

# Flash CityScape Project

## Project Overview

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Project files: <http://www.asciutto.com/flash/cityscape>

### General Notes

- Save your work periodically throughout the project
- Drawing object mode is **off** unless otherwise stated
- All colors are suggested, feel free to use your creativity

### Part 1 - Create Library Items

- Use the Stage as a temporary drawing canvas to create Graphic and Button Symbols

### Part 2 - Import Library Items

- Import other graphics into the Library

### Part 3 – Assemble the Scene

- Create multiple layers from the library items

### Part 4 – Add Animation

- Create a motion tween

### Part 5 – Control the Timeline

- Define the Button symbol
- Add ActionScript

### Part 6 – Add Sound

- Import sound into the library
- Include sound in the main timeline

### Part 7 – Add Text

- Include a Movie title

### Part 8 – Extra Enhancements

- Enhance with a Movie Clip symbol

## Part 1 - Create Library Items

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### Create a new project folder

- Name it: **CityScape Flash Project**

### Define Movie Properties

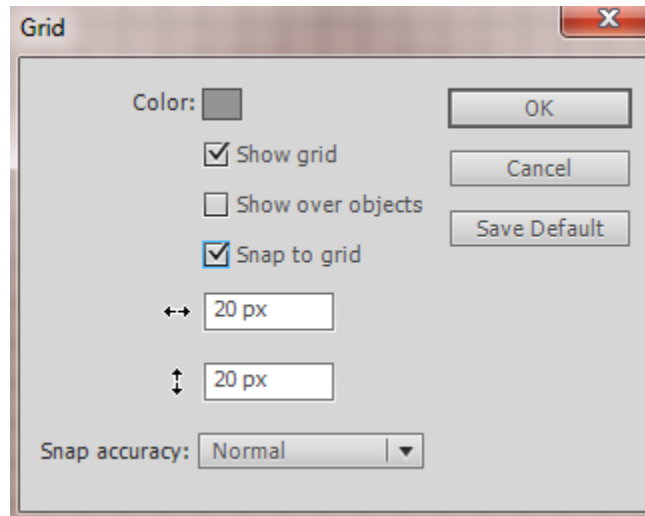
1. Create a new Flash movie – **ActionScript 2.0**
2. Choose *Modify > Document* from the menu
  - Width: 600px
  - Height: 400px
  - Background color: white
  - Frame rate: 12
  - Ruler units: pixels
  - Click OK
3. Save the Flash source file into your folder, name it: **CityScape.fla**

### The Grid

1. Choose *View > Grid > Edit Grid* from the menu
  - Click the Color box and select gray to have the grid lines display in gray.

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- Select Show Grid and Snap to Grid
- Set the Horizontal and Vertical grid spacing to 20px
- Confirm the Snap accuracy is Normal
- Click OK

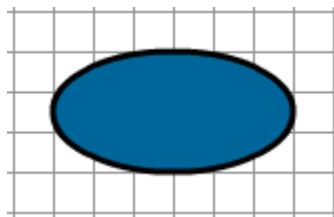


## The Oval Tool

### Draw an ellipse

1. Tool: Oval
2. Stroke: Color - Black, Size - 3px, Style - Solid
3. Fill: Color #0066CC (can substitute any color)
4. Size: 120x60

Note: Use the Grid & Snapping by starting to draw the oval at a grid intersection and dragging over 6 and down 3 squares



## Convert to a Button Symbol

### Add the Oval to the Library

1. Tool: Selection
2. Select the entire oval (stroke and fill)
3. Choose *Modify > Convert to Symbol* from the menu
  - Name: **Play**
  - Type: Button
4. Delete the Button symbol from the Stage

## Gradients

### Start with a Rectangle

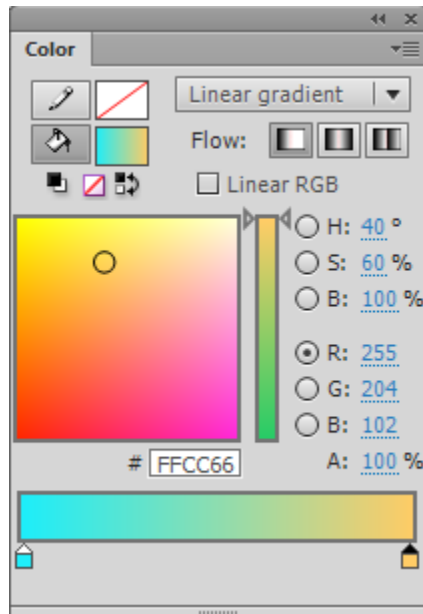
1. Tool: Rectangle

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2. Stroke: no stroke
3. Fill: Color #0066CC (doesn't matter, we will be changing it)
4. Size: 600x240 (cover the top 60% of the stage)
5. Delete the Button symbol from the Stage

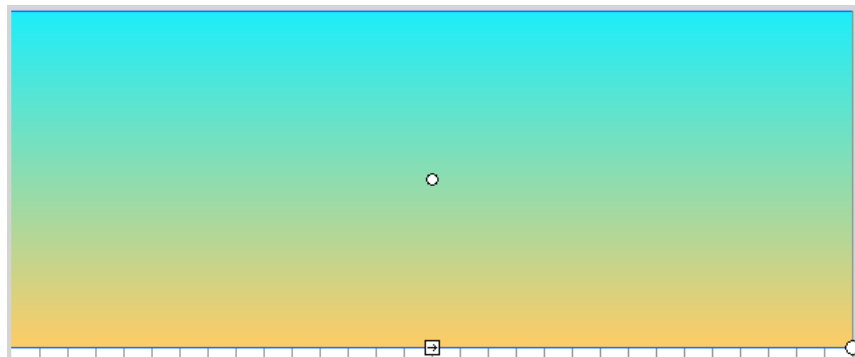
## Convert the fill color to a Linear Gradient

1. Tool: Selection
2. Select the rectangle
3. Open to Color panel
  - Select fill color, linear gradient
  - Note: The rectangle changes to a default black-white gradient
  - Set the left gradient color picker to: #33CCFF (can substitute any color)
  - Set the right gradient color picker to: #FFCC66 (can substitute any color)



## Transform the Gradient

1. Tool: Gradient Transform
2. Select the rectangle
3. Rotate the gradient 90° CW
4. Adjust the size of the gradient to fill the rectangle



## Convert to a Graphic Symbol

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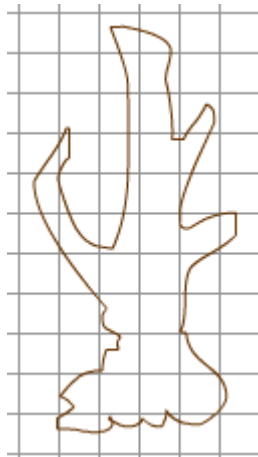
## Add the Rectangle to the Library

1. Tool: Selection
2. Select the rectangle
3. Choose *Modify > Convert to Symbol* from the menu
  - Name: **Sky**
  - Type: Graphic
4. Delete the Sky symbol from the Stage

