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# THE WEB COLLECTION REVEALED STANDARD EDITION

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## FLASH CHAPTER 4: Creating Animations


### CHAPTER 4 OUTLINE

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### Tasks

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## CREATIVE CLOUD (CC) UPDATES

### New Features

None

## Dropped Features

None

## CHANGES TO LESSONS (PAGE-BY-PAGE)

### Page 4-33

Addition to step 4

Drag the circle between 35 and 40 on the Timeline to 1 on the Timeline to expand the multiple frames displayed.

### Page 4-49 (replace steps 1-7 with the following)

#### Add an action to the button

1. Display the **Actions panel**.
2. Click the **Selection tool** on the Tools panel, then click the **Click to continue button** on the Stage.
3. Display the **Code Snippets panel**, click the **Timeline Navigation arrow**, then double-click **Click to Go to Frame and Play**.
4. In the **Actions panel**, change the 5 in gotoAndPlay(5) to **73**.
5. Insert a **new layer**, name it **stopMovie**, then insert a **keyframe** in frame 72 on that layer.
6. Display the **Code Snippets panel**, then display the **Timeline Navigation option**.
7. Double-click **Stop at this Frame**, then close the **Code Snippets panel** and the **Actions panel**.
8. same
9. same

## NEW TOOLBAR PATHS AND KEYBOARD SHORTCUTS

No updates.

## SUMMARY

Animations are often an important part of an application or website, whether the focus is on games, marketing or education. Creating animations is one of the most powerful features of Flash, yet developing basic animations is a simple process. Both frame-by-frame animations as well as tweened animations can often be completed in just a few steps. In addition, the use of movie clip symbols provide a way to create complex types of animations that are easily replicated.