Adobe Flash CS5

Creating a web banner

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Introduction

In this tutorial, you will be guided through a step-by-step process on how to create your very own animated web banner using Adobe Flash CS5 ©.

Flash is a multimedia platform used widely across the internet to integrate animated features such as video, web banners, and interactive games onto webpages.

This guide was designed with the intent of providing knowledge to beginnner-level web designers and web design students. With flash technology becoming more and more popular, it is important that web students get introduced to this medium. There are many very interesting and sometimes complicated flash projects from embedded video players to websites built entirely in Flash.

It is important that the you do not get too far ahead and get overwhelmed by the complexities of these projects. This tutorial was designed so that the beginning web design student can get used to working with Adobe Flash CS5 and understand the basics of Flash animation. By following this tutorial step-by-step, you will be able to end up with a fully animated Flash web banner for your website.

Table of Contents

Before we begin this tutorial, take a second to familiarize yourself with the layout of the Adobe Flash CS5 workspace.

We will be referring to these terms in throughout the tutorial so it is important that you get an idea of where each section is located.

The Top menu - contains all of the basic program functions as well as editable properties.
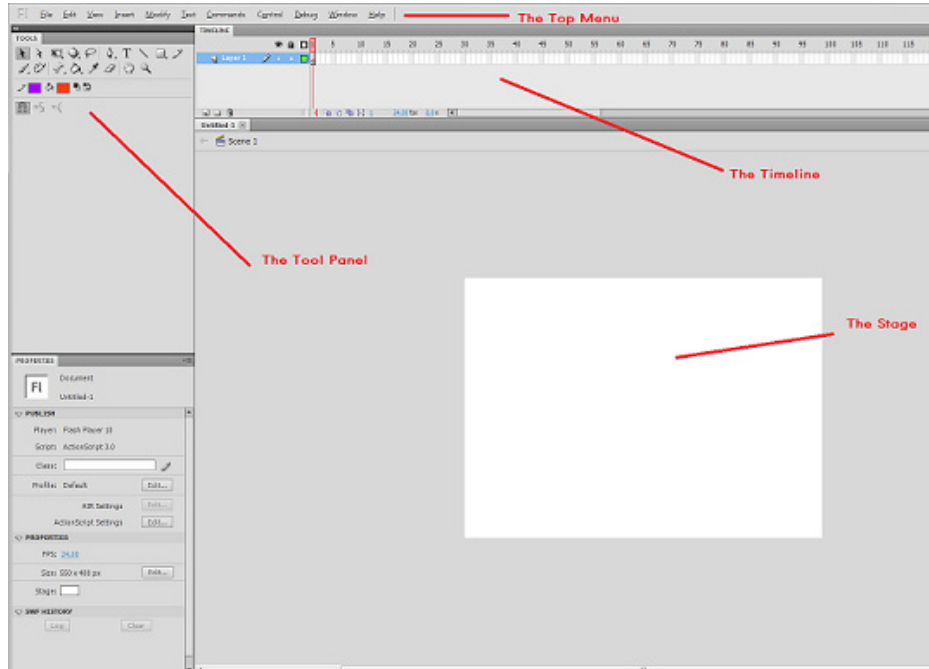
        ex. Modify --> Document

This indicates that you should click on Modify in the top menu and click on Document in its submenu.

The Stage - This is where your workspace and where your banner will appear as you edit it.

The Timeline - This located right above the stage and is where we will be doing our animation. The stage is split up into little boxes called frames.

The Tool Panel - This top left section contains all of the tools we will be working with to edit our timeline.
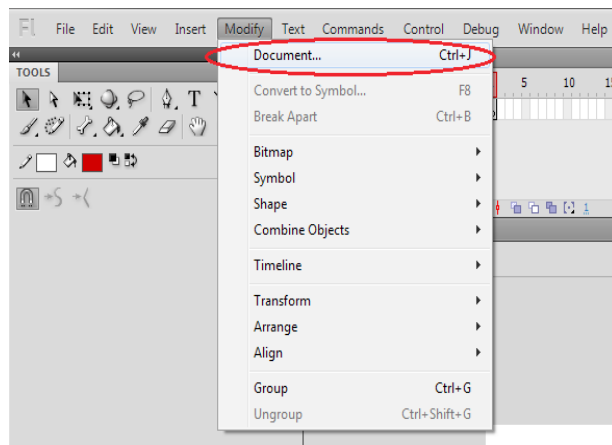
I.   Walkthrough

Upon opening the program, you will be greeted with a new project screen.

