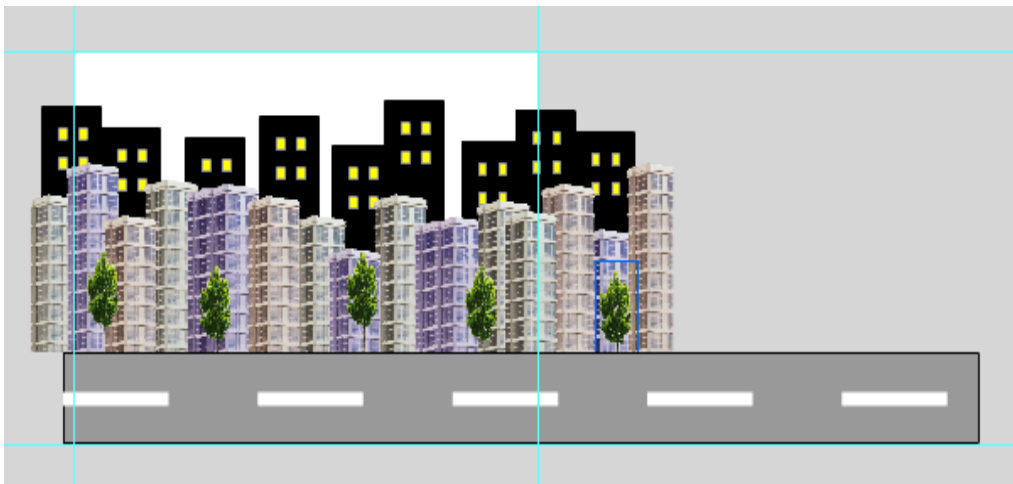

Figure P1-12 *Four copies of the trees created and aligned*

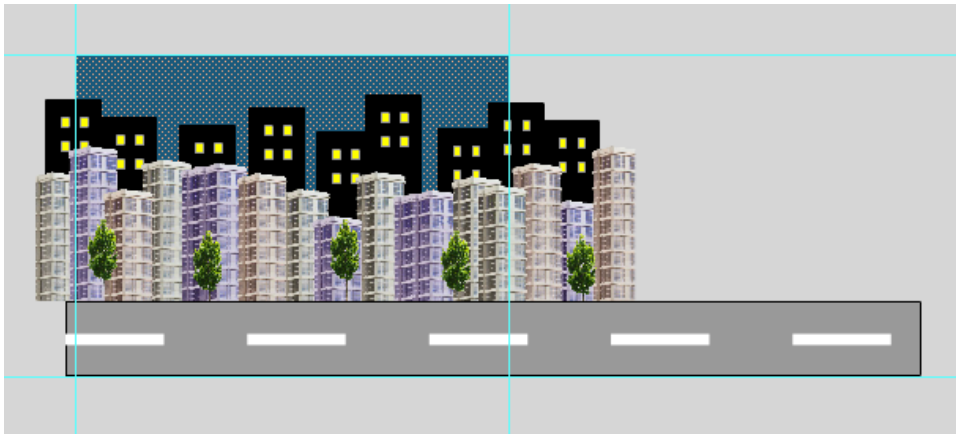***Figure P1-13*** *The rectangle positioned and aligned in the Stage*

Figure P1-14 *Creating the moon*

Figure P1-15 *Positioning the moon_gr instance*

Figure P1-16 *The car instance placed on the road_gr instance*
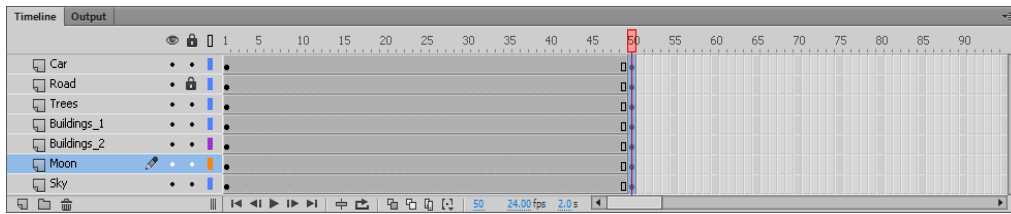

