Creating a Flash Intro Animation

September 20, 2013

Open the Flash Program

Open the Adobe Flash Professional program and then we want to choose ActionScript 3.0 under the Create New section of the start menu.
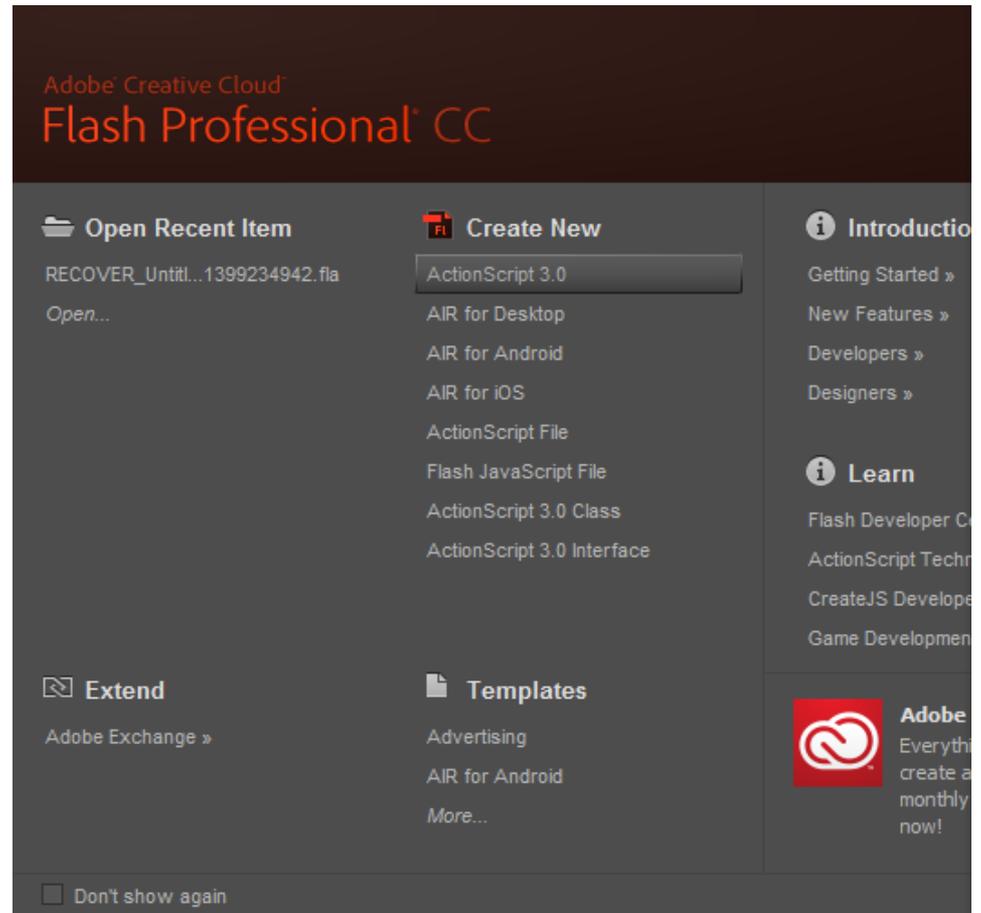
The Flash Program

We can see the white Flash stage in the center pane. On the left, the Tools toolbar is seen along with the Swatches window. On the right of the center stage, we have the Actions, Properties and Library window. Under the stage, we see the Timeline.
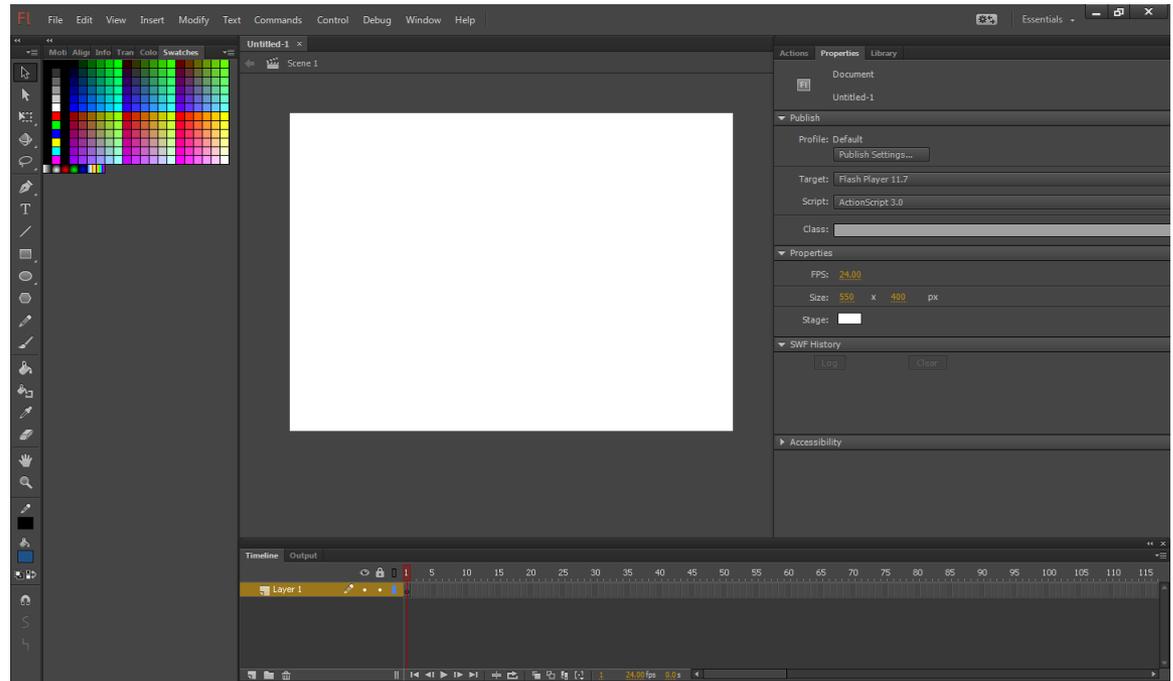
Renaming a Layer

We will rename the layer called Layer1 to Background.
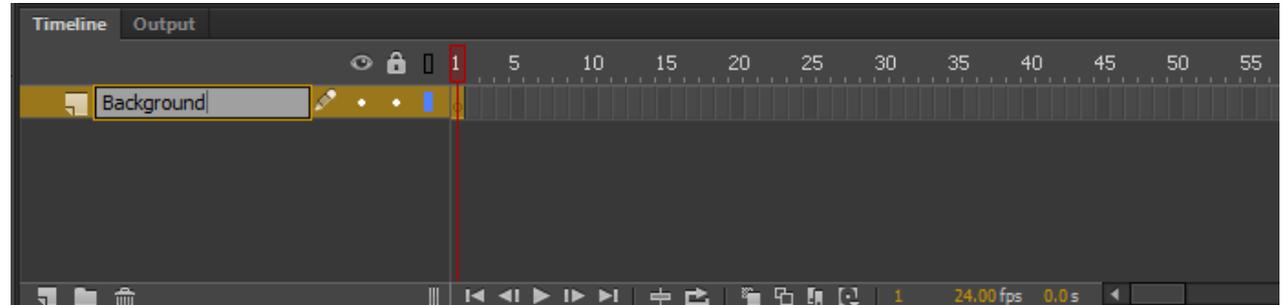
Creating a New Layer

Select the New Layer icon and when it appears in the list, we will rename it to our first name. For our example, we will call it John.

