



## FI CAR AUDIO PROJECT

# PROJECT TUTORIAL

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Follow this procedure to make the **Car Audio Project** - the next project we're creating in Adobe **Flash**. Be sure to read each step carefully and complete each task fully. Use the screenshots provided to help make sure you are doing everything correctly. Make the project your own by putting your creative spin on it....have fun and good luck! **SAVE YOUR WORK OFTEN!**

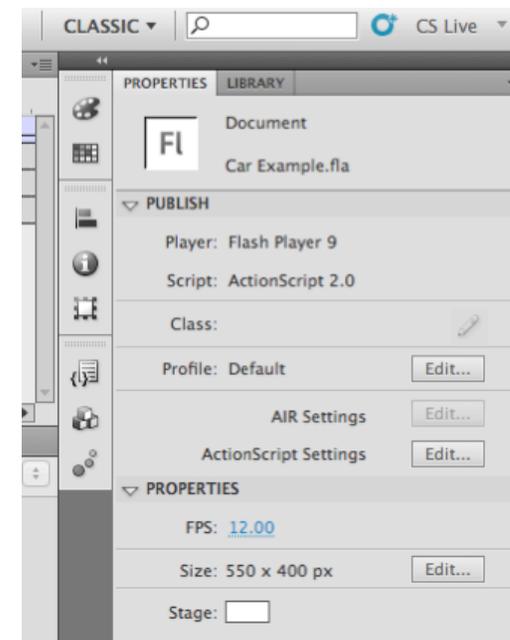
### NEW FLASH SKILLS :

Importing Files to Library  
Adding Audio to Animations  
Easing Tweens

**1. Create a new ActionScript 3.0 File.**  
*Double check to make sure Flash is in "Classic" mode.*

**2. Change the FPS to 12.**

★ You may leave the stage background color white for this project. It will be colored in the next step.

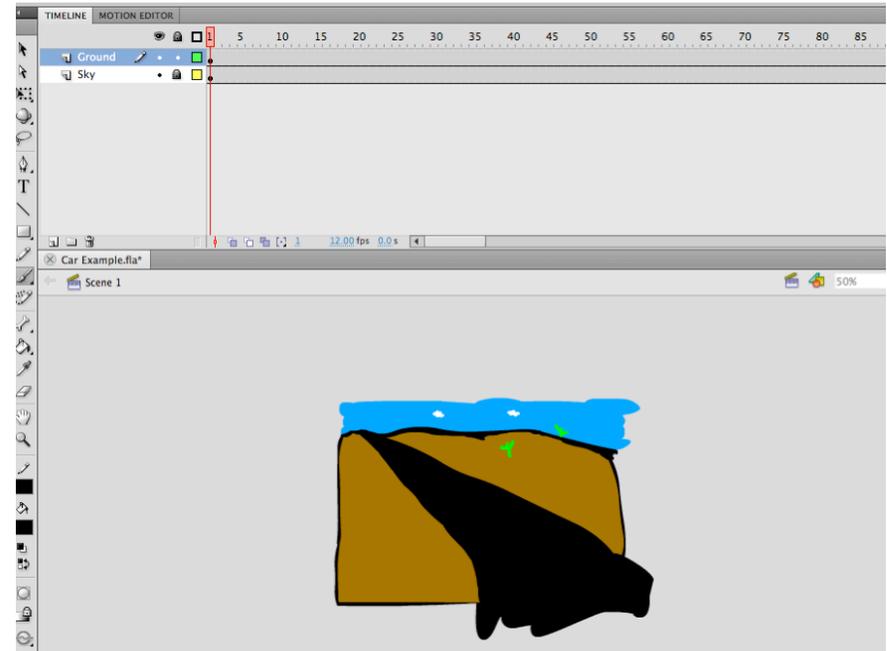


3. Use the Brush Tool to draw in a background scene. Be creative and make it look good!

4. The background MUST contain a road that begins in the bottom right of the stage and gradually disappears as it goes to the top left of the stage.

