



Flash: Navigation

Workshop Description

This workshop will build upon the information that has been covered in the previous two workshops and include instructions for creating an interactive presentation in Flash. By the end of the workshop participants should be able to:

- Make new scenes in the Flash project
- Create navigation within the scenes and between the scenes
- Understand production shortcuts that speed up the process of designing Flash presentations
- Organize pre-production elements for Flash presentations

Review of Workshop 1

1. Flash Interface
2. Usage of Toolbars – Rectangle, Circle, Select, Sub select, text etc.
3. Saving Panel Layouts
4. Properties panel
5. Fundamentals and layers and folders
6. Transform and Align objects

Review of Workshop 2

1. Introduction to symbols
2. Introduction to timeline
3. Making movie clip and Buttons
4. Making animations in timeline
5. Flash file save settings
6. Publish settings in flash
7. Testing the movie animation
8. Organizing animation from the Library
9. Action scripting in flash

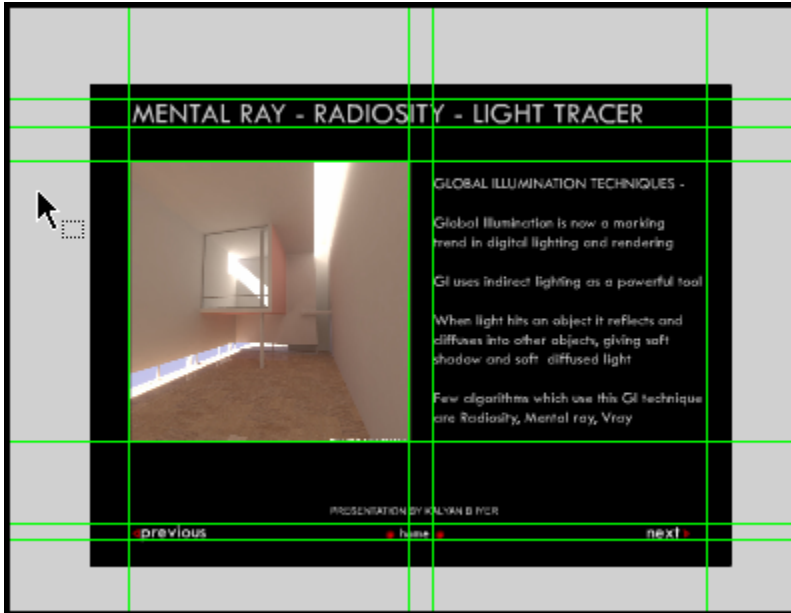
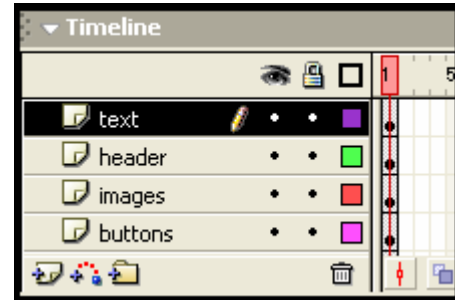
Flash Project

In this workshop, we will be designing a slide presentation that may be viewed in a non-linear fashion. Flash allows you to create a dynamic presentation with rich graphic content (including animations). For today's project we will make a slide show that consists of 5 scenes: Home, Slide Show, Picture Gallery, Crypt Cards, and Bibliography. The slide show scene will have at least four slides. We will create navigation buttons in every scene to make it easy for viewers to use the presentation.

We have given you a basic slide that will serve as the template for the whole presentation. This slide was made using the information and procedures covered in the last workshop. Before we begin, let's look at the slide.

Notice that the slide contains four layers—one for the text, one for the heading, one for the image, one for the layout and one for the buttons.

You can toggle between the view/hide buttons to see the information contained in each layer.



Notice that our example slide has **guidelines** to help in the placement of the objects on the screen. These guidelines will not appear in the final production.

