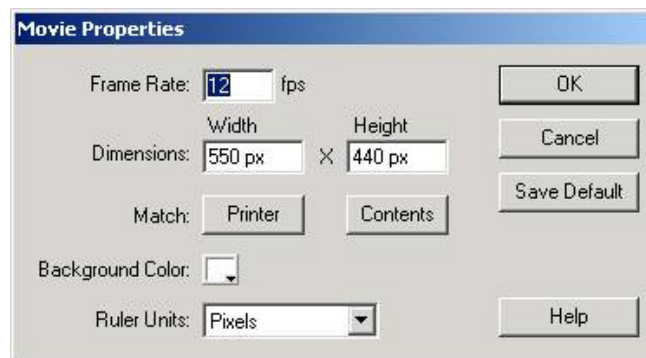


Dear Friend,

Hello, & welcome back to **FIREWIRE**, your friendly guide to the exciting world of web-design & web-solutions! In the previous newsletter of Flash 5 Tutorial Series we had discussed about the Color, Transform & Text options. Let's continue with Movie Properties, Scenes, Key Frames, Rulers, Group & Ungroup, Overlay, Align Panel & Trace Bitmap.

Movie Properties

Movie Properties help us to change the global settings of a movie. It also helps us to set our desired Dimensions, Bicolor and Frame Rate per Second(fps).



Frame Rate

The speed of the movie is determined by number of frames per second. (i.e. The number of frames that the play head covers in a second.) The default is 12 fps. We can change the value of frames per second according to the speed of the computer.

Dimensions

It refers to the horizontal and vertical size of the flash stage. It is represented in pixels. The minimum value is 18px and maximum is 2880px.

Match

Printer : This option will set the stage to default paper size of default printer connected to the specific computer.

Contents : Change the size of the stage to contain all the content that has been created. (Even the contents spill into work area is also brought into the stage) Match Printer and Content will change the size automatically.

Background Color

The Background color can be selected from the color Palette and defined color will get applied for entire movie.

Ruler Units

This menu gives us the choice, to measure the dimensions of the stage either in pixels, inches, inches(decimal), points, centimeters, and millimeters or in pixels.

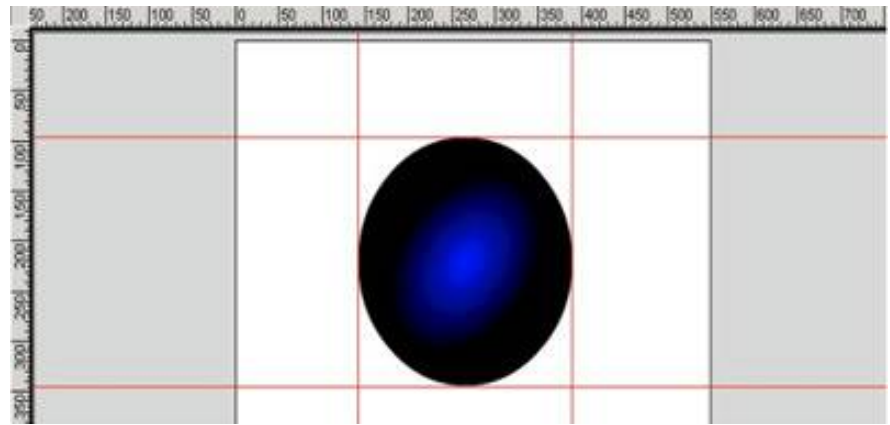
Save Default

This button when pressed will set the current settings, like the change in width, background color, and frame rate as the default settings. So when we open a new file, the stage will have the settings which are set as default.

Rulers & Grids

RULERS:

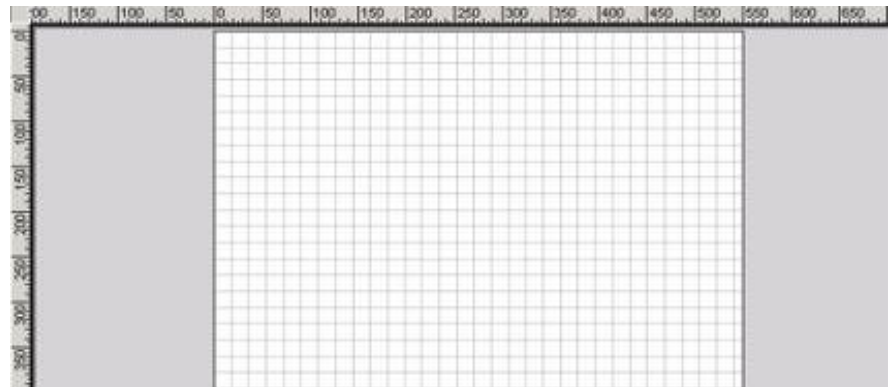
Rulers help us to obtain the measurement of the object while drawing. The unit of measurement can be changed for rulers as Millimeter, Centimeter etc. Goto Modify and select Movie and in the Ruler Unit text box, we can change the units and changes can be observed in the rulers.



