Create a Flash-based multimedia presentation

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By Andrew Field September 2009

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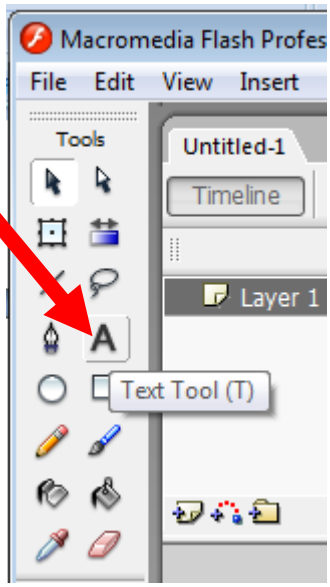
1 Load Flash and click on '**Create New**' – '**Flash Document**'

2 Click on the '**Text tool**', draw a textbox and then type '**Introduction**'.

See if you can work out how to change the font type to something a bit funkier and make the text size larger.



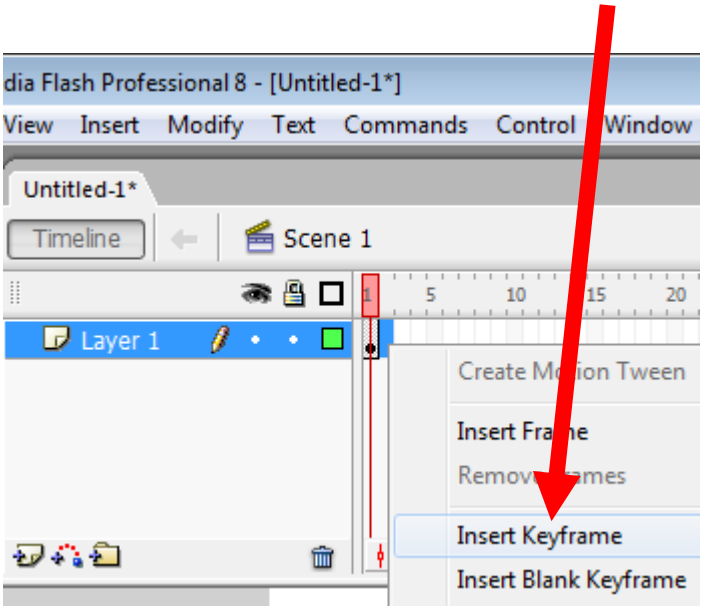
Introduction

You've added a **frame** and some **text** – we now need to **setup additional frames** and then **some button links**.

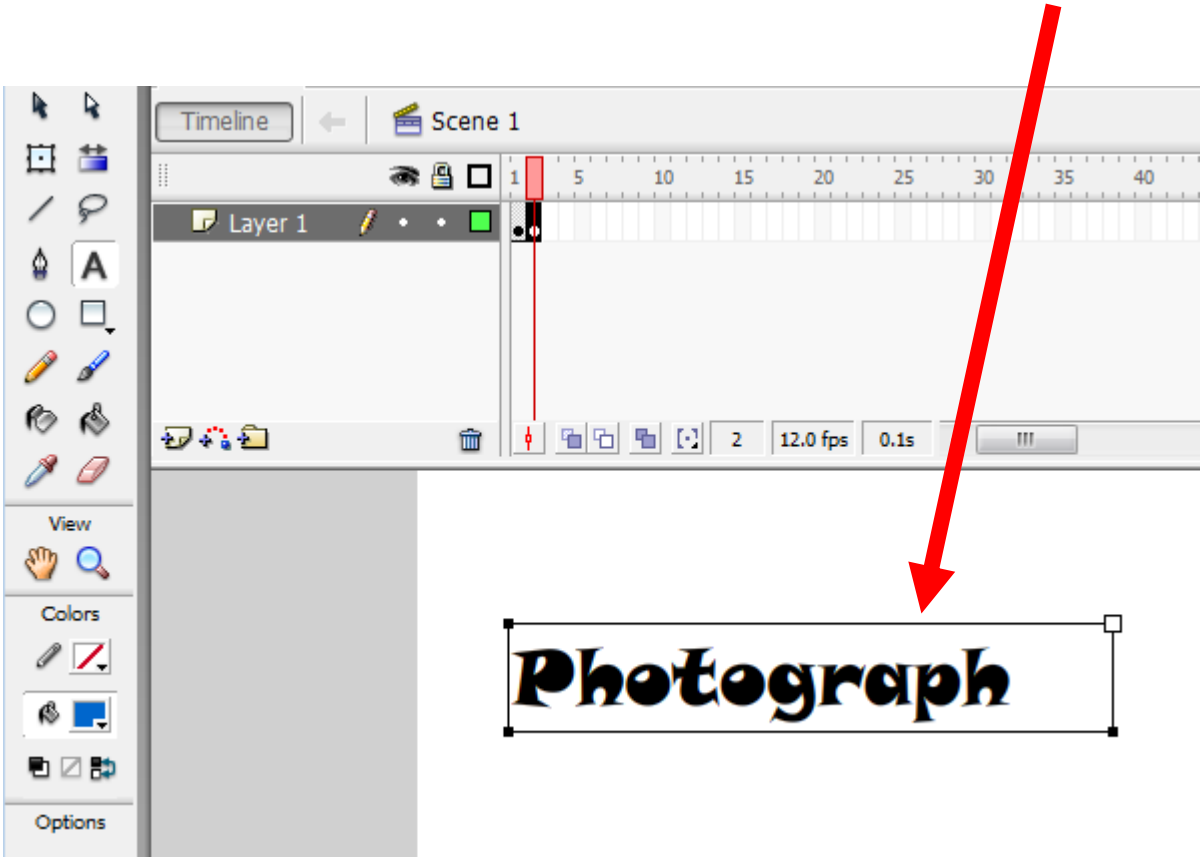
This is to help setup the **navigation** to make everything **interactive**.