5. Extend layer(s) to around Frame 90 using F5 to add frames. *Remember to name your layers correctly!*

★ Lock the background layer(s).

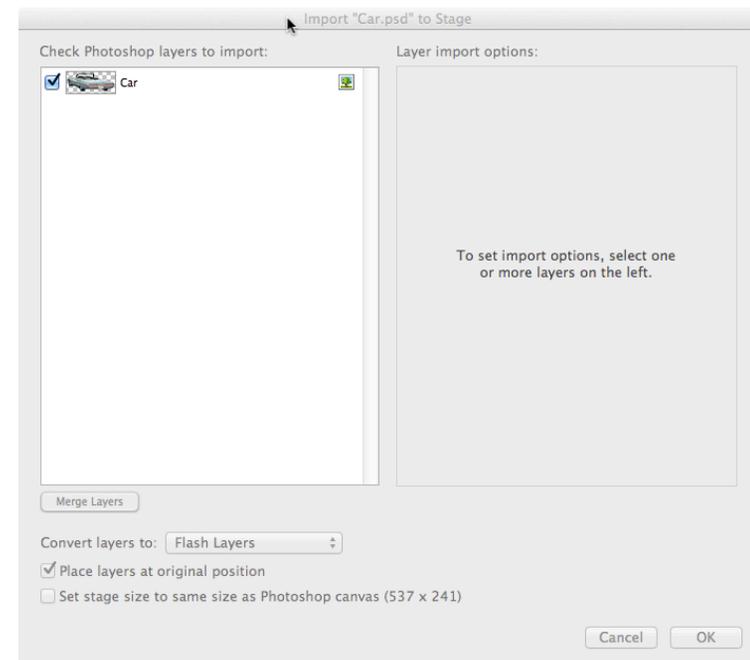


6. Download the “Car” image from Car Audio Project Folder on BlackBoard.

★ You may search and find your own image of a car, but it must end up in the same orientation as the example car AND have a transparent background (edit in [Photoshop](#) to make this happen).

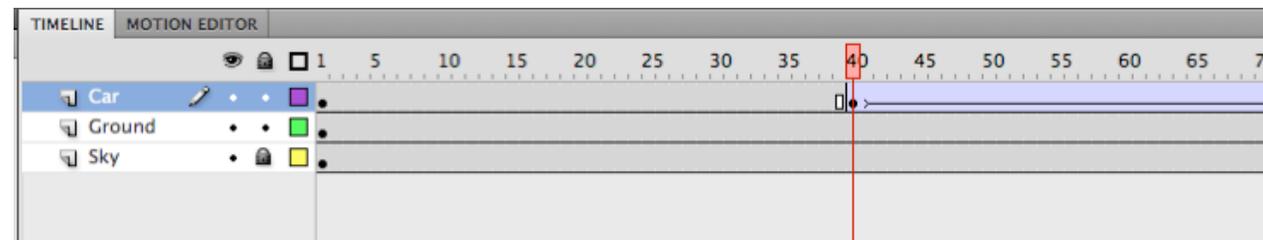
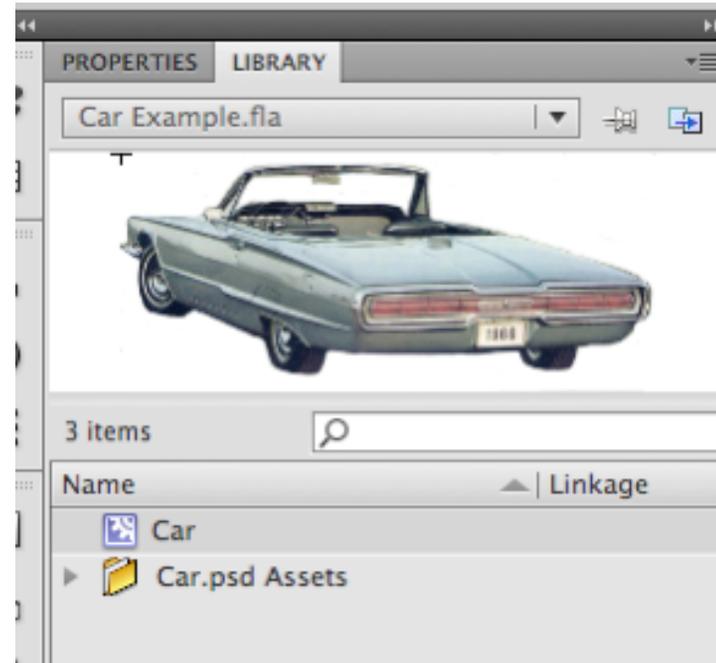
7. Choose File → Import → Import to Library.