1. Using the new project screen, select **ActionScript 3.0** to create a new workspace for the web banner.
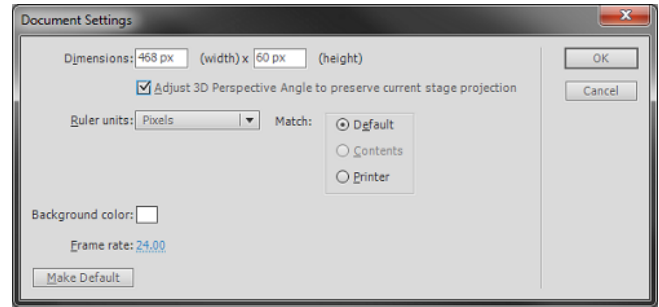

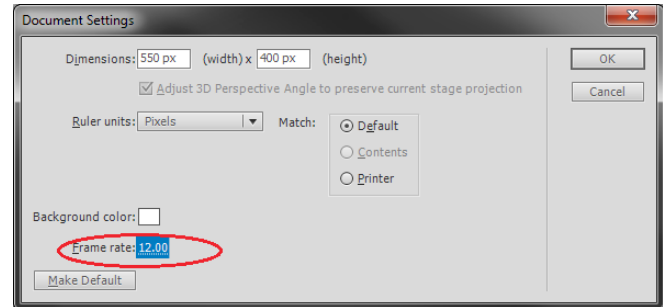2. Click on **Modify --> Document** in the top menu to set the size of the banner.

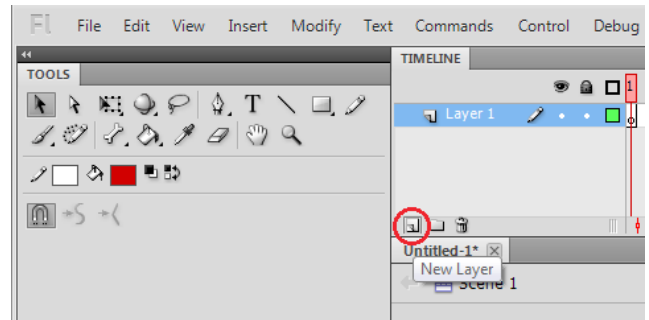4. Resize the document dimensions to :

> Width: 468 px
>
> Height: 60 px

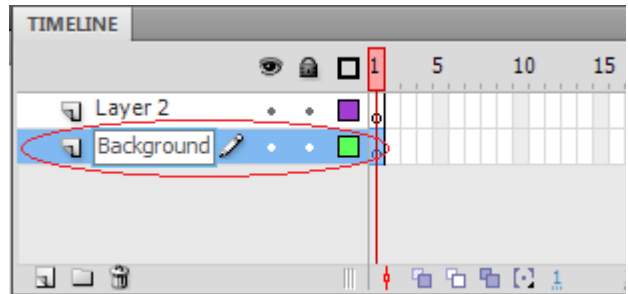5. Click and drag up or down on the **Frame rate** section and set the value to **12.00.**

6. Click on the **New Layer** icon in the bottom left corner of the **Timeline**.

You should now have two layers in the timeline.

