

Multimedia Tools

Multimedia tools using a combination of multimedia technologies or content forms such as text, audio, picture, video or animation.

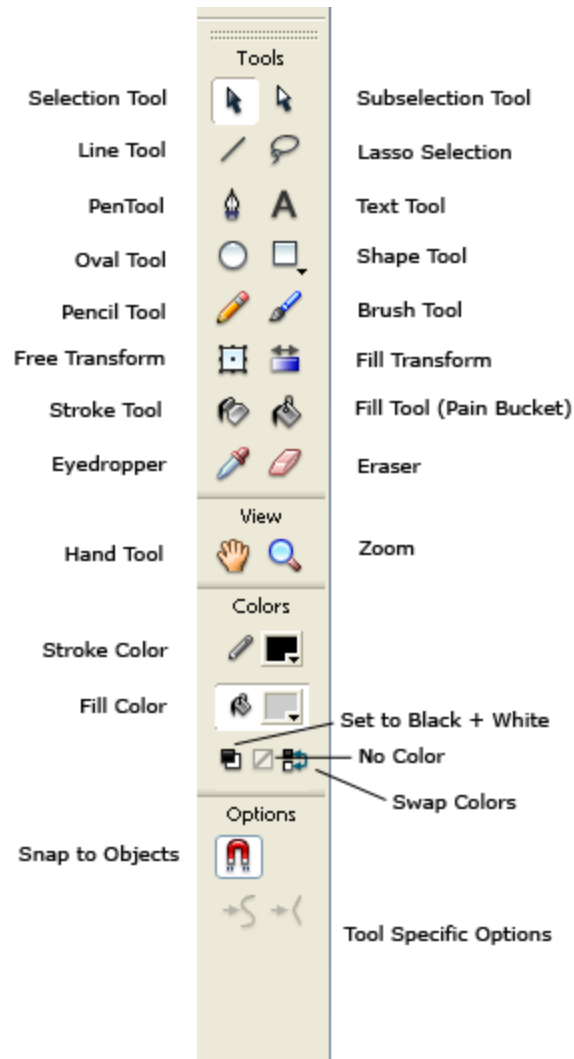
Multimedia tools are Applications. A **Multimedia** Application is an application which uses a multiple **media** sources e.g. text, graphics, images, sound/audio, animation and/or video. **Multimedia** conference covers the selected **tools** applied in **multimedia** systems and key **multimedia** applications and some software.

Introduction to Flash Tools

Adobe flash cs4 is used to create animation, web applications, games, videos and other programs or applications which can support flash content

Tools

The Tools menu is probably the most used panel in Flash. In it are the tools needed to manipulate items on the stage. It can also be used to do actions on the timeline.



Here are the main tools and their uses;

- Selection Tool (**v**) - Selecting whole objects and moving them.
- Sub selection Tool - Selecting partial objects.
- Line Tool - Drawing straight lines.
- Lasso Tool - Selecting irregular shaped pieces of an object
- Pen Tool - Drawing non-straight and curved lines.
- Text Tool (**t**) - Inputting a text box onto the stage.
- Oval Tool - Drawing oval and circle shapes. (Drag + Holding Shift = Circles)
- Shape Tool - By default draws rectangles. (Drag + Holding Shift = Squares)
- Pencil Tool - Free drawing thin lines.
- Brush Tool- Free drawing brush shapes.
- Free Transform - Scale, rotate, and skew an object.
- Fill Transform - Distort the gradient fill of an object.
- Stroke Tool - Change the color and size of a stroke.
- Fill Tool - Change the color of a fill.
- Eyedropper - Sample a color from the stage.

- Eraser - Use a brush to erase parts of an object.
- Hand Tool - Used to drag the stage around to see not visible parts of it.
- Zoom - Zoom in or out.

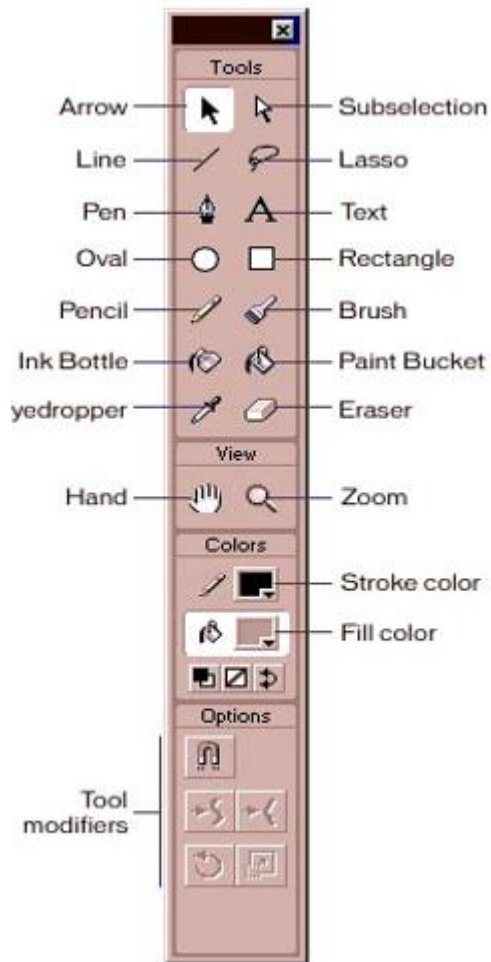
Adobe Flash: is a deprecated^[1] multimedia software platform used for production of animations, rich Internet applications, desktop applications, mobile applications, mobile games and embedded web browser video players. Flash displays text, vector graphics and raster graphics to provide animations, video games and applications. It allows streaming of audio and video, and can capture mouse, keyboard, microphone and camera input. Related development platform Adobe AIR continues to be supported. Flash was previously a dominant platform for online multimedia content, it is slowly being abandoned as Adobe favors a transition to HTML5, Unity, or other platform. Flash Player has been deprecated and has an official end-of-life on December 31, 2020. However, Adobe will continue to develop Adobe Animate.