We then add the layer called our last name, such as Smith and the last layer will be Portfolio.
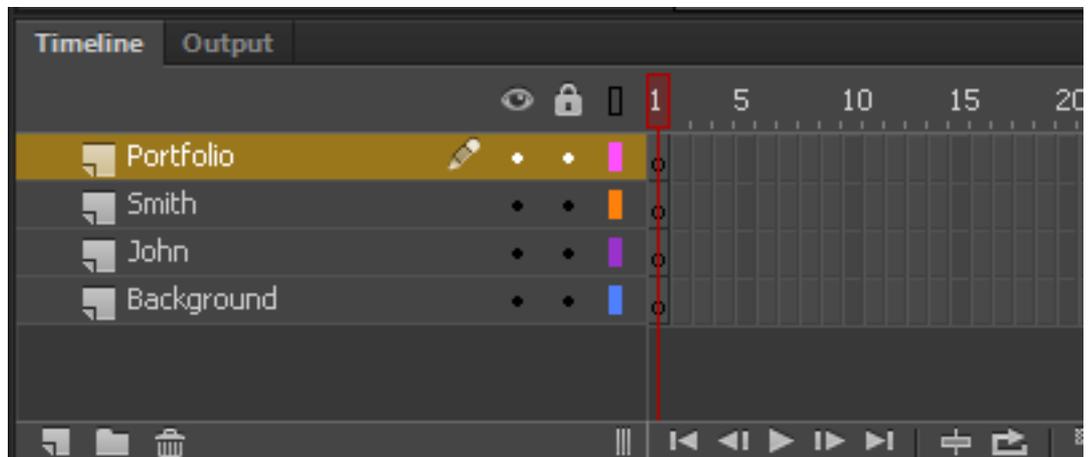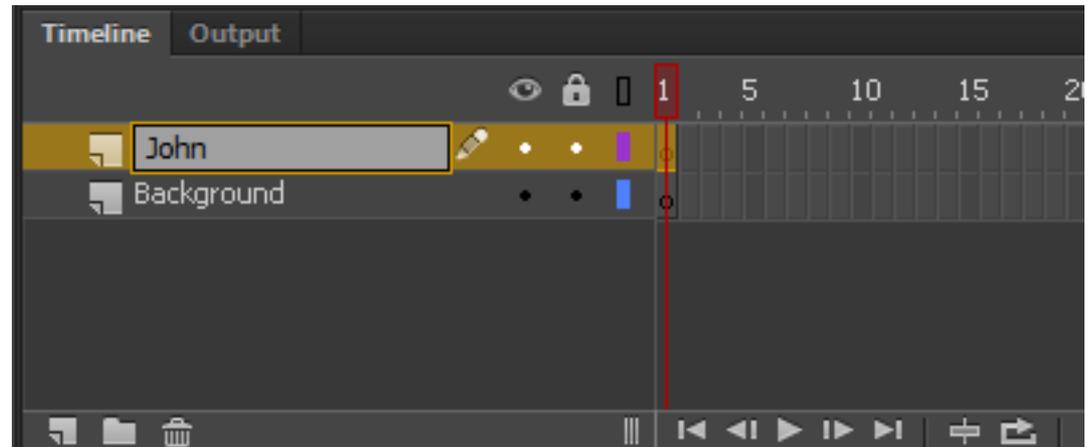
Adding a Shape to the Stage

At the beginning of the animation, we will have a light grey background. To make this shape, we will highlight the Background layer and we will select the Rectangle tool on the Flash toolbar. On the Properties tab, we will make both the Stroke and Fill color boxes light grey. We will then draw a rectangle to cover the entire the stage.
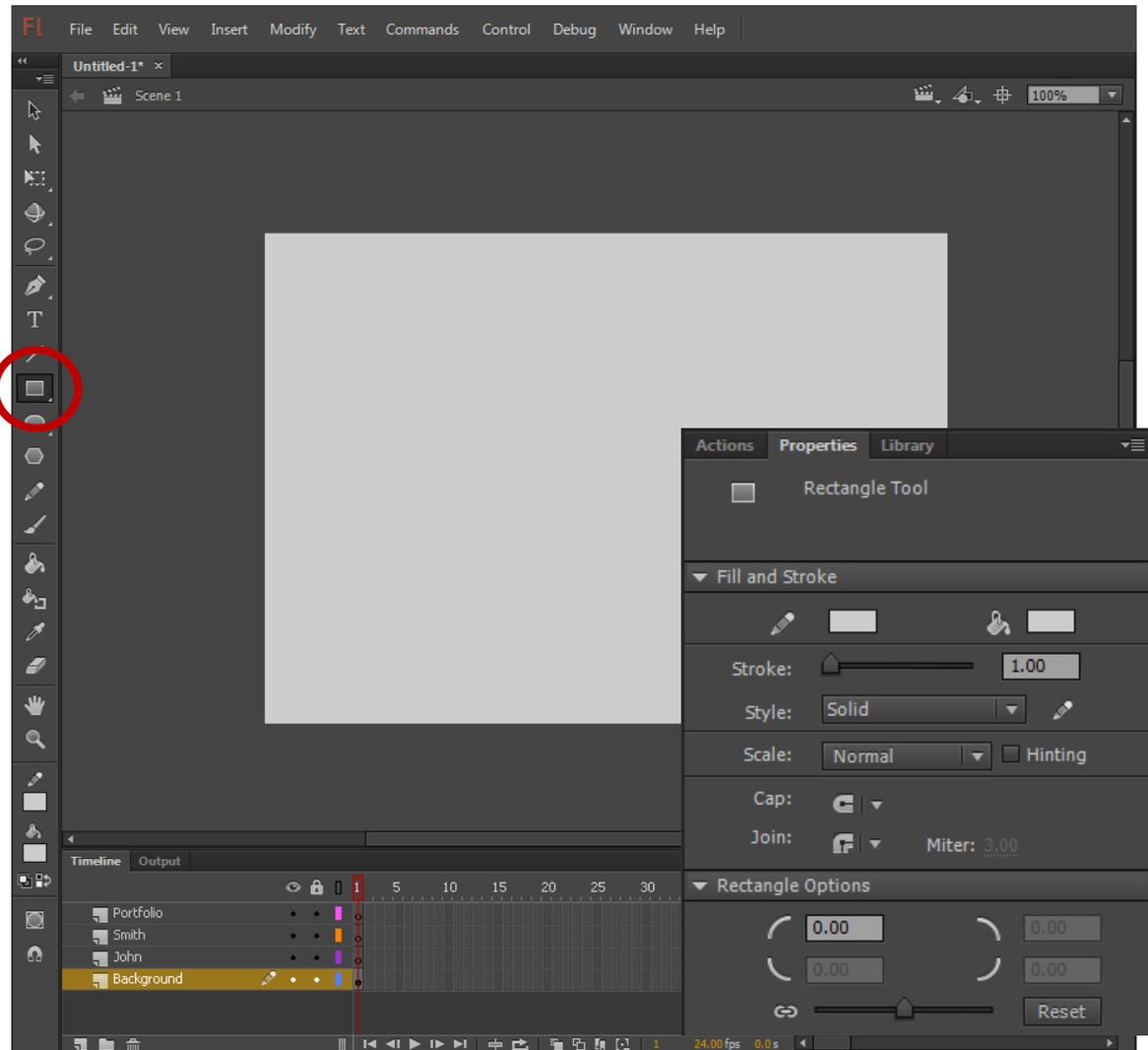
Insert a Blank Keyframe