8. Locate your car image and import it.



★ If you edited your car image in [Photoshop](#), you will see both your image AND it's assets folder in the Library (see image on the right).

9. Create a new layer and name it “Car”.

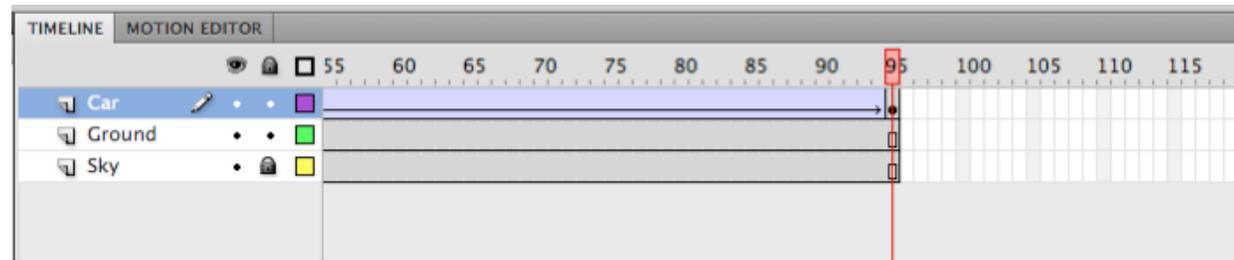


10. Drag the car from the Library and place it at the bottom right corner of the stage. Use the Free Transform Tool () to scale it and make it proportional to the road. *Hold Shift!*

11. Create a new keyframe (F6) on the “Car” layer at Frame 40.



**12.** Create a new keyframe on the “Car” layer around Frame 90.



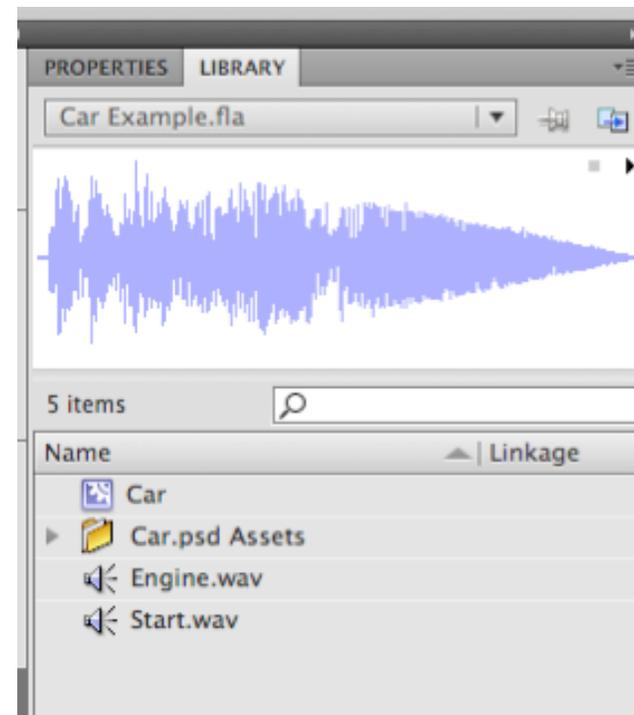
**13.** Use the Free Transform Tool to move your car to the very end of the road. Scale it down until you can barely see it anymore.