3 Next you need to **add a new Keyframe**.

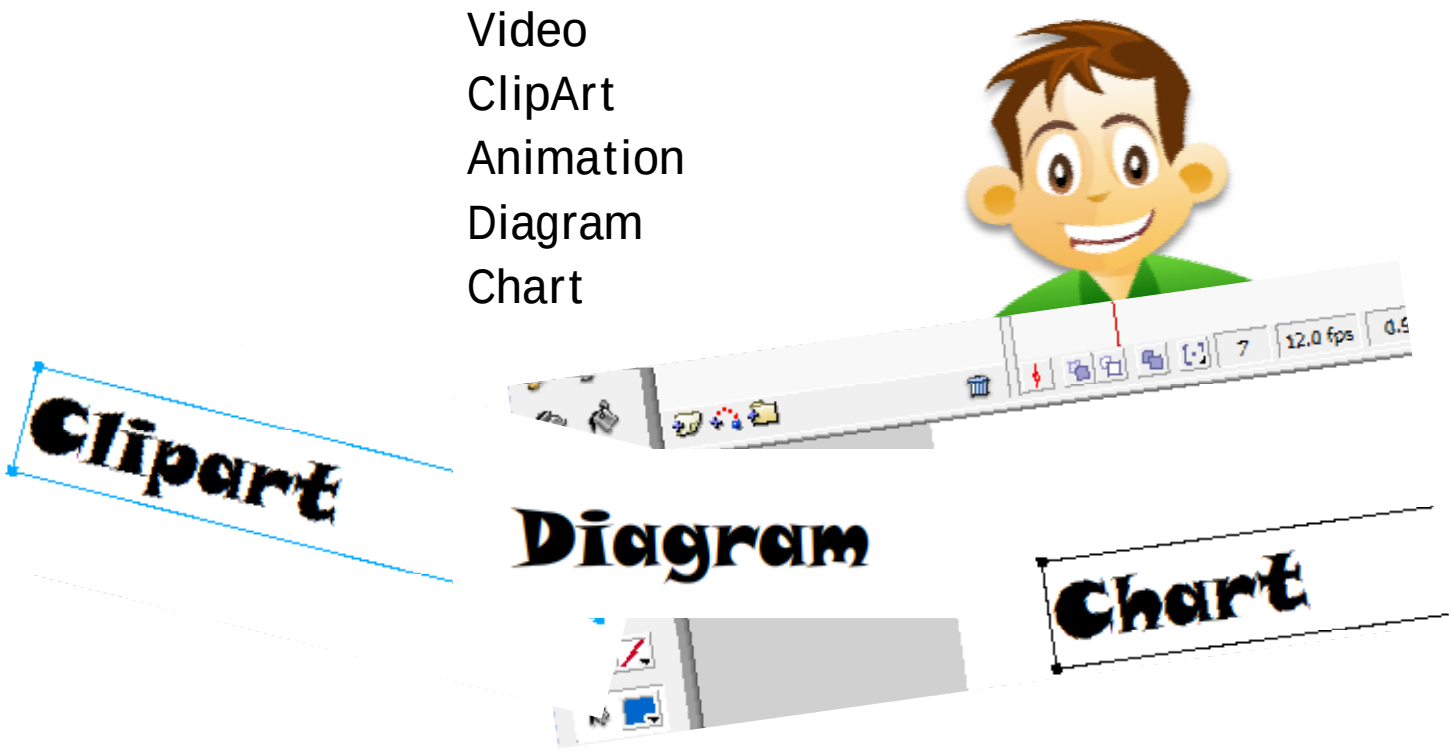
Right-click in the timeline at the top of the screen and select '**Insert Keyframe**'.