## The Pencil Tool - Draw a Tree

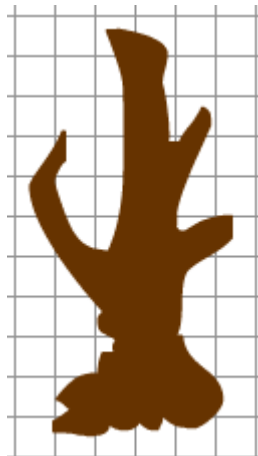
### Create the Tree Trunk

1. Tool: Pencil
2. Stroke: Color #663300 (or any color you'd like), Size - 1px, Style - Solid
3. Fill: There is no fill, the Pencil is a stroke tool
4. Pencil Mode: Smooth, Smoothing 50%
5. Draw a tree trunk



### Fill the Tree Trunk

1. Tool: Paint Bucket
2. Fill: Color #663300 (or any color you'd like)
3. Gap Size: Close large gaps
4. Fill the tree trunk



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## Convert the Tree Trunk to an Object

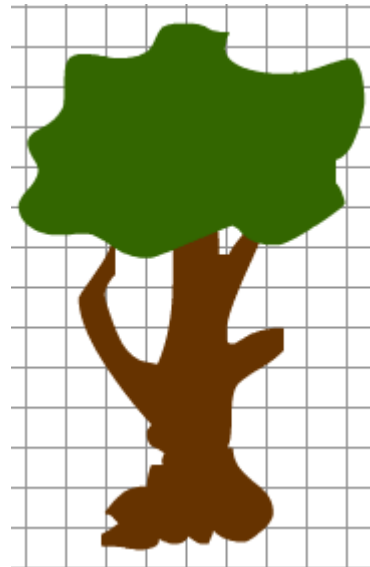
1. Tool: Selection
2. Select the entire tree trunk
3. Choose *Modify > Combine Objects > Union*

## Create the Tree Top Object in a similar way as the Tree Trunk

1. Color: #336600

## Overlay both objects and create a Graphic Symbol

1. Use the transform tool if needed to re-size
2. Select both the tree trunk and top
3. Convert to a Graphic Symbol called: **Tree**
4. Delete the Tree symbol from the Stage



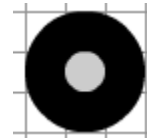
## The Oval Tool - Draw a Tire

### Draw a Tire

1. Tool: Oval
2. Stroke: no stroke
3. Fill: Color - #000000 (Black)
4. Size: 60x60

### Draw a Hub Cap

1. Tool: Oval
2. Stroke: no stroke
3. Fill: Color - #CCCCCC, Size - 1px, Style - Solid
4. Size: 20x20
5. Overlay the Hub Cap into the center of the Tire



## Convert to a Graphic Symbol

1. Select the Tire and Hub Cap
2. Convert to a Graphic Symbol called: **Tire**
3. Delete the Tire symbol from the Stage

## The Oval Tool - Draw Windows and Doors

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## Draw a Door

1. Note: You may temporarily change the stage background color to better see the white object Convert
2. Tool: Rectangle
3. Stroke: Color - Black, Size - 1px, Style - Solid
4. Fill: Color - #000000 (White, or any color you'd like)
5. Size: 20x40
6. Convert to a Graphic Symbol called: **Door**
7. Delete the Door symbol from the Stage



## Draw a Window

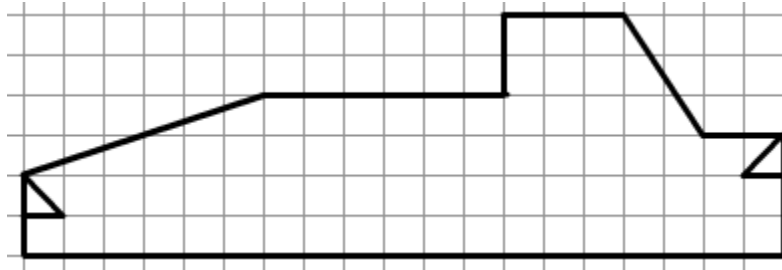
1. Note: You may temporarily change the stage background color to better see the white object Convert
2. Tool: Rectangle
3. Stroke: Color - Black, Size - 1px, Style - Solid
4. Fill: Color - #000000 (White, or any color you'd like)
5. Size: 20x20
6. Convert to a Graphic Symbol called: **Window**
7. Delete the Window symbol from the Stage



## The Line Tool - Draw a Car

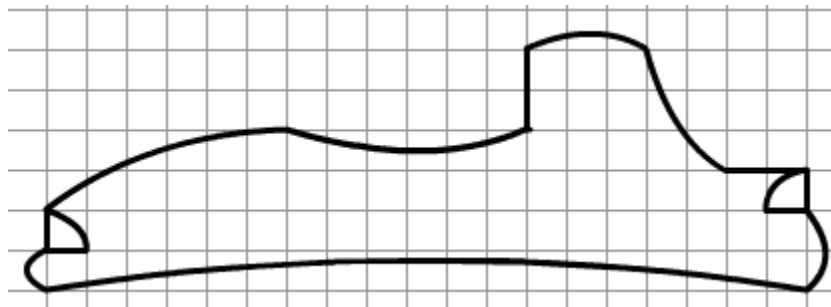
### Outline a Car Chassis

1. Tool: Line
2. Stroke: Color - Black, Size - 3px, Style - Solid
3. Fill: No fill, the Line is a stroke tool
4. Size: Using the Grid intersecting points, outline a car



### Curve the Outline

1. Tool: Selection

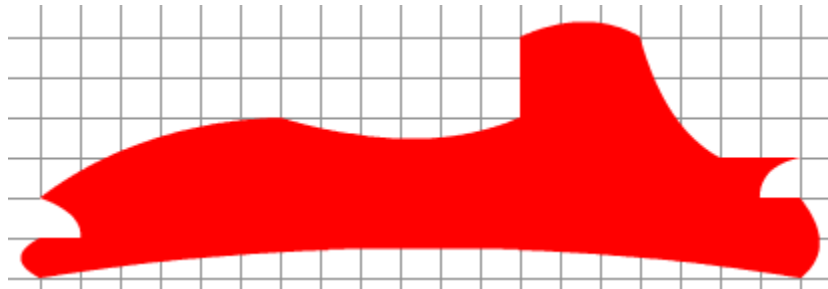


### Fill with Color and Remove the Stroke

1. Tool: Paint Bucket
2. Fill: Color Body - #FF0000 (Red, or any color you'd like)
3. Fill: Color Lights - #FFFFFF (White, or any color you'd like)

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4. Tool: Selection
5. Double-click on the stroke
6. Press the Delete key

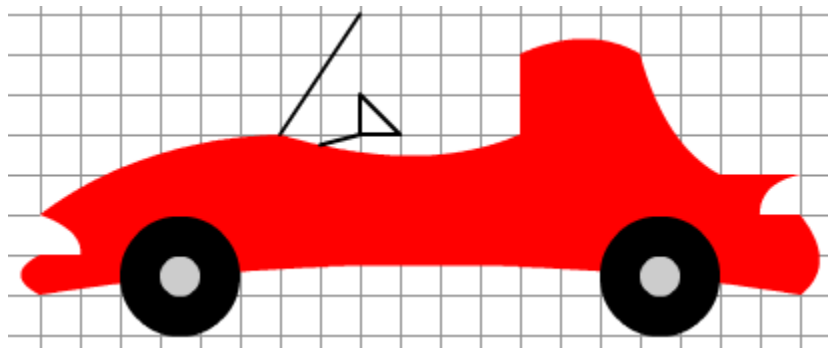


## Add the Tires, Windshield and Wheel

1. Tool: Line
2. Stroke: Color - Black, Size - 2px, Style – Solid
3. Draw the Windshield and Wheel
4. Add the Tire symbol from the Library

