

# How to Create Your Own Website using Adobe Flash

**Navigation**

**Animated Mascot**

**Preloader**

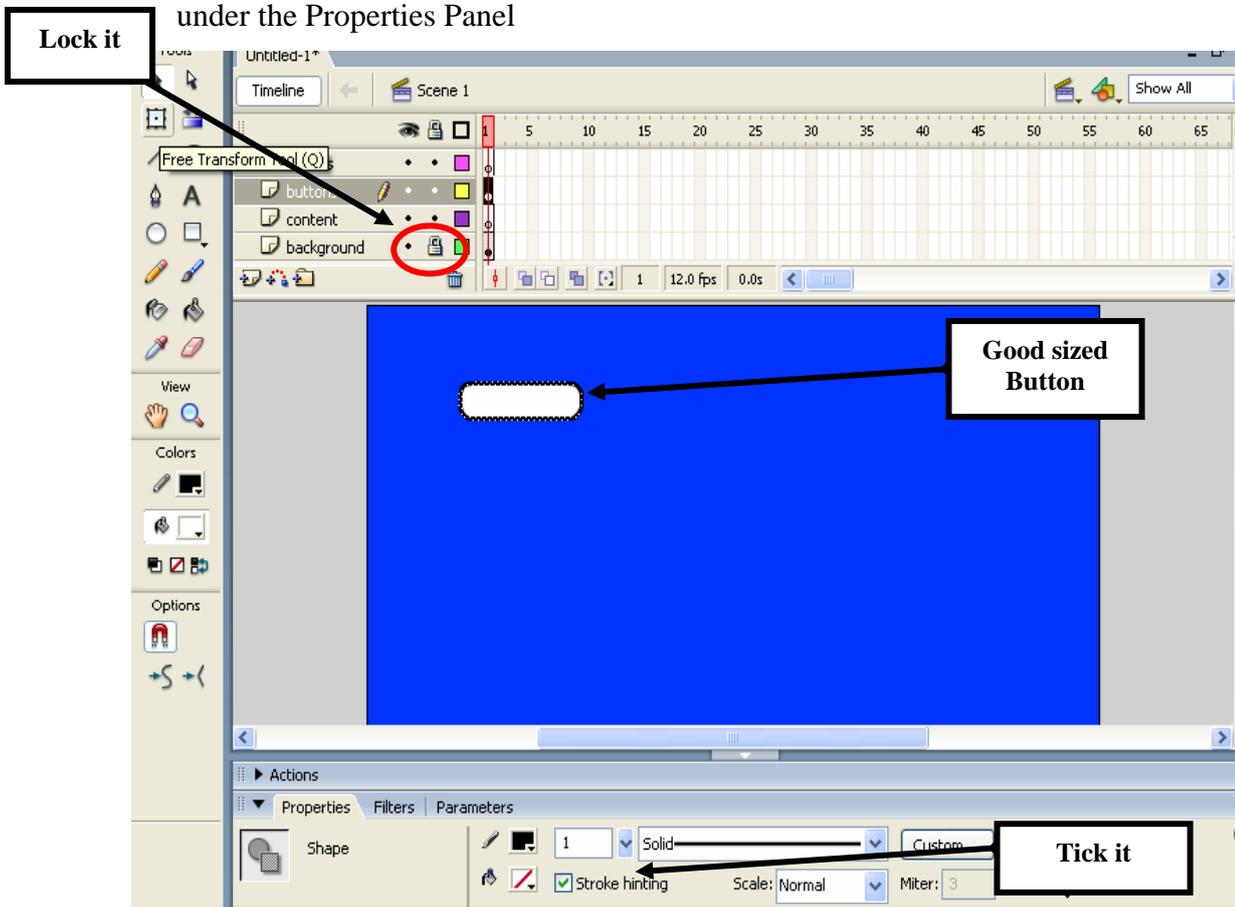
**By**

[www.InnovativeICT.net](http://www.InnovativeICT.net)

