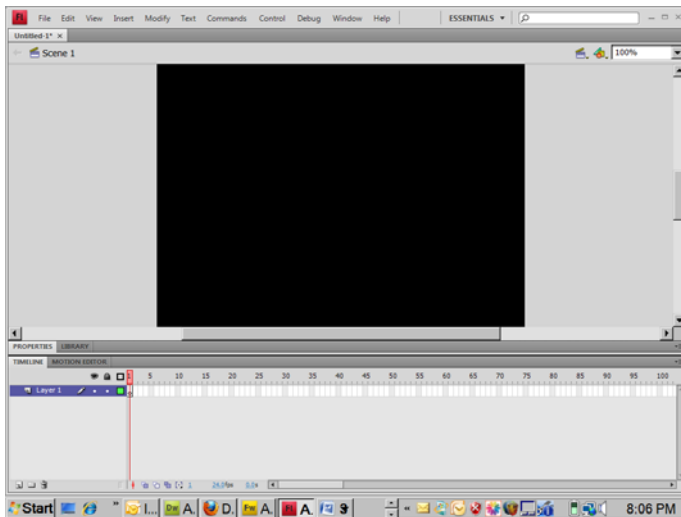



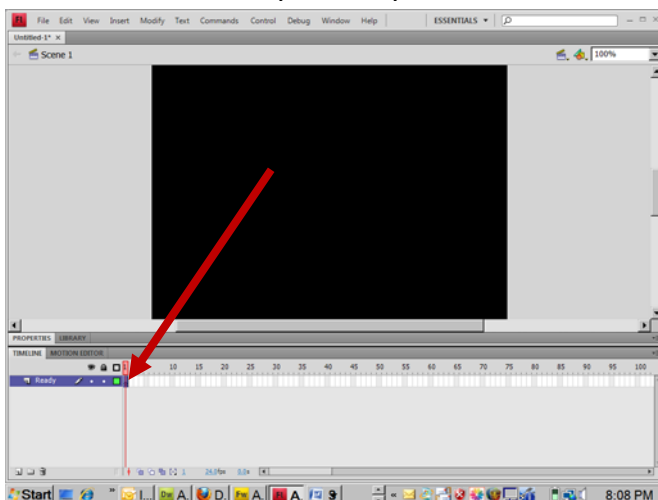
Introduction to Flash


Are You Ready for Some Football???

1. Create a subfolder under your Intro folder and call it **Football**. (H:\B232 Web Page Design\Intro\Football)
2. Go to Google/Images and find an image related to your favorite football team.
3. Save the image to the Football folder.
4. Copy the FOOTBALL.wav file from the EXTRAS drive into your football folder.
5. Open Flash and select **Create New/Actionscript 2.0**.
6. Go to **Modify/Document**.
7. Set up your stage with a **400** width x **400** height setting.
8. Change the background color to any color of your choosing. (You can consider using the eye dropper tool to match the background to one of your favorite team's colors.)
9. Make sure the frame rate is **24** frames per second.

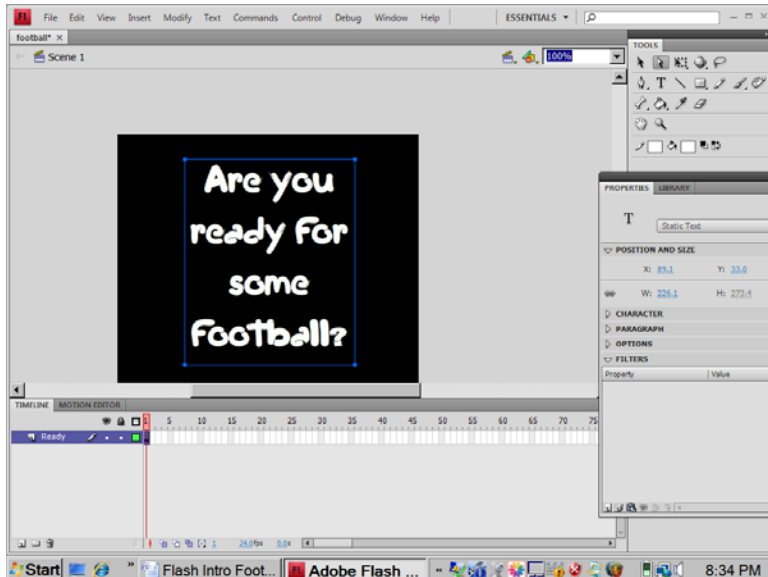


10.  Start
11. Go to **File/Save** and save this file as football fla under your Football folder. Save early and save often!
12. Double click on Layer 1 in the timeline panel and rename the layer, "Ready."
13. Click in Frame 1 of Layer Ready.