## Convert to a Graphic Symbol

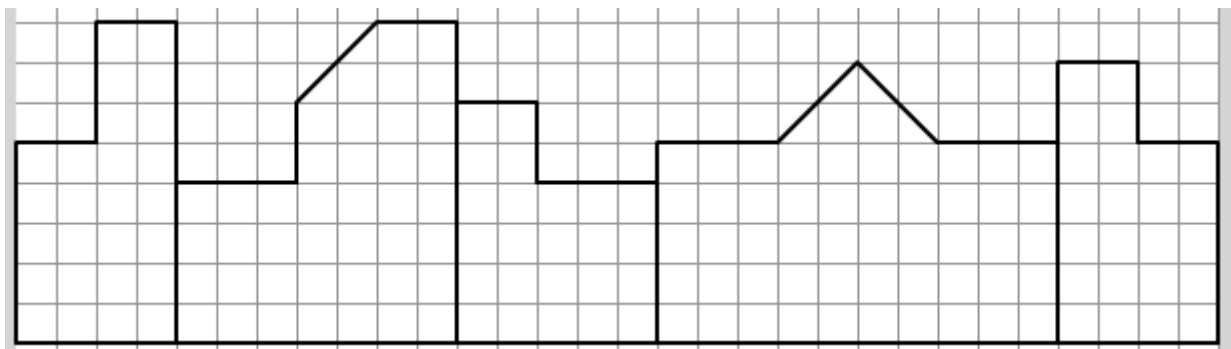
1. Select the Car
2. Convert to a Graphic Symbol called: **Car**
3. Delete the Car symbol from the Stage



## The Line Tool - Draw the Buildings

### Outline the Buildings

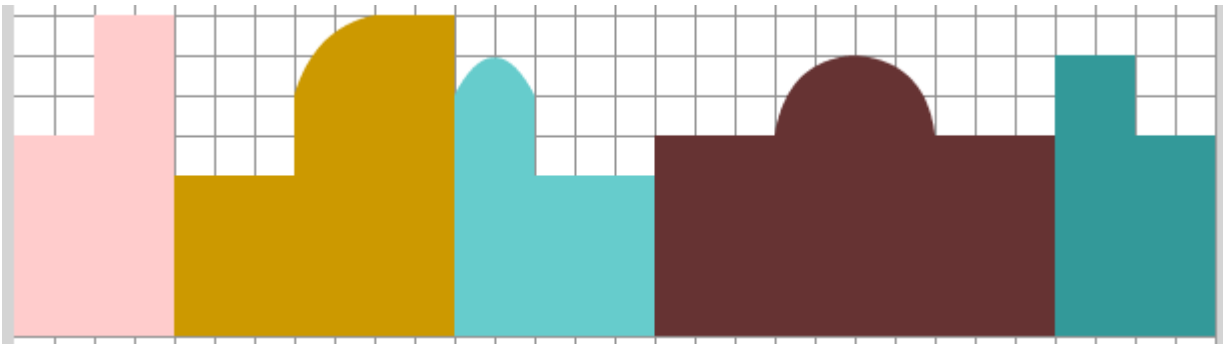
1. Tool: Line
2. Stroke: Color - Black, Size - 3px, Style - Solid
3. Size: Using the Grid intersecting points, outline buildings across the stage width



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## Curve a few Roof Tops, fill each building with color, Remove the Stroke

1. Tool: Selection, Paint Bucket
2. Fill: Any color



## Transform the Windows and Doors

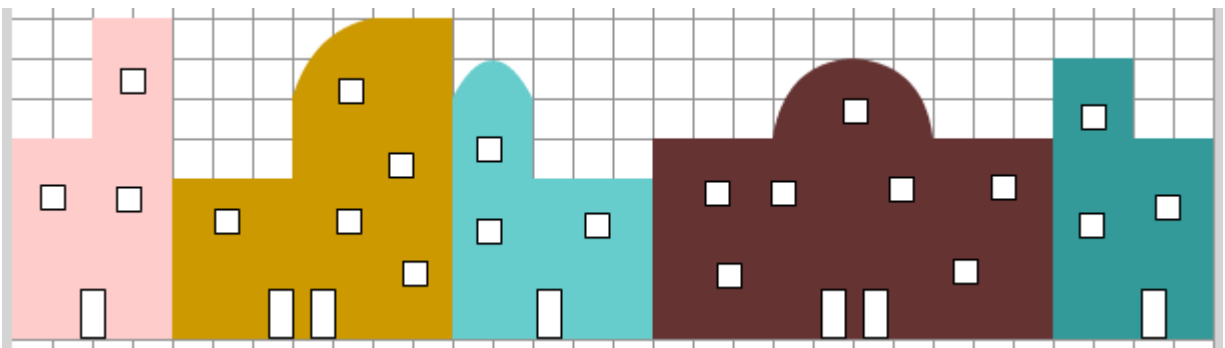
1. Tool: Selection
2. Double-click the Door Graphic Symbol in the Library to enter the Library item
3. Open the Transform Panel
4. Transform the Vertical and Horizontal scale to 60% of the original size
5. Double-click the Window Graphic Symbol in the Library to enter the Library item
6. Open the Transform Panel
7. Transform the Vertical and Horizontal scale to 60% of the original size
8. Go back to Scene 1

## Add the Windows and Doors

1. Tool: Selection
2. Add the Windows and Doors from the Library to the buildings

## Convert to a Movie Clip Symbol

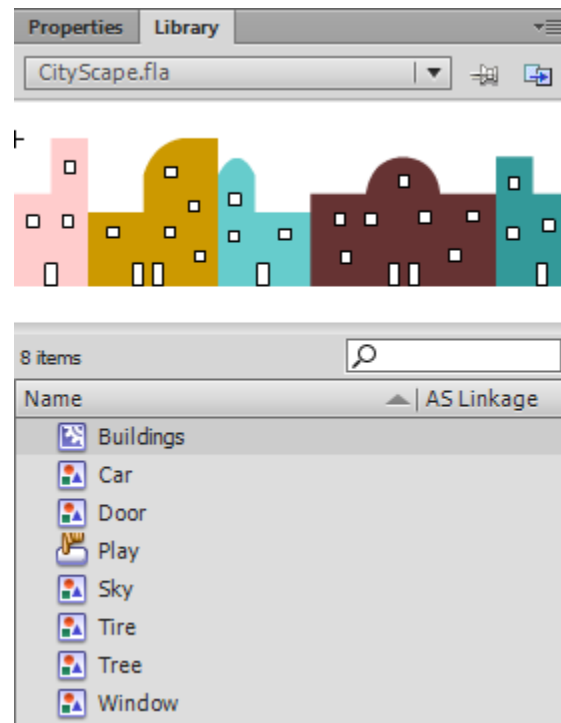
1. Select all the buildings, doors and windows
2. Convert to a **Movie Clip Symbol** called: **Buildings**
3. Delete the Buildings symbol from the Stage





