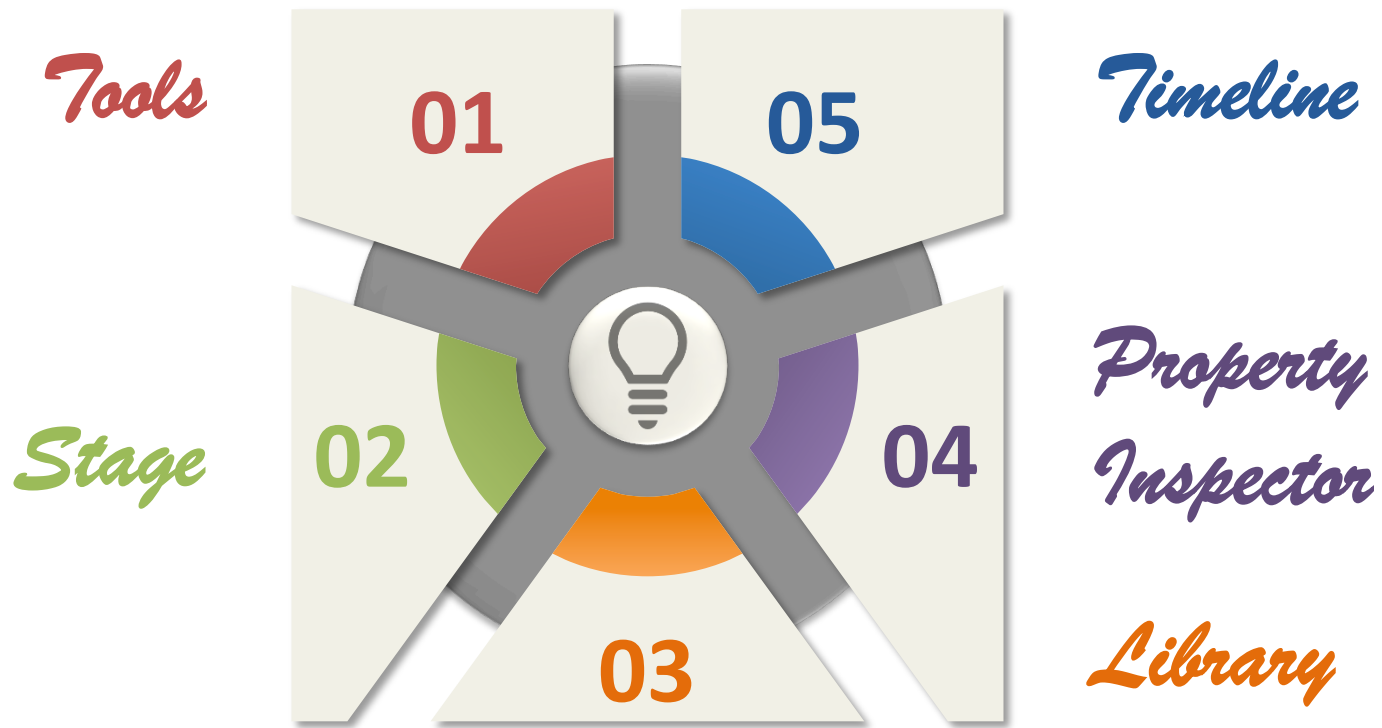




Introduction to Flash Workspace

Fakulti Sains Sosial dan Kemanusiaan UTM

Most Essential Workspace Elements



TOOLS

The screenshot displays an animation software interface with the following components:

