

1: Free Basic Adobe Flash Tutorials

Like, comment, and share this video with friends!:) I recommend getting a Wacom Drawing Tablet - www.enganchecubano.com Subscribe to Stay Updated on Tutor.

As a minor control freak, I was drawn to shooting with flash pretty early on in my career because I wanted to have control of the elements that made up my image. I wanted control so I took it. In this video I used one of the cheapest speedlights on the market, which was also beat to hell and slightly broken, to create some portraits that any client would be happy to pay top dollar for. All it took was a little bit of creativity and I was off to the races. When shooting with a speedlight on camera, it definitely helps if you shoot in a location that allows you to bounce your light off different surfaces to create different lighting effects. I personally love shooting in this location because it has a lot of different architectural elements that allow me to bounce my flash and create dynamic lighting. I made sure to place my model close enough to the wall to allow for the flash to bounce with enough power to illuminate her face. If you put your model too far away from the wall, even at full power, there is no way for a speedlight to illuminate your subject. One thing to keep in mind when bouncing your flash at a wall is that you will have to increase the power to compensate for the fact that the light has to travel a greater distance than it did when firing it directly at your model. When I took the first shot with no flash at all, my subjects face nearly fell into complete darkness. Although that looked better than the shot with no flash at all, I wanted to fill the shadows in a little bit. Not to worry, I just pulled a business card or you could use anything that has at least one white side out of my wallet and secured it to my flash with a rubber band. Bouncing Off a Surface Behind You The third and final example I am going to show you is how to use a wall behind you to bounce the light and create a nice even flat light on your model. In this situation, I wanted to bring the exposure of my image up a little to create the look I wanted for this shot. Since aperture controls flash output, decreasing my flash power was what only option for getting the correct exposure. Both shots look great but the image with the flash has a much different look to it which might be something that your client wants. I know that I prefer the shot with flash over the natural light shot. Another thing to avoid is trying to bounce your flash off surfaces that are too dark. Finally, just remember to get creative. I just gave you a few examples of shots that you can try, but I encourage you to try out other possibilities and share your results with me. If you have any questions please feel free to leave those in the comments section below, and also feel free to share your images there as well.

2: Flash Tutorials: Flash Animation Tutorials, Flash Actionscript Tutorials

The process of making a Flash movie is easy to learn, but mastering it takes time and sweat. Here, and in Lesson 2, I'll show you the basics of making one, and then I'll show you what you need.

Reshape the fill in any of the following ways: To reposition the center point, drag the center point. To change the width of the fill, drag the square handle on the side of the bounding box. This option resizes only the fill, not the object containing the fill. To change the height of the fill, drag the square handle at the bottom of the bounding box. To rotate the fill, drag the circular rotation handle at the corner. You can also drag the lowest handle on the bounding circle of a circular gradient or fill. To scale a linear gradient, drag the square handle at the center of the bounding box. To change the radius of a circular gradient, drag the middle circular handle on the bounding circle. To skew or slant a fill within a shape, drag one of the circular handles on the top or right side of the bounding box. To tile repeat a bitmap inside a shape, scale the fill. To use the Eyedropper tool: Select the Eye Dropper tool and click the object whose attributes you want to copy. When you click a stroke, the tool automatically changes to the Ink Bottle tool. When you click a filled area, the tool automatically changes to the Paint Bucket tool. Click the object that you want to apply the new attributes to. Using the Eyedropper tool to select a bitmap fill: Rather than painting with a fixed color or gradient you can paint using a bitmap image. A very important special use of the eyedropper tool is to select bitmap fills. Place a bitmap image on the stage. Make sure the imported bitmap is selected. Select the Eye Dropper tool and click on the image. You will now see a miniature of your image in the Color Fill tool box. Use the Paint Bucket tool to apply the bitmap fill to an object. Although the tool symbol looks a lot like an ordinary pen it works quite a bit different. The purpose of the Pen tool is to allow you to draw precise paths as straight lines or smooth, flowing curves. You can create straight or curved line segments and adjust the angle and length of straight segments and the slope of curved segments afterwards. There are two methods for drawing with the Pen tool: Click to create points on straight line segments. Click and drag to create points on curved line segments. Each method is described below. To draw straight lines with the Pen tool: Select the Pen tool. Click on the stage to set points, and watch how Flash automatically connects points as you set them. To complete the path leaving it as either an open or closed shape. Do one of the following: To complete an open path, double click the last point or click the Pen tool in the toolbox, or Control-click Windows or Command-click Macintosh anywhere away from the path. To close a path, position the Pen tool over the first anchor point. A small circle appears next to the pen tip when it is positioned correctly. Click to close the path, and watch how Flash automatic adds a fill once the path becomes a closed outline. To draw curves with the Pen tool: First look at this 4 step example: An example of curve drawing with the pen tool. 1. Select the pen tool and click twice to create a straight line - on the second click keep the mouse button down. Drag the mouse towards yourself - which will cause the control line to appear. The control line is pulled in the one end and has a drag point in the other end. Move the mouse from side to side B and forward and down A - still holding down the button, and see how the drag point moves accordingly. The drag point defines both how much and in which direction the initial straight line is dragged. When the curve on the initial straight line is shaped the way you want it release the mouse button, and the end result appears while the control line disappears. This means that there is only one way to make buttons with Flash: Creating a button object. This may sound a bit too simplified, but many are confused by the techniques behind the more sophisticated buttons, that we will cover later in this tutorial. Creating a button that changes upon mouseover-events is extremely simple. All you really have to do is to tell Flash how you want the button to look 1 in normal state, 2 when the mouse moves over the button and 3 when the user clicks the button. However, the buttons you create this way are: If you want to create really fancy buttons you should use a slightly different technique based on movie clips. Graphics Movieclips Graphics objects You probably already noticed that when you edit Graphics objects you have the entire timeline available for it. You can easily create looping animations - simply by creating Graphic objects that uses more than one frame in the timeline. Button objects Buttons are different from this. When you create a Button object you only have four frames in the timeline. One is for drawing the button in normal state. Another is for