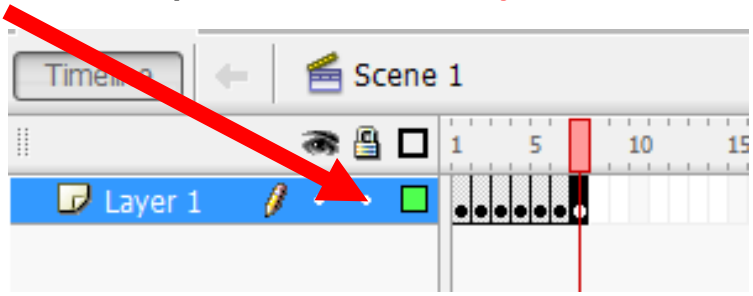
4 **Edit the text** in this new **Keyframe**. **Change the text** so it now says '**Photograph**'



5 **Repeat** steps 3 and 4 – i.e. **right-click** in the **timeline**, select '**Insert Keyframe**' so you have **five additional frames** that include the text:

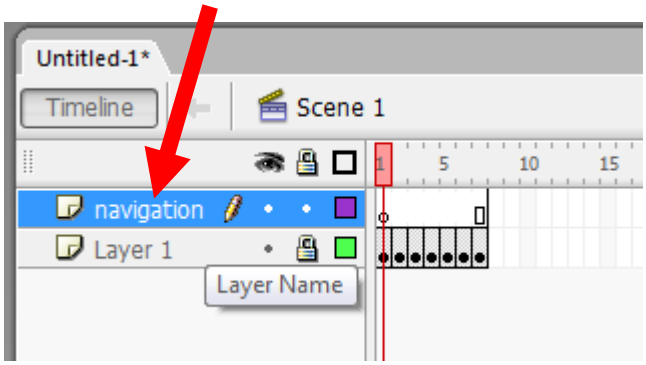


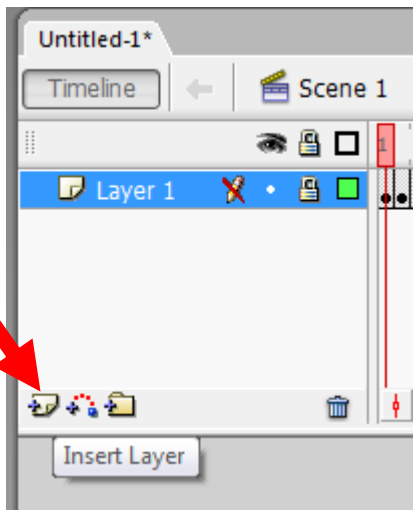
Check to make sure that you now have **seven frames** in your Flash movie. **Click the dot** underneath the **padlock** to **lock this layer**.



6 **Click** on the **'Insert layer'** icon near the bottom of the timeline.

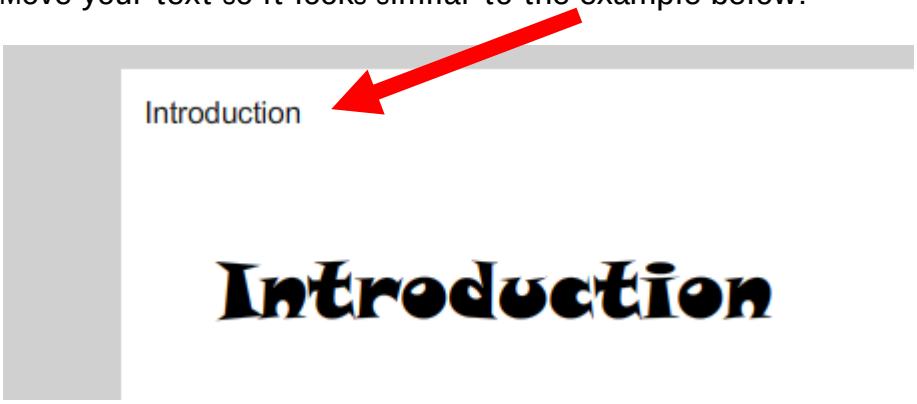
Double-click the layer name and call this new layer '**navigation**'

