



## **1). DRAWING AND PAINTING INTERMEDIATE**

### **INK MASKS**

Using Ink Masks

### **ONION SKINS**

Applying Onion Skins

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## **2). ANIMATING SPRITES**

### **TWEENING**

Applying Tweening  
Moving Keyframes in the Score  
Tweening a Sprite  
Clean Tweening

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## **3). MOTION**

### **PATH OF A SPRITE**

Viewing and Adjusting the Path of a Sprite  
Adding a bend to a Tweened Path

### **RECORDING**

Using Step Recording  
Using Real-time Recording

### **ANIMATED SEQUENCES**

Constructing Animated Sequences  
Exchanging a Cast Member within a Sprite  
Using Reverse the Animated Sequence  
Using Looping Film  
Using Real-Time-Recording with Looped Film:

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## **4). FLASH MOVIES**

### **FLASH MOVIES**

Using a Flash Movie:  
Setting options for your flash cast member:  
Using Media Options for a Flash Cast Member  
Using Playback Options for a Flash Cast Member

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## **5). DIGITAL VIDEO**

### **IMPORTING DIGITAL VIDEO**

Importing Digital Video  
To import digital video files:  
Previewing a Digital Video  
To preview an imported AVI movie:

### **DIGITAL VIDEO PROPERTIES**

Setting Digital Video Properties  
To prepare the properties for the digital video cast member within the Property Inspector:  
Setting digital video sprite properties

### **EDITING VIDEO**

Reordering a sequence  
To copy and paste digital video frames:

### **ANIMATED GIF**

Setting animated GIF options  
To set animated GIF options:

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## **6). SOUND**

### **IMPORTING SOUNDS**

Using Importing Sound  
Creating Internal Sound Cast Members  
Linked External Sounds  
Importing Formats  
Volume

### **SOUNDS IN THE SCORE**

Placing Sounds in the Score  
Loop a sound

### **SOUND TO ACTIONS**

Using a Song throughout an entire animation  
Extending sounds  
Using cue points to animate sound

### **COMPRESSING SOUNDS**

Compressing internal sounds  
Linking to External Shockwave Audio



## **CREATE EXTERNAL SHOCKWAVE AUDIO FILES**

Creating external Shockwave Audio files

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## **7). STREAMING AUDIO OR MPEG 3 FILES**

### **SET LINKED SOUND TO STREAM**

Using the SWA Cast Member Properties  
Streaming a linked Shockwave Audio or  
MPEG 3 sound

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## **8). PLAYING MOVIES**

### **CONTROL PANEL**

Using the Control Panel  
Opening the Control Panel:  
Rewinding the movie to first frame:  
Stopping playback  
Starting Movie Playback  
Setting the volume  
Stepping forward  
Stepping backward  
Stopping/Starting loop playback  
Play only part of a movie  
Jumping to a specific frame

### **MOVIE TEMPO**

Setting the Movie Tempo  
Setting a new movie tempo

### **TARGET TEMPO VS. ACTUAL TEMPO**

Using target tempo and Set Tempo  
Setting the tempo  
Changing the Actual tempo units  
Changing the actual-tempo display

### **LOCKING PLAYBACK SPEED**

Establishing a tempo  
Locking the playback speed

### **PAUSES IN A MOVIE**

Setting pauses in a movie  
Setting a pause in a movie  
To set a pause in a movie

### **TRANSITIONS WITHIN SCENES**

Using Scene Transitions

Setting a Transition

To set a transition:

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## **9). SHOCKWAVE**

### **USING SHOCKWAVE**

Playing a Shockwave movie

### **PUBLISH SETTINGS (DEFAULT)**

Changing the Formats Tab Setting  
Changing the General Tab Setting  
Using Shockwave settings  
Changing the Shockwave Tab Setting  
Changing the Compression Tab Setting  
Changing the Shockwave Save As Tab Setting  
Using Image settings  
Default Publish Settings

### **PLAYING A SHOCKWAVE MOVIE**

Playing a Shockwave movie for the Web  
To play a Shockwave movie on the Web:  
Playing a Shockwave movie on your local  
system  
Setting a Shockwave movie to play through  
once  
To set a Shockwave movie to play through  
once:  
Specifying a browser for previewing a movie  
To specify a browser for previewing a movie:  
Previewing a Shockwave movie in a browser  
from Director  
To preview a Shockwave movie in a browser  
from Director

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## **10). CHANGING A MOVIE TO SHOCKWAVE**

### **GENERATE A SHOCKWAVE MOVIE**

Generating a Shockwave movie  
Generating and viewing a Shockwave movie

### **ORGANIZE FILES FOR WEB DELIVERY**

Organizing a Shockwave movie files for  
Web delivery

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