(Layer 1 and Layer 2)

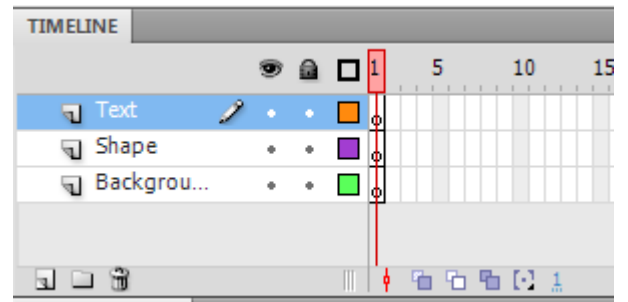7. Double-click on layer 1 and rename it to "Background".
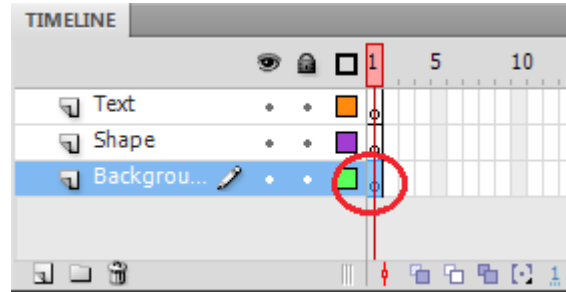
8. Rename layer 2 to "Shape".

9. Add another layer and rename it to "Text".

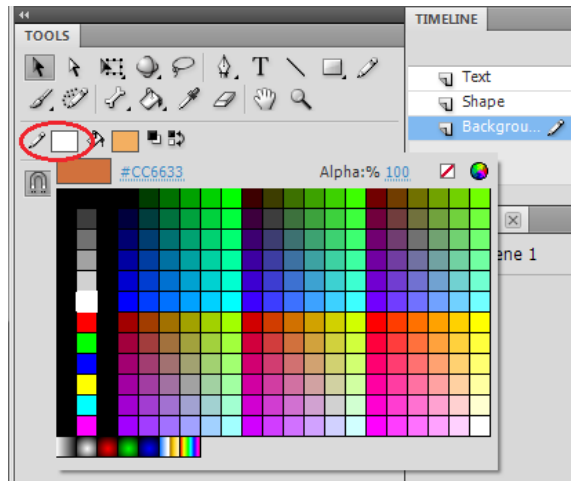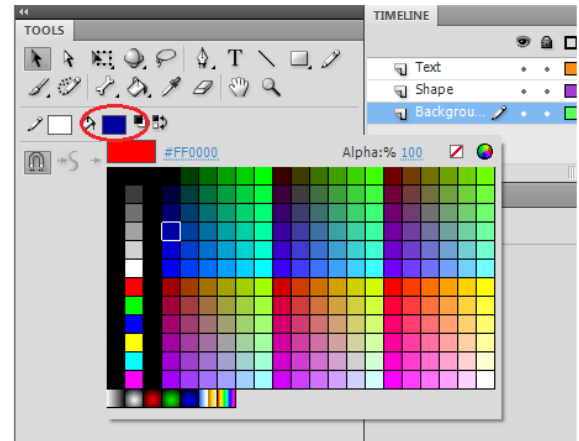You should now have three layers in your timeline.
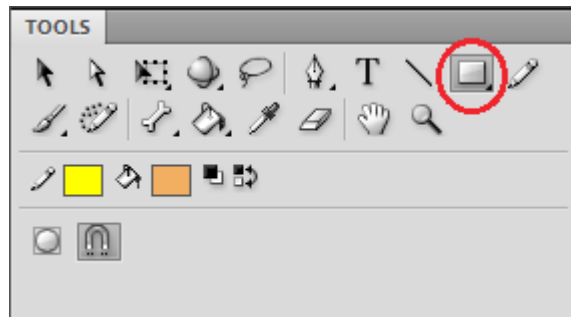The timeline should now look like the picture to the right.

10. Click on Frame 1 of the background layer. (The selected frame will be highlighted blue as shown to the right.)

11. Click on the color chooser in the **Tools** panel to choose the stroke and fill color we will be using for the background color.
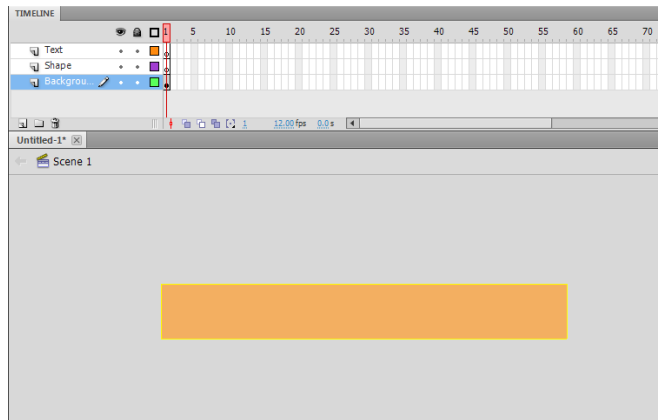
12. Select the **Rectangle Tool** from the tool panel.