drawing the button when a mouse-over is detected. The third is for drawing the button as you want it to look when the user clicks the button. The last frame is used to specify which area you want mouse events to react to. Movie clip objects The final object-type: Movieclips, is similar to Graphics objects - on the surface. In both cases you can create entire animations that can be dragged onto your main movie. But while animations made as Graphics objects simply loops over and over you can control the Movieclips completely. You do not have to be a programmer to learn to do this! Actions added to frames give complete access to controlling movie-clips. This means that you can use "Play", "Stop", and "Goto Frame" commands on a movie-clip, that is triggered when a certain mouse event is detected on a button. Now - if the button is invisible and placed on top of the movie clip it will work as if the movie-clip itself was able to detect mouse events. Simple Buttons The easiest way to create buttons with Flash is creating a Button object. Creating a Button To create a Button object, do this: Add a name for your button and make sure the Button option is selected. Click OK and the button editor opens. As you see it looks exactly the same as the standard Flash editor, with one exception: You only have four frames in the timeline. Draw a button the way you want it to be when no mouse event is detected. Notice that the active frame is labeled "Up" in the timeline. Insert a keyframe in the frame labeled "Over" in the timeline. Click on Layer 1 in the white cell below where it says "Over". Draw a button the way you want it to be when a mouseover event is detected. Insert a keyframe in the frame labeled "Down" in the timeline. Click on Layer 1 in the white cell below where it says "Down". Draw a button the way you want it to be when a mouse-click event is detected. You still need to specify which area should be clickable as well as what should happen when the button is clicked. Proceed to learn about these steps. Defining the Clickable Area The last frame, labeled "Hit" is special. It is simply used to specify the area that triggers mouse-events. If you leave this frame blank - then mouse events will be triggered when the mouse moves over the visible button. But if you draw an area that is bigger than the button - then the mouse event will occur as soon as the mouse gets even close to the button. On the contrary you can draw an area that is smaller than the button, so that mouse events are only triggered when the mouse is at the center of your button. However, the real power of the "Hit" frame is a bit more sophisticated. If you draw something in the hit area that is outside the area covered by the visible button - then the button will react to mouse-events in the Hit area. That means that you can make something happen on one part of the screen when the user moves the mouse over another part of the screen. Adding Actions to the Button The button we created so far is still in the Button object editor. If you look above the timeline you see two Icons labeled "Scene 1" and "mybutton". Click the "Scene 1"-icon to return to the main movie.

3: Flash Tutorials

TUTORIAL: Basic Flash for Beginners (Adobe Animate/Flash) MortMort. Easy Way To Animate For Beginners - Tonys Tutorials - Duration: Adobe Flash Tutorial- How to Tween - Duration.