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## Library at this point



## Part 2 - Import Library Items

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### Import the Tree Clip Art Image to the Stage

1. Choose *File > Import > Import to Stage*
2. Select "Tree\_ClipArt.gif"

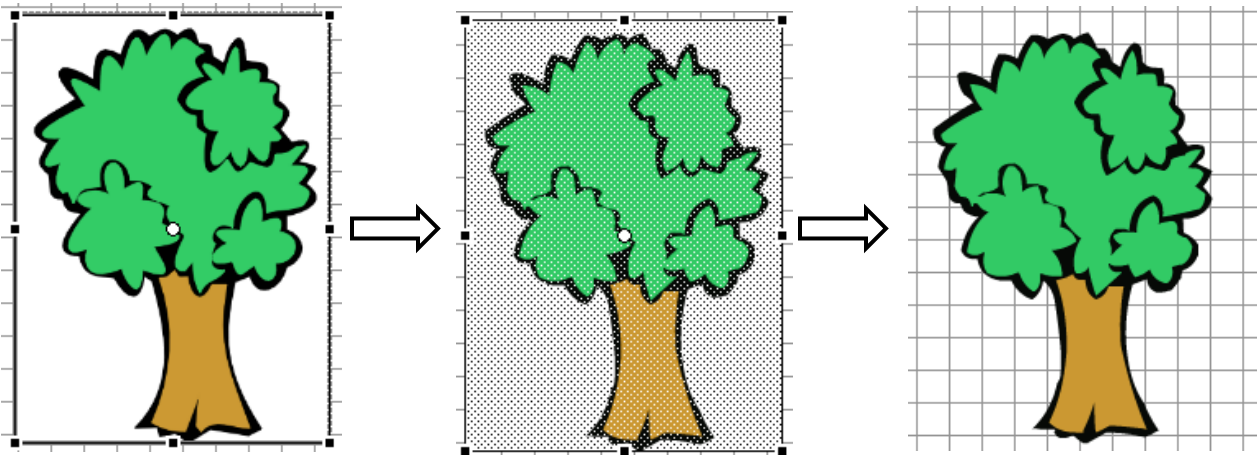
### Convert the Tree Clip Art Image to a vector graphic

1. Select the tree
2. Choose *Modify > Bitmap > Trace Bitmap*
3. Accept the defaults
  - Color threshold: 100
  - Minimum area: 8

### Delete the white background and save it as a Graphic Symbol

1. De-select the tree
2. Select the white background area
3. Press the "delete" key
4. Select the remaining tree
5. Convert to a Graphic Symbol called: **Tree2**
6. Delete the Tree2 symbol from the Stage

Note: Once the tree is converted to a Graphic symbol the original imported .gif may be deleted

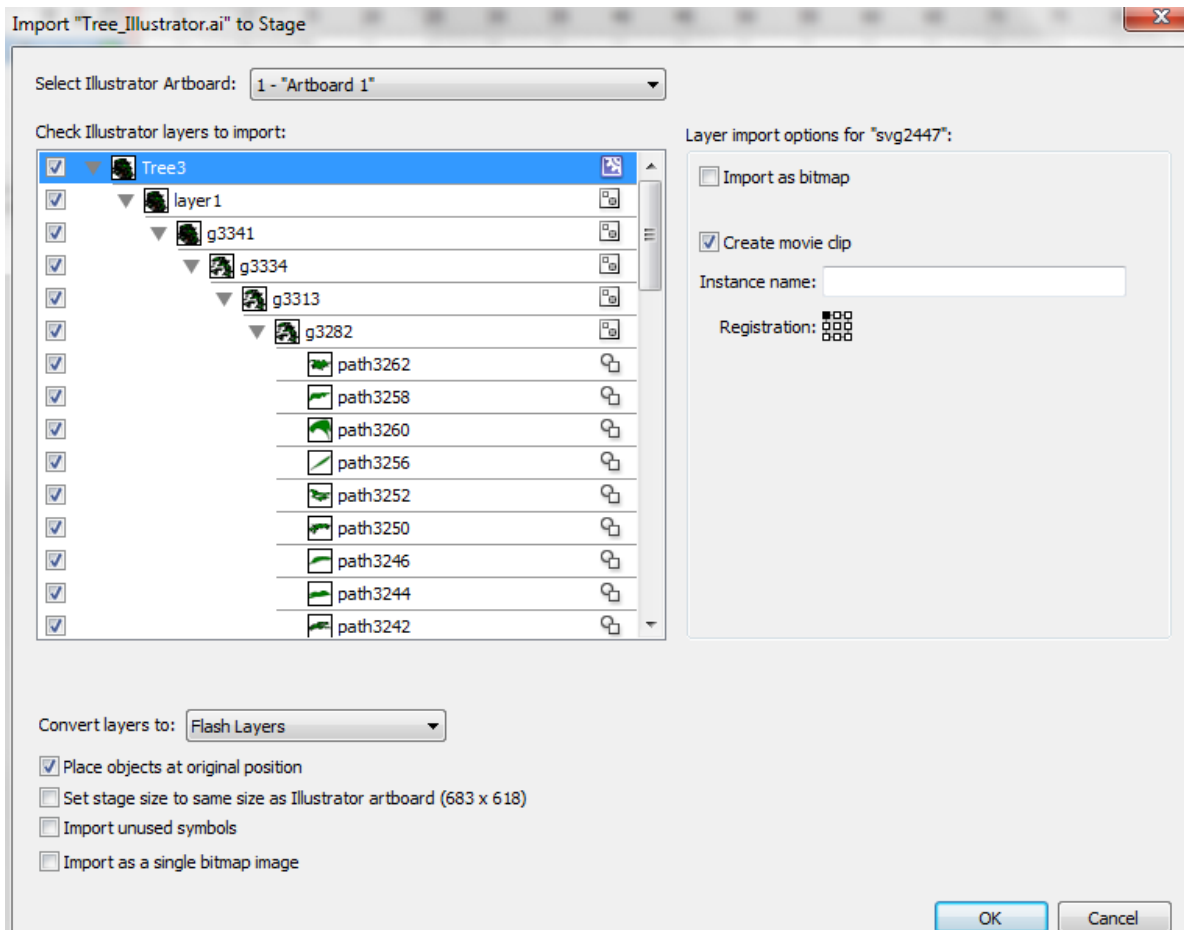


### Import the Tree Clip Art Image to the Stage

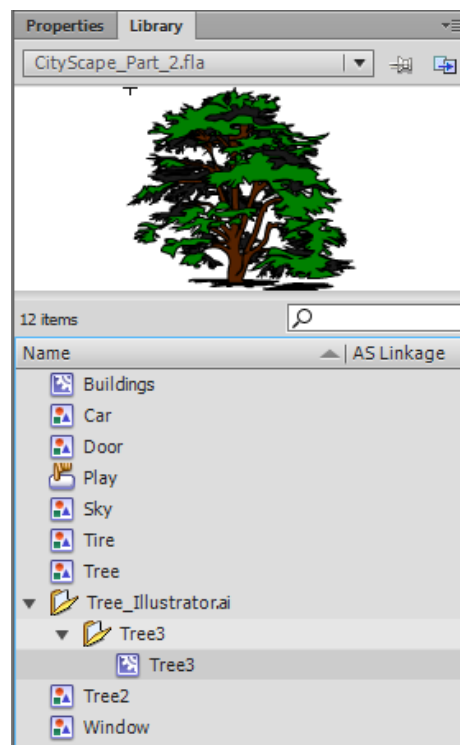
1. Choose *File > Import > Import to Stage*
2. Select "Tree\_Illustrator.ai"
3. In the import dialog box, double-click select the top layer "svg2447" and rename it **Tree3**
4. Check the box to import as movie clip
5. Choose Convert layers to: Flash layers
6. Delete the Tree3 Movie Clip symbol from the stage

