LESSON 2:
The ADOBE FLASH PROGRAM:
https://www.adobe.com/aboutadobe/pressroom/pressmaterials/pdfs/cs4_flash_whatsnew.pdf
https://www.safaribooksonline.com/library/view/flash-cs4-the/9780596156770/ch01.html

Our Goal for this lesson is to learn the following:
- History of why they created Adobe Flash.
- Opening the program.
- Inspire learners by viewing some sample output that they can create in Adobe Flash.

Culminate: **Seatwork for the whole lesson**
Before we begin our animation, let us make our animation meaningful by looking at the basic elements of design. This will help us navigate our artworks and designs based on its grass root. Please consider this first lesson as our stepping stone in creating our own design.
Take note of the elements and please make your own meaning for it.
https://vimeo.com/32944253

Connect: **Intro for lessons**
Before we go the core of our lesson this week, let pause for a while and watch some examples of the output. Take note that the following flash samples are only done in one day. If they can do it, you can do it also.

4 Animations in 24 Hours - Short animated Flash films all created in one day
https://www.youtube.com/watch?v=sJMemIVjLa0
Answer the following questions:
1. What animation caught your attention and why?
2. What is a unique characteristic of an animation that you saw in the video?
3. What where the elements of design you saw in the video.

Context   **Lesson Proper**
The Adobe Flash Program
Adobe Flash CS4 Professional software offers a completely renewed focus on ease of use. An object-based animation model makes working in Flash more approachable—and equally more productive. Adjust timing quickly without breaking tweens, modify motion paths using Bezier curves, and tweak attributes like rotation, size, and color independently. Powerful new design tools such as 3D Translation and 3D Rotation, Bones, and Deco open the door to new creative possibilities. Unrivaled as an interactive design tool, Flash CS4 is the one place to bring it all together—importing content from other creative software and working smoothly with other Adobe products—to create inspirational experiences that go just about anywhere. Use Adobe Media Encoder to integrate high-definition H.264 video to reach wide audiences whether you're publishing content to a web browser, a mobile device, or directly to the desktop with Adobe AIR™. More so than any previous release, Flash CS4 enables creative professionals to bring ideas to life in new ways.

Top new features of Adobe Flash CS4 Professional
Adobe Flash CS4 Professional contains hundreds of enhancements, including an easy-to customize
user interface consistent with other components within the Adobe Creative Suite 4 family of software. Listed here are the most significant new features found in Adobe Flash CS4 Professional. Object-based animation model In previous versions of Flash, creating an

animation on the Timeline involved a myriad of keystrokes and commands involving symbol creation, manual placement of keyframes, and manual tween adjustments on the Timeline itself. Even upon the succesful creation of an animation, users faced time-consuming and sometimes difficult editing tasks whenever changes had to be made.

The adoption of an object-based animation model means that motion tweens are applied directly to objects instead of to keyframes. Now, Flash CS4 Professional is far more approachable for new users, while simultaneously providing advanced designers and developers far greater control of individual animation attributes.

Creating a motion tween
With Flash CS4, tweening, or the interpolation of steps between keyframes, is now applied directly to objects, rather than to keyframes in the Timeline. In fact, the new object-based animation model enables users to create animations without using the Timeline at all. Adobe Flash CS4 Professional—What's New 3 Creating an animation in Flash CS4 is now an incredibly simple two-step process:
1. Right-click on any object, and then choose Create Motion Tween.
2. Move the object.
That's it—you're done. It's really that easy.

But don't let the simplicity fool you. While a designer need only click the mouse a few times, Flash CS4 works behind the scenes to reduce the number of steps necessary to offer a smoother user experience. For example, experienced Flash users know that they must first convert objects to symbols before applying motion tweens to them. Now, if you try to apply a motion tween to an object that isn't a symbol, Flash CS4 automatically converts the object to a symbol without interrupting the tweening process. Streamlining object-to-symbol conversion allows new users to get started quickly with minimal frustration and expert users to get more done faster.

Editing a motion tween
If creating an animation proves just how user-friendly Flash CS4 can be, the process of editing an animation likewise proves how powerful this new version can be. For example, motion paths are now automatically generated and easily modified with Bezier handles. In addition, timing can be adjusted throughout an animation without having to manually set keyframes in the Timeline, and—more importantly—without breaking tweens. This provides significant efficiency with more intuitive interaction and control. The new object-based animation model allows you to do things that were either extremely difficult or impossible to do with previous versions of Flash:
•   Adjust the timing of any animation. Simply drag the span on the Timeline, and the animation—including any and all keyframes—scales accordingly.
•   Apply individual animations to multiple symbols—all within the same frame.
•   Easily edit a motion path. When an animation is created, a motion path is automatically generated, and can be edited as easily as any regular Bezier path.

Inverse kinematics with the Bones tool
Those who live and breathe animation may be familiar with the term inverse kinematics, or IK, which is a method used to create chain-like effects with a series of linked objects or to quickly distort single objects. Much like the bones in the human body form a skeleton that moves and behaves in a definitive way, the new Bones tool in Flash CS4 allows you to link a series of symbols together with "bones" that can be quickly and easily animated and then controlled relative to one another. With the new Bones tool, simply click and drag between separate symbols that you've already created. This defines an Armature layer that allows organic and complex motions. You can also control the motion by applying constraints to individual symbols.

Motion Editor panel
With the new object-based animation model in Flash CS4 Professional, keyframes take on a new and significant role. You can now experience granular, independent control over every keyframe parameter, including rotation, size, scale, position, filters, and more, using the Motion Editor panel. Offering even more command over the creative presentation of your animations, the Motion Editor panel allows you to graphically control easing using curves. Fine control over tweens was previously buried deep within Flash. Now, that power is brought to the surface through the Motion Editor panel, which enables Flash users to fine-tune animation parameters for each attribute. Advanced users will love this level of control, and the fact that it looks and behaves much like the keyframe editor in After Effects is an added bonus.

Motion Presets panel
Being efficient is a large part of being a successful designer or developer. To this end, Flash CS4 Professional provides a library of prebuilt animations to jump-start your project. A huge time-saver, motion presets are easy for anyone to create and use. To define a motion preset, right-click on any object that has a tween applied to it, and choose Save As Motion Preset. To use a motion preset, simply select any symbol on the stage, choose a preset from the Motion Presets panel, and click Apply. Individual users who spend a lot of time with repetitive application of motion can increase their productivity through the use of motion presets. Additionally, motion presets can be or distributed to an entire team of users, enhancing team collaboration and consistency

Collaborate: **Group Activity**
Computerized Activity: **Hands-on Exercises**
Culminate: **Seatwork for the whole lesson**
Compu-Bits: **Added information/discussion for the lesson**

Check-Up   **Assignments to be done at home.**
Research and list down the basic shortcuts you must memorize in flash.