Figure P1-17 *Inserting keyframes at frame 50 of all the layers*
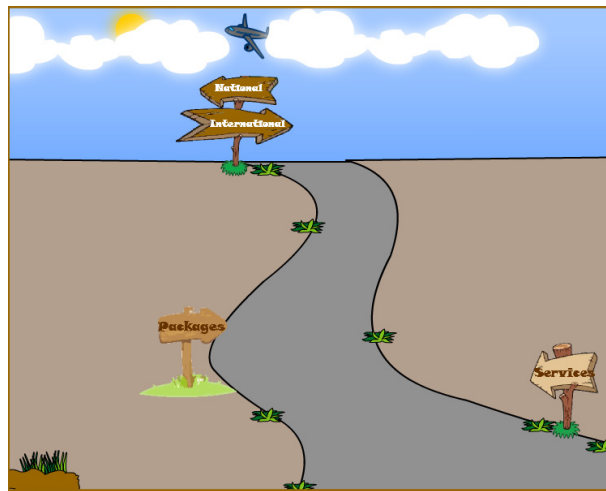
Project 2

Creating Interactive Navigation

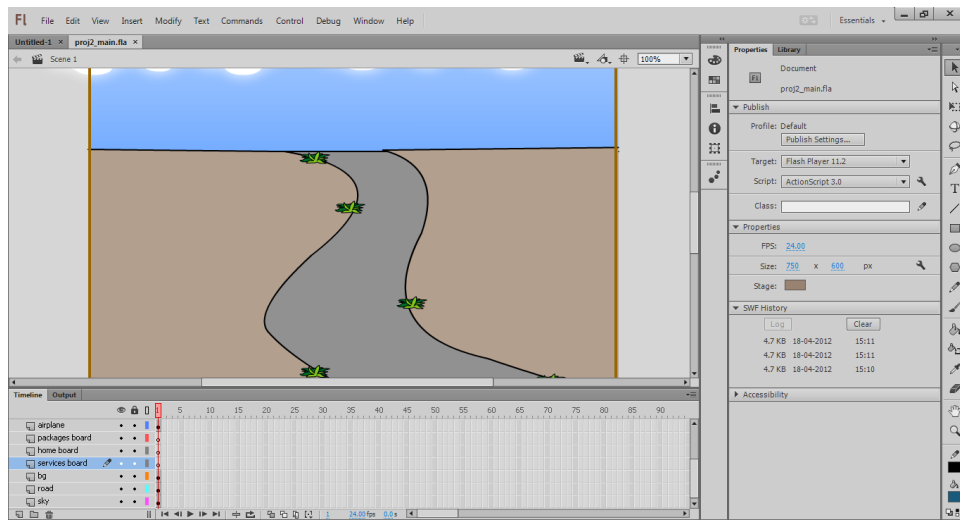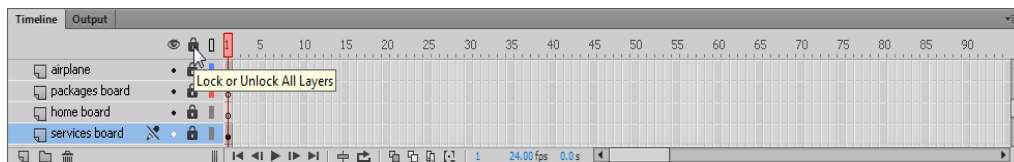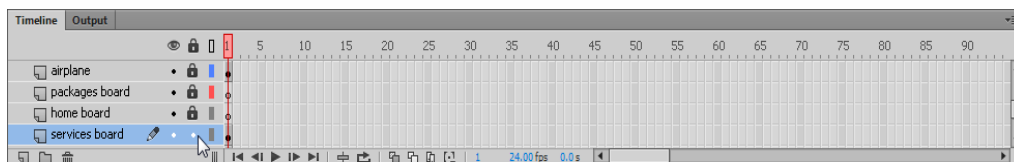
Figure P2-1 *The main SWF file*

Figure P2-2 *The proj2_main.fla document displayed*

Figure P2-3 *Locking all layers by choosing the **Lock or Unlock All Layers** button in the Timeline Header*

Figure P2-4 *Unlocking the **services board** layer by choosing the **Lock or Unlock All Layers** button*

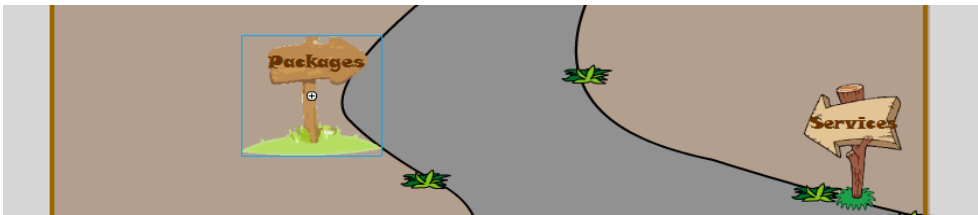**Figure P2-5** *The services_mc instance positioned in the Stage*

