USING A TIMELINE INTERFACE

Animation and Presentation Software
WHAT IS A TIMELINE?

- A timeline is a type of interface which allows you to organize scenes, layers, frames and all other elements used in creating a movie.
- A movie is a name for an animation or presentation created in an interactive multimedia presentation program.
EXAMPLES OF TIMELINE CONTROLLED PROGRAMS

- Flash – Interactive multimedia presentation software specifically geared for web
- Director – Interactive multimedia presentation software for all delivery including the web
- Maya – 3D modelling and animation software
- Anime Studio – Animation and cartooning software
- Bryce – 3D modelling and animation software primarily for creating landscapes and scenery
THE STAGE

- The stage is the area where all content in a movie is placed.
- Content can be placed on the stage by dragging and dropping them from the library, or by importing them directly to the stage.
THE LIBRARY

- The library is an area for storing reusable items in a move.
- This includes images, animations, sound files, buttons, objects, etc.
- The library can also be called the cast.
  - Just as a cast of people make up a movie, a cast of elements make up a presentation movie
PLAYHEAD

- The playhead shows where you are in a move.
- It can be used to move between frames to view their contents.
- When the playhead is positioned over a frame, all of the content on that frame is displayed.
- A frame, just like in a movie represents one picture, one image, or one moment in time.

The playhead positioned on frame 15
The most important type of frame is the keyframe.

This is a “master” frame that denotes there has been a change in the content of the Stage.

Keyframes must be added to create animation or interactivity.

Flash denotes a keyframe with a solid circle, other programs denote them in a different way; however, every program lets you know which are the keyframes.
Frames are the components of a movie that allow content to be added onto the stage.

Frames can be viewed several ways:

- As separate pages which can be moved through like slides in a PowerPoint presentation.
- As single frames of an animation where objects on the stage are changing.
FLASH TRANSITIONS

- Flash has 6 basic transitions which make up its animation:
  1. Move
  2. Resize
  3. Rotate
  4. Squash/Skew
  5. Re-Color
  6. Transparency
PRIMARY USE OF FLASH

- To create interactive multimedia content:
  - Educational content
  - Demonstrations
  - Simulations
  - Slideshows
  - Animated stories

- Shockwave Flash (swf) is the format for interactive web content.
- It has no rival for interactivity and is essential in web use.
FLASH FOR WEBSITES

- Flash created content can be used for banners in an HTML document
- As a movie in and HTML document
- An entire website can be made in the Flash Format

- Flash Websites are the most eye-catching and fancy
- They also tend to be slow loading and require high bandwidth

- Check out these Websites:
  - http://www.ebizmba.com/articles/best-flash-sites
NEXT WEEK

- Learn how to create buttons for rollovers
- Learn how to control the timeline
- Learn how to tween