## Introduction to Macromedia Flash 8

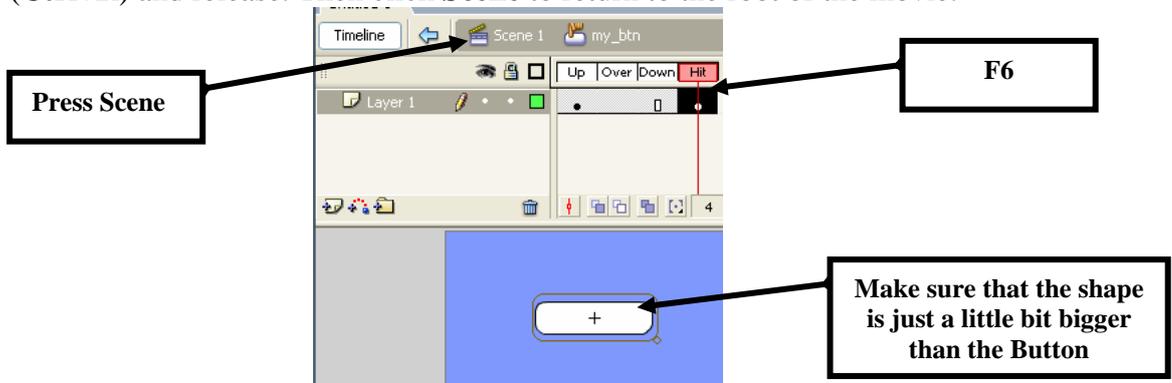
### Lesson 1: Buttons

- ✚ Create 4 layers and name them actions, buttons, content, background
- ✚ Create the background by using the Rectangle Tool and drag out your shape so that it covers the Stage. Make sure that you added the Background to the Background layer – the Key Frame should be black on that layer. Lock that frame by clicking the dot under the Lock.
- ✚ Click Key Frame 1 on the Button Layer.
- ✚ Choose the Rectangle Tool and change the colour so that it is different to the Background. Now drag out a small shape. If you tap the Down Arrow at the end of the *dragging motion* you can alter the shape even further. Play around with that until you find a shape that looks like a nice Button. Then tick Stroke Hinting under the Properties Panel



- ✚ Now highlight the whole Button by double clicking it. If you feel that the Button is too big just click the Free Transformation Tool and resize it to your liking.
- ✚ Click F8 and choose Button as the behaviour. Name it **my\_btn** and click OK. Ensure that the Button is on Key Frame 1 on the Button Layer.
- ✚ Double click the Button. Different States.

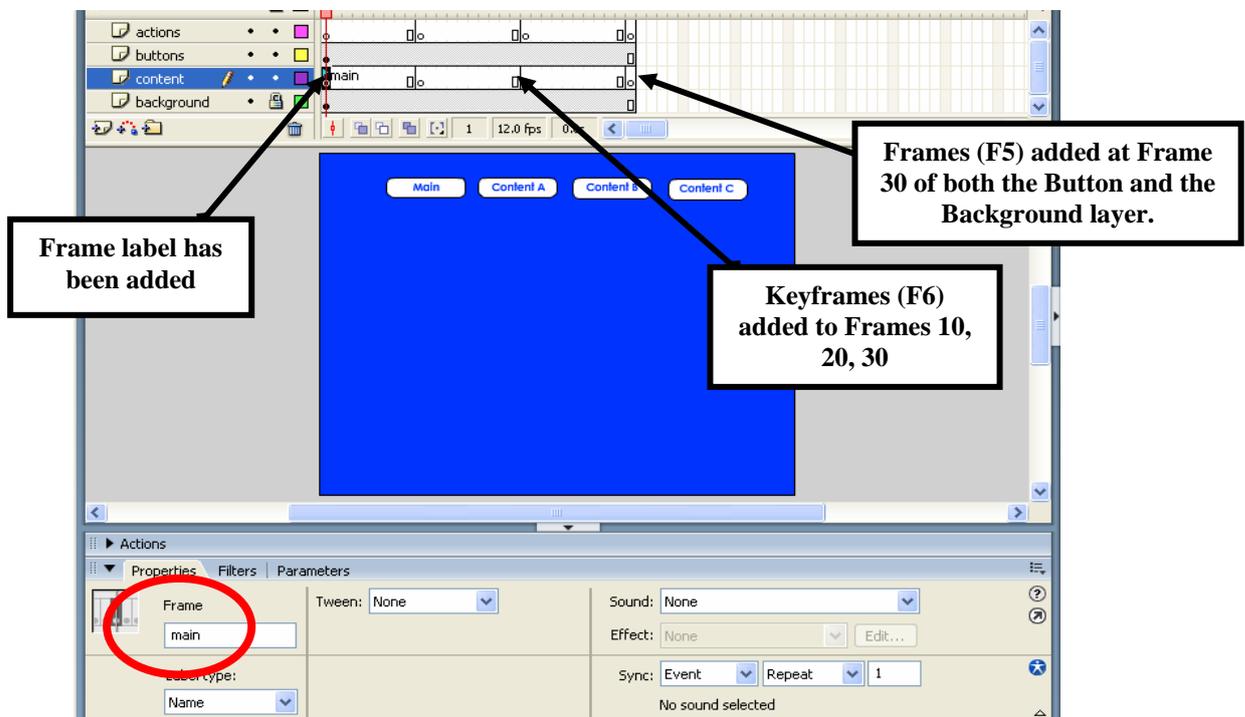
- ✦ Insert a Key Frame **F6** under Hit State. Drag out a shape using the Rectangle Tool (**Ctrl+R**) and release. Then click **Scene** to return to the root of the movie.