Highlight the Background layer and click on frame 48. The Flash animation has a default of 24 frames per second, so we will use two seconds for the background to appear. We right click on the 48th frame and insert a Blank Keyframe.
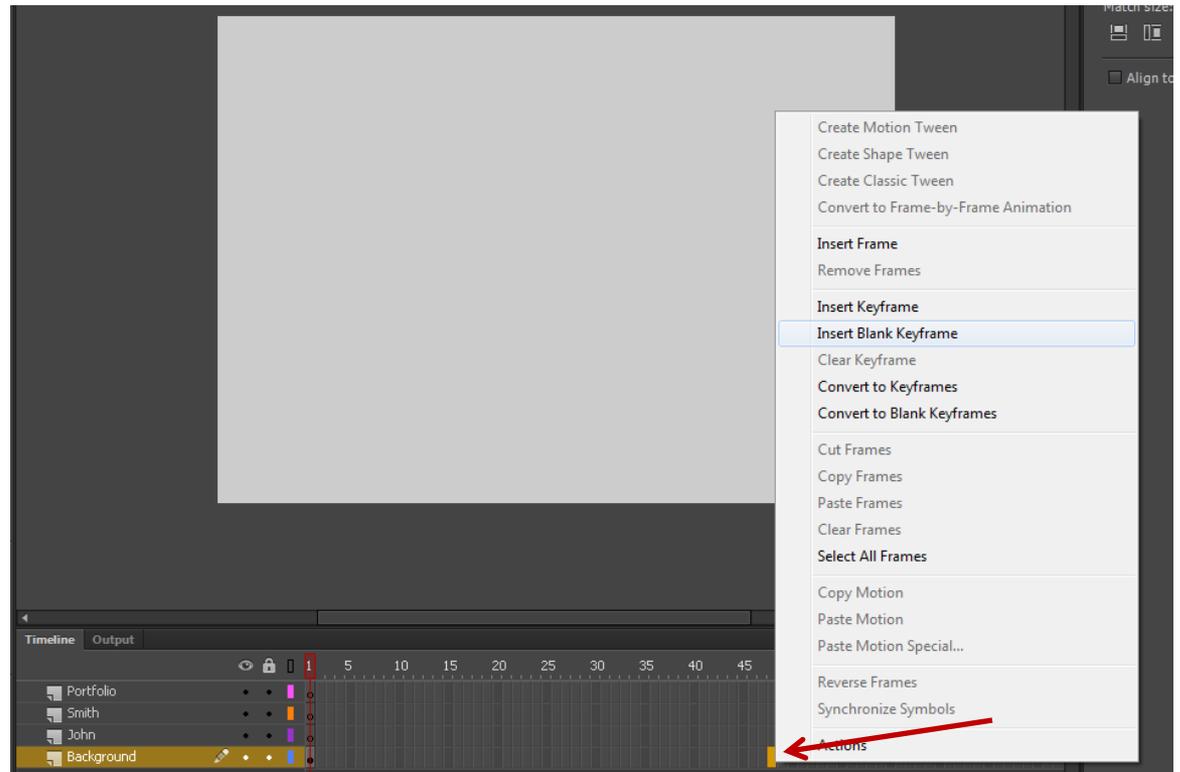
Adding another Shape to the Stage

To make this second shape, we will highlight the Background layer with the 48th frame selected, we will select the Rectangle tool on the Flash toolbar. On the Properties tab, we will make both the Stroke and Fill color boxes black. We will then draw a rectangle to cover the entire the stage.
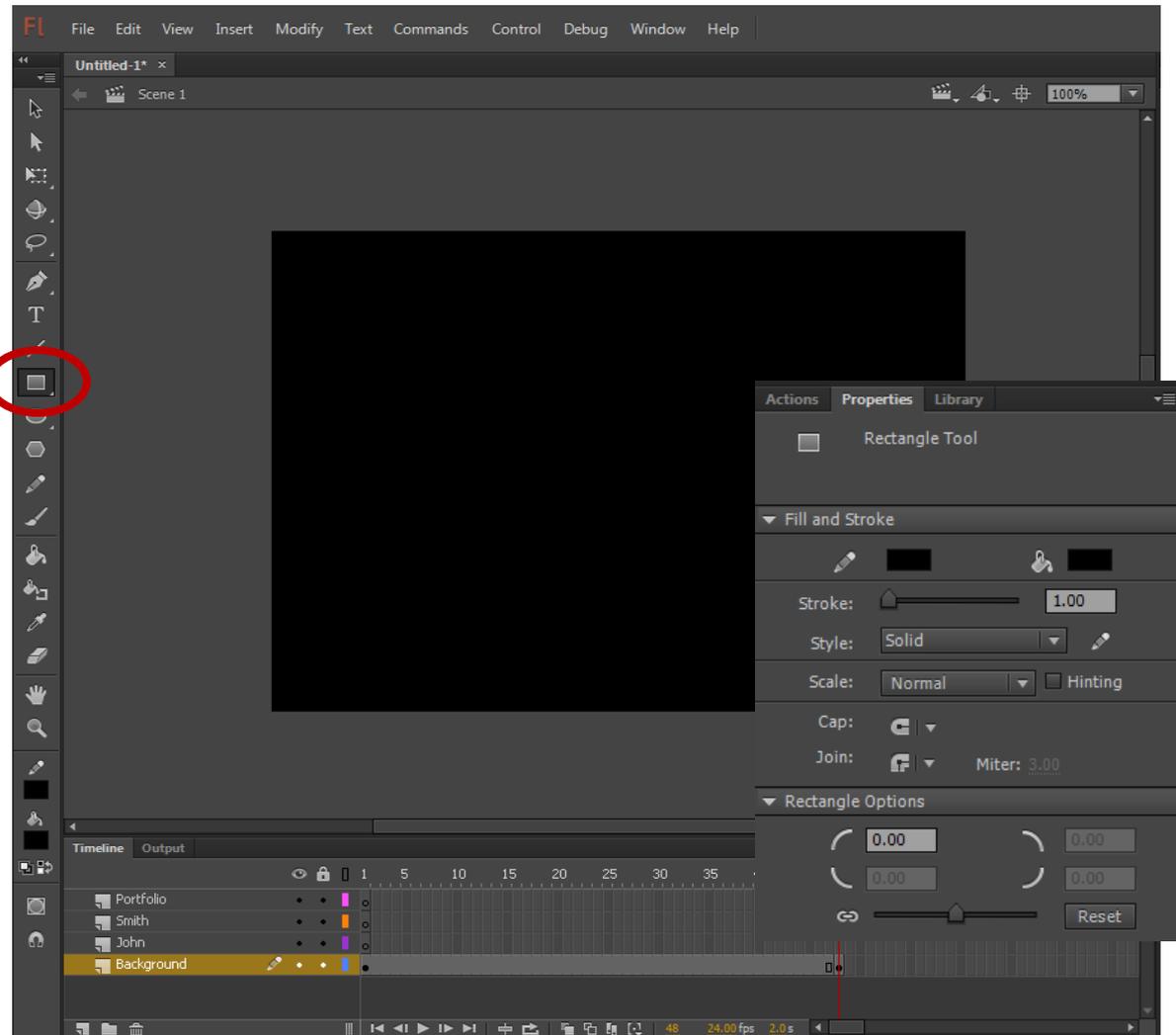
Create a Shape Tween

