

# FLASH CS4

Name: \_\_\_\_\_

## Intro Videos

### Video 4


#### Symbols and instances

- 1) Where are symbols located? How can you get them onto your stage?
- 2) What does the narrator mean she says she dragged an “instance of a symbol” onto the stage?
- 3) How would you describe a movie clip in your own words?
- 4) What are the 3 types of symbols you can create?  
Describe the differences

#### Practice Exercise

Using the bird graphics located in the handout folder (O:\TGJ Multimedia\FLASH\Vid 4 Symbols) create a bird flying through the sky scene. Save this to your m:drive and export the finished product as a movie. This can be embedded into your weebly.

#### Steps to the exercise

- 1) Open flash and decorate your stage. Draw and animate things like clouds as your backdrop.
- 2) Choose insert>new symbol. Name it “Bird” and make sure movie clip is chosen as the type. Choose file>Import> import to stage> and select “1.gif” from the handout to the stage. Flash will recognize it is apart of a sequence. Say yes to importing all of the sequence.
- 3) Return to scene1 
- 4) Drag the bird movie clip from the library onto the left side of the scene 1 stage.
- 5) Create a motion tween across the stage by selecting the bird, right clicking and choosing create motion tween, clicking on the last frame on your timeline and dragging the bird over.
- 6) You wont see your bird flap its wings until you test your movie

#### Enrichment:

Ad and animate more elements to your scene. For example; more birds, objects, background, sounds, etc