13. Click on the top left corner of your blank canvas and drag your mouse across it until you have a rectangle covering the blank canvas with the colors you chose.

Since we chose orange as our **fill** color and yellow as our **stroke** color, we now have the following image to the right. (Your colors can vary.)
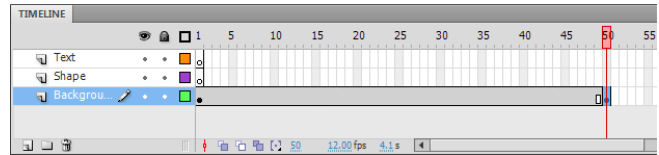
14. Click on **Frame 50** of the background layer in the **timeline**.

The frame will be highlighted blue when selected.
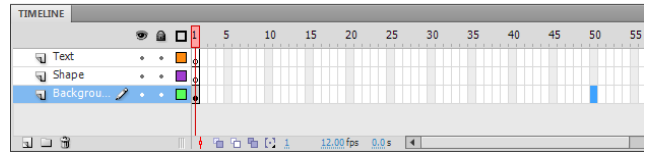
15. Press the F6 key on your keyboard to place a keyframe.

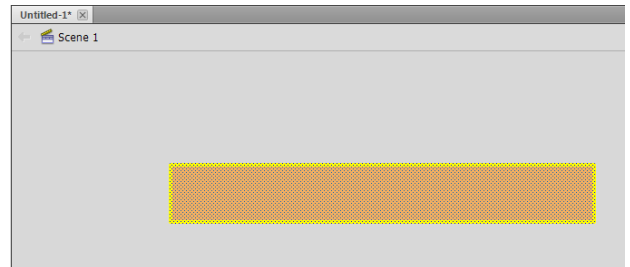Once the keyframe is placed, the **timeline** should look like the image to the right.

At this point, Frame 50 should still be selected.

16. Click on the selection tool in the tools panel.

(The button with the black mouse pointer.)

17. Double-click your rectangle canvas on the stage.

(Your rectangle should be highlighted with dots as shown to the right.)

18. Change the stroke and fill colors in the properties panel on the bottom left. (The same way we did earlier.)

Frame 1 and Frame 50 should now have two completely different background colors. You can verify this by clicking on Frame 1 and Frame 50 of the background layer.

We will now add the animation to make the color gradually change from the original colors picked out in the beginning, to the colors we picked right now for Frame 50.
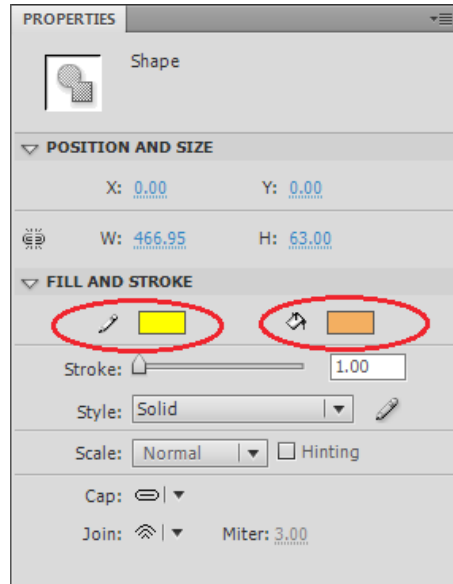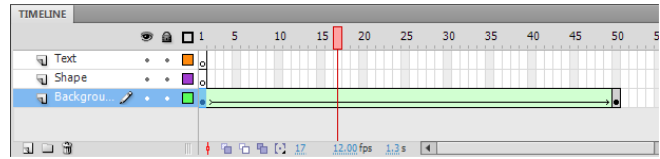
19. Click on any frame on the background layer between 1 and 50.

