

# PROJECT C

## flash practice

# learning flah site construc- tion

LEARNING EFFICIENT WAY TO  
EXECUTE YOUR CREATIVE  
SOLUTIONS

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## PROJECT OVERVIEW

In this project you will create a flash website for the client. You will understand the client's needs and objectives, then build interface design according to your new creative brief. It's important to understand the client goals and visions for the site and provide creative solutions to manage their expectations and expand their imagination with your creative solutions. You will begin the project by researching other web sites analyzing those creative concepts and design specifications. Though the client is not competitive with other like minded organization, you need to research on other green design sites to enhance your ideas to deal with this specific contents.

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## LEARNING OBJECTIVES/GOALS

To understand the client brief and manage to interact with them  
To complete the research on other green design sites  
To analyze the client needs and research results  
To identify the creative solution for the site  
To execute the creative brief effectively on time

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## DESIGN PROCESS

Work on this design document from research to final design.  
[www.web-redesign.com/chapter1.html](http://www.web-redesign.com/chapter1.html)

## POST PRODUCTION

### INTEGRATING WITH DREAMWEAVER

- New Site
- New Document
- Upload files to Server
- Test the site

## PUBLISH THE SITE AND MAINTENANCE

### Server

**Domain Registration:** [www.networksolution.com](http://www.networksolution.com)

Purchasing Hosting Service: [www.fatcow.com](http://www.fatcow.com)

### FTP information

- server
- directory
- username
- password

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## FLASH ONLINE RESOURCES

[www.flashkit.com](http://www.flashkit.com)

<http://www.flashforwardconference.com/>

### Site examples

[http://www.sessions.edu/student\\_life/portfolios/index.asp](http://www.sessions.edu/student_life/portfolios/index.asp)

<http://www.adobe.com/resources/student/contests/swdc/winners/fall2001.html>

<http://designconference2005.aiga.org/timeline/>

### Accessing the Simulate Download feature

[www.adobe.com/newsletters/edge/november2006/articles/article5/index.html?trackingid=NBWC](http://www.adobe.com/newsletters/edge/november2006/articles/article5/index.html?trackingid=NBWC)

### Check out the application

Flash/menu/help/tutorial and samples or Actionsript 2.0

In Windows, browse to boot drive\Program Files\Macromedia\FIash 8\Samples and Tutorials\Samples\

# research

## UNDERSTANDING HOW OTHER SITES ARE CREATED

Place your online research on Flash Design and Flash Development.

[www.adobe.com/devnet/flash](http://www.adobe.com/devnet/flash)

[www.adobe.com/devnet/flash/articles/  
total\\_training\\_scripting\\_basics.html](http://www.adobe.com/devnet/flash/articles/total_training_scripting_basics.html)

# integration

## with

### illustrator

### photoshop

### dreamweaver

#### IMPORTING VECTOR FILES

##### IMPORTING ILLUSTRATOR CONTENT P579

Convert **Pages** Scenes or Keyframes

Convert **Layers** to Layers, Keyframes, or Flatten

**Flash** > File > Import > Import to Stage

Convert to pages to **Keyframes** and Convert to layers to **Keyframes**

Deselect the **Include invisible layers** option

**What has happend now?**

**Flash** > File > Import > Import to Stage

Convert to pages to **Scenes** and Convert to layers to **Layers**

Deselect the **Include invisible layers** option

**What has changed now?**

##### IMPORTING PHOTOSHOP CONTENT

**ImageReady** > File > Export > Macromedia Flash (SWF)

Select Preserve Appearance, Generate HTML, Enable Dynamic Text

Choose Lossless 32

**Flash** > File > Import > Import to Stage > Choose a swf file

Modify > Timeline > Distribute to Layers

**What has happend now?**

**ImageReady** > File > Export > Macromedia Flash (SWF)

DeSelect Preserve Appearance, Generate HTML, Enable Dynamic Text

Choose Lossless 32

**Flash** > File > Import > Import to Stage > Choose a swf file

Modify > Timeline > Distribute to Layers

Modify > Break Apart

**What has changed now?**

##### INTEGRATING WITH DREAMWEAVER 8

Dreamweaver > file > Open > index.html

Insert bar > Common > Media button > Flash

Select > **SWF** file not fla

Property Inspector > Click **Play** button and **Stop** button

Property Inspector > Click **Edit** button to open Flash > Click Done button  
after editing a fla file > Return to Dreamweaver

# flash site construction basics

1. **OPEN NEW FLASH FILE**
2. **SET THE PROPERTIES #J**
  - a. Dimensions
  - b. Background Color
  - c. Frame Rate at 12 fps
3. **LIBRARY**
  - a. Prepare the Library assets like sounds or bitmap images
  - b. Import items to the Library
  - c. Organize items by folders
4. **TIMELINE**
  - a. Create Layers on Scene 1 Timeline
  - b. Action
  - c. Label
  - d. Sound
  - e. Main menu
  - f. Text
  - g. Movie Clip
  - h. Objects
5. **OPEN ACTIONS WINDOW**
  - a. Add action
  - b. Global Function/Timeline Control/Stop  
**stop();**
6. **CREATE MAIN BUTTONS**
  - a. Select an object or create a text for a button
  - b. Right Click and choose Convert to Symbol
  - c. Choose Button
  - d. Assign Up/Over/Down/Hit States
  - e. Assign an Action for each button like:  
**on (release) {**  
**gotoAndStop("research");**  
**}**
7. **CREATE A MOVIE CLIP**
  - a. Insert/New Symbol/Movie Clip
  - b. Go to the Movie Clip Timeline
  - c. User the layers
8. **INTEGRATION**
  - a. Importing vector files
  - b. Importing Illustrator content
  - c. Importing Photoshop content
  - d. Intergrating with Dreamweaver 8

# flash knowledge check-ups

[HTTP://WWW.SFSKIDS.COM/  
TEMPLATES/SPLASH.ASP](http://www.sfskids.com/templates/splash.asp)

## TIMELINE AND LAYERS

What are layers used in Flash? To organize images, sounds, videos, animations, or any other elements contained in the flash movie.