We can also have Guideline while drawing with rulers, drag the ruler and drop, a guide will appear. To edit the Guideline select Guides from View menu and change the settings.

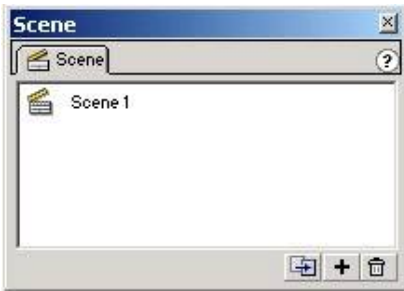
GRIDS

Grids are used to make precise drawings. The objects can also be snapped to grid by enabling snap to grid option, which is available in view menu.



The grids can also be edited by selecting edit grid from view menu. The size, color and snapping properties of grid can be altered.

Scenes & Keyframes



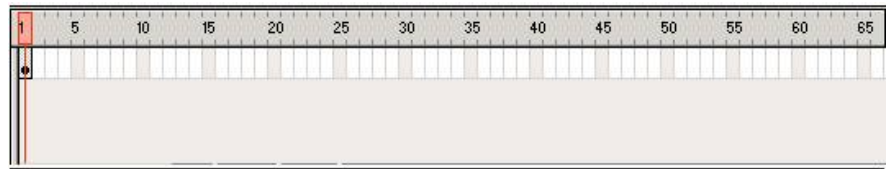
Scenes :

Scenes are used to organize the movie into sections. By default flash starts with one scene labeled as scene1.

Add Scene: Scene can be added by selecting scene from Insert menu or by clicking the "+" symbol. Removing a Scene: The scene palette has all the available scenes of the movie. Select the scene to be deleted and using the "Dust bin" icon at the bottom of the palette, delete the required scene. Using the duplicate scene icon, we can create a duplicate copy of the scene.

Timeline:

Timeline is where we coordinate the timing of animation and assemble the layers. Timeline displays each frame in the movie.



Timeline consists of Frames, Key Frame, Layers and Scene. Layers, Onionskin, Movie Properties will be discussed later.

Frame :

They are the Backbone of animation and effects. The length of the time in a movie is divided as frames. Frames help us to control the animation and the sequence in which it plays. There are different types of Frames. They are:

Key Frame :

It helps us to record an animation. Flash by default opens with a blank keyframe. Keyframe can be identified by a playhead in that frame.

Placeholder Frame:

It is an empty frame. Movie stops playing in this frame.

Static or Regular Frame:

They contain the contents of previous frame.

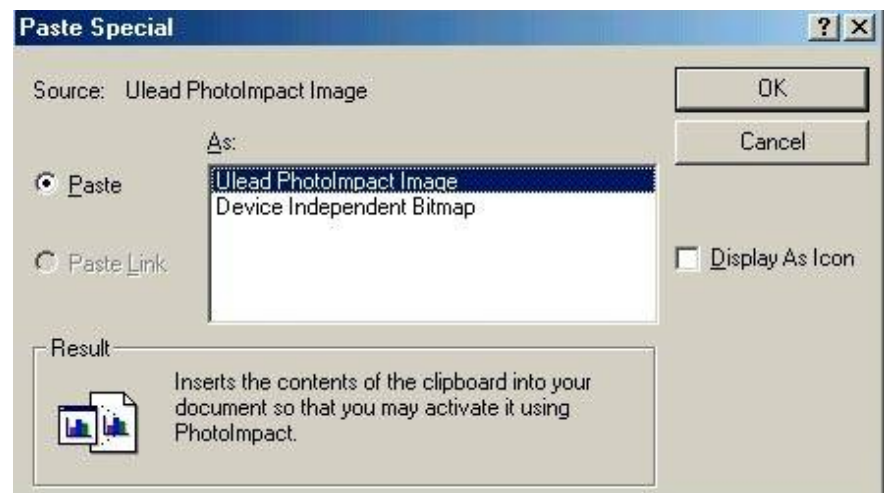
Tweened Frames:

To create animation between two keyframe and flash determines the animation and this is called as Tweening. Keyframes undergoing tweening are called as Tweened Frames.

- We can add a static frame by pressing F5 key.
- To add a keyframe, press F6 key.
- To add a blank keyframe, press F7 key.
(A hollow box precedes a blank keyframe)

paste Options

Paste option helps us to paste the object, which is copied or cut from a location. Generally in Flash, paste option place places the objects in the center of the stage. Paste in Place help us to place the object in the same location from where it has been copied.



Paste special help us to know the information about the location or application from where it has been copied. For example if we would have copied an object from Photo impact, the using paste special option we can find the location. Using these three option we can perform different kind of pasting.

Group & Ungroup

Group

Group helps us to group the whole object of an object which includes the lines, buttons, graphics, movie clips and text.

To group the objects press ctrl+g .

To group multiple objects hold the Shift key and select the objects and then press ctrl+g.

When objects are grouped then they cannot be edited.

Ungroup

To Ungroup the objects on the movie, press ctrl+b.

A single object can also be ungrouped by using ctrl+b.
When the objects are Ungrouped , we can edit the objects.