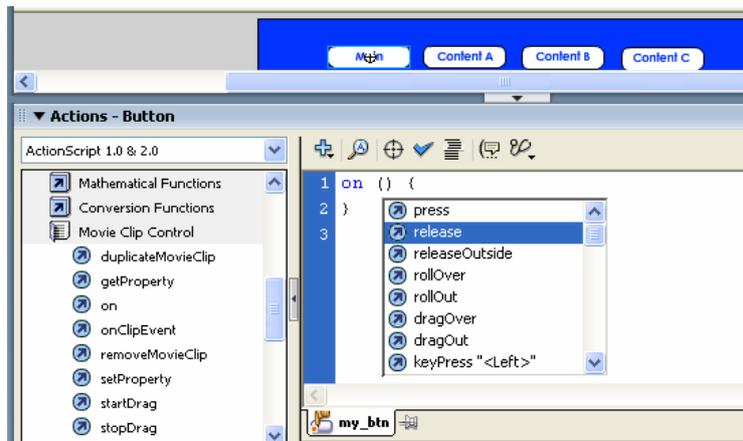
- ✦ You now have a blank Button. Let's create 4 more naming them **main\_btn**, **contentA\_btn**, **contentB\_bnt** and **contentC\_btn**. Right-click your Button selecting **Duplicate Symbol** and type in **main\_btn** in the Symbol Name section. Then do the same again until you can see four Buttons in the library. Delete the Button you have on the stage and drag out the first one from the library. Then follow these simple steps:
  - ✦ Click the Text Tool (A) and type in MAIN in the UP STATE Key Frame
  - ✦ Insert another **KF** under OVER STATE and double click your text. Change the colour.
  - ✦ Insert another **KF** under DOWN STATE and highlight the whole Button. Then press the up arrow three times.
  - ✦ Repeat these steps changing the Symbol name to **contentA\_btn**, **contentB\_bnt** and **contentC\_btn**. Drag them all onto the Stage.
  - ✦ Hit CTRL RETURN to test your creation.