- Scene 1:** A central workspace showing a landscape with green trees and a white duckling. A red label **(b)** is positioned near the duckling.
- Timeline:** A horizontal axis at the bottom with a grid, labeled **(c)**. It includes a list of assets on the left: label, actions, timer, point, instruction, meter, tree, animal.xing (highlighted), tree, car, star, and button.
- Properties Panel:** Located on the right, showing details for the selected 'mc_creature' instance, including its position (X: 294.50, Y: 297.75) and size (W: 122.85, H: 57.60). A red label **(d)** is near the top of this panel.
- Library Panel:** On the far right, a 'LIBRARY' panel lists various assets such as 'car', 'creature', 'duckling', 'huh.wav', 'instruction', 'magic.wav', 'meter', 'meterpointer', 'road sign 1', 'road sign 2', 'road signs', 'star', 'star one loop', 'start', 'tree01', and 'village.gif'. A red label **(e)** is at the bottom of this panel.
- Tools Panel:** A vertical toolbar on the right side of the interface, containing various drawing and editing tools. A red label **(a)** is placed vertically along this toolbar.

Red arrows indicate connections between the 'LIBRARY' tab in the Properties panel and the Library panel, and between the 'LIBRARY' tab and the Tools panel.

STAGE

The screenshot displays the Adobe Flash CS5.5 interface. The main Stage area (b) shows a cartoon landscape with trees and a creature. The Properties panel (d) is open, showing the 'mc_creature' movie clip instance with its position and size properties. The Library panel (e) lists various assets, including 'creature'. The Timeline and Motion Editor are visible at the bottom.

(b) Stage area showing a cartoon landscape with trees and a creature.

(c) Timeline and Motion Editor area.

(d) Properties panel showing the 'mc_creature' movie clip instance with its position and size properties.

(e) Library panel showing a list of assets, including 'creature'.

Stage

- Where a Flash movie plays
- Background color can be set:
 - in Property Inspector, or
 - by choosing Modify > Document...
- Area outside of the stage:
 - Gray color
 - Objects placed there will not be visible when the movie plays.

TIMELINE

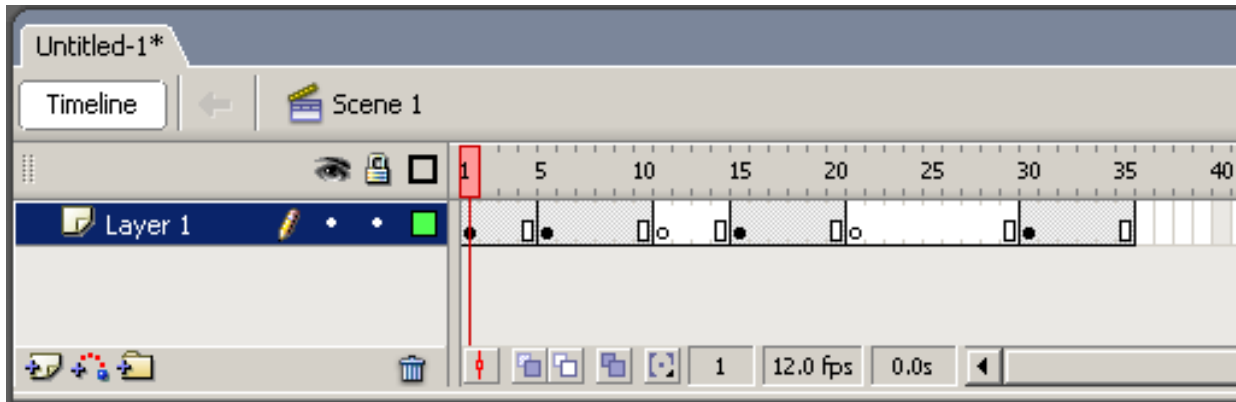
The image displays a screenshot of an animation software interface, likely Adobe Animate, with several key components highlighted:

