



Advanced Multimedia Development
Subject Code: CIC2P13
Diploma in Internet Computing
AY 2004/2005 Year 2, Semester 1
Multimedia Option

ADVANCED MULTIMEDIA DEVELOPMENT (CIC2P13) Laboratory Two

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:

- Working with symbols and instances
- Create Buttons
- Assign Actions to Buttons
- Create Frame Animation
- Create Motion-Tweened Animation
- Work with Motion Guides
- Create Shape Tween Animation
- Add Sound
- Add Scenes
- Create A Slide Show Presentation



Chapter C – Working with Symbols and Interactivity

Lesson 1 – Working with symbols and instances

Pg C-6, Create a symbol

- Explain library concept
- Modify => Convert to Symbol

Pg C-7, Create and edit an instance

- Explain instance concept... one library object (symbol) can have a lot of instances

Pg C-8, Edit a symbol in symbol-editing mode

Pg C-9, Break apart an instance

C-6 to C-9, - 30 mins with explanation

Lesson 2 – Working with Libraries

Skip exercises, 5 mins explanation will do.

Lesson 3 – Create Buttons

Skipped last lesson... open file flc_2.fla, save it as carRace.fla. (some steps need minor change)

C-18, Create a button

C-19, Edit a button and specify a Hit area

C-20, Test a button

- Control => Enable Simple Buttons

C-18 to C-20, - 20 mins

Lesson 4 – Assign Actions to Buttons

First need to explain how timeline, stop, start works

C-24, Assign a stop action to frames

- Window => Development Panels => Actions

C-26, Assign a start action to a button

C-26, Assign a goto frame action to a button

C-27, Assign a second event to a button

C-24 to C-27, - 30 mins (need detailed explanation)



Chapter D – Creating Animations

Lesson 1 – Create Frame Animation

Pg D-6, Create an in-place frame animation
Pg D-7, Add detail to the animation
Pg D-8, Create a moving frame animation
Pg D-9, Change the frame rate
Pg D-6 to D9, - 20 mins

Lesson 2 – Create Motion-Tweened Animation

Skip, covered before, explain the difference between Frame-by-Frame Animation and Motion-Tweened Animation

Lesson 3 – Work with Motion Guides

Pg D-16, Create an animation without a motion guide

- Insert => Timeline => Create Motion Tween

Pg D-17, Add a motion guide to an animation

- Insert => Timeline => Motion Guide

Pg D-18, Orient an object to the path

- Orient to path check box

Pg D-19, Accelerate an animated object

- Ease (property inspector)

Pg D-16 to D-19, - 25 mins

Lesson 4 – Create Motion Animation Effects

Skip, do not go through. Explain Motion Animation can be used to achieve other effects. (such as resize, rotate, change color, or Timeline effect from the library, or use several effects)

Lesson 5 – Animate Text

Skip, explain text can be animated.



Chapter E – Creating Special Effects

Lesson 1 – Create Shape Tween Animation

Pg E-6, Create a shape tween animation – 5 mins

Pg E-7, Create a morphing effect – 5 mins

Pg E-9, Use shape hints – 5 mins

Lesson 2 – Create A Mask Effect

Skip

Lesson 3 – Add Sound

Pg E-16, Add sound to a movie – 15 mins

Pg E-17, Add sound to a button – 15 mins

Lesson 4 – Add Scenes

Pg E-20, Add and name a scene

- Window => Design Panels => Scene

Pg E-21, Copying frames to add to a scene

Pg E-22, Add interactivity to scene

Pg E20 to E-22, - 25 mins, explain scene concept

Lesson 5 – Create A Slide Show Presentation

Pg E-26, Test a slide show presentation – 10 mins

Pg E-27, Add transition effects – 10 mins