Create a new Flash Document. Step 2 Use the Oval tool to draw a circle in the center of the stage. You can choose any color you want. Step 3 Select your circle if your circle has a fill and a stroke, make sure that both parts are selected, then right-click on it and choose Convert to Symbol. Convert your circle into a button symbol by selecting Button as the symbol type. Name your button MyButton and click OK. You have now created a button symbol. When your SWF test movie launches, move your mouse pointer over the button you just created. You will notice that your pointer turns into a hand icon. But in Flash, you can actually edit a button so that a different area becomes the active area. Right now, nothing else happens when you mouse over or press the button. However, there are some basic things we can do to make this button a little more interesting without the need for ActionScript. There are 4 of them. These states refer to the different interactions that a button has with the mouse pointer. These 4 states are: UP - This is the default state of the button symbol. This is how the button looks like when the mouse pointer is not interacting with it. OVER - This is the state of the button when the mouse pointer is hovering over its active area. Take note that pressing is different from clicking. When you release the mouse button, then your button is no longer in the DOWN state. HIT - This defines the area of your button that is active. The active area refers to the part of the button that responds whenever you press or mouse over it. In the edit bar, you should see the name of your symbol right next to the Scene 1 link. So you can now edit the symbol. You will notice that your button symbol has a different kind of timeline. Step 3 Select the Over frame and insert a keyframe by right-clicking on it and choosing Insert Keyframe. Alternatively, you can press F6 on your keyboard to add a keyframe. Add a keyframe on the Down and Hit frames as well. We want to insert keyframes on all of the button states so that we can make independent changes to the properties of the circle shape in each of the different states. Step 4 Move the playhead back to the Over keyframe and then select the circle on the stage. To change the fill color, select a new color from the Fill color box found in the toolbar. You can choose whatever color you want. So now, the circle has a different color for the Up, Over, and Down states. Step 7 When the test movie comes out, make sure that your mouse pointer does not touch the button. It is the default appearance of the button when the mouse does not interact with it. Step 8 Next, move the mouse pointer on top of the button. This would be the button's OVER state. Once your pointer hovers over the button, you should see it change color to whatever color you picked for the OVER state. Step 9 Next, make sure your mouse cursor is still over the button, and then press it. When the mouse pointer "hits" that area, then the button will respond. The Hit keyframe is where you will draw the area that will determine which parts or portions of the button will respond to mouse interaction. This "hit" area can be bigger or smaller than the actual button. It can be a different shape. Step 2 Select the Hit keyframe. And then observe the circle on your stage. What matters is the size and shape. The size and shape determine which areas will make the button responsive. Right now, the circle in the Hit keyframe is exactly the same size and shape as the circles in the other keyframes. Step 3 Make sure you are still on the Hit keyframe and select the entire circle on your stage. If it has a fill and a stroke, then make sure you select both of those. Step 4 Then choose the Free Transform tool from your Tools panel and resize the circle. So now, the circle on the Hit keyframe is bigger than the circle in the other keyframes. Go to the Up, Over and Down keyframes to get another look at the circles on those keyframes. Then go back to the Hit keyframe and take note of the bigger circle again. Keep in mind the area that this bigger circle occupies. Step 5 Now test your movie. When it comes out, make sure that your pointer is far away from the button. Move it outside of the test movie window if you can. Step 6 Now try to recall the area that the larger circle in your Hit keyframe occupies. In the one that I made, it should be somewhere around here denoted by the circle with the red dashed outline: But watch what happens if you place your mouse pointer within the hit area, but without touching the actual button. Which means that your button is actually responding to a mouse over. This is the reason why the button is responding. So that is what the Hit state is. The Up, Over, and Down states refer to

the appearance of the button, but the Hit state refers to the actual area of the button that you can interact with using your mouse. If you place the shape in the hit keyframe in an entirely different spot away from the position of whatever shape or object is in the other keyframes, then it will be like having a hidden button. When you try to click on the button that you can see, then nothing will happen. But when you find the hidden hit area, then the button responds. So it can be pretty interesting to play around with this feature of Button symbols. Try going back to your Flash document, and edit your button some more to see what you can come up with. And that concludes this introductory lesson on making Button symbols in Flash.

4: Animate tutorials | Learn how to use Animate CC

Learn how to use Flash with these great-quality, easy-to-follow free Flash tutorials for Beginners.