**14.** Create a Classic Tween between the two keyframes. *Preview your animation for a quality check!*



**15.** Download the “Start” and “Engine” sounds from the Car Audio Project Folder on BlackBoard.

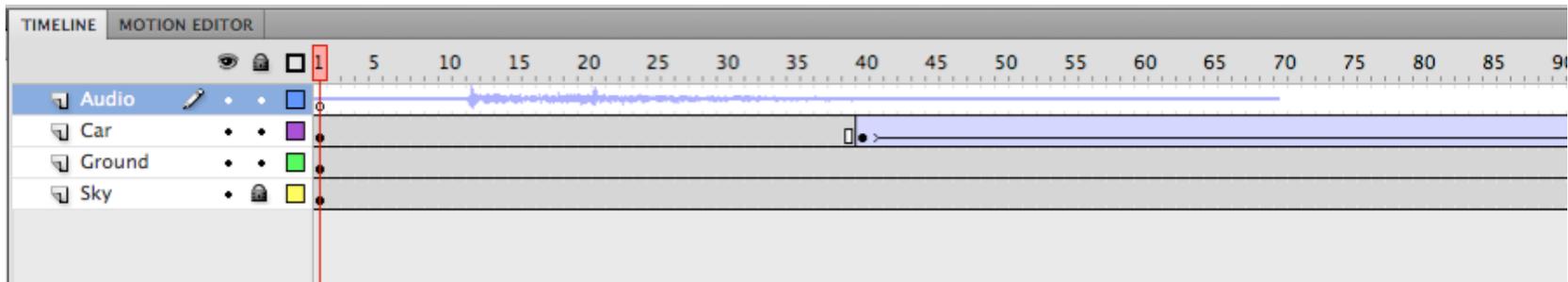
**16.** Import both of the .WAV files to the Library.



17. Create a new layer and name it “Audio”.

18. Drag the audio file Start.wav from the Library and drop it on the stage.

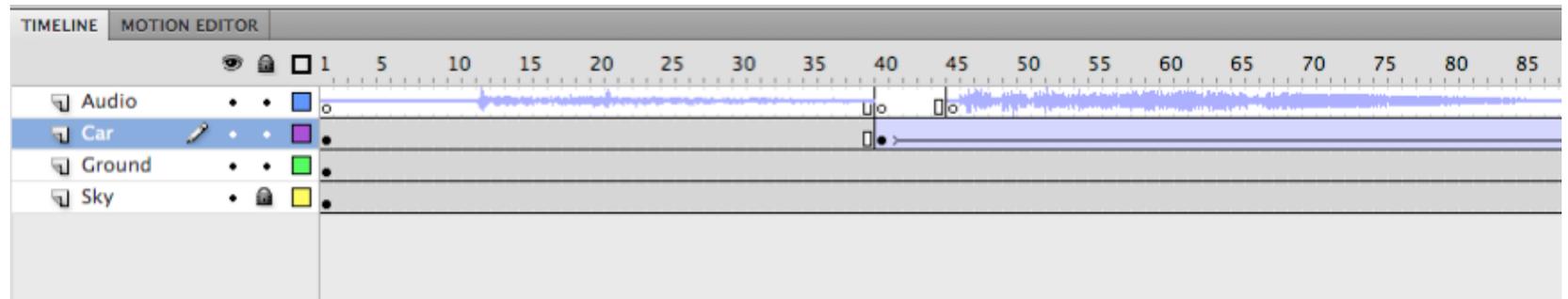
★ It does not matter where you drop the file, but make sure you see the audio waveform in the “Audio” layer once you have placed it.