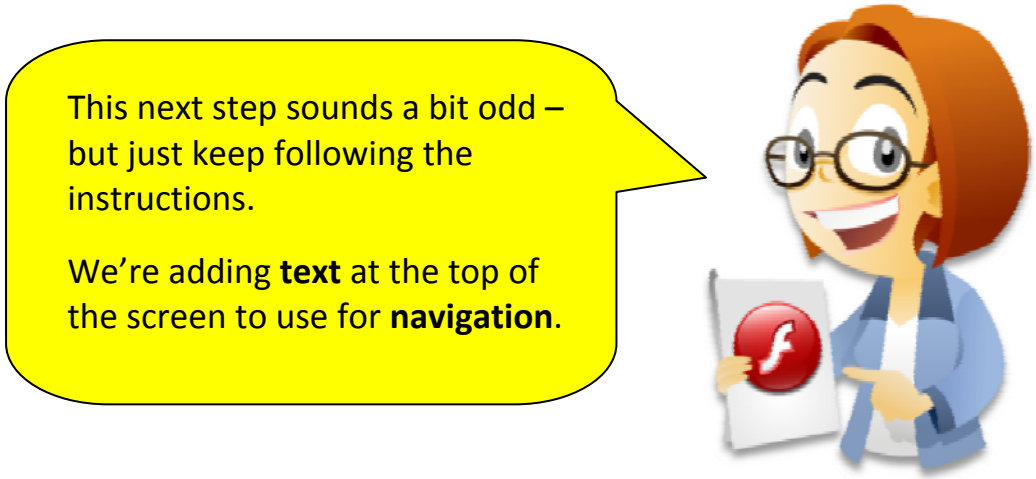




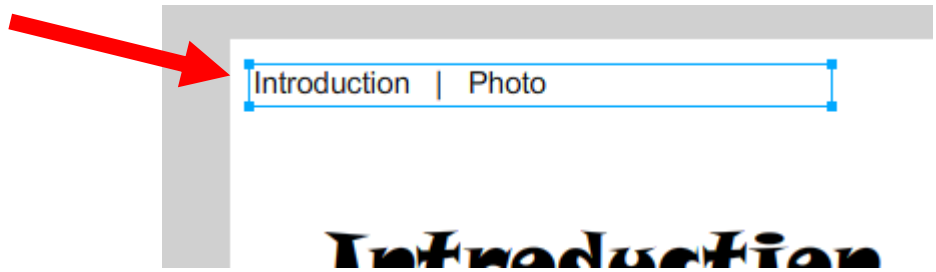
7 Click on the '**Text tool**' button, **draw a textbox** near the top of the Stage and **type** '**Introduction**'.

Use the **Properties panel** to select a **more formal font** (such as Arial, size 15). Move your text so it looks similar to the example below:



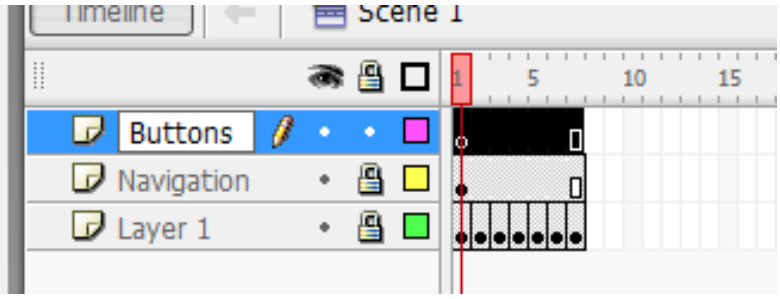


8
- Add a **three spaces** and then **add the 'Pipe' character** (normally **SHIFT** + **BACKSLASH** on your keyboard) followed by **three more spaces**.
- Make the textbox wider if you need to…
- Type 'Photo'

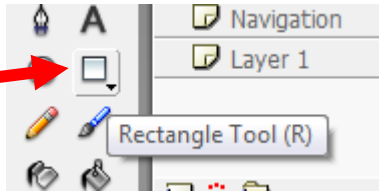


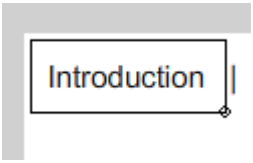
- Keep adding '|' surrounded by spaces and the text as shown below:

9 **Lock** the '**Navigation**' **layer** and **add a new layer** called '**Buttons**' above it.



10 Select the '**Rectangle Tool**' and hover over the '**Introduction**' text.





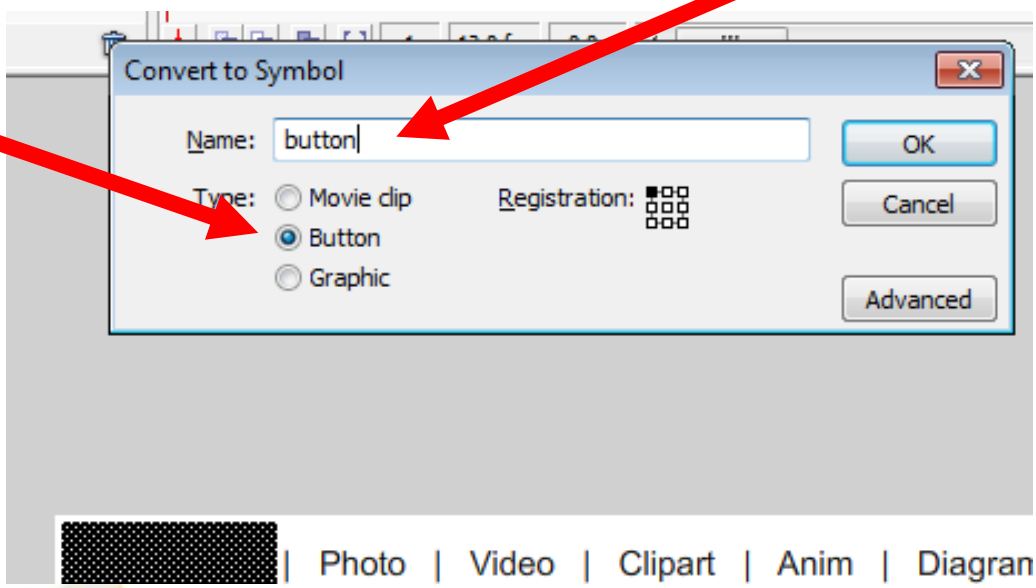
Hold down the **left mouse button** and **draw a rectangle** over all the text.