Beginner Flash Tutorials Flash is an incredibly powerful program but I discovered quickly that it was a difficult program to learn. Click here to go to their website. What is Flash and what can I do with it? What is Flash anyways? What does it do? Why would I need it? The video also gives examples of Flash based sites as well as simple Flash components. Flash Interface So I have the program now, where do I start? Stage, timeline, properties panel, and tools are pointed out with a short description. Tutorials on Flash Animation There are advantages and disadvantages to every method of web design and creation. Flash too has its advantages and disadvantages. The tutorials in this section are dedicating to teaching the first half of Flash, the graphical interface. Tutorials will include tips about how to create and animate in Flash graphically. Picture Rotator Slideshow This tutorial shows you how to create a picture rotating slideshow, that fades in and out using Adobe Flash. Using optimized embeded photos is not the only way, but it is a very basic and easy method to create a slideshow picture rotator. Layer Masks Layer masks create a viewing window to the layer s behind it. Manipulating the mask can create certain effects or animation without editing the object or layer directly. Motion tweens are used when an object merely changes location or minor attributes such as transparency. The tween creates a smooth transition. Shape tweens can allow you to give the impression that an object is morphing into another. Using motion tweens to fade objects in and out. Motion tweens can be used to create a fading in effect on objects or photos. Press F8 to turn an object into a graphic. A motion tween will tween between the two attributes creating a fade in or out effect. Introduction into Movie Clips Movie clips offer the ability to nest timelines within timelines. It also is an important part of creating interactive flash elements later with actionscript and important to know about. Select any object and press F8 to turn an item into a movie clip. Importing photos and photoshop documents. There are a few ways to bring pictures into a Flash file. This tutorial shows one simple way to do that. You can work with the photos in many ways, which will be discuss in later tutorials. Flash Actionscript Tutorials The second half of the powerful capabilities of Adobe Flash is actionscript. Actionscript experience is very sought after and can also be very difficult to learn. You can incorporate a whole new level of interactivity,flexibility, dynamic ability into your site or Flash components. There are many things you can do with graphics and actionscript combined. Theses tutorials should give you some ideas on how to get started. This function allows the user to manually move objects with their mouse clicks. Rotating This is a tutorial that shows you an easy way to make an object rotate with actionscript. Loading Sound This basic tutorial shows how to import sound into a Flash file with and without actionscript. With simple actionscript you can control and navigate a frame-by-frame animated sequence. Progress Bar Preloader Viewing and loading files on the web often takes time, especially multimedia. Progress bar preloaders are important to show the viewer that content is coming. This tutorial is the first of two tutorials that will show you how to create and code a preloader. It will show you how to make a graphical and numerical representation of download progress of the file. Progress Bar Preloader Actionscript Preloaders indicate the rate at which a file is being downloaded or displayed. This tutorial shows the actionscript 2. Go to the Flash Files section to download the actual. Make sure to check out the other tutorial on progress bars to help create the correct components. Publishing Flash So you have some things built in Flash, what do you do with it now? There are a lot of ways to publish your material. The traditional method is to create a. There are more ways to publish and use Flash elements. I will soon put up tutorials describing more ways and ideas to use and get your stuff out there. Links There are a lot of great free rescources out there available if you want to learn more about Flash. Good for medium to advanced skill levels knowflash. Flash and Math Tutorials on Actionscript 3. Useful for Flash developers looking to sell their product and for people who are looking to purchase Flash pieces.

5: Create a 2D character animation |

Beginner Flash Tutorials Flash is an incredibly powerful program but I discovered quickly that it was a difficult program to learn. Even if you are familiar with Adobe's layout and style, many attributes are unique to Flash and can be very frustrating to learn without help.