We will make an animated transition between the grey to the back shape which is called a Tween in Flash. So we highlight frames 1 through 48 on the background layer. Right click on the highlighted area and we will choose Create Shape Tween. A arrow will appear from frame 1 to 48 on the Background layer of the timeline.
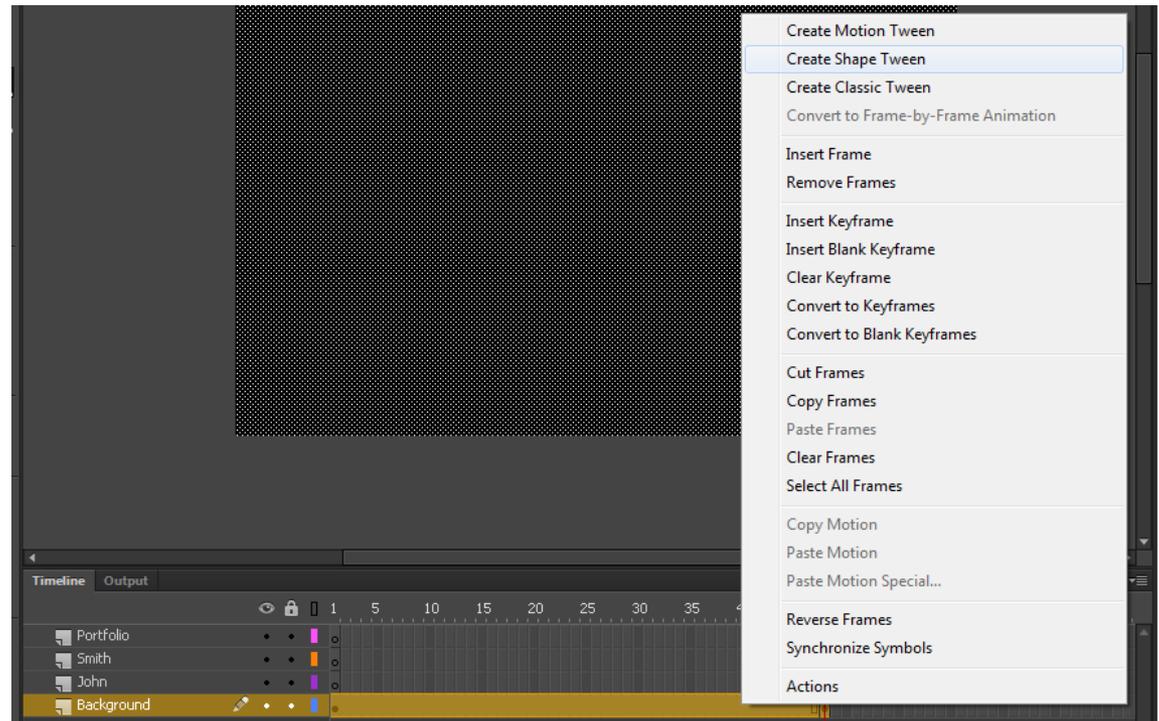
We can view the animation by selecting Control on the top menu. Then we select Test Menu and In Flash Professional. The movie will place and we will see the background change color.

Insert the Ruler

On this next part of the lesson, we will use the Ruler, so choose View on the top menu bar and Ruler.
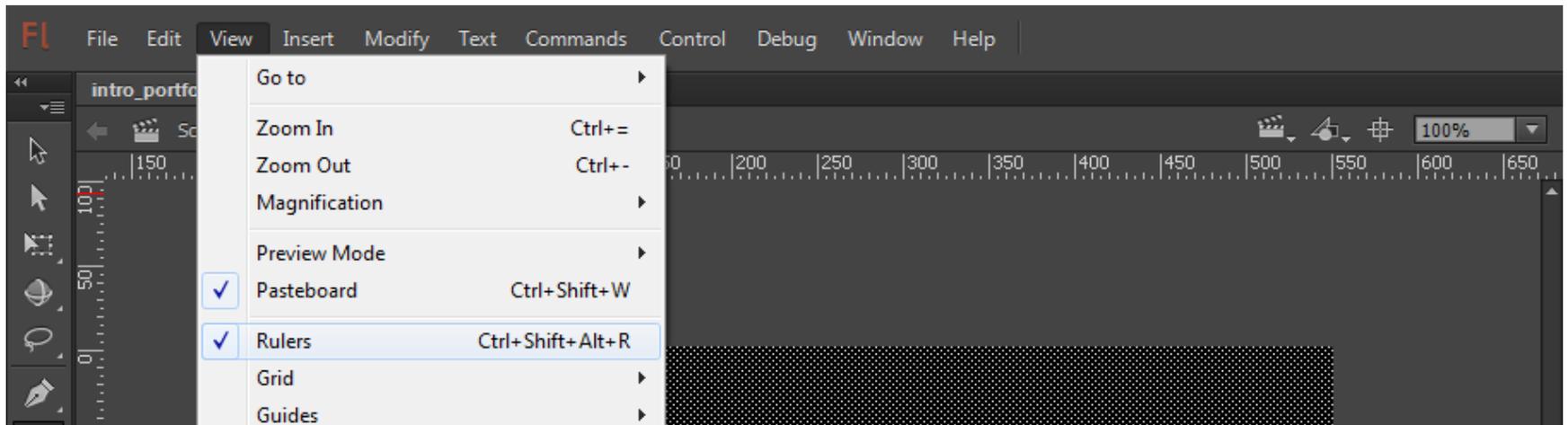
Adding a Shape to First Name Layer

We will add a shape to frame 48 of the first name layer, so we right click on that frame and add a Keyframe. We will then select the Rectangle tool on the Flash toolbar and on the Properties tab, we will make both the Stroke and Fill color boxes blue. We will then draw a rectangle with the left corner on the 50 pixel mark of the x and y axis. The right corner of the shape will be on the 300 pixel mark of the x and the 130 pixel mark on the y axis.
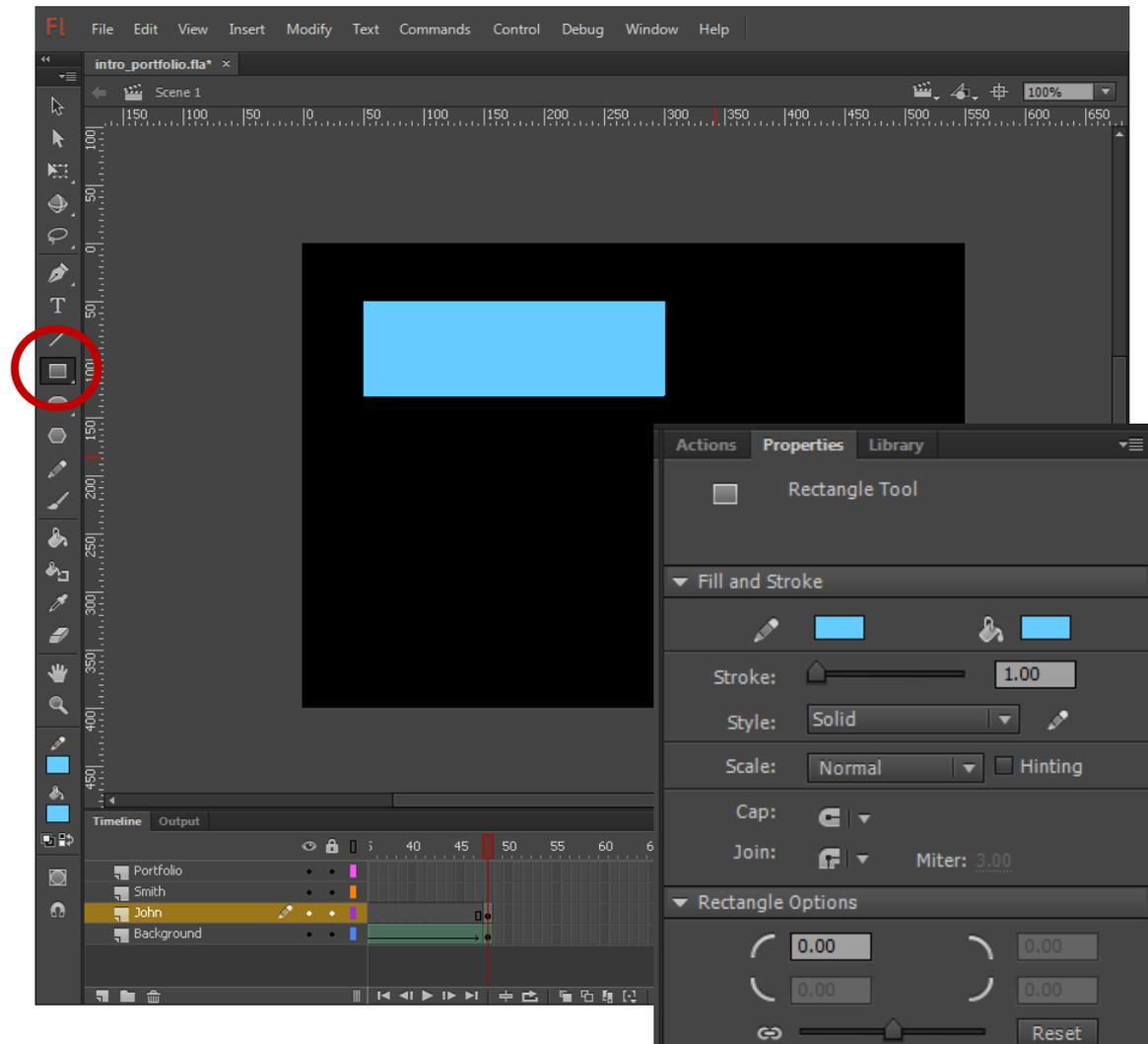
Adding Text to First Name Layer