Instead of creating each slide from scratch, we are going to copy the slide that has already been created and then edit it. This drastically cuts down on the production time and can even create a more uniform presentation.

Making the Slideshow

Now that we have all of our scenes created, let's begin working on the slide show.

1. Make sure that you are in the **slideshow** scene.
2. Press F6 in the second frame of each layer except for the **Buttons** and **Layout** layers to copy the information from the previous frame.
3. You have now created the second slide in your presentation. Since we need a total of 4 slides, follow the above procedure to make two more slides by pressing F6 on the third and fourth frame of each layer.
4. Now we have 4 keyframes per layer and each of the keyframes can be edited separately just like we edit each slide in a PowerPoint.
5. Before we get too far along in the project, let's save it to the desktop.
6. Click on **File > Save**.

7. Go into the second frame of the Text layer and edit the text by using the text tool.
8. Go into the second frame of the Header layer and edit the text by using the text tool.
9. Go into the second frame of the Images layer, delete the image, and drag teas3.png into the scene.
10. Do respectively for the third and fourth frame of each layer and use the available image files in the Flash Library (Ctrl+L).
11. After we are done with the formation of slides go into the 4th frame of the **Layout** layer and right-click and select **Insert frame**. Make sure you select **Insert frame** instead of Keyframe or Blank Keyframe.
12. Now we have everything ready but we do not have the navigations working. In order to do that we have to action script the buttons and make them navigate through each frame.
13. Go to the 1st frame of **Button** layer and select “next” button and give the following action script.

```
on (press) {
  gotoAndStop(2);
}
```

14. In the same 1st frame of **Button** layer and select “previous” button and give the following action script.

```
on (press) {
  gotoAndStop(4);
}
```

15. Select “home” button and give the following action script.

```
on (press) {
  gotoAndStop(“Home”, 2);
}
```

16. After we have the action scripts for the 1st frame working, press F6 on 2nd, 3rd and 4th keyframe of button layer so that the information of the buttons along with the action script is copied into all frames.

17. Go into respective frames of **Button** layer and change the frame number information for **next** and **previous** buttons. For e.g.: In frame 2 the action script for **next** button would be

```
on (press) {
  gotoAndStop(3);
}
```

- and for the **Previous** button the action script would be

```
on (press) {
  gotoAndStop(1);
}
```

17. After the action scripts are modified in each frame Go to Control>Test Scene to check if the slide show works.

Create New Scenes:

As mentioned above, we are going to create several new scenes.

1. To open the Scene window, let's click on **Window > Scene**. The keyboard shortcut is Shift + F2.
2. The scene window should have three scenes—Home, Bibliography and Slideshow.
3. At the bottom of the scene window you will see three small icons. From left to right these icons are: Duplicate Scene, Add Scene, and Delete Scene. We want to use the information in the Slideshow scene that we already have as a template for all of the scenes.
4. Click on **Slideshow** to highlight it.
5. Select **Duplicate Scene**.
6. Now double click on the scene name and change it to **Picture Gallery**.
7. Follow the same step to create a new scene named **Crypt Cards**.

Making the Home scene:

The **Home** scene basically has just 2 layers namely **Layout** and **Buttons**. The **Buttons** layer has transparent buttons on them which needs to be action scripted to make it navigate to the respective scene names.

Go into **Buttons** layer and action script for each button. For e.g. the Slideshow button would be action scripted like

```
on (press) {  
gotoAndStop("Slideshow",1);  
}
```

Make sure you give correct scene names, watch for typos and also double check the script to see if you have given corresponding scene names.

Project Exercise

Complete the **Crypt Cards** and **Picture Gallery** scenes with the same technique as used in **Slideshow** scene. The advantage we have got is that we have all the layout and action scripts done from the **Slideshow** scene. We need to just get rid of the **Text** layer in the **Picture Gallery** scene and delete the **Images** layer in the **Crypt Cards** scene. Later we are just left with editing the text and images in the respective scenes.

Best luck with the project and make sure you keep saving the file frequently.