

CONTENTS

Chapter 1 ■ Introduction to Flash 1
Flash Files and Flash Player
Chapter 2 ■ Flash Concepts 19
Creating a New Flash Document 20 Movie Properties 21 Architecture of a Flash Document 23 Scenes in Flash 24 Layers in Flash 26 Concept of Frames 30 Saving a Flash Document 34 Testing a Flash Movie 34 Publishing a Flash Movie 35
Chapter 3 ■ Working with Graphics 37
Understanding Vector and Bitmap Graphics
Chapter 4 ■ Working with Colors in Flash 59
The Color Palette
Chapter 5 ■ Transforming and Aligning Graphics 67
Grouping the Objects
Chapter 6 ■ Working with Text 85
Understanding the Font Display90 Modifying the Text Attributes91 Using the Check Spelling Feature96 Transforming Text98

Chapter 7 ■ Symbols and Library	99
Creating Symbols	104
Editing Symbols	107
Modifying the Instance of a Symbol	
Using the Library	112
Using the Common Libraries	
Opening the Library of Other Flash Documents	
Creating Custom Libraries	117
Chapter 8 ■ All About Animation	121
Working with Timeline Effects	
Using the Explode Timeline Effect	
Using the Frame-by-Frame Animation Technique	133
Chapter 9 ■ All About Tweening	139
Using Motion Tweening to Create Animations	140
Using Shape Tweening to Create Animations	
Using the Onion Skin Feature	
Creating an Animation using Motion Tweening and Shape Tweening	
Creating Masking Effects	
Animating Filters	
Applying the Bevel Filter	
Applying the Glow Filter	
Animating the Filter using the Motion Tween	174
Chapter 10 ■ Adding Interactivity to Flash Movies	177
Using the Behaviors	
Creating a Movie Clip	
Adding a Behavior	
Introducing ActionScript	
Introducing Programming Concepts in ActionScript	
Introducing Object Oriented Features in ActionScript	
Working with the MovieClip Class	
Working with the Date Class	
Working with Timeline Control Actions	
Controlling Movie Clips with Actions	
The GetURL Action	
Using iscommand() Action with stand Alone movies	232