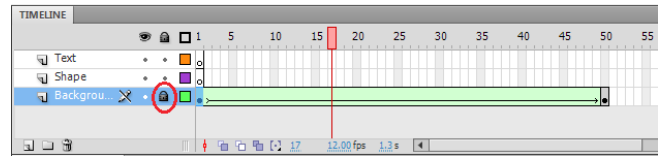20. Add a shape tween with the top menu by going to **Insert --> Shape Tween**.
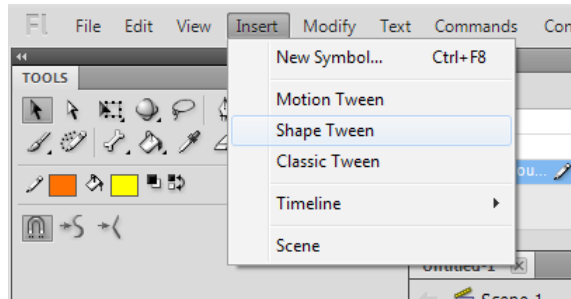
Your background layer timeline should now look like the image to the right.

Test the animation by clicking **Control --> Play** in the top menu.

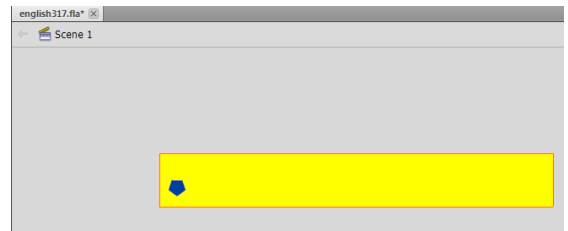21. Click the **lock layer** dot in the background layer on the timeline to prevent from accidentally changing it.

24. Select **Frame 1** in the **Shape** layer.

23. Select the PolyStar tool from the tool panel by clicking and holding the Rectangle tool until the submenu appears.
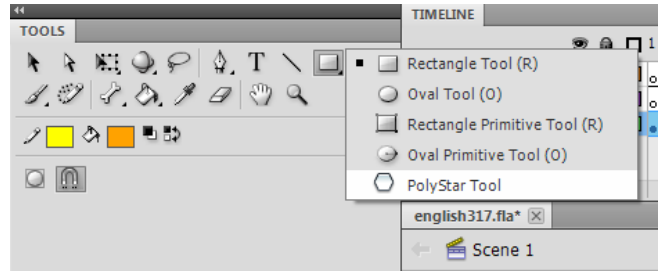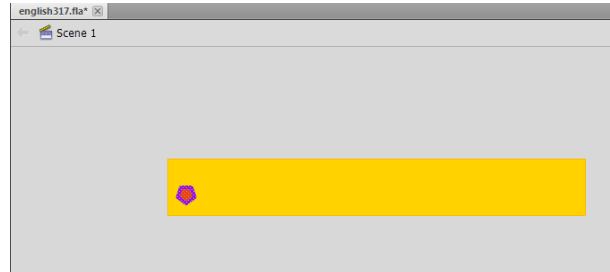
24. Click and drag on the left side of the banner to create a small shape.
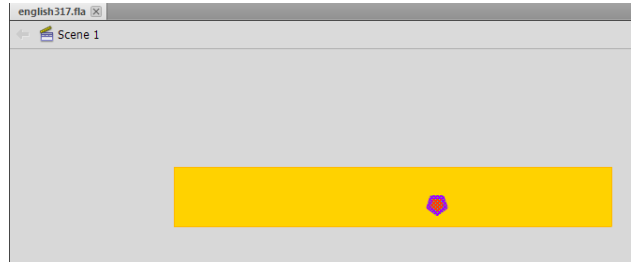
25. Click on Frame 25 of the Shape layer and once again create a keyframe by pressing F6 on your keyboard.