We will add text to frame 96 of the first name layer, so we right click on that frame and add a Blank Keyframe. We will then select the Text tool on the Flash toolbar and on the Properties tab, we will make the color box blue. We will change the size to 100 point. We will then add text to the stage by selecting the start point at 50 pixel mark of the x and the 130 pixel mark on the y axis.
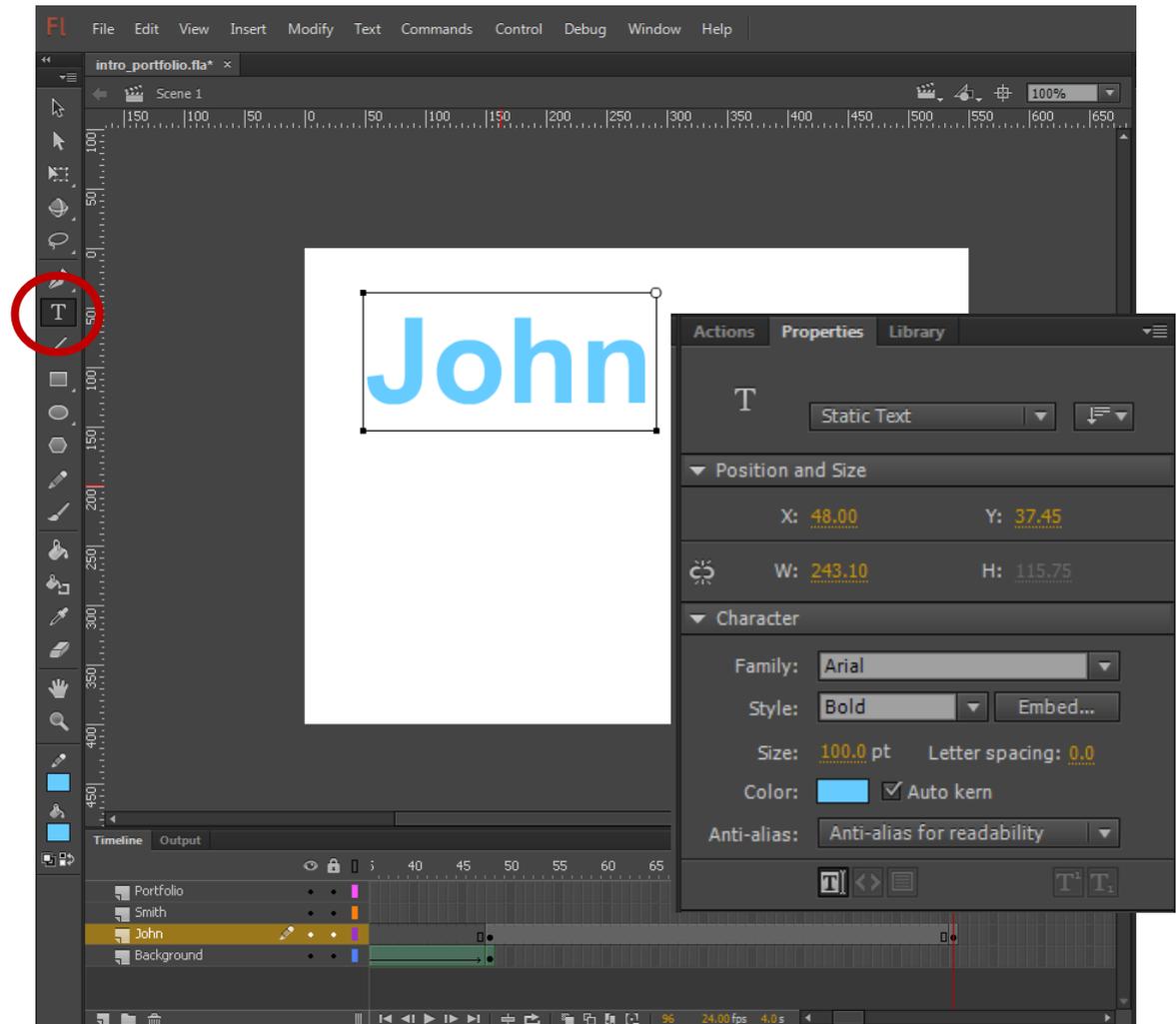
Changing Text to a Shape

To use the shape this time, we need to change the text to a shape. With the text selected, we press Ctrl-B to break the text into separate characters. We press Ctrl-B and the distinct letters become a shape.
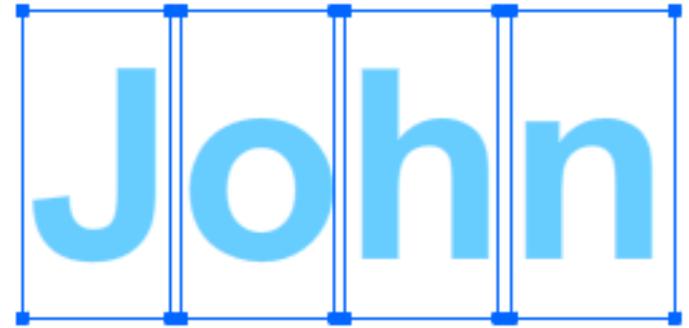
Mew we can create a Shape Tween.

To change the background on this section of the animation to black, we insert a Keyframe on frame 96 of the Background layer.

Create a Shape Tween

We will make an animated transition between the blue rectangle to the text. So we highlight frames 48 through 96 on the first name layer. Right click on the highlighted area and we will choose Create Shape Tween. A arrow will appear from frame 48 to 96 on the first name layer of the timeline.
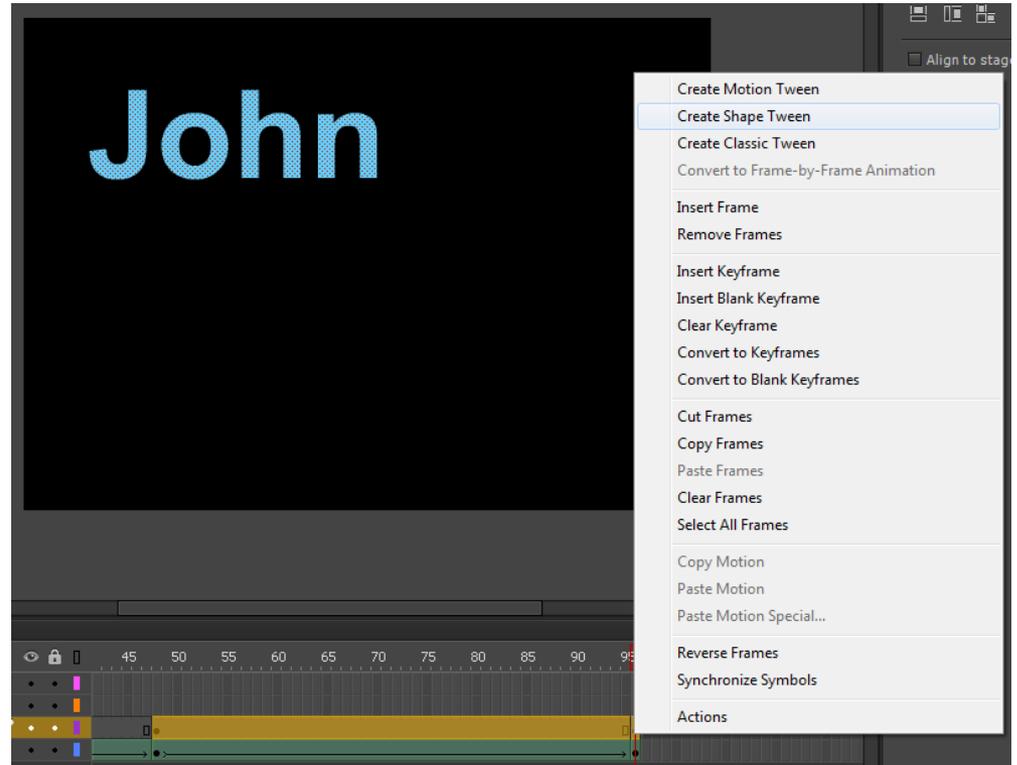
We can view the animation by selecting Control on the top menu. Then we select Test Menu and In Flash Professional. The movie will place and we will see the background change color.

