

CONTENTS

Chapter 1 ■ Getting Started with Flash Professional CS6		1
Understanding the Flash Player.....		2
Exploring the Flash Professional CS6 Features.....		2
Identifying the System Requirements		3
Launching the Flash Professional CS6 Application		4
Creating a Document in Flash Professional CS6		6
Exploring the Flash Professional CS6 User Interface		6
The Menu Bar		7
The Stage and the Pasteboard		8
The Tools Panel.....		9
The Properties Panel		11
The Library Panel		12
The Timeline Panel		12
The Motion Editor Panel.....		13
Frequently Used Panels.....		14
Working with Workspaces		17
Creating a Custom Workspace		17
Managing a Workspace.....		18
Setting the Stage		21
Saving a Flash Document.....		22
Saving a Flash Document in the Default Format		23
Saving a Flash Document in an Uncompressed XML-Based Format		23
Working with Templates.....		25
Creating a Flash Template		25
Opening a Flash Template.....		26
Closing the Flash Document.....		27
Opening an Existing Flash Document.....		28
Quitting the Flash Application.....		29
Chapter 2 ■ Working with the Tools Panel		31
Defining Drawing Modes		31
The Merge Drawing Mode.....		32
The Object Drawing Mode		32
Exploring Drawing Tools		33
Using Rectangle Tool		34

Using Oval Tool.....	35
Using Rectangle Primitive Tool.....	37
Using Oval Primitive Tool.....	38
Using PolyStar Tool.....	39
Using Line Tool.....	40
Using Text Tool.....	42
Using Pencil Tool.....	42
Using Pen Tool.....	43
Using Brush Tool.....	45
Using Spray Brush Tool.....	46
Using Deco Tool.....	47
Using Paint Bucket Tool.....	54
Using Eyedropper Tool.....	55
Using Eraser Tool.....	56
Exploring the Selection and Modification Tools.....	58
Using Selection Tool.....	58
Using Subselection Tool.....	61
Using Lasso Tool.....	64
Using Free Transform Tool.....	65
Using Gradient Transform Tool.....	69
Using Bone Tool.....	72

Chapter 3 ■ Working with Colors, Objects, and Text**75**

Working with Colors in Flash.....	76
Creating Custom Gradients.....	76
Altering the Opacity of Gradients.....	79
Creating Custom Colors.....	81
Saving Custom Colors.....	83
Adding Filters in Flash.....	84
Editing Objects in Flash.....	86
Transforming Objects.....	94
Copying an Object.....	102
Deleting an Object.....	103
Introducing Text in a Flash Document.....	104
Creating Text Fields.....	105
Editing a Text Field.....	111
Creating Multicolumn and Threaded Text.....	115

Chapter 4 ■ Getting Familiar with the Timeline Panel		121
Working with Frames and Keyframes in Flash		122
Inserting Frames and Keyframes in the Timeline Panel		122
Converting a Keyframe into a Frame.....		123
Copying and Pasting a Frame or Frame Sequence		124
Changing the Length of a Frame Sequence		125
Deleting a Frame or a Frame Sequence.....		126
Working with Layers and Layer Folders in Flash.....		127
Creating a Layer		127
Locking and Unlocking a Layer.....		128
Hiding a Layer		128
Creating a Layer Folder		130
Renaming a Layer or Layer Folder.....		131
Copying and Pasting the Content of a Layer		132
Deleting a Layer.....		133
Chapter 5 ■ Using Symbols, Instances, and the Library		135
Exploring the Types of Symbols in Flash.....		135
Creating Symbols in Flash.....		136
Creating Symbols from an Existing Object		136
Creating New Symbols		138
Converting an Animation into a Movie Clip Symbol.....		150
Duplicating a Symbol.....		155
Modifying Symbols		156
Editing in the Symbol-Editing Mode.....		156
Editing in Place		157
Editing in a New Window.....		159
Inserting Instances in Flash.....		160
Exploring the Library Panel in Flash.....		161
Using Common Libraries in Flash		162
Creating a Custom Library		163
Importing Symbols from Other Flash Files.....		166
Chapter 6 ■ Working with an Animation		169
Exploring the Onion Skinning Feature		170
Creating a Frame-by-Frame Animation		171

Creating a Shape Tween.....	173
Creating a Motion Tween.....	176
Editing the Motion Path of a Tweened Object.....	179
Changing the Motion Path by Moving a Tweened Object	179
Changing the Location of a Motion Path on the Stage.....	180
Working with Motion Presets in Flash.....	181
Previewing a Motion Preset.....	181
Applying a Motion Preset	183
Saving a Tween as a Custom Motion Preset	184
Deleting a Motion Preset.....	187
Creating a Classic Tween.....	188
Creating a Mask Layer.....	192
Working with Bone Tool.....	195
Animating an Armature in Different Modes.....	198
Animating an Armature on the Timeline Panel.....	199
Animating an Armature in the Runtime Mode.....	201
Converting an Armature into a Movie Clip or Graphic Symbol.....	202
Working with 3D Animation in Flash	204
Using 3D Rotation Tool.....	204
Using 3D Translation Tool.....	207
Chapter 7 ■ Getting Familiar with ActionScript	209
Exploring the Versions of ActionScript.....	209
Exploring Features of ActionScript	210
Exploring the Actions Panel	210
Exploring the Script Pane.....	212
Exploring the Panel Menu.....	212
Exploring the Actions Toolbox.....	212
Exploring the Script Navigator	212
Understanding the Script Assist Mode.....	212
Working with ActionScript.....	213
Creating a Custom Mouse Cursor Using ActionScript 3.0.....	214
Creating an Interactive Slideshow by using ActionScript 3.0.....	217
Creating a Digital Clock using ActionScript 3.0	224
Mobile Development	228

Chapter 8 ■ Publishing and Exporting Flash Files	233
Publishing Files in Flash	233
Working with Publish Settings.....	234
Exploring the OTHER FORMATS Section	235
Exploring the Flash Publishing Options.....	235
Exploring the HTML Wrapper Options	237
Working with Publish Profiles.....	240
Exporting Files in Flash	244
Exploring the Various Export File Formats	244
Exporting Files from Flash Projects	245
Using the Toolkit for CreateJS.....	247