- (a)** The main workspace area, showing a scene with a landscape, trees, and a creature. A red box highlights the creature, which is labeled **(b)**.
- (c)** The Timeline panel at the bottom, showing a sequence of frames and a list of assets including 'animal.xing', 'tree', 'car', 'star', and 'button'. The word 'Timeline' is written in red across the panel.
- (d)** The Properties panel on the right, showing the instance name 'mc_creature' and various properties like 'Instance of: creature', 'POSITION AND SIZE', '3D POSITION AND VIEW', 'COLOR EFFECT', 'DISPLAY', and 'FILTERS'. A red box highlights the 'LIBRARY' tab, and a red arrow points from it to the Library panel.
- (e)** The Library panel on the right, showing a list of assets including 'car', 'creature', 'duckling', 'huh.wav', 'instruction', 'magic.wav', 'meter', 'meterpointer', 'road sign 1', 'road sign 2', 'road signs', 'star', 'star one loop', 'start', 'tree01', and 'village.gif'. A red box highlights the 'LIBRARY' tab, and a red arrow points from it to the Library panel.

Timeline and Keyframes

- Timeline
 - A stack of layers
 - Content in a layer cover the ones beneath it
 - A series of frames across
- A circle in a frame: a keyframe
 - A solid circle in a frame:
a keyframe with content on the stage
 - An empty circle in a frame:
a keyframe without any content on the stage

Keyframes in Flash

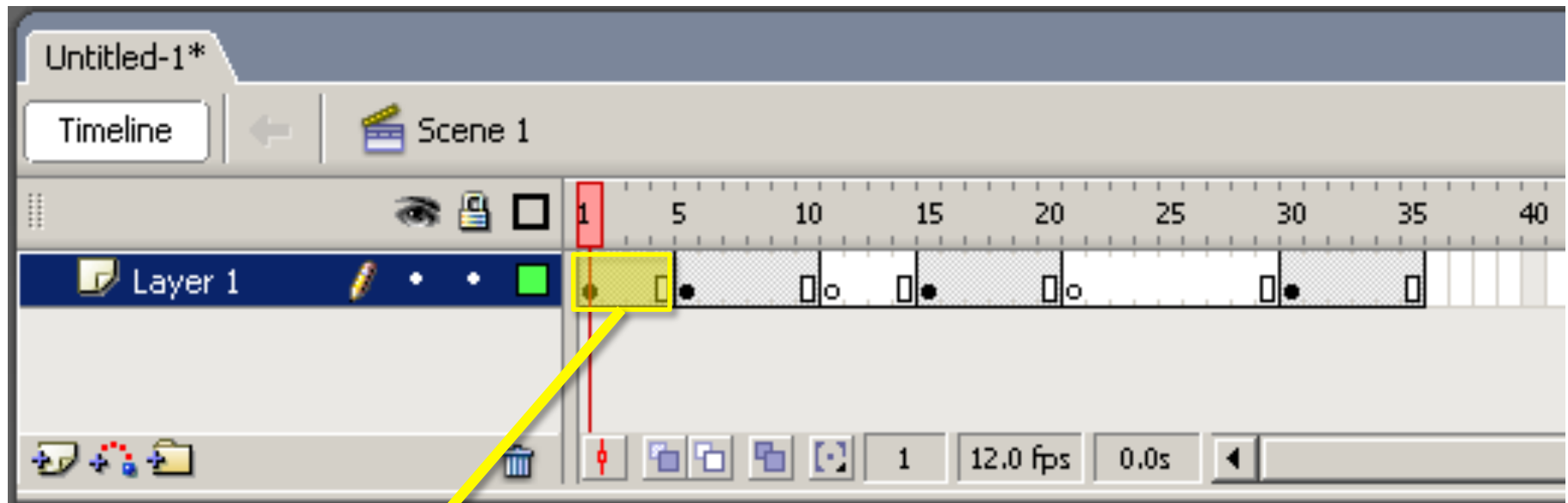


In this example:

1. Which frames are keyframes?
2. Which keyframes have content on the stage?
3. Which keyframes do not have content on the stage?

Frames and Keyframes

- Any non-keyframes frames subsequence to a keyframe has the same content as that keyframe



Keyframe: frame 1

Frames 1 – 4 has the same content as in **frame 1** in Layer 1 on stage

To Create Keyframes in Flash

Do any of the followings:

- Select a frame in the Timeline and select `Insert > Timeline > Keyframe`
- Select a frame in the Timeline and hit the F6 key
- Right-click (Windows) or Control-click (Mac OS) a frame in the Timeline and select Insert Keyframe.

