

Graphics, Tweens, Naming Conventions

<http://its.usu.edu/~aewalker/videos/inst5245cs5/week02.zip> (“files” link)

Topics

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

File Format	Extension(s)
Adobe Illustrator (version 10 or earlier)	AI
Adobe Photoshop	PSD
AutoCAD 10 DXF	DXF
Bitmap	BMP, DIB
Enhanced Windows Metafile (Windows only)	EMF
FutureSplash Player	SPL
GIF and animated GIF	GIF
JPEG	JPG, JPEG
PNG, including Fireworks PNG files	PNG
Flash Player 6/7	SWF
Windows Metafile	WMF
Adobe XML Graphic File	FXG
QuickTime Image	QTIF
TIFF	TIF, TIFF

Adapted from CS5 help file

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

Defer to screencasts (vector vs raster graphics overview)

Keyframes

keyframe (blank) end (blank)

Keyframes (continued)

keyframe (filled) end (filled)

A couple of examples

- A simple car (drawing)
- Square to circle (3x tweens)
- Playing cards (classic tween)

Tweens

Tween Types

- Shape tweens: Basic drawing shapes
- Classic tweens: Grouped objects, symbols
- Motion tweens: Symbols, text

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

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Naming conventions

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