Depending on your **fill colour** you should get a box covering up all the text, similar to this

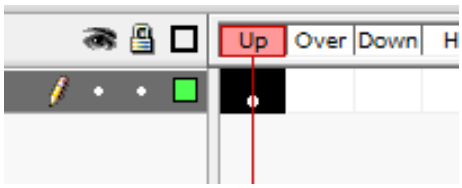
11 **Click** on the '**Buttons**' **layer** in the **timeline** and you should **select your rectangle** (dots will appear all over it)

Press the F8 key on your keyboard. The '**Convert to Symbol**' dialog box should appear.

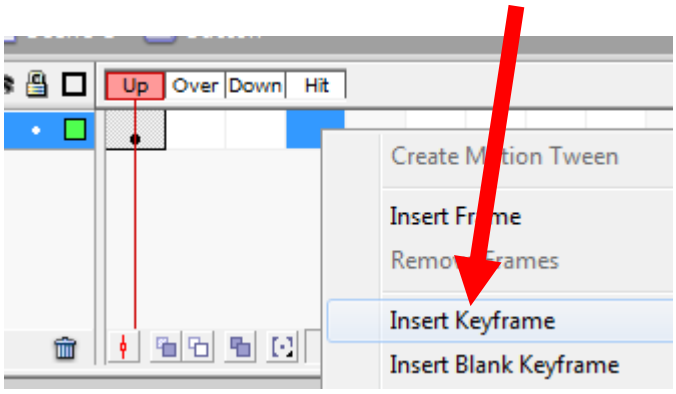
Make sure the **'Type:'** is set to **Button** and add the **Name: 'button'. Press OK.**



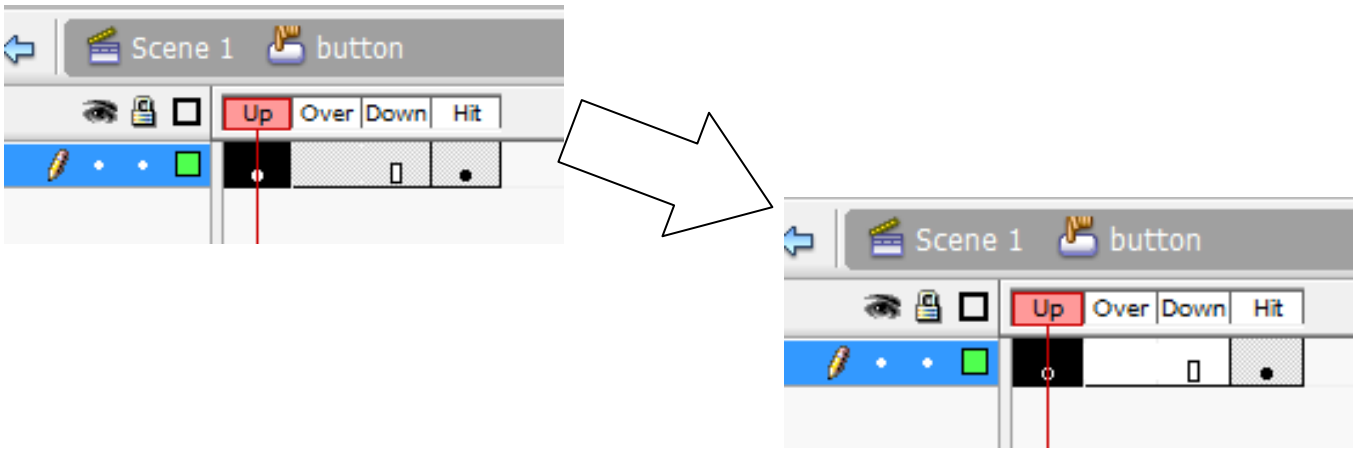
12 **Double-click** your new '**button**' symbol. Your timeline should change to this:



Right-click in the '**Hit**' **frame** and select '**Insert Keyframe**'

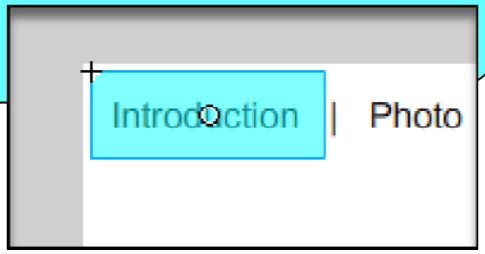


13 **Click** on the first frame (labelled '**Up**'). **Press** the **Delete** key on your keyboard. This should remove the contents of the first three frames shown.



