Mm203 week 2 class notes

Drawing tools review
Importing files from illustrator
Introduction to concept of masking
Shapes
Shapes are the basic building block of Flash artwork. They are made up of a stroke and fill element. These elements can be edited individually.

Animation with shape tweens
- Distortion of shape
- Movement of simple shapes
- Color transition of simple shapes

Animation with symbols
- Movement of more complex objects
- Editing alpha (transparency)
- Editing rotation (pivot point)

Introduction of symbols.
Symbols are containers that hold flash artwork. Shapes, bitmaps and text can be contained in symbols. Scale and rotation of symbols is relative to the symbol's pivot point which displays as a small white dot on the symbol. The location of the pivot point can be edited when using the Free Transform tool. Symbols are used to create more complex types of animation tweens. You create **Classic Tween** animation and **Motion Tween** animation with symbols.

Symbol types
- Movie clip symbol- The movie clip symbol has an independent timeline. It can still move even if main timeline is stopped
- Graphic symbol- The graphic symbol timeline is lockstep with the main timeline
- Button symbol- The button symbol has different states that can be triggered by movement or clicking of the mouse

Classic Tween animation
Using classic tween animation, you can animate a symbol from one keyframe look to another. You can edit the rotation, position, or alpha of that symbol and it will gradually transition from one keyframe state to the other.