Adding a Shape to Last Name Layer

We will add a shape to frame 96 of the last name layer, so we right click on that frame and add a Keyframe. We will then select the Rectangle tool on the Flash toolbar and on the Properties tab, we will make both the Stroke and Fill color boxes blue. We will then draw a rectangle with the left corner on the 50 pixel mark of the x and 160 pixel on the y axis. The right corner of the shape will be on the 300 pixel mark of the x and the 240 pixel mark on the y axis.

Adding Text to First Name Layer

We will add text to frame 144 of the last name layer, so we right click on that frame and add a Blank Keyframe. We will then select the Text tool on the Flash toolbar and on the Properties tab, we will keep the color box blue. We will retain the size as 100 point. We will then add text to the stage by selecting the start point at 50 pixel mark of the x and the 240 pixel mark on the y axis.
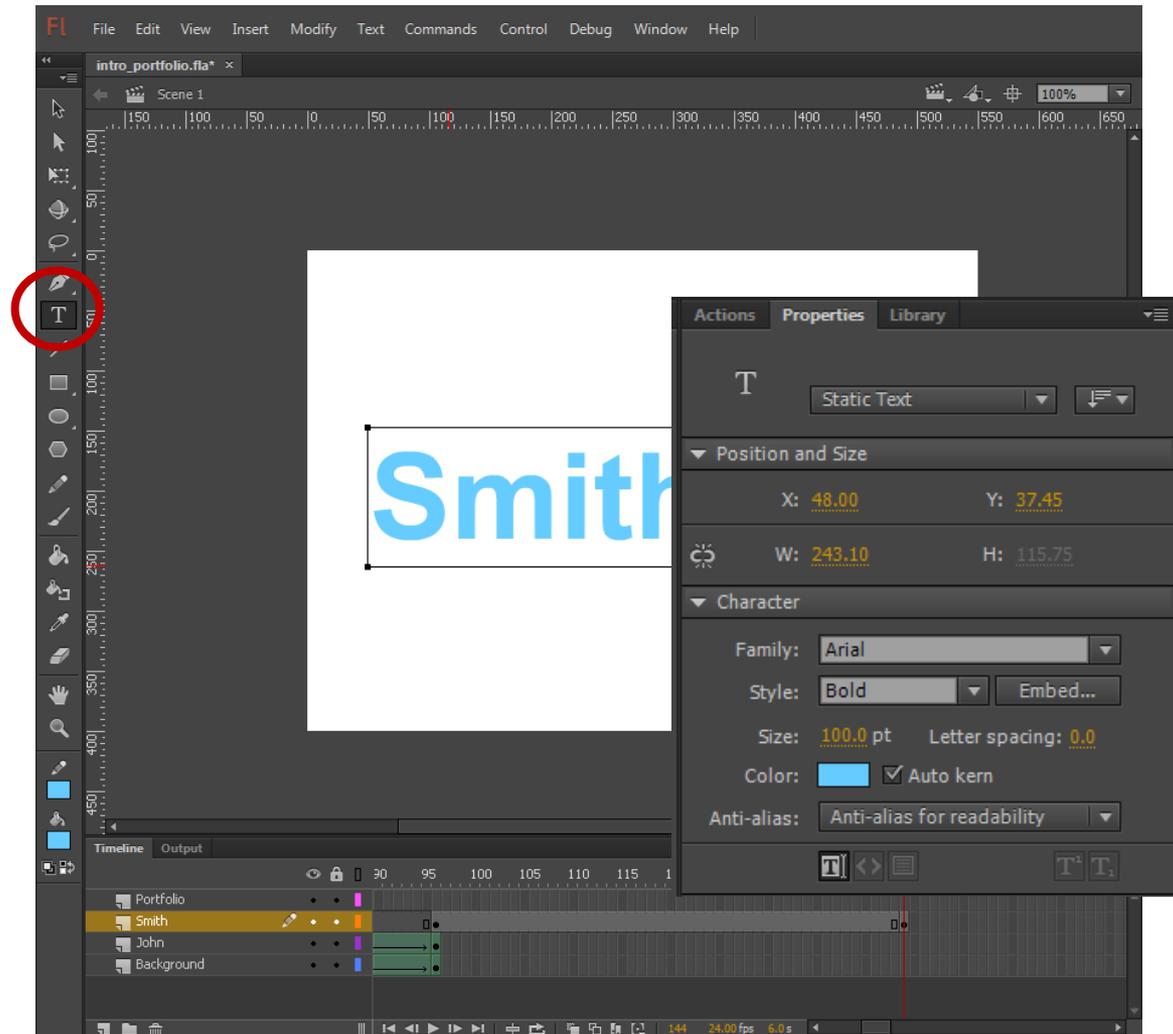
Changing Text to a Shape

To use the shape this time, we need to change the text to a shape. With the text selected, we press Ctrl-B to break the text into separate characters. We press Ctrl-B and the distinct letters become a shape.

Mew we can create a Shape Tween.

To change the background on this section of the animation to black, we insert a Keyframe on frame 144 of the Background layer and we also insert a Keyframe on frame 144 of the first name layer.

Create a Shape Tween

We will make an animated transition between the blue rectangle to the text. So we highlight frames 96 through 144 on the last name layer. Right click on the highlighted area and we will choose Create Shape Tween. A arrow will appear from frame 96 to 144 on the last name layer of the timeline.
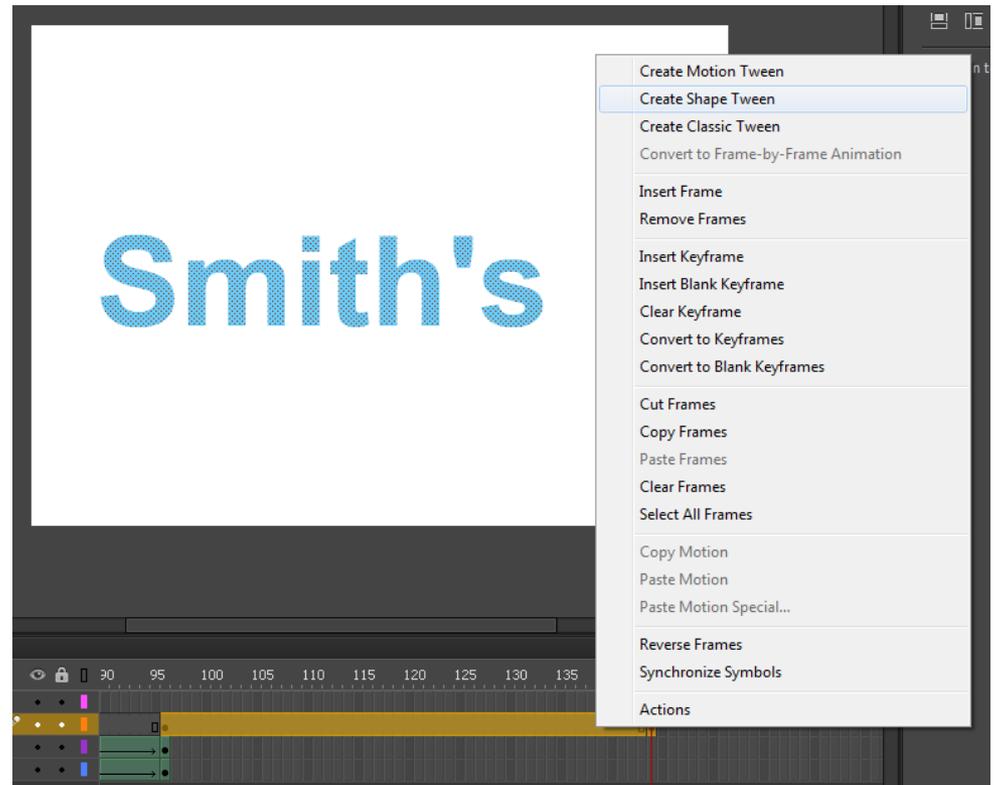
We can view the animation by selecting Control on the top menu. Then we select Test Menu and In Flash Professional. The movie will place and we will see the background change color.