19. Create a keyframe on the “Audio” layer at Frame 40 (this should slightly cut the audio waveform off).

20. Create another keyframe on the “Audio” layer at Frame 45.

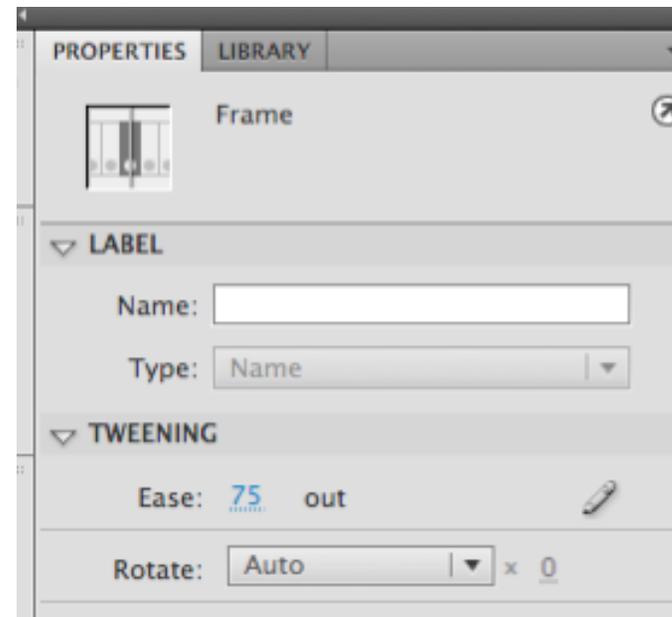
21. Drag the audio file Engine.wav from the Library and drop it on the stage. *Make sure the audio waveform appears in the “Audio” layer.*



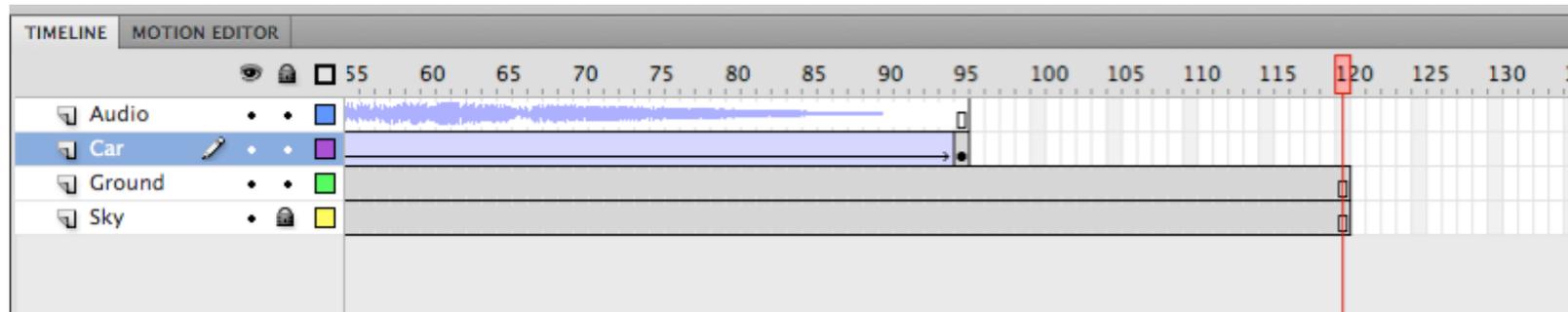
22. Click once on any frame in your Classic Tween on the “Car” layer.

23. Inside the Properties Panel on the right, change the “Ease” to around 75 (out).

★ Easing adjusts the speed of the motion. Easing “In” makes the beginning of the motion slower while the ending is faster. Easing “Out” does the opposite - beginning is faster while the ending is slower.



24. Add regular frames (F5) to the end of ONLY the background layer(s) until they extend to about Frame 120.



★ *View and listen to your animation for a quality check!* As the car drives off into the horizon, it should never appear as if it drives off of the road. **An example of this project is in the Project Folder on BlackBoard.**

★ **Save your project** (check the BlackBoard site for its proper name).

★ **Submit your project** (check the BlackBoard site for directions).