Note: The Tree3 Movie Clip symbol will be placed in the Library within the Tree\_Illustrator.ai folder

# Flash CityScape Project



Library at this point



## Part 3 - Assemble the Scene

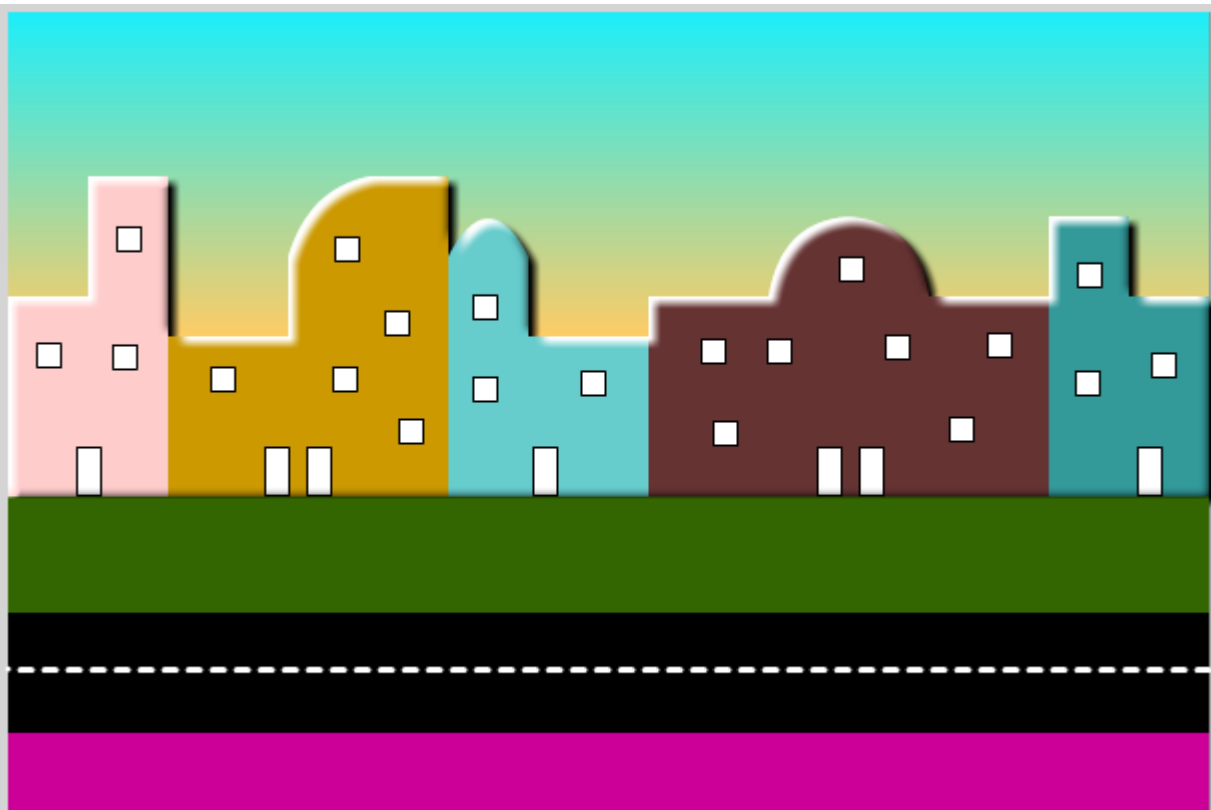
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### Define Layers

1. Rename the one layer to **"Sky"**
2. Drag the Sky Symbol from the Library and align it to the stage left and top
3. Insert a new layer above **"Sky"** and name it **"Buildings"**
4. Drag the Buildings Symbol from the Library and position to line up with the bottom of the Sky
5. Move the Registration point of the Sky symbol to the top middle
6. Tool: Transform
7. With the Transform tool, drag the bottom middle Sky handle to adjust the effect of the gradient behind the buildings
8. Lock the Sky layer
9. Select the Buildings symbol
10. In the properties panel, add a drop shadow and bevel filter to give the buildings a 3D effect
11. Lock the Buildings layer

### Add the Ground Layer

1. Insert a new layer above **"Buildings"** and name it **"Ground"**
2. Create 3 rectangle shapes below the Buildings of three different colors
3. Use black for the middle rectangle, it will be the road
4. Tool: Line
5. Properties: Color #FFFFFF, Size - 3px, Style - Dashed
6. Select the Line tool and create a horizontal line in the middle of the road
7. Lock the **"Ground"** layer



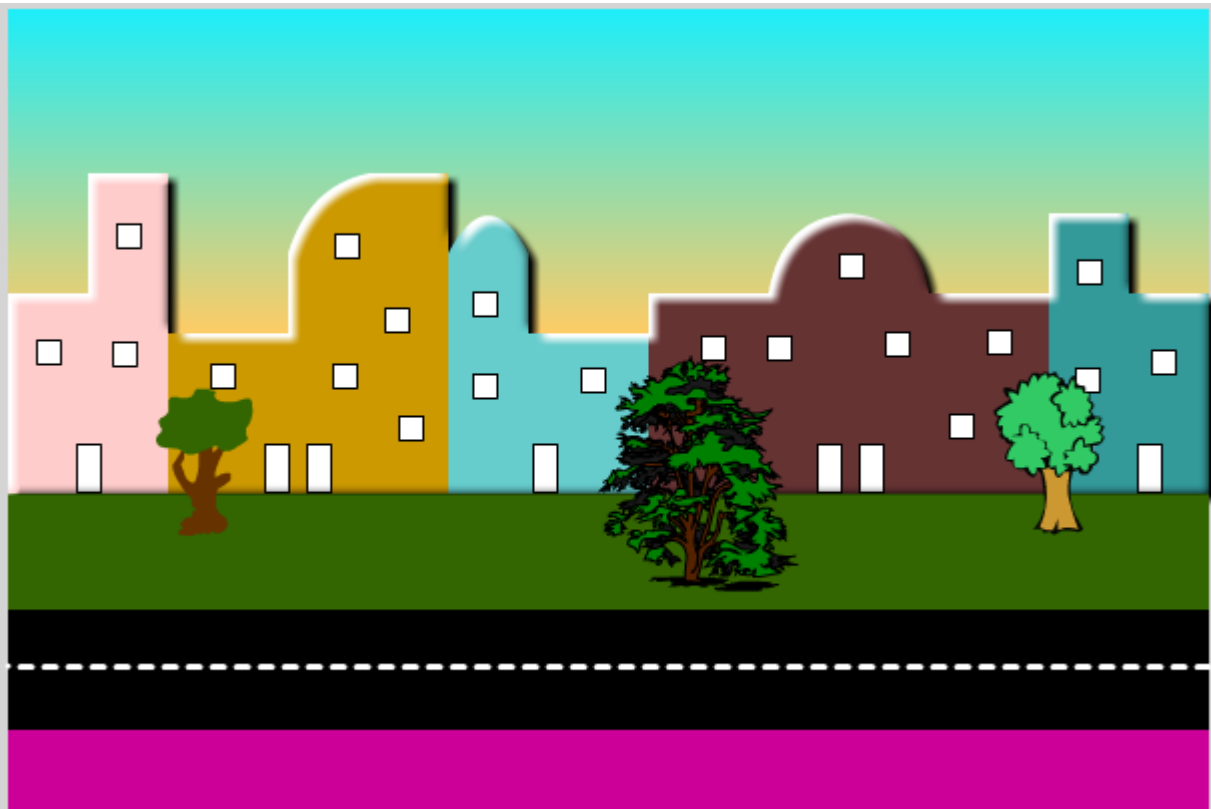
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## Turn off the Grid

