ADVANCED MULTIMEDIA DEVELOPMENT (CIC2P13)
Laboratory One

Please follow the textbook for the lab exercises:
Macromedia Flash MX 2004 – Design Professional, Jim Shuman, Piyush Patel (2004)

Please refer to the subject website for example files and resource files:

At the end of this lab session, students should be able to:
- Navigate the Flash environment
- Open a document and play a movie
- Create and save a movie
- Work with layers and timeline
- Distribute a Macromedia Flash Movie
- Use the Flash Drawing tools
- Edit Drawings
- Work with Objects
- Work with Text
- Work with Layers

Chapter A – Getting Started with Macromedia Flash

Lesson 1 – Flash Environment
Pg A-3, Introduction to tools / menus – 20 mins
Pg A-7, Start Macromedia Flash and set movie properties and magnification – 10 mins
(example: devenvironment.fla)
Pg A-9, Change panel display – 10 mins

ICP

2

Advanced Multimedia Development

Subject Code: CIC2P13

Diploma in Internet Computing

AY 2004/2005 Year 2, Semester 1

Multimedia Option

Lesson 2 – Open a Document and Play a Movie
.fla file => .swf file – 10 mins
Play: [Enter] for Windows
Rewind: [Ctrl][Alt][R] for Windows

Pg A-12, Open and play a movie & Pg A-13, Test a movie – 10 mins (example: demomovie.fla)
- View => Magnification => Fit in Window
- Control => Play / Control => Rewind
- Windows => Toolbars => Controller
- Controls => Loop Playback
- Controls => Test Movie

Lesson 3 – Create and Save a Movie
Pg A-16, Create objects using drawing tools & Create basic animation & Pg A-17, Change the brightness of an object – 15 mins (example: tween.fla)
When "Create Motion Tween", a symbol is created in the library.

Lesson 4 – Working with Layers and the Timeline
Pg A-21, Add a layer & Create a second animation & Work with layers and view features in the timeline & Modify the frame rate – 15 mins
(example: layers.fla)
- Layers – "the layer on top, appears on top"
- Explains 3 layer buttons

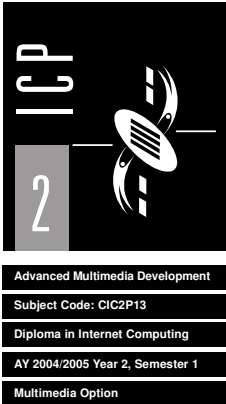**Lesson 6 – Distribute a Macromedia Flash Movie**
Pg A-30, Publish a movie for distribution on the Web – 10 mins
- Explain how to do it in Dreamweaver to import a Flash Movie (should not distort movie)
Pg A-31, Create a projector file – 5 mins
- exe file size is much bigger than swf file. – swf requires flash player, .exe file must run alone

Skills Review: A-32 to A33 – Optional exercise 20 mins

Chapter B – Drawing in Macromedia Flash

Lesson 1 – Drawing tools
Pg B-6, Showing gridlines and check settings – 20 mins (example: tools.fla)
- Explain, View => Grid => Edit Grid

Lesson 2 – Edit Drawings
Pg B-12, Select a drawing using the mouse and the Lasso Tool – 20 mins (example: tools.fla)

Lesson 3 – Work with Objects
Pg B-18, Copy and move a object – 20 mins (example: tools.fla)
- To maintain proportions during re-size.

Lesson 4 – Work with TEXT
Pg B-24, Create text – 15 mins (example: tools.fla)

Lesson 5 – Working with Layers
Pg B-32, Create and record layers & Pg B-33 Rename and delete layers & Pg B-34 Hide, lock and display layer outlines & Pg B-35, Create a guide for a Guide layer … Pg B-38 is optional – 25 mins
(example: layersB.fla)