26. Use the color chooser in the tool panel again to change the fill and stroke color of the polystar shape.
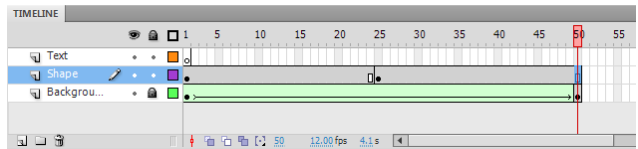
    (With Frame 25 still selected.)

27. Click on the selection tool and use it to move the polystar to a new location toward the right of the banner.
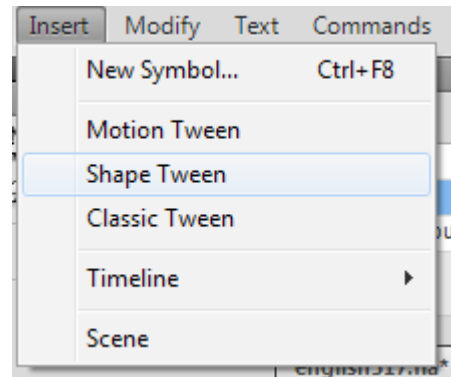

28. Click on Frame 50 of the shape layer and press F5 on your keyboard to add frames to the timeline.
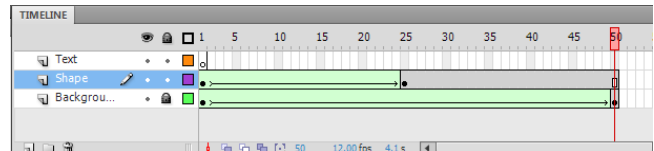
    Your timeline should look like the image to the right.

29. Select any frame between 1 and 25 on the shape layer and select **Insert --> Shape Tween** in the top menu.
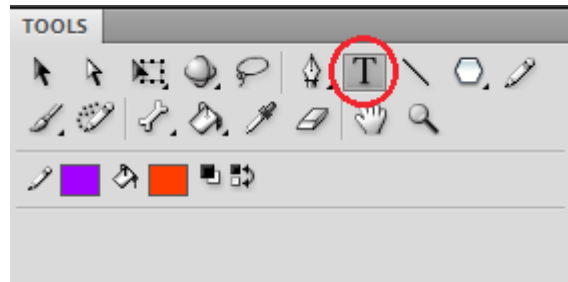

Your timeline should now reflect the image to the right.

30. Click the lock layer dot for the shape layer to make sure we do not accidentally alter it while working on the text layer.

31. Select Frame 50 of the text layer and press F5 on your keyboard to add frames.
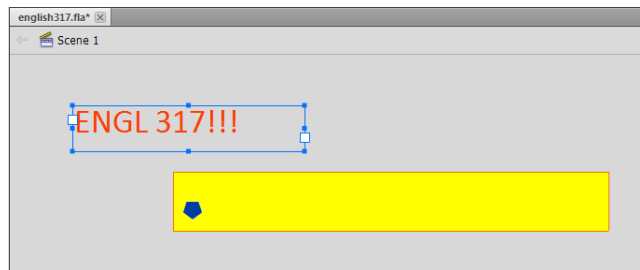
32. Select the **text tool** from the tool panel.

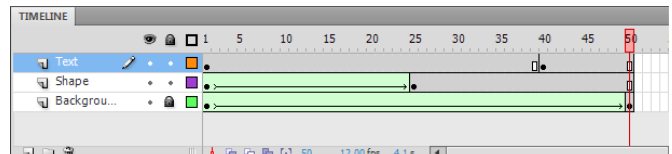

33. Select Frame 1 one of the text layer.

34. Click and drag to create a text box and type in your desired message.

   (You can create the text box anywhere on the canvas and re-position it afterwards.)

35. Click on Frame 40 of the text layer in the timeline and add a keyframe again by pressing F6 on your keyboard.

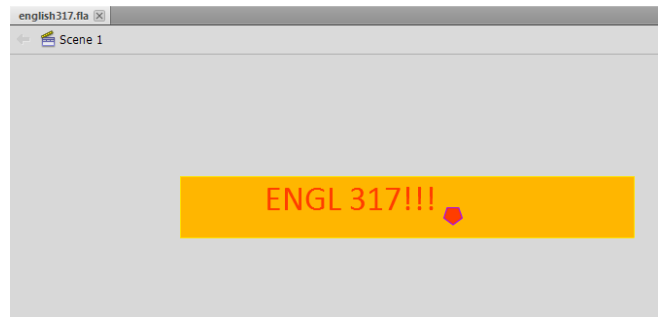Your timeline should now reflect the image to the right.

