

# A Very Introductory Introduction to Flash MX 2004

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After this brief workshop, you should know or be able to do the following:

- How to create and modify simple graphics.
- Understand the difference between the **fill** and **stroke** of a flash graphic.
- Know the difference between symbols and instances of symbols.
- Know how to make a symbol (by pressing F8).
- Know the function and importance of keyframes to Flash animations and how to insert a keyframe on the timeline (by pressing F6).
- Create and test a simple movie.

*Some very useful reminders for those just starting out*

## **On modifying graphics...**

Remember, each graphic has two parts: a fill and a stroke (its outline)

## **Panels, panels everywhere -- but which one does what I want?**

- As you click on objects and screen areas, watch the property inspector window — it is context sensitive, meaning that it will change depending on what object is selected.
- Right-click (Control-click on a Mac) on a screen object for a pop-up menu of panels and options relevant only to that object.

## **Use the function keys!** Some commons ones:

F8 — creates a symbol of an object selected on the screen.

F6 — creates a new keyframe

F5 — creates a new blank keyframe

## **Don't be shy in right-clicking** (control-clicking on Macs) **to discover hidden (and very useful) pop-up menus.**

**Recommended text for those just learning Flash MX** (Lloyd's workshops will loosely follow this book):

Kerman, Phillip (2004). *Teach Yourself Macromedia Flash MX 2004 in 24 Hours*. Indianapolis, IN: Sams.