Usually when the images or other objects brought from other location are Grouped. To edit those object , we have to ungroup those objects.

Overlay

Grouped objects are otherwise said to be in Overlay level.

Break Apart

In Break apart mode, we can edit and manipulate the objects. To enter into this mode, press ctrl + b.

Crosshair

If objects are converted into symbols, we get a Crosshair. For movie clips, buttons, graphics, we can notice the crosshair. The Crosshair helps us to position the objects during animations and other effects.

Arrange

Arrange helps us to arrange the objects in the stage to Front or Back. To perform this option all the objects should be grouped. We can find Arrange option under Modify menu. We have options like:

Bring to Front	Ctrl+Shift+Up
Bring Forward	Ctrl+Up
Send Backward	Ctrl+Down
Send to Back	Ctrl+Shift+Down
Lock	Ctrl+Alt+L
Unlock All	Ctrl+Alt+Shift+L

- Bring To Front
- Bring Forward
- Send Backward
- Send to Back
- Lock
- Unlock

We can Bring an object to front most of other objects or to the front. Send Backward and sent back will send the object Backward or to back respectively. Lock helps us to lock the object by protecting it from changes. Unlock is used to free the objects from locking.

Align Panel

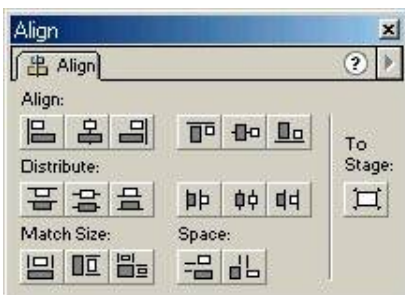
Align panel help us to arrange the object with respect to other objects in the stage. We have an option to arrange the objects according to the stage settings. The Align panel enables you to align selected objects along the horizontal or vertical axis. You can align objects vertically along the right edge, center, or left edge of the selected objects, or horizontally along the top edge, center, or bottom edge of the selected objects.

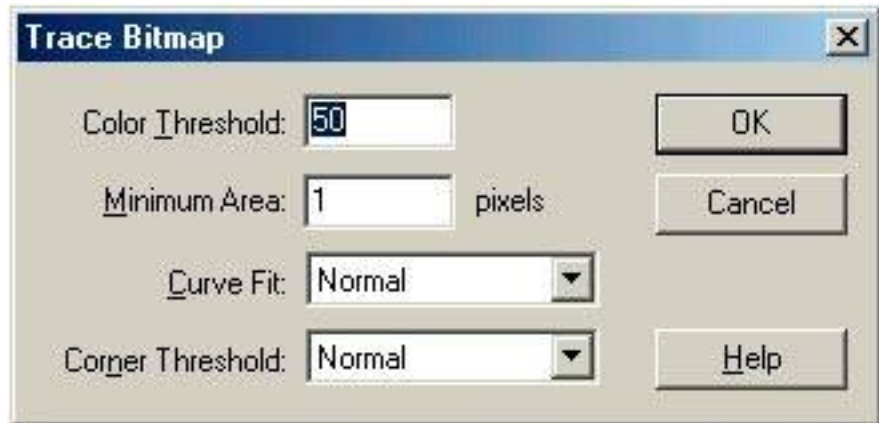
The bounding boxes enclosing each selected object determine edges.

This panel helps us to arrange the object to right, left top and bottom. The space between the objects can be altered using Distributive. Comparing to the width & height of the largest object in the stage can increase the width and height of the objects. When the to stage button is selected, then each and every option act according to the stage settings.

Trace Bitmap

Trace Bitmap option help us to convert a bitmap to vector graphic, which has discrete area of colors.





In the trace bitmap palette, Color threshold help us to compare the RGB value of the two nearest pixels. If we increase the threshold, we are reducing the colors. Minimum area is used to consider the number of pixels. Curve fit help us to make the outline smoother. Corner threshold help us to maintain the sharp edges of the picture.

Its better to make the vector graphic to look similar to the original image, give these values and test the file.

- **Color Threshold: 10**
- **Minimum Area: 1 pixel**
- **Curve Fit: Pixels**
- **Corner Threshold: Many Corners**

What is Layout Galaxy ?

Layout Galaxy is ready to use design concepts in their source format. Different CDs in total contain 200 Photoshop.psd & 100 Flash fla layouts. Select the layout, make necessary changes to suit a customer's need & present demo to the client for approval. It's Select, Set & Go. It saves web designer's time & cost of production. It accelerates web designer's work-pace. It enhances productivity. It is continuous flow of inspiration & wealth of design ideas. Download Free 7 (Photoshop & flash) Layouts to believe it yourself.

Regards,

Manoj Kotak.

Director - Image Online Pvt. Ltd.

Developer of Layout Galaxy *Ready to use design concept for the web.*

All accompanying logos, brands and product names are trademarks of their respective companies.



Blood for humans comes only from humans : Donate Blood

<http://www.donate-blood.org> E-mail - om@donate-blood.org