Adding a Shape to Portfolio Layer

We will add a shape to frame 144 of the portfolio layer, so we right click on that frame and add a Keyframe. We will then select the Rectangle tool on the Flash toolbar and on the Properties tab, we will make both the Stroke and Fill color boxes yellow. We will then draw a rectangle with the left corner on the 50 pixel mark of the x and 280 pixel on the y axis. The right corner of the shape will be on the 500 pixel mark of the x and the 360 pixel mark on the y axis.

Adding Text to First Name Layer

We will add text to frame 192 of the portfolio layer, so we right click on that frame and add a Blank Keyframe. We will then select the Text tool on the Flash toolbar and on the Properties tab, we will keep the color box blue. We will retain the size as 100 point. We will then add text to the stage by selecting the start point at 50 pixel mark of the x and the 360 pixel mark on the y axis.
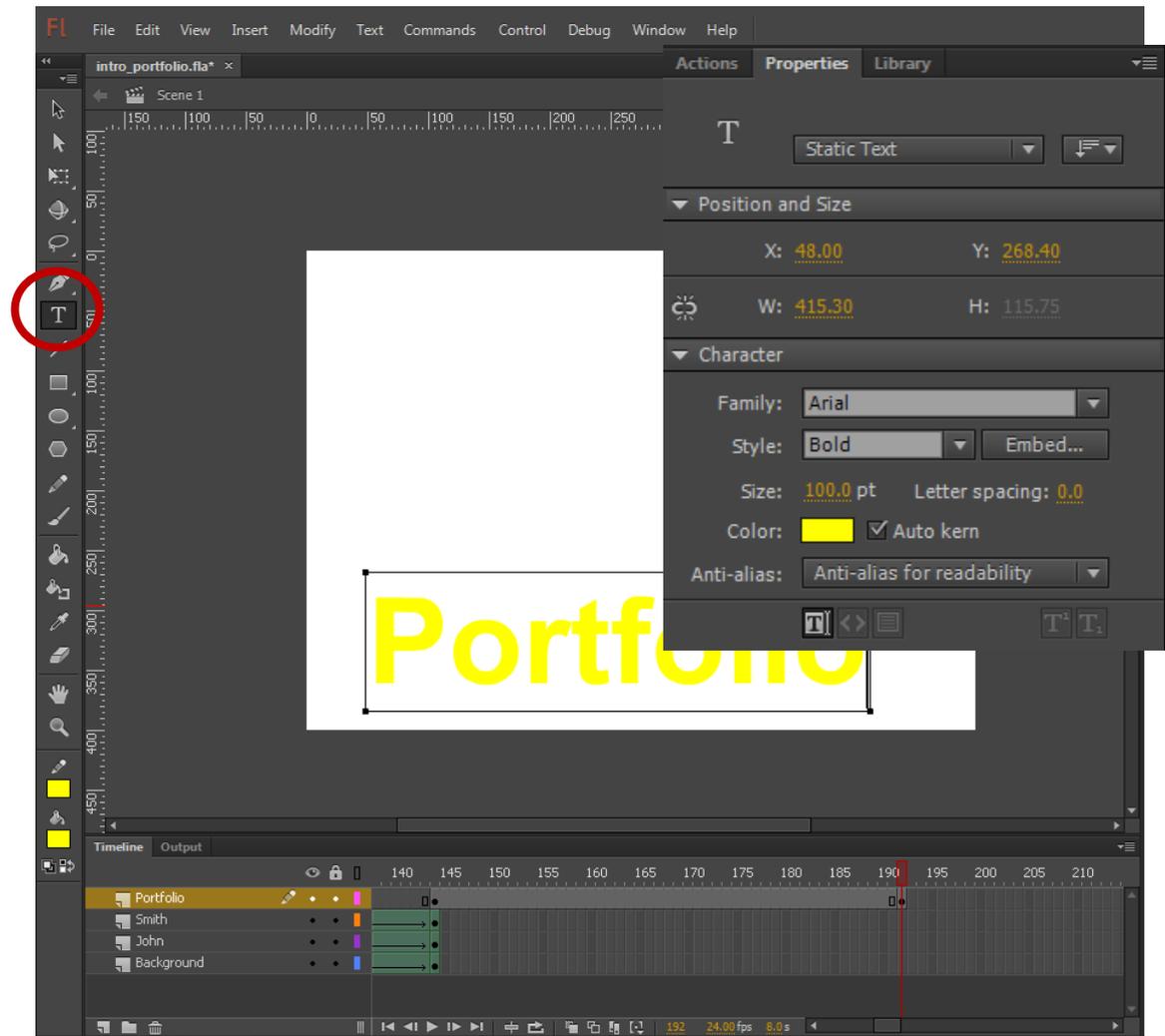
Changing Text to a Shape

To use the shape this time, we need to change the text to a shape. With the text selected, we press Ctrl-B to break the text into separate characters. We press Ctrl-B and the distinct letters become a shape.

Mew we can create a Shape Tween.

To change the background on this section of the animation to black, we insert a Keyframe on frame 192 of the Background layer. We also insert a Keyframe on frame 192 of the first name layer and 192 of the last name layer.

Create a Shape Tween

We will make an animated transition between the yellow rectangle to the text. So we highlight frames 144 through 192 on the portfolio layer. Right click on the highlighted area and we will choose Create Shape Tween. A arrow will appear from frame 144 to 192 on the last name layer of the timeline.
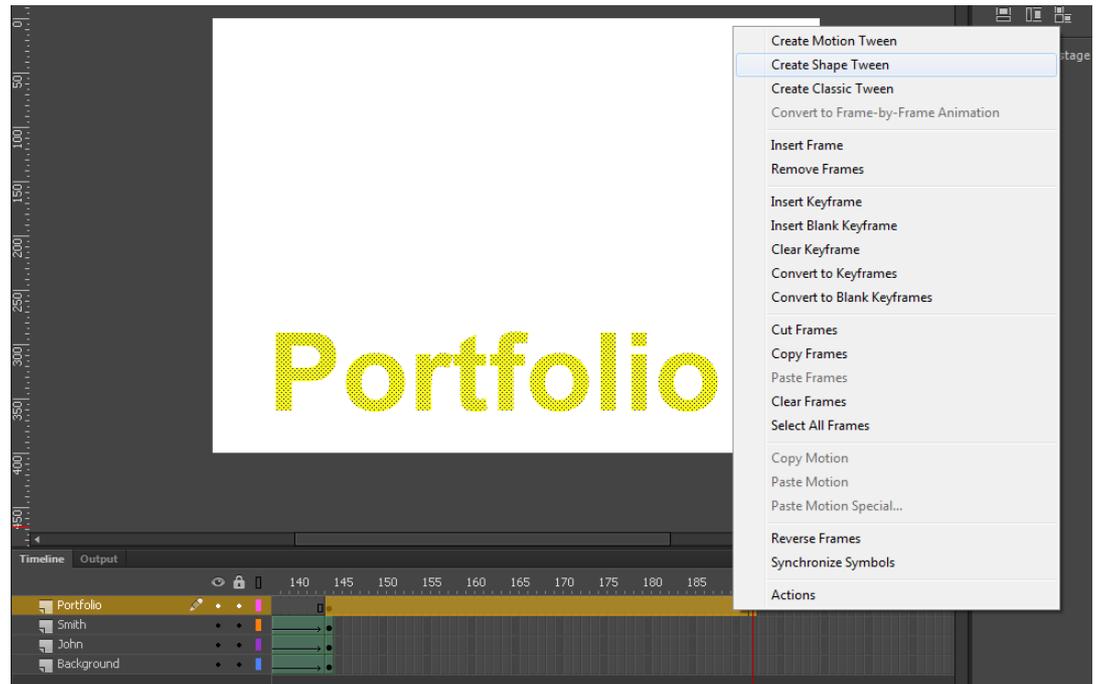
We can view the animation by selecting Control on the top menu. Then we select Test Menu and In Flash Professional. The movie will place and we will see the background change color.