## Lesson 2: Creating navigation

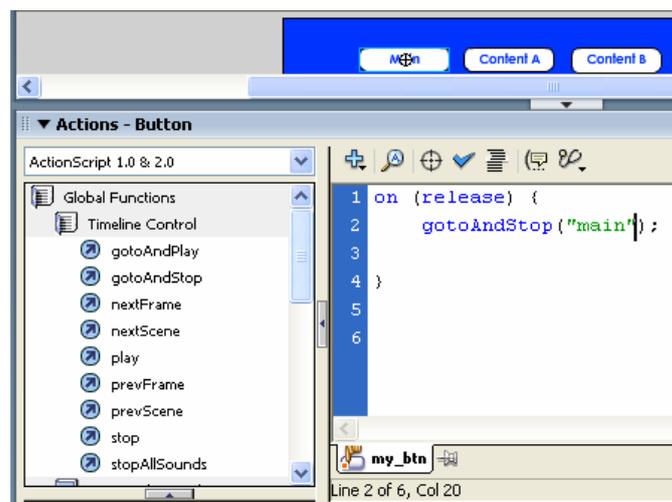
- ✂ Drag all buttons onto KF one on the Button layer.
- ✂ Create new KFs on Frame 10, 20, 30 of the Actions Layer. Note that the Buttons disappear.
- ✂ On frame 30 of the Button Layer press F5 to create a frame. Do the same with the Background layer.
- ✂ Create new KFs on Frame 10, 20, 30 of the Content Layer
- ✂ Select KF 1 of the Content Layer. In the Properties Panel find Frame and type in MAIN as the Frame Label.
- ✂ Go to Frame 10, 20, 30 of the Content Layer and add frames content\_a, content\_b and content\_c respectively. Make sure that each is spelled correctly.



- ✂ Go to Frame 10, 20, 30 of the Actions Layer and add stop(); on each frame. Quickest way would be to select the Frame then press **F9-Global Functions-Time Control** – double click **stop** then select the next frame and do the same (Frames 10, 20, 30)
- ✂ Go to Frame 1 of the Content Layer and choose the Text Tool (T) and type in MAIN in the middle of the page. Then do the same for 10-30 and add Content A, then B and then C on each frame.
- ✂ Go to KF 1 of the Button Layer and click the MAIN Button. Press F9 then **F9-Global Functions- Movie Clip Control** – on – then double click choose **release** and place the cursor after the curly brackets and press RETURN/ENTER (see image on the next page)

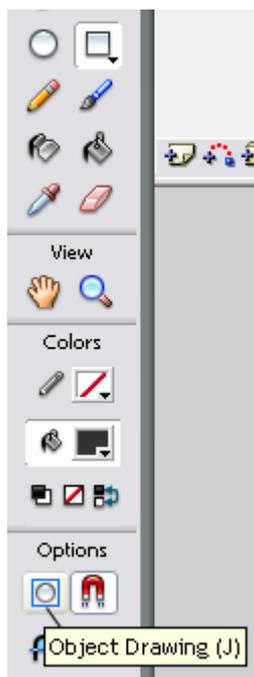


- ✎ Under **Global Functions** press **Timeline Control** – then double click **gotoAndStop**.
- ✎ Place the cursor in between the brackets and press SHIFT 2 to add double speech symbols. Then type in MAIN and then press SHIFT 2 again.
- ✎ Now do the same thing with each button replacing MAIN with content\_a, content\_b, content\_c



### Lesson 3: Tracing

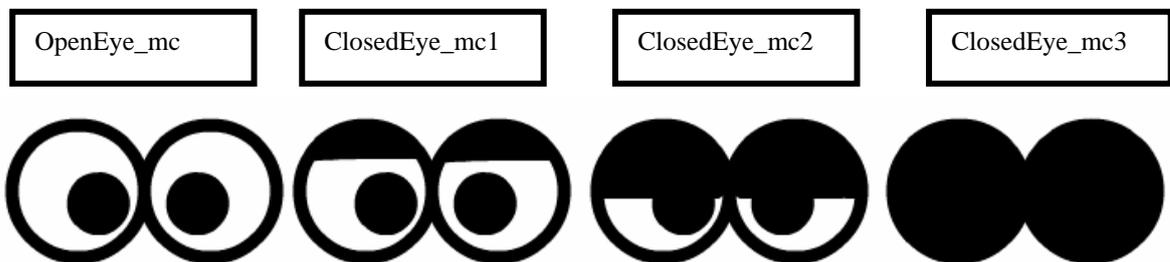
- ✚ Import an image onto the STAGE
- ✚ Place it on Layer 1 (resize if needed), name it IMAGE and lock it
- ✚ Create a new layer just above it and name it **myTrace**
- ✚ We will be drawing two different types of lines using the Line Tool (N): one for major outlines and one for minor guides. The major lines define the general shape of the image. Minor lines act as a reference for colour and shading.
- ✚ Open up the stroke panel, and select a weighting of 0.75 to draw the major lines. Go over the main parts of the drawing, drawing a line then curving it as need be to fit the original by pressing **V** for the SELECT TOOL and **N** for the LINE TOOL.
- ✚ Keep an eye out for the snap to objects tool = lines will join together when you don't want them to; especially if you're drawing two lines very close together. Either try zooming in further or switch the option off if you need to.
- ✚ If for some reason your lines turned into Grouped Objects (ie it is difficult to bend them without simply moving them completely), then just turn it off by clicking the little button shown in the image:



- ✚ Lines can intersect and can't be curved properly = create another layer on top and draw the line(s) you need, then cut them and paste in place on the working layer.
- ✚ If you hide your base layer (clicking and unclicking the Eye Dot next to Image Layer, you'll get a good idea of how your drawing is progressing.

## Lesson 4: Animating your own graphics

- ✂ Create a set of eyes using the CIRCLE TOOL. Then highlight the eyes and press F8, name them OpenEyes\_mc (Behaviour MC)
- ✂ Now duplicate this MC and save it as EyesClosing1. Double click the EyesClosing1 in the library and add a small eye-lid so that it appears that it is about to close
- ✂ Then duplicate this clip naming it EyesClosing2 adding more of the eye-lid
- ✂ Then duplicate this clip naming it EyesClosing3 adding more of the eye-lid until the eyes appear closed, then delete them from the Stage (they are now added to the Library):



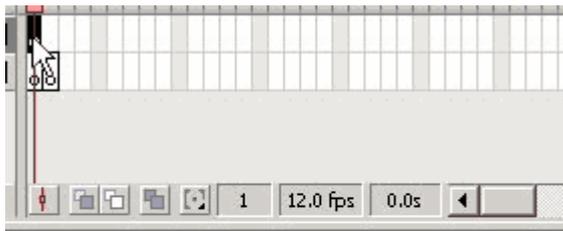
- ✂ Place the OpenEyes\_mc in the middle of the stage, and then double click it.
- ✂ Insert a Key Frame on frame 40 and place your ClosedEyes\_mc1.
- ✂ Insert another Key Frame in the next frame, and repeat the process, inserting the ClosedEyes\_mc2. Put the ClosedEyes\_mc3 in the next Key Frame. Then reverse the process by adding a KF on the following frame placing ClosedEyes\_mc2, then another KF on the following frame placing ClosedEyes\_mc1.
- ✂ Hit CTRL RETURN/ENTER to watch animation

## Lesson 5 – The Preloader

- ✚ Create 2 layers in the root (main timeline) of your flash movie.
- ✚ Name the first layer **preloader** and the second **content**. The first layer will serve to contain the preloader and must consist of one frame, the second one will be used to place the movie content.
- ✚ Add another keyframe to layer 2 by pressing F6 once.



- ✚ Click Frame 1 of the preloader tool. Select the **Rectangle Tool (R)** and draw shape in the first frame.



Set the Fill Colour to white



- ✚ Select the shape and convert it into a symbol by pressing F8 and choosing Movie Clip. Make sure that the registration point is in the middle.

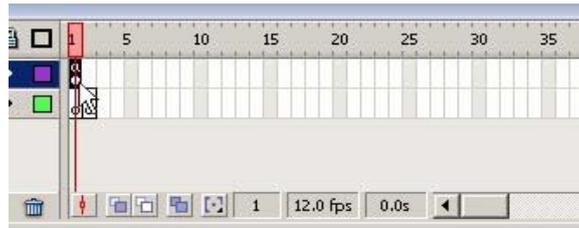


- ✚ Select the MC (Movie Clip) and press F9 to open up the Action Panel.
- ✚ Copy the following code into the Action Panel

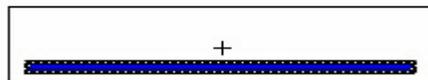
```
onClipEvent (load) {  
total = _root.getBytesTotal();  
}  
onClipEvent (enterFrame) {  
loaded = _root.getBytesLoaded();  
percent = int(loaded/total*100);  
text = percent+"%";  
gotoAndStop(percent);  
}
```

```
if (loaded == total) {  
  _root.gotoAndPlay(2);  
}  
}
```