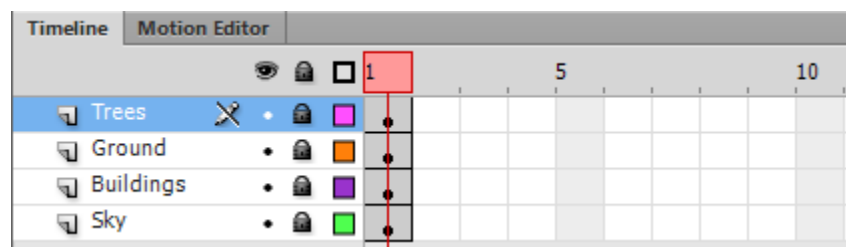
1. Since the Grid is no longer visible, turn it off to avoid snapping to the Grid points
2. Choose *View > Grid > Uncheck Show Grid*
3. Choose *View > Snapping > Uncheck Snap to Grid*

## Add the Tree Layer

1. Insert a new layer above "Ground" and name it "Trees"
2. Add the 3 Tree Symbols to the scene
3. Position and scale them as desired
4. Lock the Tree layer



## Layers at this point

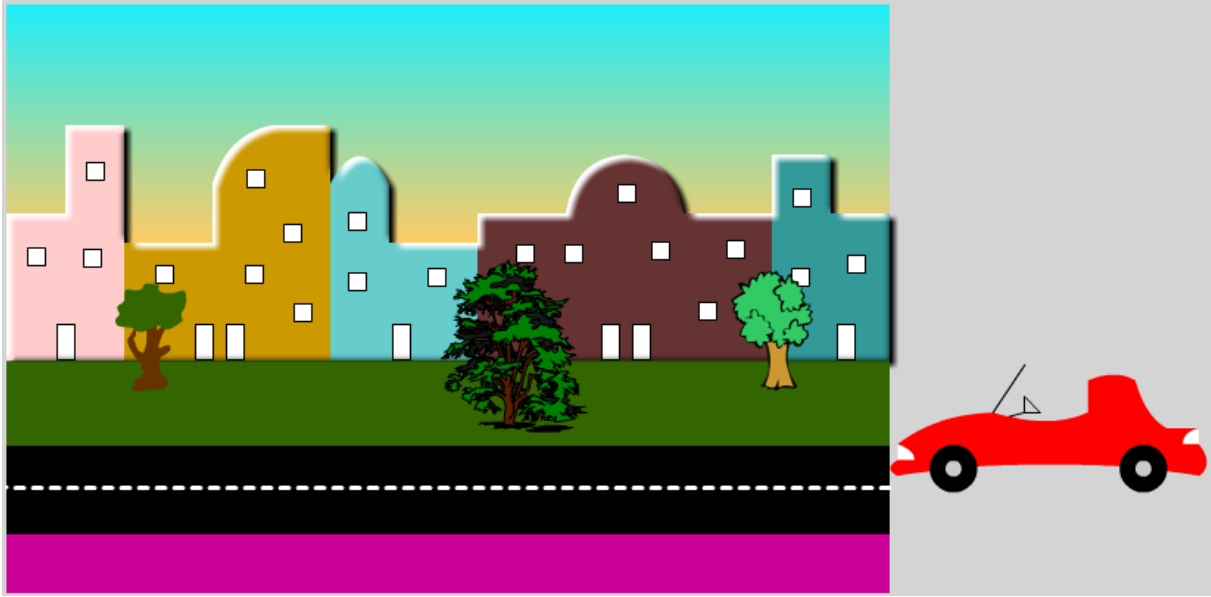


## Part 4 - Add Animation

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### Add the Car Layer

1. Insert a new layer above “Ground” and name it “Car”
2. Increase the timeline to 100 frames in all layers
3. Add the Car symbol
4. Transform it to scale and position it off the Stage to the right aligned with the road



### Create the Car Motion Tween

1. Add a Motion Tween for the Car symbol
  - Right-click in frame 1 of the Car layer and select “Motion Tween”
2. Position the Playhead to frame 100
3. Move the Car symbol to the opposite side of the Stage horizontal to the road
4. Lock the Car layer

Note: A Keyframe will be added to frame 100 of the Car layer and the motion path will be visible

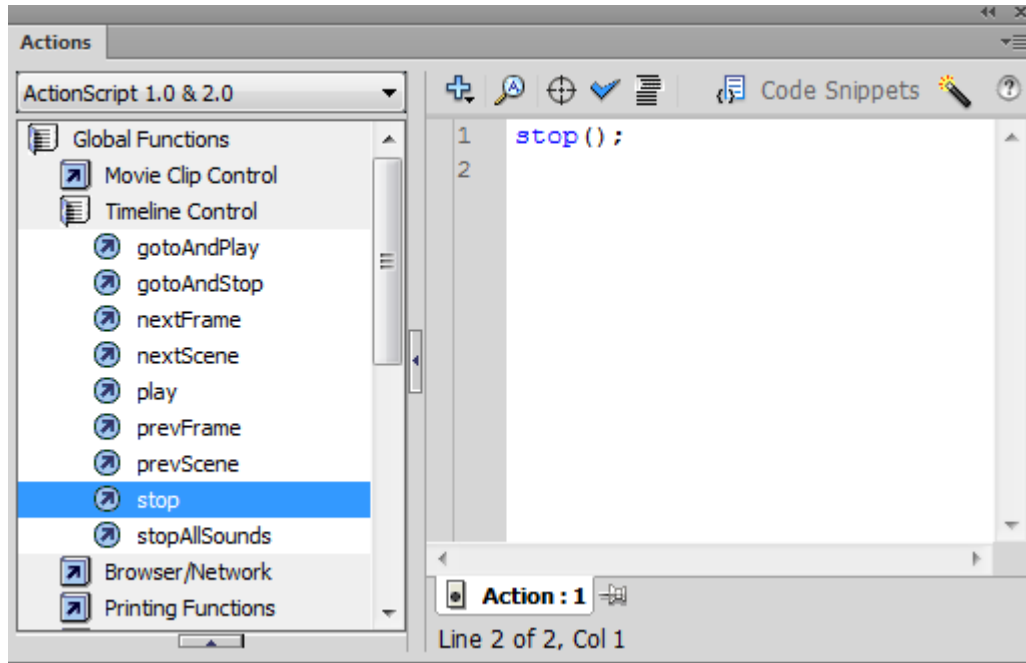


## Part 5 - Control the Timeline

### Stop the Timeline

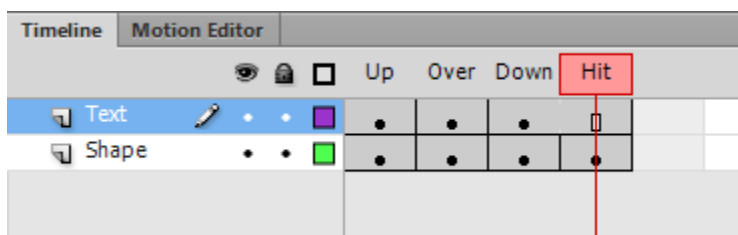
1. Insert a new layer above “Car” and name it “Action”
2. Open the ActionScript panel
3. Lock the Action Layer
4. Select the Stop command within the ActionScript 2.0 menu
  - *Global Functions > Timeline Control > stop*