36. Click on Frame 1 of the timeline and use the selection tool again and use it to drag the text box to the left side of the banner. This is where the text will come in from.
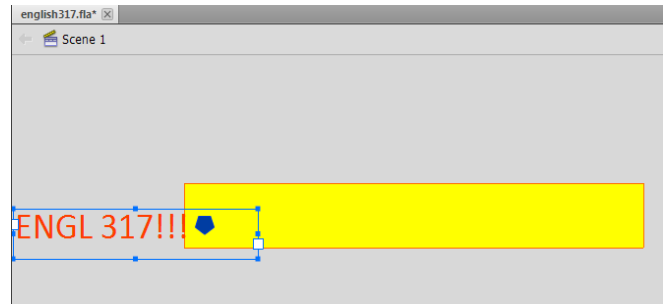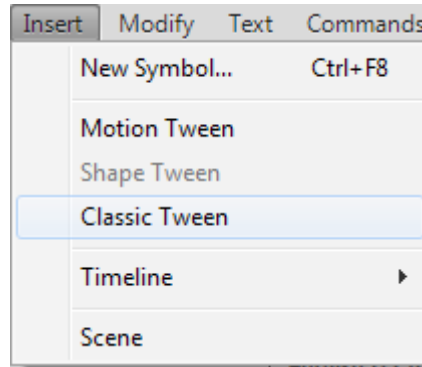

37. Click on Frame 40 of the text layer in the timeline.

38. Drag the text box to the desired location on the web banner. This is where the text will end up after the animation.
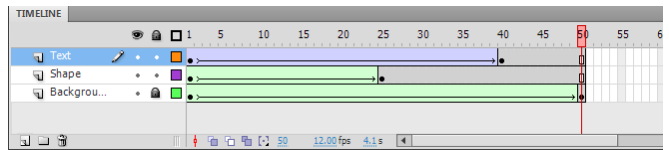

39. Click on any frame between 1 and 40 in the text layer on the timeline.

40. Click on **Insert --> Classic Tween** in the top menu to animate the text layer.

Your final timeline should reflect the image to the right.

The animation you just created will stay in a constant loop.

If you want a flash animation that only happens once, proceed to the next section.

41. Click on Frame 50 of the text layer and insert a keyframe by pressing F6 on your keyboard.
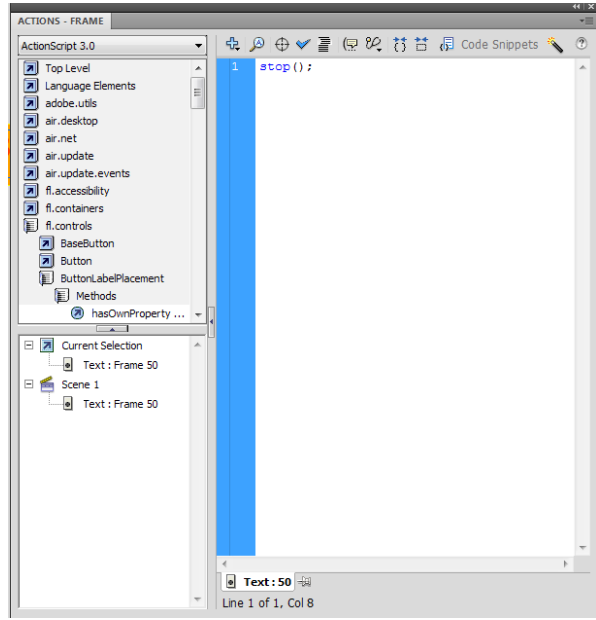
42. Right-click on Frame 50 of the text layer and select **Actions** at the bottom of the drop down menu.
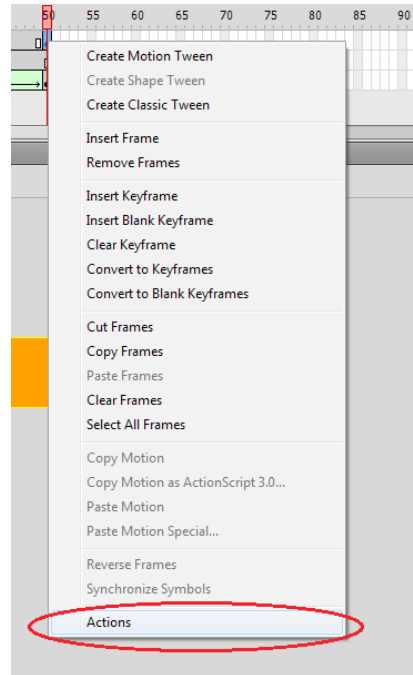
43. A window will pop up in which you will need to type in a line of code.