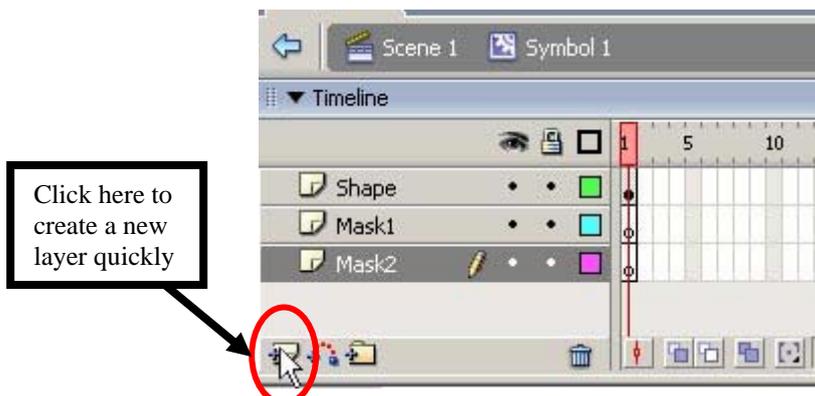
- Select Frame 1 of the **preloader** layer and press F9. Now add `stop();` in the Action Panel window.



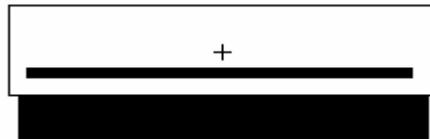
- Double click the MC. Press 'R' and draw a smaller rectangle with a colour different from the white inside the shape. Then drag that so that it is in the middle of the large rectangle – as below.



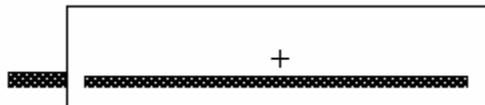
- Now **delete** the smaller rectangle and its border. Highlight the large shape and notice a 'hole'. That was the purpose of the second rectangle: to make this 'hole'. Through this hole the **progress line** will be displayed.
- Create 2 more layers. Call the layer with the rectangle **shape** and two new layers **mask1** and **mask2**. Drag the **shape** layer to the top as below:



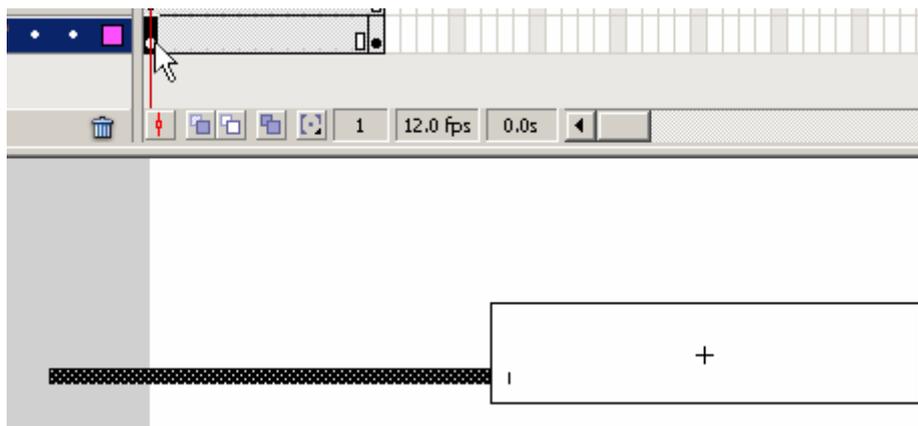
- ✚ Select Frame 15 of each layer by holding down the SHIFT button and pressing with your left mouse button. When all three Frame 15's have been highlighted press F5 to add a frame. Note that your movie will now play for 15 frames rather than just 1 !
- ✚ Select layer named **mask1**, then press 'R' set the background colour to black and draw a big rectangle under the main shape. Do not worry about its appearance as it will become invisible after we create the mask effect. It must cover the hole of the main shape completely but it should be smaller than the main shape as below:



- ✚ Hide the content of **mask1** clicking the Eye next to **mask1** so that you can see what you are creating.
- ✚ Select the **mask2** layer and draw one more rectangle just big enough to cover the 'hole' and stretch outside the large rectangle like here:



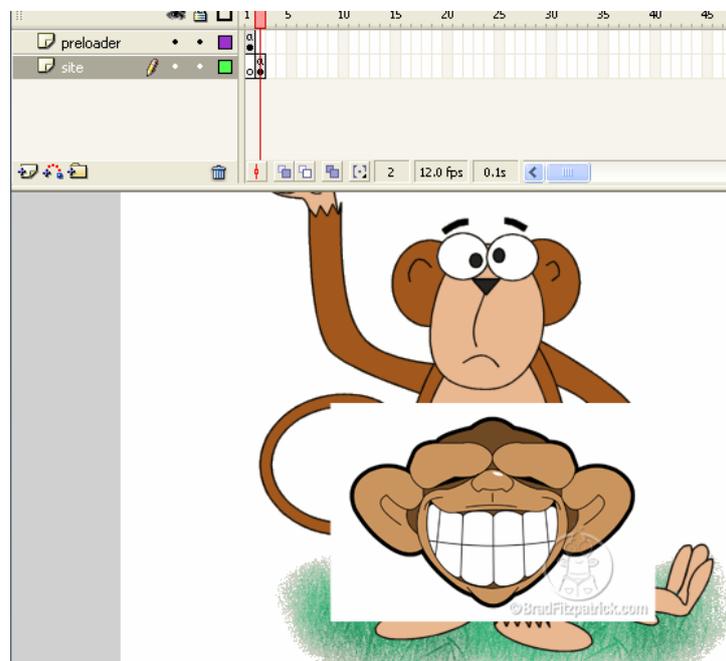
- ✚ While the new rectangle is selected, press F8 to create a new symbol. Choose **Graphic** and name it something appropriate e.g. loading\_grc
- ✚ Add a new keyframe on frame 15 of the **mask2** layer
- ✚ Select Frame 1 of the **mask2** layer and use the arrow keys on your keyboard to slide the new rectangle just before the 'hole' starts or beginning of the large rectangle.



- ✚ Now select all frames of the **mask2** layer, right click and select **Create Motion Tween**. You have now created the animation to show the download process.
- ✚ Select layer named **mask1**, right click and select "**Mask**" option.
- ✚ Click **Scene** to return to the root of your movie.



- Select Frame 2 of your **content** layer, press F9 and add a **stop()** in the Action Panel. Then go "File --> Import...--> Import To Stage" and select a picture you like. Resize the image so that it fits on the stage of Frame 2.



- Select Frame 1 of the **preloader** layer and add the words **Loading, please wait...** underneath the MC.
  - Hit **Ctrl + Enter** to view your preloader. If you cannot see it that simply means it's loading too quickly so just hit **Ctrl + Enter** again and you should have an idea what happens.
- How could you modify this tutorial to make it better and more engaging?
  - Could the monkey slowly build up rather than having the standard loading bar?
  - Is there a way to add sound and make it even more interesting? Maybe even create a small animated movie?
  - Remember that this is what your users will be looking at while waiting for your creation...you do not want to lose them

Try these sites for inspiration:

1. [http://www.actionscript.org/tutorials/intermediate/Creating\\_preloaders\\_for\\_the\\_attachSound\\_Method/index.shtml](http://www.actionscript.org/tutorials/intermediate/Creating_preloaders_for_the_attachSound_Method/index.shtml)
2. [http://www.actionscript.org/tutorials/intermediate/sounds\\_and\\_preloaders/index.shtml](http://www.actionscript.org/tutorials/intermediate/sounds_and_preloaders/index.shtml)

**✂** **lash Work:** Create a website with a preloader, animation(s) e.g a nice animated mascot, menu, and logo. Use all the skills that you have been taught over the past four weeks.

**Try these sites for general help and stimulation:**

[www.flashkit.com](http://www.flashkit.com)

[www.kirupa.com](http://www.kirupa.com)

[www.actionscript.com](http://www.actionscript.com)

Good luck!