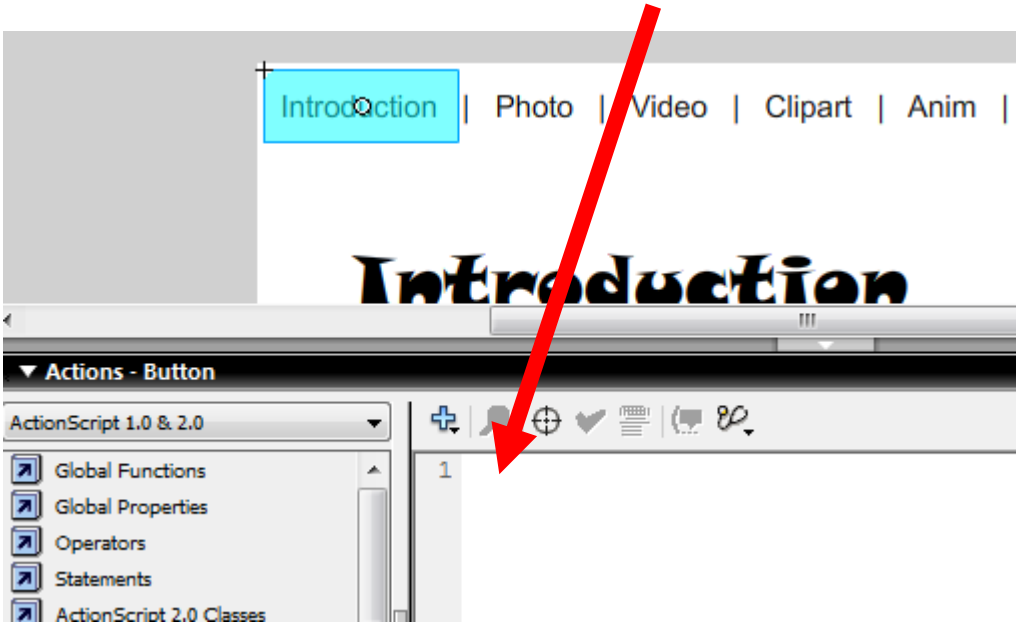
If you've followed the instructions, you should be able to **click** '**Scene 1**' above the timeline.

You'll then see your new 'see-through' button:



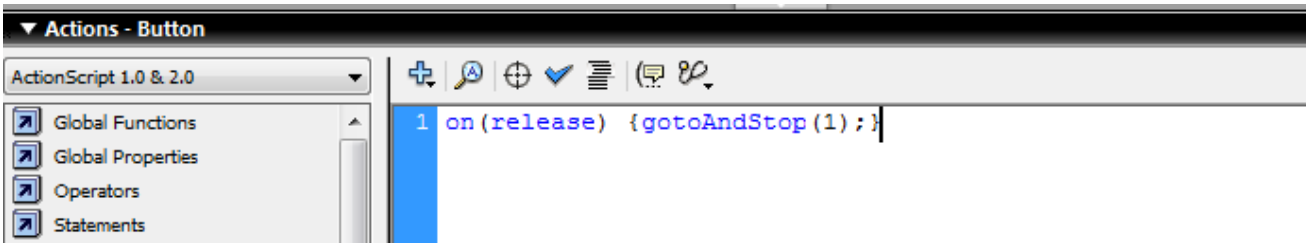
14 **Single-Click** the 'see-through' button – it should be selected as shown on the previous page. Make sure the button is selected.

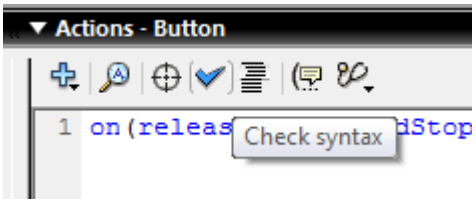
Press your **F9** key – this should make the '**Actions panel**' appear.



15 **Type** this **ActionScript code** into the Actions panel:

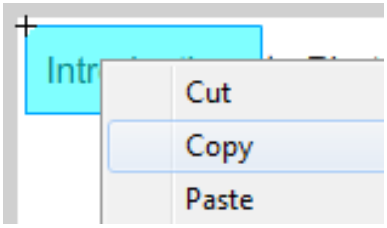
```
on(release) {gotoAndStop(1);}
```





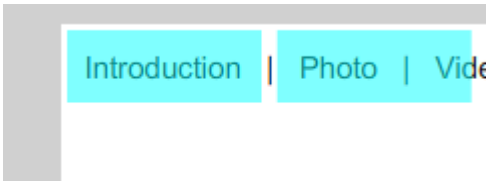
Click on the tick (**check syntax button**) to check for errors. If errors are found, check your typing carefully – have you made any mistakes?

16 **Right-click** on the see-through button and **select 'Copy'**.

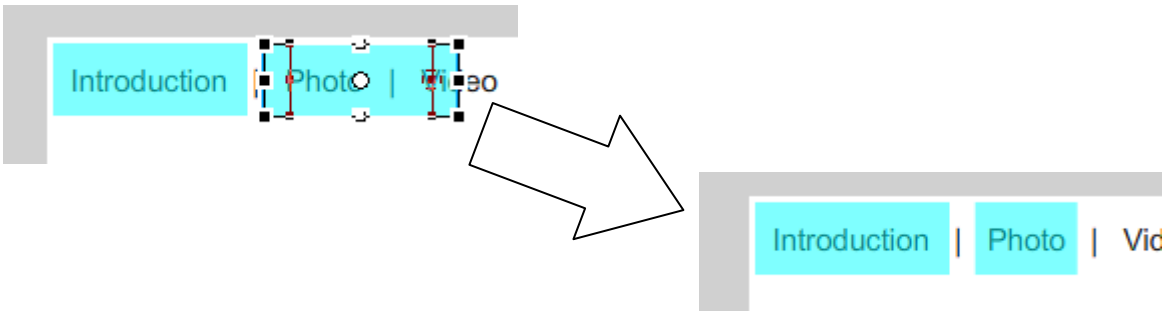


Right-click again and **select 'Paste'**. You should see another 'see-through' button.