Figure P2-6 *The packages_mc instance positioned in the Stage*

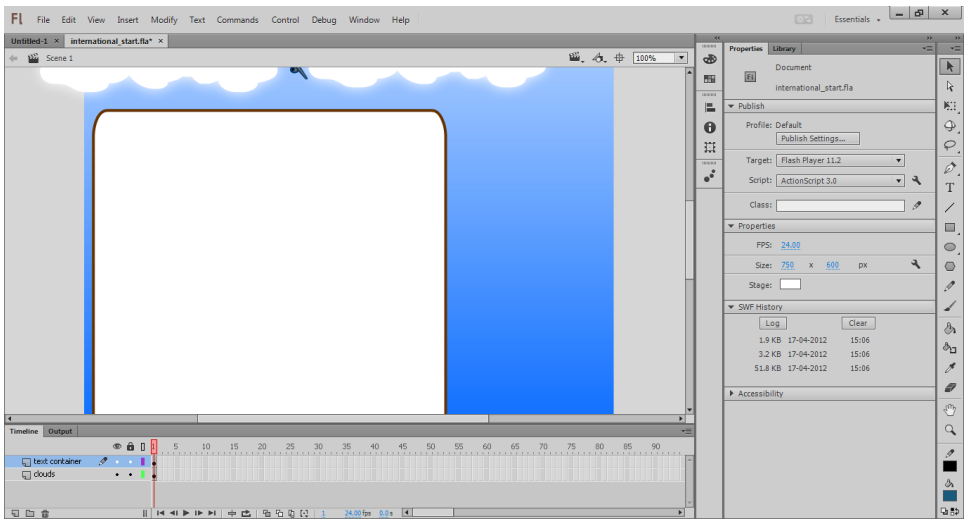***Figure P2-7*** *The international_mc and national_mc instances positioned in the Stage*

Figure P2-8 *The international_start.fla document displayed*

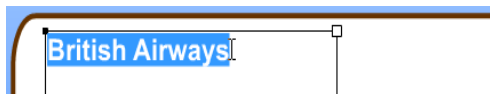***Figure P2-9*** *The text written in the text box in the text layer*

Figure P2-10 *Selecting the **British Airways** text*
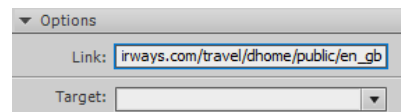

Figure P2-11 *The link in the **Link** text box*
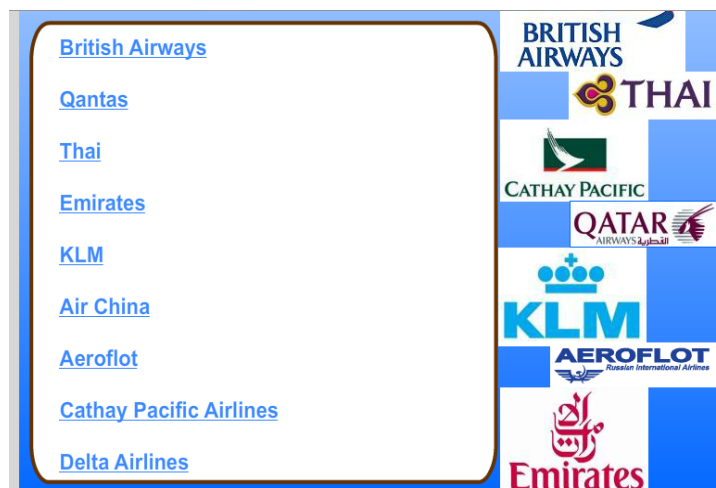

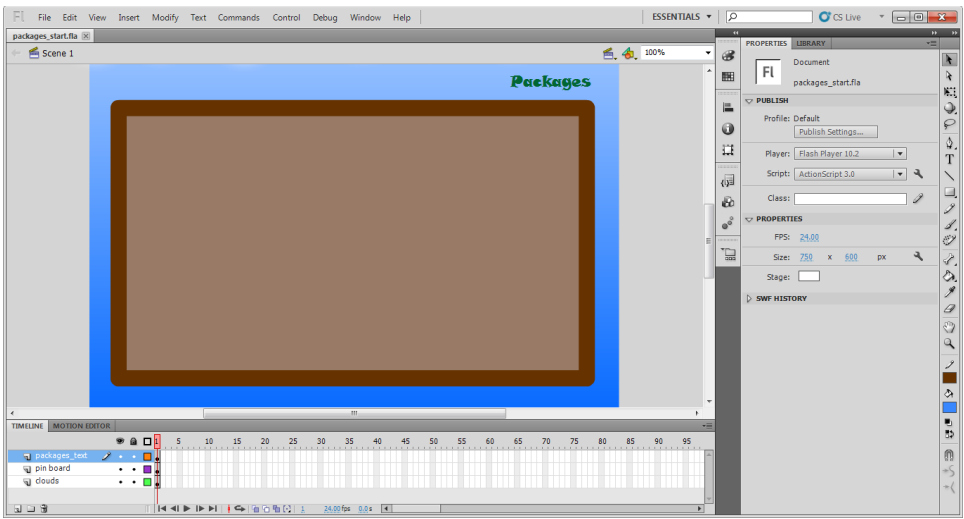***Figure P2-12*** *The bitmaps positioned in the Stage*