Note: This will stop the Timeline, test it with Ctrl+Enter



### Edit the Button Symbol

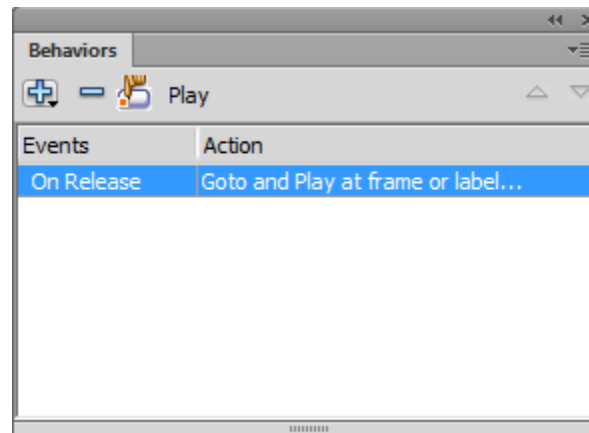
1. Double-click on the Play Button symbol to enter it's Timeline
2. Rename Layer 1 “Shape” in the Button Timeline
3. Insert 3 Keyframes in Over, Down and Hit
4. Change the Fill color of the button in the Over and Down frames
5. Lock the Shapes layer
6. Insert a new layer above and call it “Text”
7. Type the word “Play” (any font and color) within the Button shape
8. Optional: Text Layer
  - Add 2 Keyframes in the Down and Hit
  - Change the color of the word “Play” in these frames



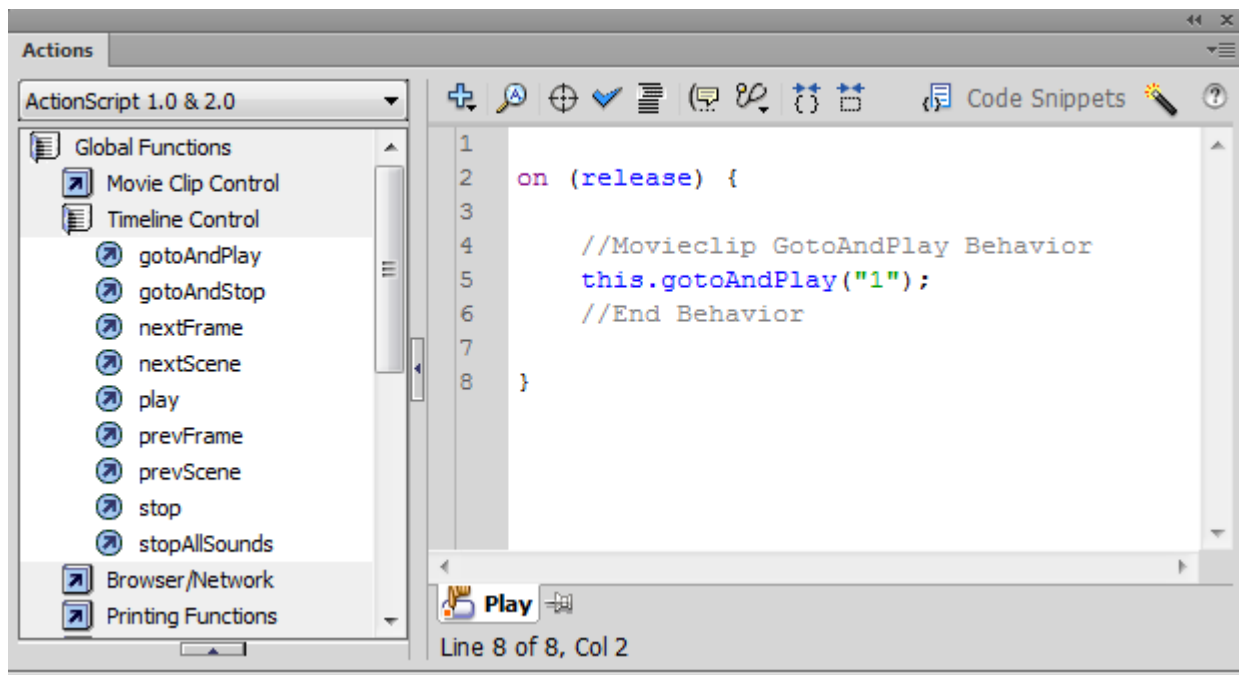
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## Add the Button to the Scene

1. Select Scene1
2. Insert a new layer above "Car" and name it "**Button**"
3. Add the button to the bottom of the Stage
4. Select the Button symbol
5. Open the Behaviors panel
6. Select a new Behavior from the + button
7. *Movieclip > Goto and Play at frame or label*
8. Accept the defaults and click OK
9. Lock the Button layer
10. Test you movie