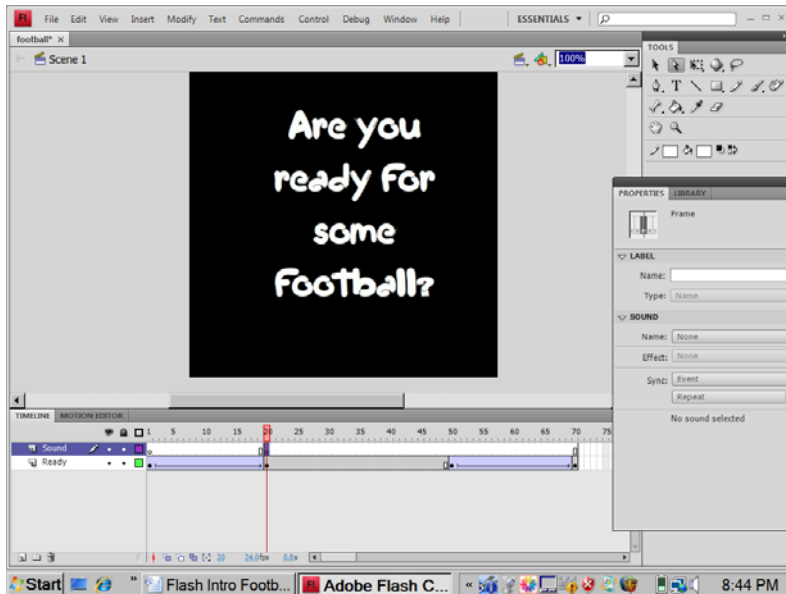


14.  Start
15. If your Tools panel is not displayed, go to **Windows/Tools**.
16. Select the text tool key and click on the stage.

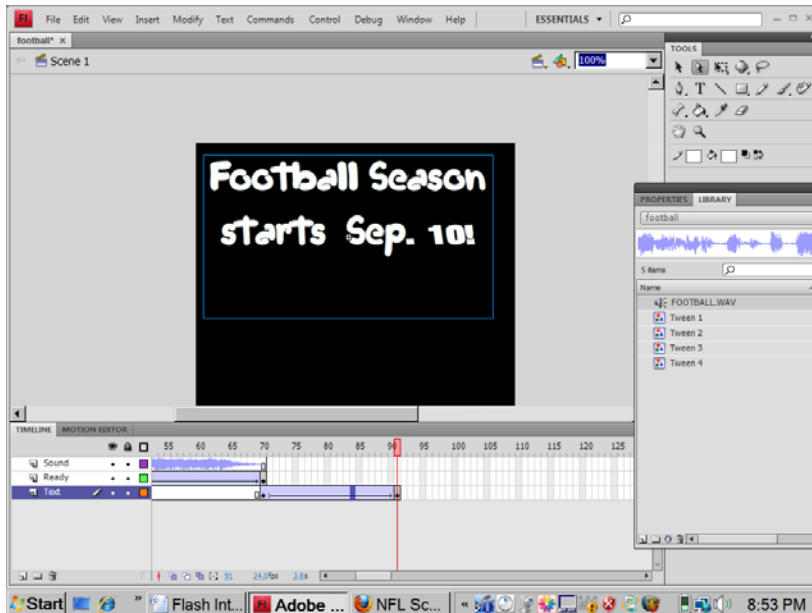
17. Type “Are you ready for some football?” Do not let the text wrap. Hit enter to get the text to the next line. If it wraps it might not display properly in the finished movie.
18. Select the white subselection tool from the Tools panel.
19. Select on the text box.
20. From the properties box, format the entire text—size, color, font—until you find something you like. (If it is not displayed, go to Windows/Properties to display it.)