Add One More Set of Keyframes

We want the animation to run all the way to frame 240 so we will add keyframes on all four layers. We insert a Keyframe on frame 240 of the Background layer. We also insert a Keyframe on frame 240 of the first name layer and 240 of the last name layer. We will then insert a Keyframe on frame 240 of the Portfolio layer

Test the Movie
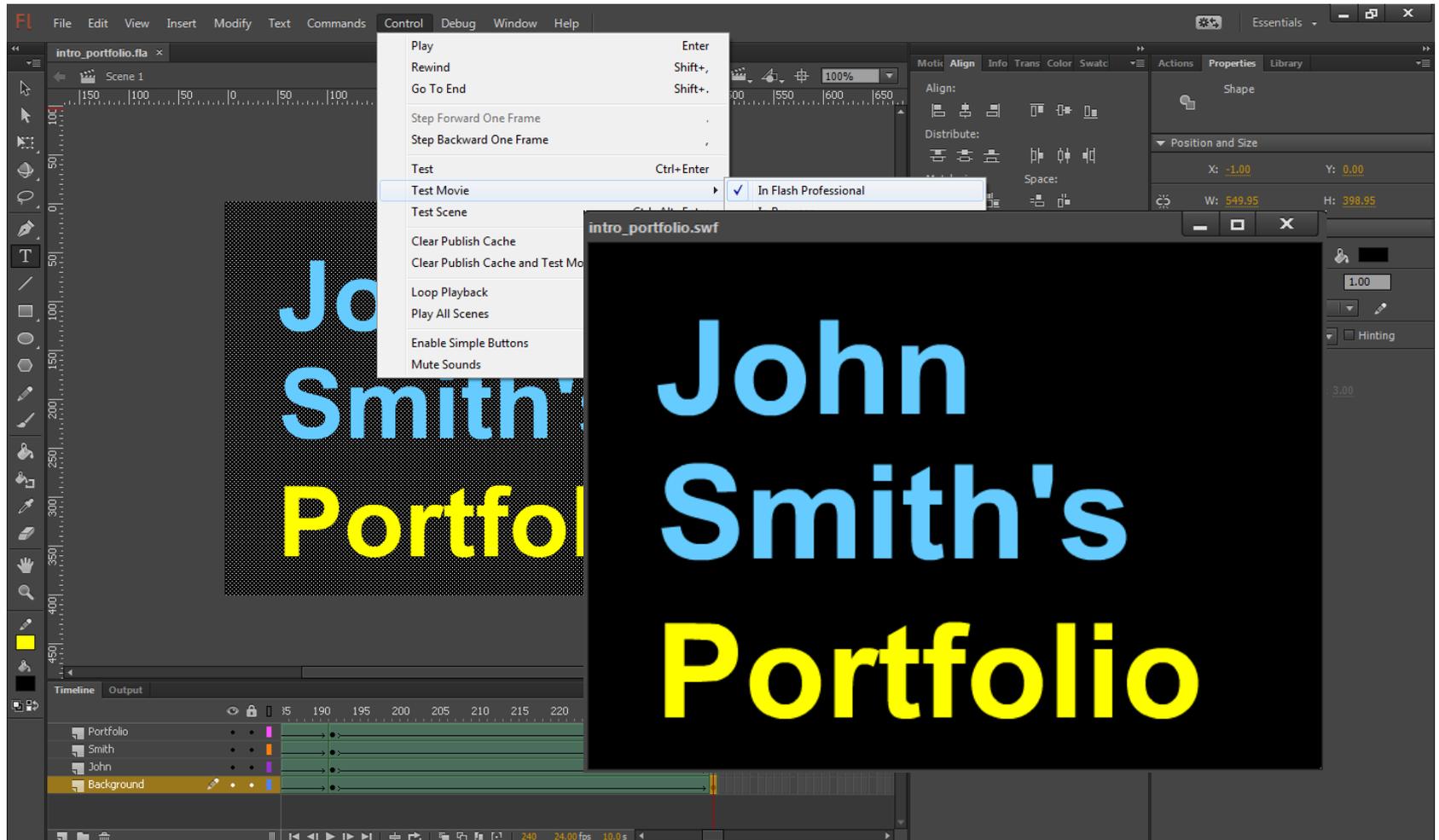
We should select Control on the menu and then Test Menu and In Flash Professional.

Saving the Movie

We need to save our work, so we choose File on the top menu bar and then we press Save on the drop down menu.

We will call our animation "intro_portfolio" and we will depress the Save button.
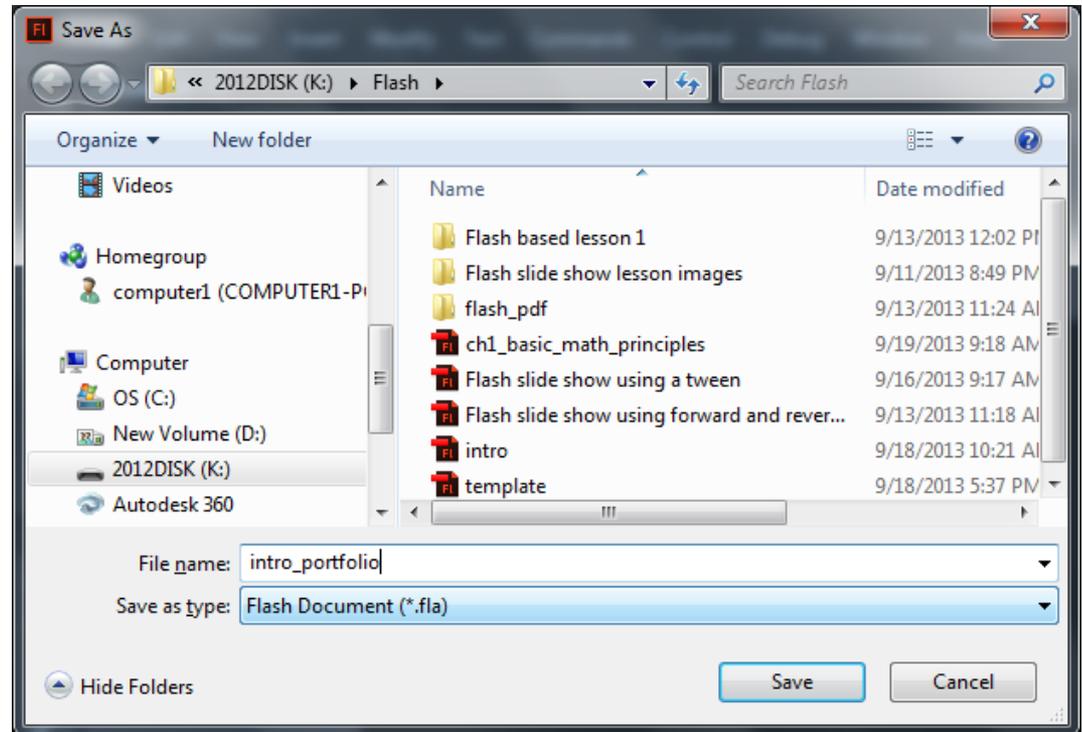
Publish the Flash Slide Show

We then choose File on the menu and Publish.