Move this so it is over the text '**Photo**':



17 You might need to **resize** the second button so it sits properly over the text. **Right-click** the button and **select 'Free transform'**. You can then **resize** the button using your **mouse**.



18 When you are happy, **click** on the second button so the **ActionScript code** shows in the **Actions panel**.

Change the code so it becomes:

```
on(release) {gotoAndStop(2);}
```

How has the code actually changed?

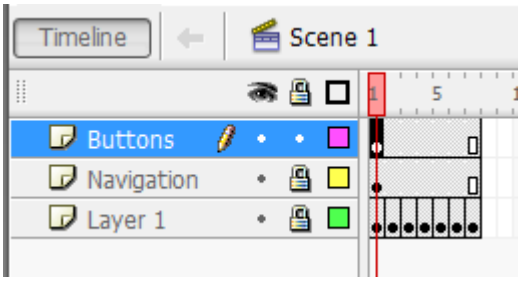
Why do you think the code changed in this way?

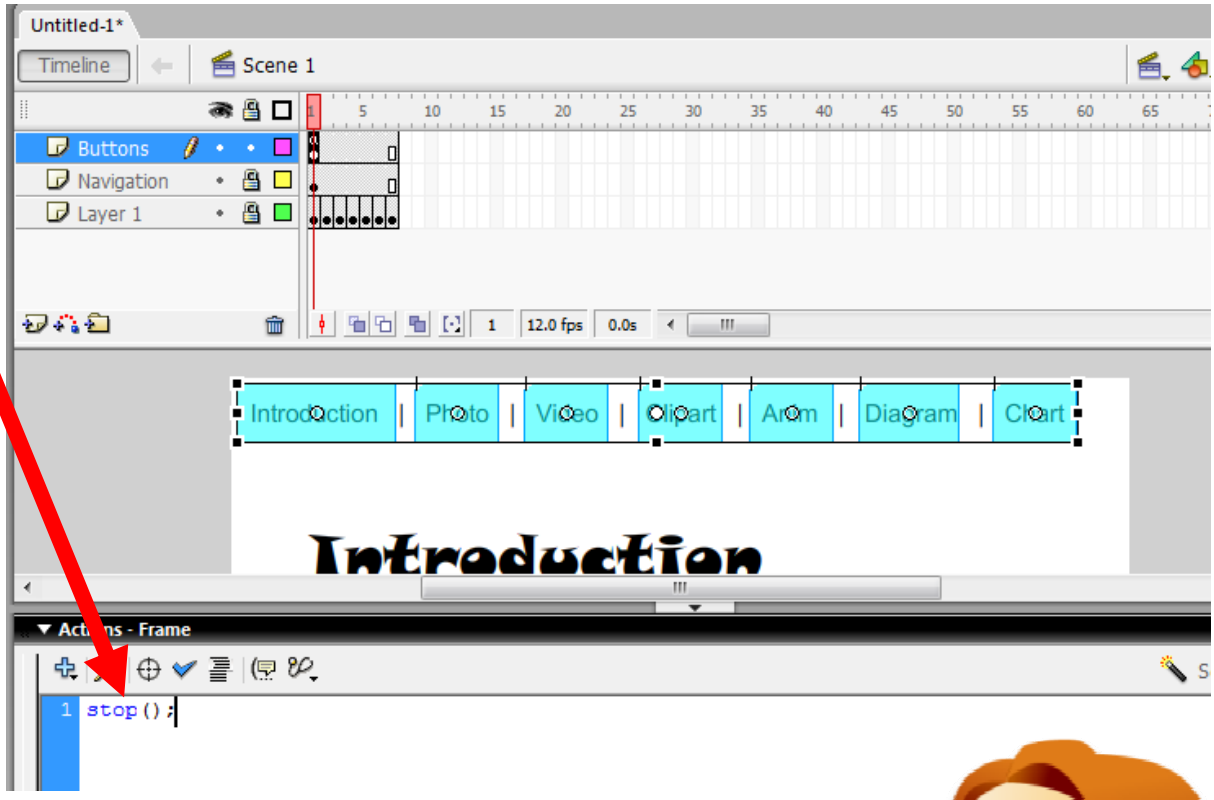
Think about what the button might be used for....