Other websites might go into more depth on fancy code, but the point of this site is games. And the best way to learn games is to learn from experience. Instead, you should start jump right into the good stuff with my Pong game tutorial. First things first, you need to download Flash and get it running on your computer. You can download the free trial here: But if you have no idea how to use the Flash interface, here are a few good resources to brush up on your skills: My number 1 recommendation is to check out this video series published by Adobe. They are an extremely good way to get orientated with Flash. Pay special attention to Part 1 and Part 2: This is a brief introduction to the main concepts of programming, with Flash actionscript 3. What is a program, anyways? A program is just a set of instructions you give the computer so it does what you want. In our case, this means we are telling the game how to act. In order to do this, we type in special key words that the computer understands. They might seem confusing to you right now, but once you learn them it is all pretty logical. A panel should pop up that you can type into. Flash uses a programming language called ActionScript. And in our case, we will be using ActionScript 3 aka AS3, the latest and greatest version. Make sure you select ActionScript 3 when you create a new project. Variables are used to store data, whether it be numbers, words, or objects, to name just a few. You can assign a value to a variable and then use it or change it in your code. This is what the actual code for creating a new HP variable for the player and setting it to We can use that name to refer to the variable later in our program. Variable names must be one word, and the standard way to name things is to start the first word with a lower-case letter, and all other words with a capital letter. So you would write: Since we want to store a number as our HP, we set the data type to Number. The colon before it is just part of the syntax of actionscript. You put one at the end of every line. Event listeners basically let you code run whenever a certain event happens, such as you pressing a button, moving the mouse, or if you want to create an infinite loop to run your code over and over again necessary for most games. Event listeners are essentially the ears of your program. You tell them what to listen for, and when they hear it they shout out to the rest of the program. You create event listeners by typing: Whatever is inside the parentheses will describe what it does. In our case this will go off every time the user clicks their mouse. The comma before it is used to separate different parts of the code within parentheses. The program knows that everything before the first comma is the type of event it is listening for, and everything after the comma is what the program will do once the event happens. So basically, each of your functions contains the actual code you want to run. You organize your code into functions so that you can run a series of actions just by calling the name of the function, either by an event listener, or like this: A full game might have anywhere from ten to hundreds of separate functions, depending on the complexity. Parameters are extra data we are giving the function. Every function needs to start with an open-bracket and finish with a close-bracket. You should use comments to explain what your code is doing so you can remember it later on. Check out Part 2 to learn about the final main component of a program –” action code –” and use it to build your first game! If you have any questions, comments, or suggestions, make sure to comment!

6: Getting Started with AS3: The Absolute Beginner ~Part 1~ Â« AS3 Game Tutorials

Flash Tutorial - this tutorial covers the basic concepts of flash and animation and how to make a Flash movie. Would be a great tutorial for the beginning level. Would be a great tutorial for the beginning level.

7: Flash Photography Tips for Beginners

Overview Creating examples of Web art that shine with unburdened creativity is easy with Flash 5. In fact, you can

FLASH TUTORIAL FOR BEGINNER pdf

create more than just simple Web-based animations with Flash &” audio, site.

8: Adobe Flash for Beginners | www.enganchecubano.com

Publishing for the Flash Player - Adobe Flash Professional CS6: Learn by Video Motion Presets - Adobe Flash Professional CS6: Learn by Video Exporting Sprite Sheets - Adobe Flash Professional CS6: Learn by Video.

9: Play Flash Tutorial For Beginners, a free online game on Kongregate

Learn how to make a game or create a Flash animation with our expert-taught Flash Professional video tutorials. Find out how to create Flash ads, build games and web animations, program interactivity in ActionScript, and much more.

Hasty Wedding (Silhouette Special Edition No. 798)(That Special Woman series) What your spouse expects concerning communication Proceedings of the 33rd Southeastern Symposium on System Theory The longest ride nicholas sparks Expense and payroll dictionary. XXX. NANNYS DREAM 2d ser. Continental paper money. Chevrolet Pickups King county voters guide Schaums outline of theory and problems of LOGIC CLASS TRIP CALAMITY (Fabulous Five) The Indian History of the Modoc War (Frontier Classics) The master of the magicians Res Gestae Divi Augusti Organizational Platform of The Libertarian Communists Management of hepatitis a Souvenir from the Washington State Penitentiary, Walla Walla, Washington Definition of strategic human resource management Mary Johnston and Stonewall Jackson : a Virginia suffragist and the politics of historical fiction Que es core business Strongholds of the 10/40 Window Alternative investments caia second edition wiley Earth science 11 textbook The adventures of Deerslayer Memoirs of a Mother Creativity In Art, Religion, And Culture. Buffalo Mountain Trail 6 Hobbes and Tacitus Bio campbell 9th edition The Triumph of Socialism and How It Succeeded Ontario/Pomona/San Gabriel Valley City Map Social rights : the neglected category of human rights Silvia Staub-Bernasconi Architecture and Polyphony Dk eyewitness travel guide sardinia V. 28. Bioactive natural products, pt. I Enhancing attachments : conjoint couple therapy Mark D. Moses Meeting resistance Technique of modelling in clay Microeconomics for dummies Pt. 5. The naval war with Spain.