Figure P2-13 *The packages_start.fla document displayed*
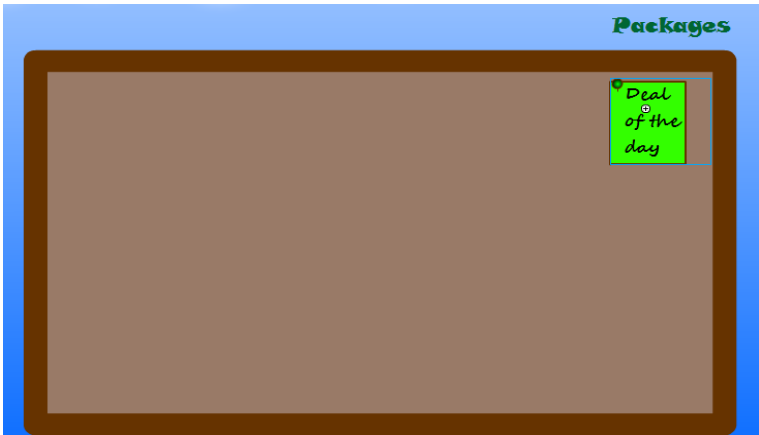

Figure P2-14 *Positioning the deal_btn instance*

Figure P2-15 *Positioning other button instances*

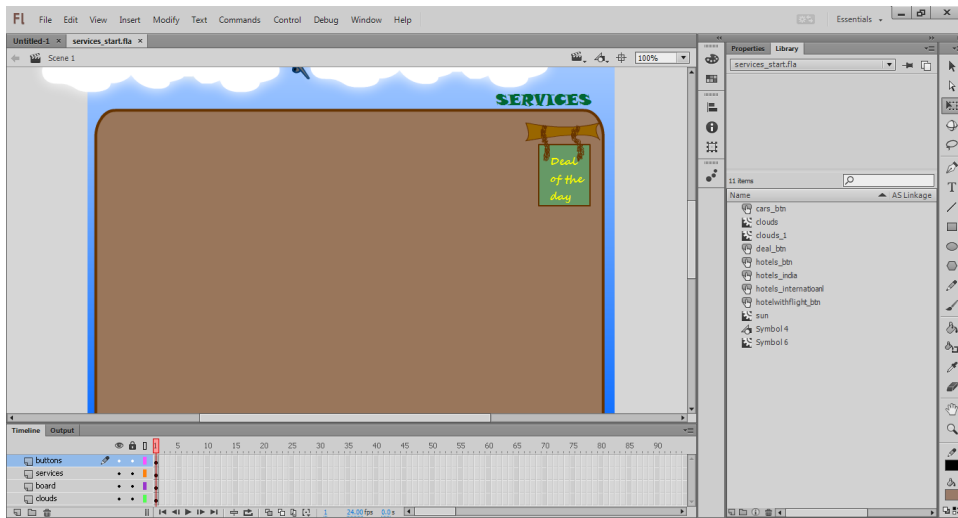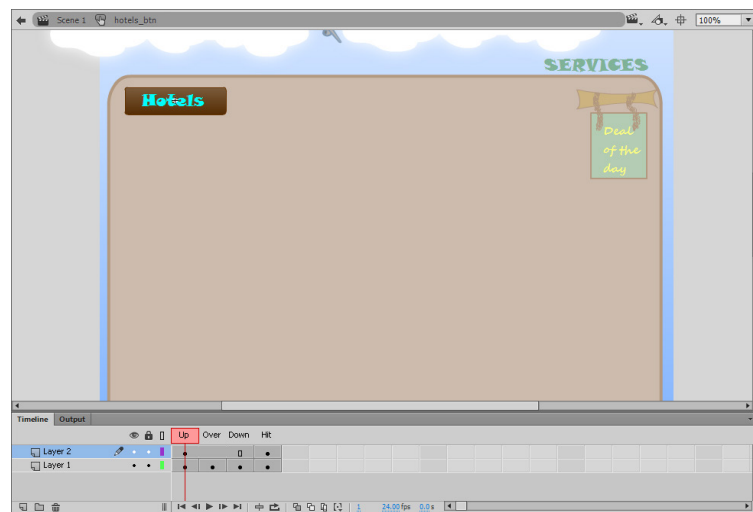***Figure P2-16*** *The services_start.fla document displayed*

