Graphics, Tweens, Naming Conventions

Topics

- Graphic Types in Flash
- Drawing tools
- Layers
- Grouping
- Keyframes
- Tweening/Animation

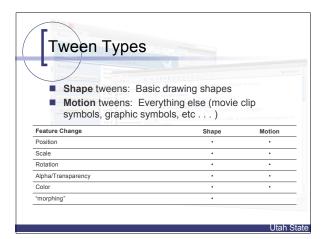| File type	Extension	PC	MAC
Adobe Illustrator (version 10 or earlier	.ai	•	•
Adobe Photoshop;	.psd	•	•
AutoCAD DXF	.dxf	•	•
Bitmap	.bmp, .dib	•	•
Enhanced Windows Metafile	.emf	•	•
FreeHand	.fh7-.f11, .ft	•	•
FutureSplash Player	.spl	•	•
GIF and animated GIF	.gif	•	•
JPEG	.jpg	•	•
PNG, including Fireworks	.png	•	•
Flash Player 6/7	.swf	•	•
Windows Metafile	.wmf	•	•
MacPaint	.pntg	•	•
PICT (bitmap on Windows)	.pct, .pic	•	•
QuickTime Image	.qtif	•	•
Silicon Graphics Image	.sgi	•	•
TGA	.tga	•	•
TIFF	.tif, .tiff	•	•

Adapted from CS4 help file

Naming conventions

- For: variables, files, library items (graphics, movie clips, buttons, sounds, etc . . .)
- No spaces
- Start with letter
- Use "_" or capital letters to separate words:
  - home_button
  - homeButton
- Flash is case sensitive

A little face time (.png, .gif, .jpg, vector)

Keyframes

Frame span

keyframe (blank)

end (blank)

Keyframes (continued)

1 5 10

Frame span

1

keyframe (filled)

10

end (filled)

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Tweens

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Tween Types

- **Shape** tweens: Basic drawing shapes
- **Motion** tweens: Everything else (movie clip symbols, graphic symbols, etc . . .)

Feature Change	Shape	Motion
Position	•	•
Scale	•	•
Rotation	•	•
Alpha/Transparency	•	•
Color	•	•
"morphing"	•	

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A couple of exercises

- A simple car (drawing)
- Square to circle (shape tween)
- Playing cards (motion tween)