Where are new layers inserted?

How do you rename the layer?

Can Objects in a single layer can be selected, cut or copied, and pasted to other layers?

How do you reposition layers?

How to prevent changes to objects on all layers or individual layer?

## GUIDE

Where is the **outline mode** and why do we need it?

What do you use to **split objects** on a single layer into separate individual layers?

How do you **conceal objects** in the linked layer?

What does a **guide layer** do?

What does a **motion guide** do?

## SYMBOL AND INSTANCE

What is a **symbol**?

What are the **benefits** of using symbols?

What do you call **each occurrence of a symbol** of the stage?

Can **instances** of a symbol be modified without affecting the master copy of the object?

How do you **edit a symbol**?

## IMPORT AND EXPORT

Can you **insert images** into flash by copy and paste commands from other programs?

How do you **import Illustrator vector graphics** into Flash?

Do you need to **optimize vector graphics why**?

When you import files where do they go?

## ACTION AND ACTIONSCRIPT

What is **ActionScript**?

How are **classes defined** in object oriented programming languages?

What are **actions**?

Where are actions applied?

Why do you want to use **frame labels**?

## COMPONENTS AND FORMS

What are the components?

What are the categories of components?

What are simple user interface control examples?

What are complicated control elements?

# must know 1

THE BEHAVIORS PANEL

actionscript  
basics and  
behaviors

the behaviors  
panel

the action panel  
defined

THE ACTION PANEL DEFINED

# must know 2

**actionscript  
basics and  
behaviors**

**controlling the  
timeline**

# must know 3

## actionscript basics and behaviors

## interactivity & actions events & events handlers

### INTERACTIVITY AND ACTIONS: EVENTS AND EVENT HANDLERS

#### MOUSE EVENTS

press

release

releaseOutside

rollOver

rollOut

dragOver

dragOut

keyPress

#### KEYBOARD EVENTS

#### MOVIE CLIP EVENTS

load

unload

onEnterFrame

mouseDown

mouseMove

mouseUP

keyDown

keyUp

data

#### TIMELINE EVENTS

stop

# must know 4

**actionscript  
basics and  
behaviors**

**stop and play**

DOT SYNTAX?

# **must know**

## **5**

**actionscript  
basics and  
behaviors**

**slide show**

# must know 6

USING THE GO TO WEB PAGE BEHAVIOR: GO TO URL

## actionscript basics and behaviors

TARGETING SCENES:

## go to url

WHAT ARE FRAME LABELS AND WHY USE THEM?

# must know

## 7

CREATING A POP-UP MENU USING FRAME LABELS

WHAT IS LOADMOVIENUM?

**actionscript  
basics and  
behaviors**

**a pop-up menu**

# must know 8

LOADING MOVIES

**actionscript  
basics and  
behaviors**

**loading movies**

# must know 8

## actionscript basics and behaviors

## examples

### PRELOADER

```
var myMCL:MovieClipLoader = new MovieClipLoader();
var myListener:Object = new Object();
myMCL.addListener(myListener);
myListener.onLoadProgress = function(target_mc:MovieClip,
bytesLoaded:Number, bytesTotal:Number) {
    var loaded:Number = Math.round((bytesLoaded/bytesTotal) * 100);
    progressBar.gotoAndStop(loaded);
}
myListener.onLoadInit = function (target_mc:MovieClip) {
    progressBar._visible = false;
}
myListener.onLoadStart = function (target_mc:MovieClip) {
    progressBar._visible = true;
}
myMCL.loadClip("your swf file", "container");
```

### GET URL FOR E-MAIL AND WEB PAGE

```
on (release) {
    getURL("mailto:yunsun.chung-shin@zu.ae.ac");
}
on (release) {
    getURL("http://www.lynda.com", "_self");
}
```

### LOAD MOVIE

```
var myMCL:MovieClipLoader = new MovieClipLoader();
myMCL.loadClip("movie2.swf","container");
```

### SCROLL TEXT

```
//-----<scroll buttons>-----\\
this.scrollDown.onRelease = function() {
    loadedInfo.scroll += 1;
}
this.scrollUp.onRelease = function() {
    loadedInfo.scroll -= 1;
}
//-----</scroll buttons>-----\\
```

### SLIDESHOW

```
Previous Button
on (release) {
    if (this._currentframe == 1) {
        gotoAndStop(this._totalframes);
    } else {
        prevFrame();
    }
}
```

### SLIDESHOW

```
Next Button
on (release) {
    if (this._currentframe == this._totalframes) {
        gotoAndStop(1);
    } else {
        nextFrame();
    }
}
```

# must know 8

## post-production

### INTEGRATING WITH DREAMWEAVER

New Site

New Document: index.html

Insert Flash file

Edit Flash file

Upload files to Server

Test the site

### PUBLISH THE SITE AND MAINTENANCE

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