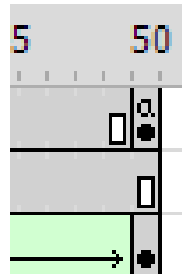44. Type in the following actionscript to stop the animation.

```
stop();
```


45. Exit out of that window once you have typed in the actionscript.

You should now see a letter 'A' on frame 50 of the time-line.

To test out your animation, go to the top menu and click **Control --> Play** or press the enter key on your keyboard.
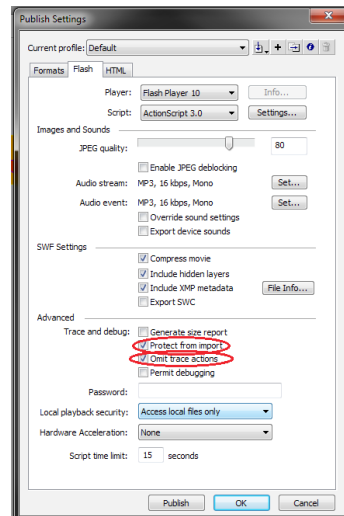
46. Publish your newly created flash file by clicking on
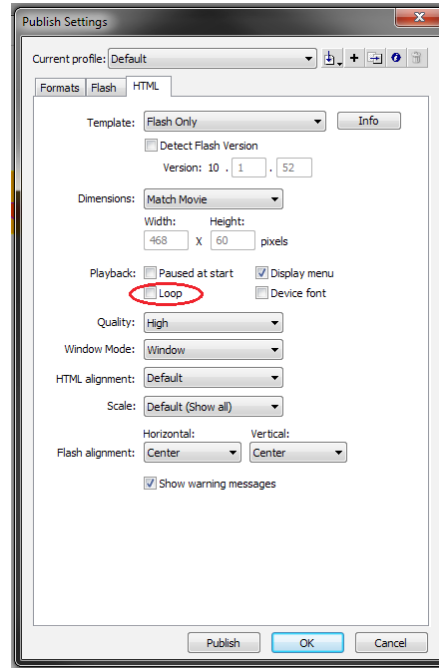   **File--> Publish Settings** in the top menu.

47. In the Formats tab, ensure that the '**Flash**' and '**HTML**'
    boxes have been checked.
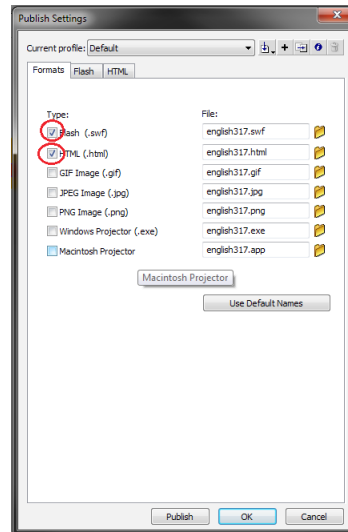
48. Click on the Flash tab and check the **Protect from
    Import** and **Omit Trace** actions.

50. Click on the HTML tab and make sure '**Loop**' is unchecked.

51. Click on '**Publish**' and then '**OK**'

Adobe Flash CS5 has just created all the necessary files for you to upload to your web server.

Congratulations you have just completed this tutorial!