## Generated ActionScript from the Behavior Panel





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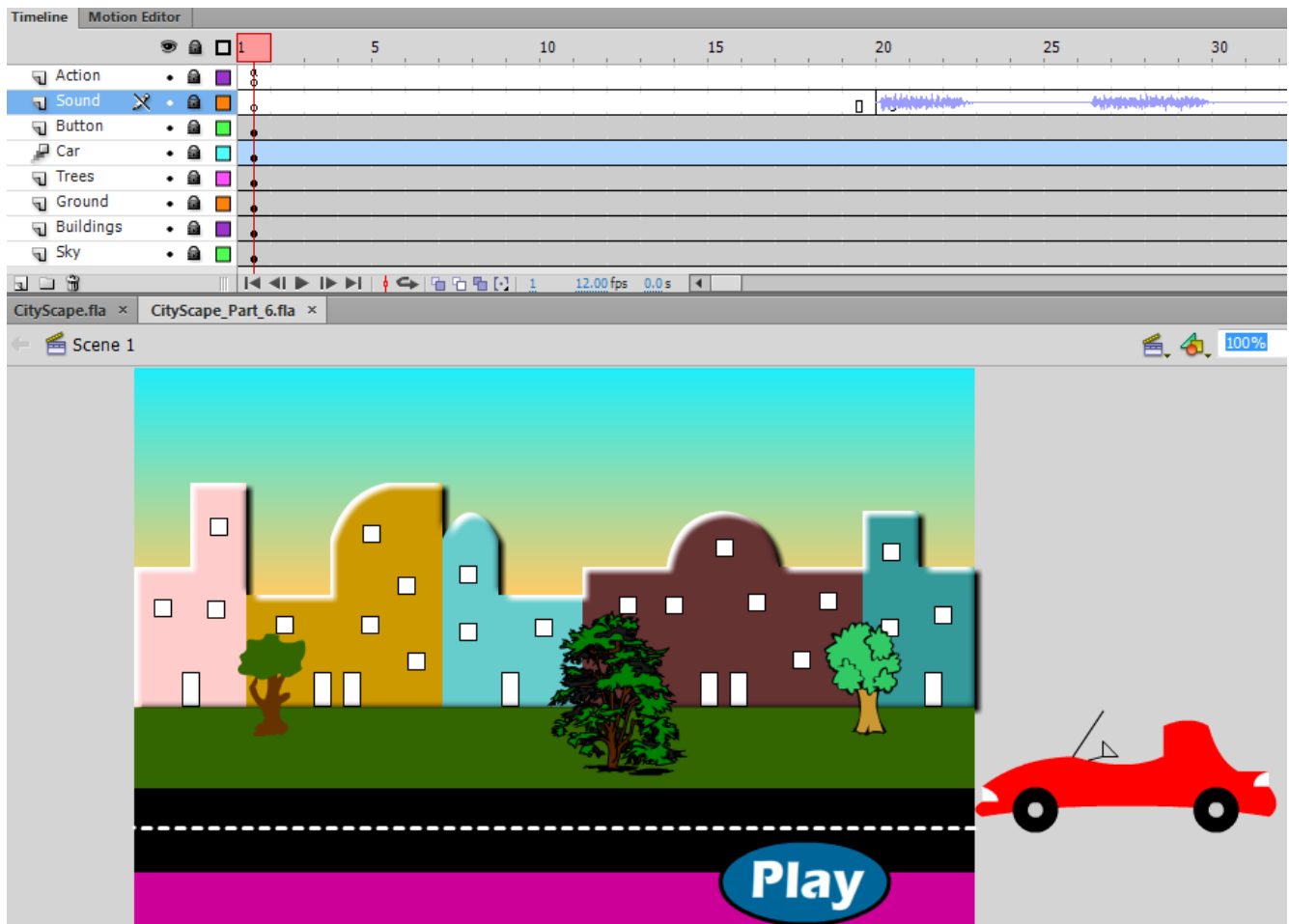
## Part 6 - Add Sound

### Import Sound to the Library

1. Import to Library the three sound files
  - beepbeep.wav
  - horn.wav
  - horngoby.wav

### Add the Sound Layer

1. Insert a new layer above "Button" and name it "**Sound**"
  2. Within the Sound layer select frame 20 (or any frame) and inset a blank keyframe
  3. Drag a sound clip anywhere to the Stage with the blank keyframe selected
  4. Lock the Sound layer
- Note: Nothing appears on the stage but the sound wave will be added to the timeline



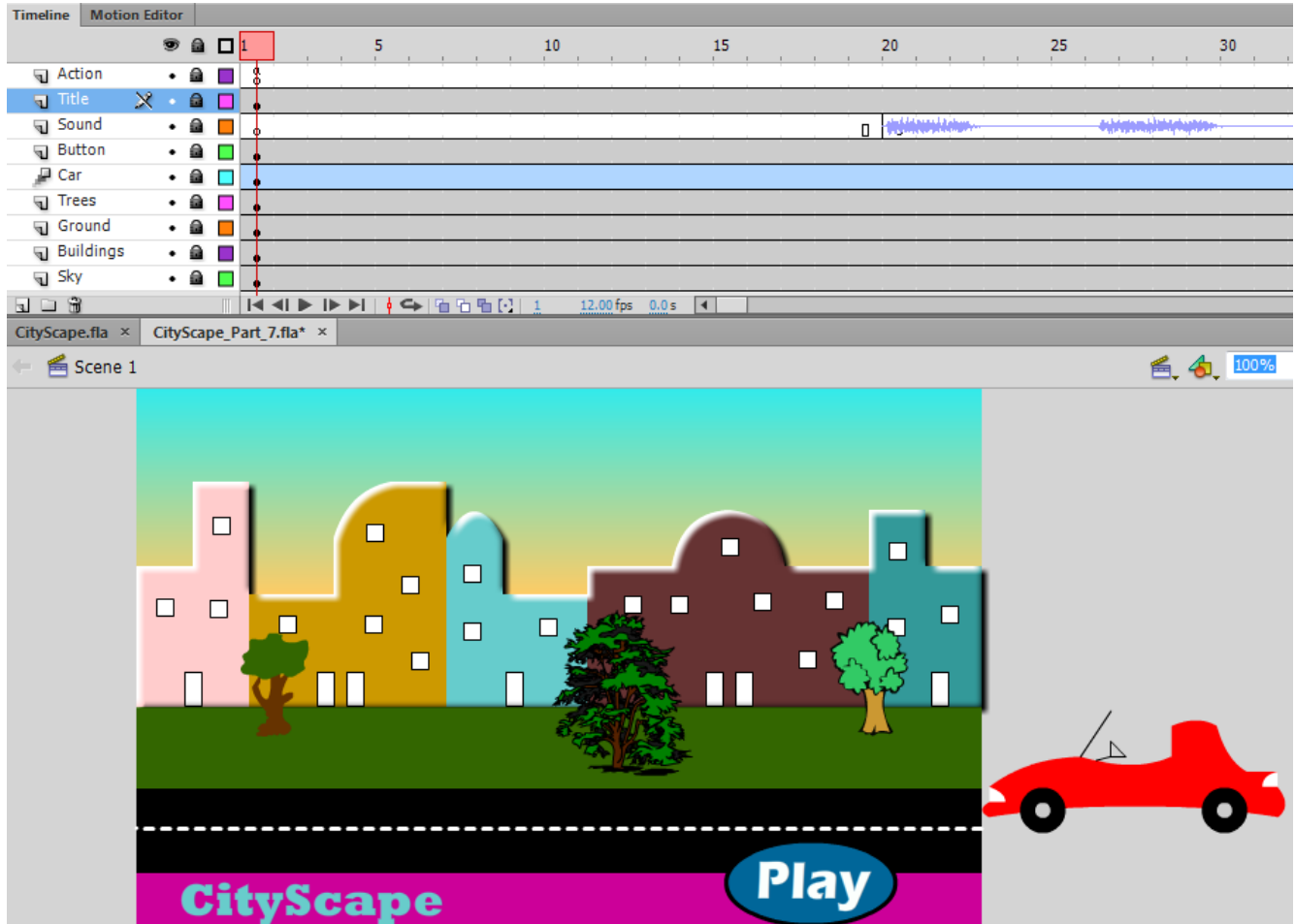
# Flash CityScape Project

## Part 7 - Add Text

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### Import Sound to the Library

1. Insert a new layer above “Sound” and name it “Title”
2. Tool: Text
3. Any color
4. Type CityScape (or anything else) at the bottom of the Stage
5. Lock the Layer



## Part 8 - Extra Enhancements

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### Suggestions for Optional Additions

1. Add a Movie Clip symbol that contains an animated sequence above the Buildings
2. Create a new button symbol to control sound