To Convert a Keyframe into a Regular Frame

Do any of the followings:

- Select a frame in the Timeline and select `Insert > Timeline > Clear Keyframe`
- Select a frame in the Timeline and hit the Shift-F6 keys
- Right-click (Windows) or Control-click (Mac OS) a frame in the Timeline and select Clear Keyframe.

To Insert Frames in Flash

Do any of the following:

- Select a frame in the Timeline and select `Insert > Timeline > Frames`
- Select a frame in the Timeline and hit the F5 key
- Right-click (Windows) or Control-click a frame in the Timeline and select Insert Frame.

To Remove Frames

Do any of the following:

- Select a frame in the Timeline and hit the Shift-F5 keys
- Right-click (Windows) or Control-click (Mac OS) a frame in the Timeline and select Remove Frames.

PROPERTY INSPECTOR

The screenshot displays the animation software interface with several key components:

- Scene 1:** A central workspace showing a landscape with trees and a creature. A red box labeled (b) highlights the creature.
- Timeline:** A horizontal axis at the bottom with a grid. A red box labeled (c) highlights the timeline area.
- Properties Panel:** A vertical panel on the right showing the properties of the selected instance. A red box labeled (d) highlights the top section, which includes the instance name 'mc_creature' and its type 'Movie Clip'. Below this, sections for 'POSITION AND SIZE', '3D POSITION AND VIEW', 'COLOR EFFECT', 'DISPLAY', and 'FILTERS' are visible. A large red text overlay 'Property Inspector' is positioned over this panel.
- Library Panel:** A panel on the far right showing a list of assets. A red arrow points from the 'LIBRARY' tab in the Properties panel to the Library panel. A red box labeled (e) highlights the Library panel.



Property Inspector

- Displays the information and properties that can be edited
- If a frame on the Timeline:
 - displays the frame property
 - If the frame selected is a keyframe, you can also assign a frame label and a tweening to that frame.
- If an object on the Stage is selected:
 - displays the object's properties that you can edit, e.g.,
 - x and y
 - width and height

Property Inspector

The screenshot displays the Adobe Animate interface. The main stage area (b) shows a landscape with trees and a small creature object. A red box highlights the creature object on the stage. The Properties panel (d) is open, showing the 'mc_creature' instance with its 'POSITION AND SIZE' properties: X: 294.50, Y: 297.75, W: 122.85, and H: 57.60. The Library panel (a) is also open, showing a list of assets including 'creature'. A red arrow points from the 'LIBRARY' header in the Properties panel to the 'LIBRARY' header in the Library panel. The Timeline (c) is visible at the bottom, showing a sequence of frames.

(b)

(c)

(d)

(a)

This object on stage is selected.

Its x, y, width and height are displayed and can be changed by entering different numbers.

LIBRARY

The screenshot shows the Adobe Flash IDE interface. The main stage (labeled (b)) displays a scene with two green trees and a white creature. The timeline (labeled (c)) shows a sequence of elements including 'label', 'actions', 'timer', 'point', 'instruction', 'meter', 'tree', 'animal.xing', 'tree', 'car', 'star', and 'button'. The Properties panel (labeled (d)) shows the instance name 'mc_creature' and its properties, including position and size.

The screenshot shows the Adobe Flash Library panel (labeled (e)). It displays a list of assets including 'car', 'creature', 'duckling', 'huh.wav', 'instruction', 'magic.wav', 'meter', 'meterpointer', 'road sign 1', 'road sign 2', 'road signs', 'star', 'star one loop', 'start', 'tree01', and 'village.gif'. The word 'Library' is written in large red text at the bottom of the panel.



Library

- Stores symbols, imported bitmaps, and sounds to be used in the project.