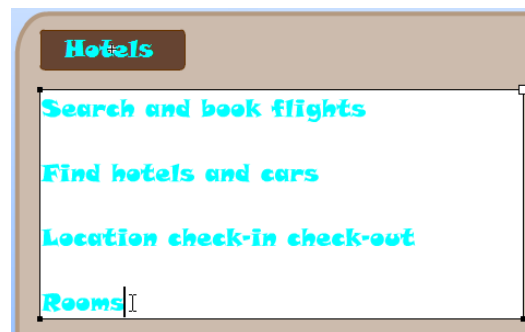***Figure P2-17*** *The symbol-editing mode of hotels_btn displayed in the Scene area*

Figure P2-18 *The text in the **Over** frame of hotels_btn instance*

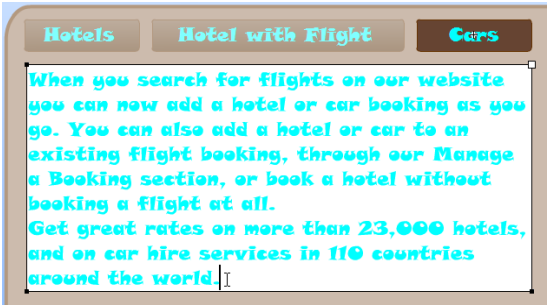**Figure P2-19** *The text in the **Over** frame of the hotelwithflight_btn instance*

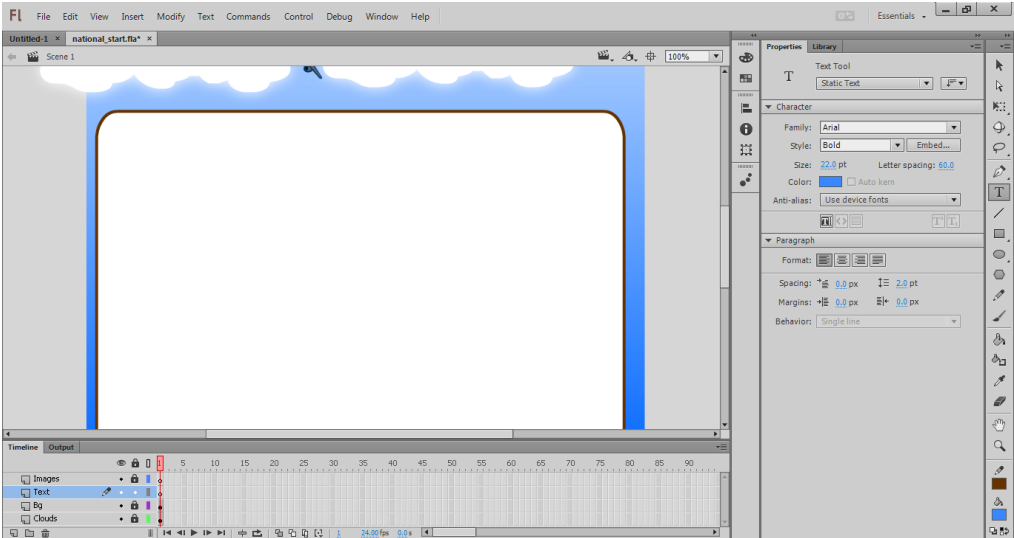**Figure P2-20** *The text in the **Over** frame of hotelwithflight_btn instance*

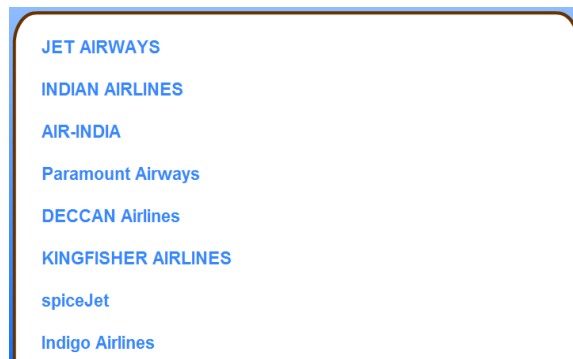**Figure P2-21** *The national_start.fla document displayed*

Figure P2-22 *The text written in the **Text** layer*

Figure P2-23 *The images_gr instance positioned in the Stage*