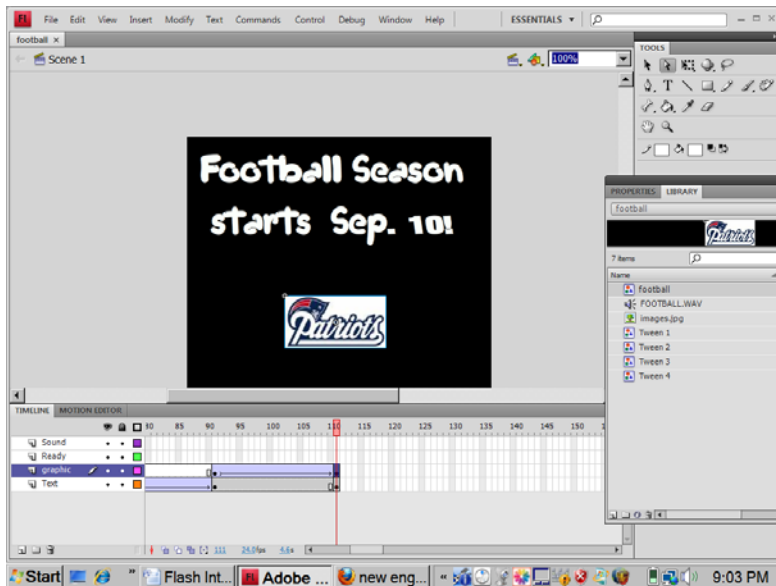
21. **Start**
22. Using the subselection tool again, move the text to the left of the stage.
23. Go to frame 20 of Layer Ready.
24. Right click and select **Insert Keyframe**.
25. Using the subselection tool, move the text to the center of the stage.
26. Select any frame between 2-19 in Layer Ready.
27. Right click and select **Create Classic Tween**.
28. Hit the enter key on the keyboard and watch the text move from off stage on the left onto the stage.
29. Go to frame 50 of Layer Ready.
30. **Insert Keyframe**.
31. Go to frame 70 of Layer Ready.
32. **Insert Keyframe**.
33. Using the subselection tool again, move the text off of the stage to the right.
34. Click on any frame in Layer Ready 51-69.
35. Right click and select **Create classic Tween**.
36. Watch the movie by hitting enter.
37. You can also select ctrl+enter.
38. (If you want to have some fun with this, select any frame between 51-69 and in the properties box, select CW or CCW from the Rotate menu to watch the text swirl.)
39. Select the **New Layer icon** from the Timeline panel.
40. Rename this layer Sound.
41. Go to frame 20 in Layer Sound.
42. **Insert a Keyframe**.



43. Start Flash Intro Footb... Adobe Flash C...
44. Go to **File/Import/Import to Library**.
45. Select the **FOOTBALL.wav** file.
46. Go to **Windows/Library**.
47. Drag and drop the FOOTBALL file anywhere onto the stage.
48. Ctrl+enter to play/test. Make sure your sound is not on mute!
49. Add a new layer and call it Text.
50. Go to Frame 70 of Layer Text and Insert a Keyframe.
51. Insert the following text:
 - a. For fall semester, "Fooball Season Starts (insert date)!"
 - b. For spring semester, "Super Bowl (insert date)!"
 - c. Feel free to modify this any way you want!
52. Format the text as desired.
53. Move the text, using the subselection tool off the stage. Feel free to have this text fly in from the top or bottom, right or left.
54. Go to Frame 90 Layer Text.
55. **Insert Keyframe**.
56. Drag the text to the top center of the stage. Allow enough room for the graphic to appear below the text.
57. In Layer Text in any frame 71-89, create a classic tween.



58. Start
59. Go to Frame 110 of Layer Text.
60. Insert Keyframe.
61. Insert a new layer and name it Graphic.
62. Go to Frame 90 of Layer Graphic.
63. Go to File/Import/Import to Stage.
64. Point to the file you uploaded from Google/Images earlier.
65. Select the graphic.
66. Go to **Modify/Convert to Symbol**.
67. Name the Symbol Football and for the Type, select Graphic
68. Resize the graphic so it fits underneath the text.
69. Using the subselection tool, move the graphic offstage.
70. Go to Frame 110 of Layer Graphic.
71. Move the graphic below the text.
72. Go to any frame in Layer Graphic between 91-109.
73. Create **Classic Tween**.
74. Test the movie – ctrl+enter.



75. Start

76. Create a new layer and call it Stop.
77. Go to Frame 110 of Layer Stop.
78. Insert a Keyframe.
79. Hit F9.
80. Go to **Global Functions/Timeline Control/Stop**.
81. Double click on Stop so that it appears on the right, white panel.
82. Hit F9 again.
83. Test your movie – ctrl+enter.
84. Select File/Save to save the movie. This will save an editable copy as a .fla file.
85. Now we need to convert this to a self-running movie! Go to File/Export/Export Movie.
86. Go to the Football folder.
87. Save it as football_movie. This will save it as a .swf file. That will compact it into a self-running movie.
If you want to make changes, you will do so in the .fla file. When done, you need to re-export it for use on the web (or as a self-running e-card). Also, by naming it “_movie” you can quickly distinguish between the .fla and the .swf files. The “_movie” file is the one you will use.
88. THAT’S IT!! ENJOY!