Flash Tools is an unbelievably powerful and apparently endless program. Flash can be used to create matches, to make lectures, animations, views, parts of the webpage and many other educational apps. Some of the parts of the Flash engine are acquainted with you as they have the same features as other apps. Flash, however, needs some thinking to work properly in it especially for vector graphics animation, and action script 3.0 coding.

The standard place is in the upper right-hand part of the Flash Program cabinet for the flash drawing toolbox. However, you may not be prepared to discover the Drawing Toolbox if you have not enabled Flash, or if someone else altered the defaults in Flash.

Four primary parts are included in the Toolbox. The top section contains all 14 Flash Tools: arrow, sub select, line, loco, pen, text, oval, rectangle, pencil, brush, ink bottle, paint bucket, dropper, and eraser. The following are available in the following section: The second chapter

includes the Hand and Magnifier flash-view tools. The Color Tray is under the View Tools and the Tray Options are underneath.



- Selection, Transform Section Tools – To select an existing vector drawing and transform it.
- Drawing Section Tools – Used for the production of rows, forms, and writing.
- Modification Section Tools – Used to Modify existing Vector Graphics.

- Viewing Section Tools – To Cover or enlarge a region.
- Color, Brush Section Tools – To pick the color, form, and dimensions of the pen.

1. Selection, Transform Section Tools:

- **Selection Tool:** This instrument is the most used instrument in the toolbox and is called the Arrow key. A tool for selecting one or more objects on the stage is used. When an item is picked, naming, repositioning, resizing, and otherwise modifying it is possible. This tool can be used to add a vector line curvature.
- **Sub Selection tool:** To adjust a line-section drawn with the pen tool, either straight or curved.
- **Free Transform tool:** Used in turning, scaling, skewing and distorting items. On the bottom left of the instrument, the tiny triangle shows a sub-menu.
- **3D Rotation:** Used to spin icons and turn them along with a 3D matrix.
- **Lasso tool:** Draw a choice freehand zone to select items.

2. Drawing Tools:

- **Pen Tool:** Draws precise lines or curves.
- **Text Tool:** Used to produce SMS files and tags for entry and export.
- **Line Tool:** Makes a straight line of vectors.
- **Shapes Tool:** The base forms like rectangles and rectangular vectors are created. The forms may be filled or unfilled. This instrument has a submenu with other forms, like a polystar and a rectangle.
- **Pencil Tool:** Draws vector forms freeform.
- **Brush Tool:** Makes pen movements freeform.

- **Deco Tool:** Used to produce advanced designs and fillings, especially a model of flower and leaves.

3. Modification Tools:

- **Bone Tool:** Used for 3D animation building.
- **Paint Bucket Tool:** Used to complete a filling color in any confined region.
- **Eyedropper Tool:** Used to collect and duplicate a hue from another item on a dye detector.
- **Eraser Tool:** Erases drawings of vectors.
- **Spray Brush Tool:** Spray paints throughout the phase the library's film clip icon.

4. Viewing Tools:

- **Hand Tool:** In the magnifying method, used to cover the entire stage.
- **Zoom Tool:** Used to enlarge the stage region.

Stages of Flash Tool

The phase is the primary working area of flash, and all of your compositional features are organized (film videos, switches, animation and so on). Content in the center of the cabinet can be seen when the flash film is produced. The gray backdrop is 'off-stage' outside the center panel. You can animate material on the primary phase region from the outset or use a bigger backdrop picture than the primary point as if the camera is swinging over a backdrop. The stage has a number of contexts that are shown at the top of the stage. It may display contents that are in a scene or sub-content, such as library objects. By disabling/on the pasteboard (View > pasteboard) you can demonstrate and hide the things exceeding your scale.

Properties of Flash Tool

In order to change the toolbar you choose or which item you have chosen on the panel, the Properties tab shifts. In this tab, every object and tool has its own properties that can be adjusted. The Properties tab shows the properties of the document when you select the selection tool and click the stage background. You can specify the size, background color, frame rate and settings of your Flash file here.

Timeline and Frames

In Flash, as in Photoshop, we put all content into layers. The same tools exist for creating a new layer, removing a layer, and building layer folders. The main difference is that content has to be placed on a timeline in a keyframe. Keyframes (contents or text) are timeline files that include data. Content fewer keyframes are indicated by an empty circle, content keyframes have a complete circle.