

## **ADVANCED MULTIMEDIA DEVELOPMENT (CIC2P13)**

### **Laboratory Three**

Please follow the textbooks for the lab exercises:

**Macromedia Flash MX 2004 – Design Professional, Jim Shuman, Piyush Patel (2004)**

**Macromedia Flash MX 2004 Game Programming – Graig S. Murray, Justin Everett-Church (2003)**

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

At the end of this lab session, students should be able to:

- Plan for Complex Movies and Animations
- Create an Animated Graphic Symbol
- Create a Movie Clip Symbol
- Create animated Buttons with Movie Clip Symbols
- Import and Modifying Graphics
- Use Imported Graphics in a Movie
- Import video file, and control the video file

### **Chapter H – Building Complex Animations**

#### **Lesson 1 – Plan for Complex Movies and Animations**

Pg H-7, Work with an animated graphic symbol – 10 mins

Pg H-8, Work with a movie clip symbol – 10 mins

#### **Lesson 2 – Create an Animated Graphic Symbol**

Pg H-12 to H-13, animated graphic symbol – 15 mins

#### **Lesson 3 – Create a Movie Clip Symbol**

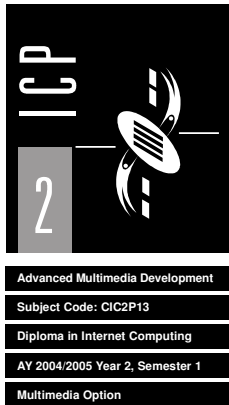
Pg H-16, Create a movie clip symbol – 5 mins

Pg H-17, Nested movie clip symbols – 5 mins

Pg H-18, Move movie clip symbol to the stage and enhance animation – 10 mins

#### **Lesson 4 – Animated Buttons with Movie Clip Symbols**

Pg H-22 to H-25, optional



## **Chapter G – Import and Modifying Graphics**

### **Lesson 1 – Understanding and Import Graphics**

Pg G-8 to G11, Import different bitmap files as symbols – 20 mins

### **Lesson 2 – Break Apart Bitmaps and Use Bitmap Files**

Pg G-14, Break apart a bitmap – 5 mins

Pg G-15, Use and edit a bitmap fill – 5 mins

### **Lesson 3 – Trace Bitmap Graphics**

Pg G-18, Trace a bitmap image – 10 mins

### **Lesson 4 – Use Imported Graphics in a Movie**

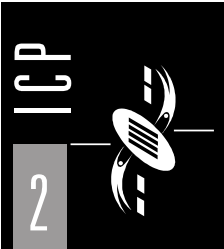
Pg G-23, Use the images in combinations to build a scene – 10 mins

### **Exercise 1 – Video Control**

Please see the example on the subject web site on video control. (Movie\_MX2004.fla or Movie\_MX.fla)

#### **Steps**

1. Download .mov video file from the subject web site.
2. Create a new Flash movie
3. Check the frame rate of the .mov file in QuickTime Player. Change the Flash movie to the same frame rate. (If we need to maintain quality ... 24 fps for this .mov video)
4. "File Import to Library" – to import the movie (Embed video)
5. Create buttons as shown. (pull the initial button from the "Components" window) Create multiple instances of the same button symbol. Re-name the instances, and change the button labels
6. Attach the following ActionScripts to the buttons. (instance scripts)



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

### Exercise 1 – Video Control

6. Attach the following ActionScripts to the buttons. (instance scripts)

Stop

```
on (press) {  
    this._parent.stop();    //MX version:    this._parent.gotoAndStop(this._parent._currentframe);  
}
```

Play

```
on (press) {  
    this._parent.play();    //MX version:    this._parent.gotoAndPlay(this._parent._currentframe);  
}
```

Go To End

```
on (press) {  
    this._parent.gotoAndStop(_parent._totalframes);  
}
```

Rewind

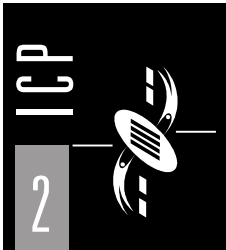
```
on (press) {  
    this._parent.gotoAndStop(1);  
}
```

Step Back

```
on (press) {  
    this._parent.prevFrame();  
}
```

Step Forward

```
on (press) {  
    this._parent.nextFrame();  
}
```



Advanced Multimedia Development

Subject Code: CIC2P13

Diploma in Internet Computing

AY 2004/2005 Year 2, Semester 1

Multimedia Option

### Exercise 1 – Video Control

6. Attach the following ActionScripts to the buttons. (instance scripts)

Fast Step Froward

```
on (press) {  
    this._parent.gotoAndPlay(this._parent._currentframe + 48);  
}
```

### Exercise 2 – Flash ActionScript

Example: ch2\_01Script\_framescript fla

Example: ch2\_02Script\_framescript fla

Reading / Reference: Textbook Pg30 to 32

Example: ch2\_03Script\_movieclipscrip fla

Reading / Reference: Textbook Pg32 to 33

Example: ch2\_04Script\_instancescrip fla

Reading / Reference: Textbook Pg33 to 34

Example: ch2\_05trace fla

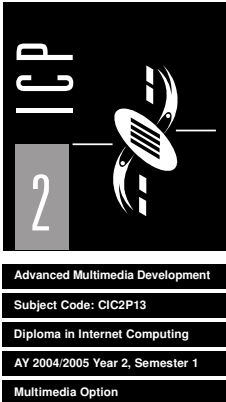
Reading / Reference: Textbook Pg36

Example: ch2\_06trace fla

Reading / Reference: Textbook Pg37

Example: ch2\_06Operators fla

Reading / Reference: Textbook Pg38 to 41



## Exercise 2 – Flash ActionScript

Example: ch2\_07Operators fla  
Example: ch2\_08Operators fla  
Example: ch2\_09Operators fla  
Reading / Reference: Textbook Pg44 to 46

Example: ch2\_10comments fla  
Reading / Reference: Textbook Pg48 to 49

Example: ch2\_11Types fla  
Reading / Reference: Textbook Pg49 to 51

Example: ch2\_12MoreOperators fla  
Reading / Reference: Textbook Pg52 to 54

Example: ch2\_13MoreOperators fla  
Reading / Reference: Textbook Pg53