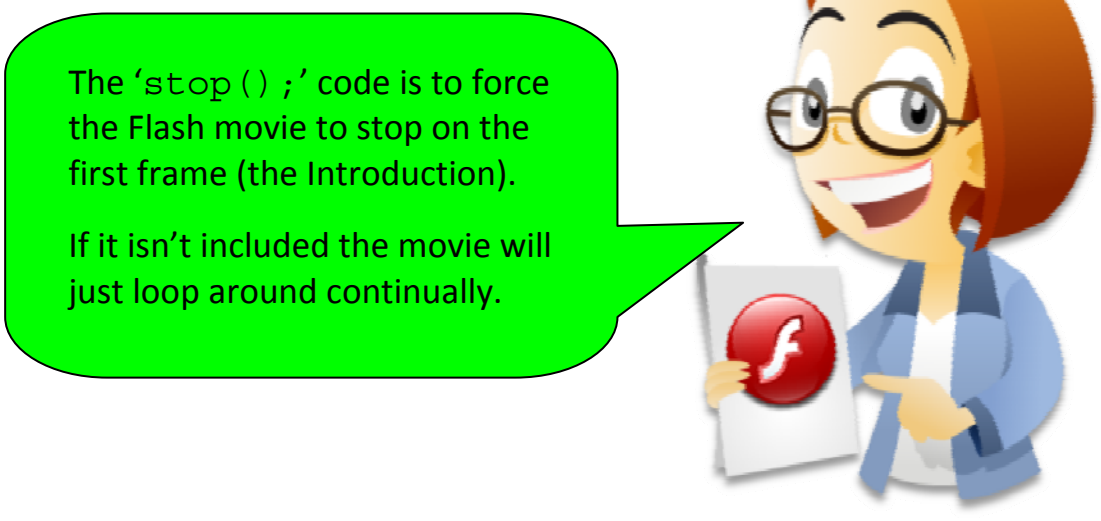
19 **Repeat steps 16-18**, making sure the buttons fit and changing the **ActionScript** until you have covered each of the text labels:

20 **Click** on Frame 1 in the timeline and the Actions panel should be empty. Type the code:

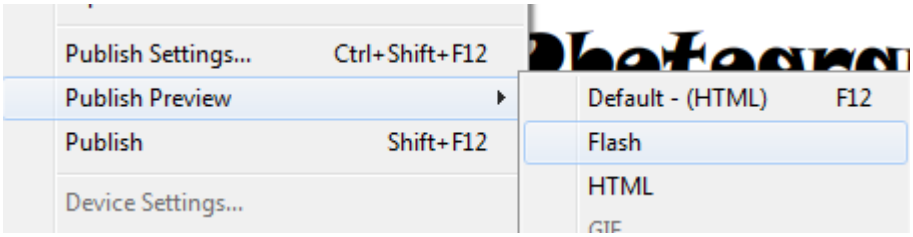
```
stop();
```



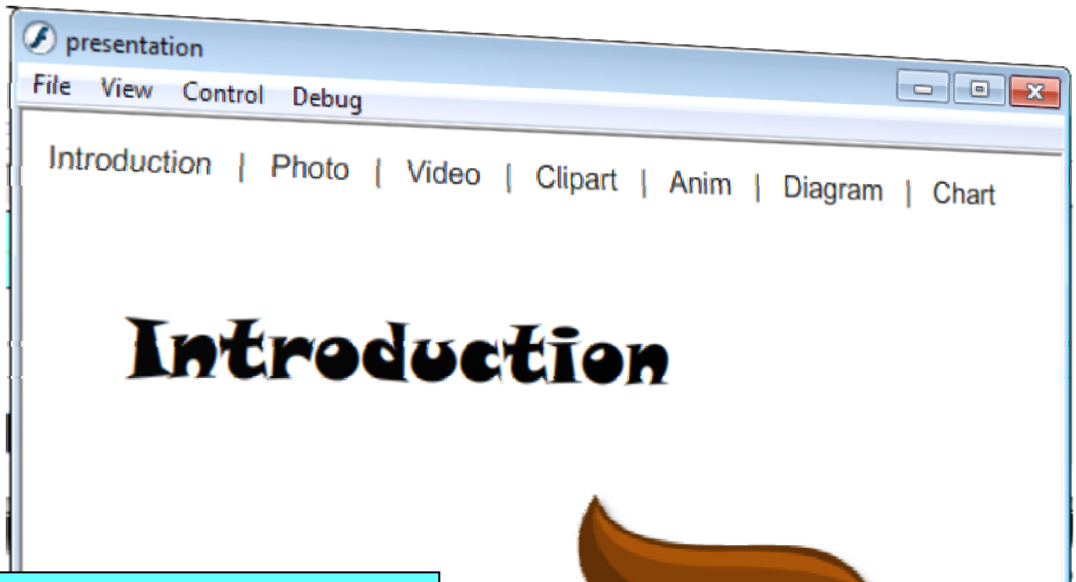




21 **Select** '**File**' > '**Publish Preview**' > '**Flash**' to preview your presentation. If it works, you should be able to click the text and jump to the right frame.



If you encounter any errors, carefully check through the steps again.



You now need to take full control of your work.

Add an example of multimedia to each frame of your presentation.

The 'File' > 'Import' option allows you to import many multimedia files.

Try and improve the entire presentation to make it look as interesting and appealing as possible.