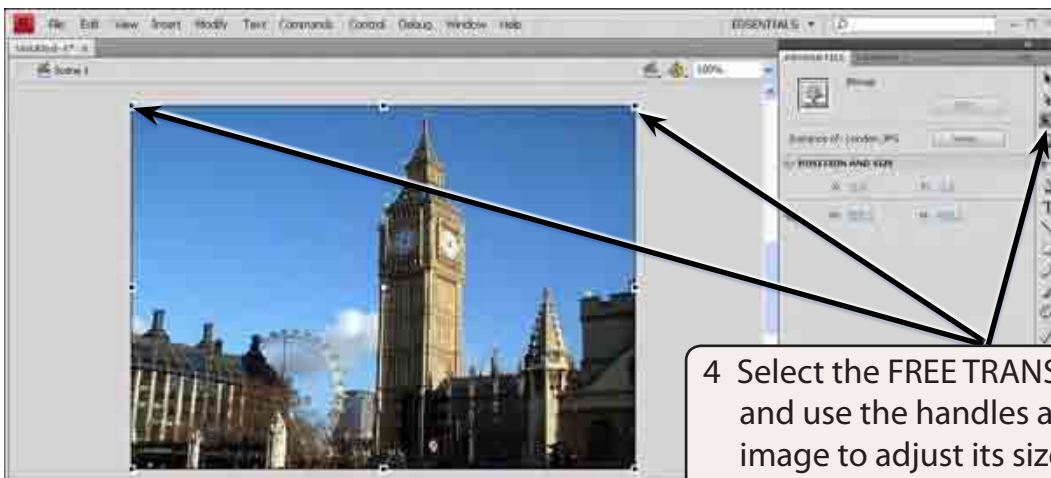


Using Masks

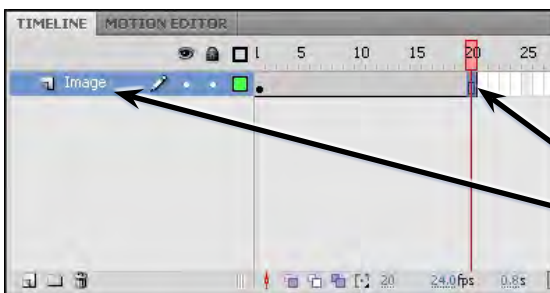
Some interesting animations can be created using a layer to cover (or mask) part of another layer. The portion of layer being covered can only be seen through whatever shape is drawn in the mask layer.

Adding a Background

- 1 Load Adobe Flash CS4 or close the current file and create a new FLASH FILE (ACTIONSCRIPT 3.0).
- 2 Display the FILE menu, highlight IMPORT and select IMPORT TO STAGE.
- 3 Find a photo from your school's image library or load the LONDON image from the FLASH folder of the PIT2 SUPPORT FILES.

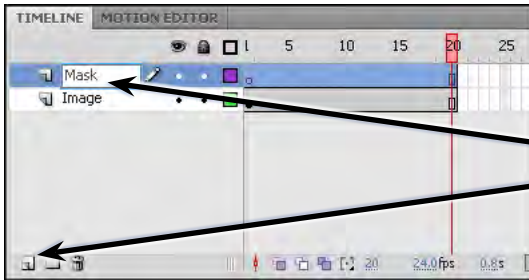


- 4 Select the FREE TRANSFORM TOOL and use the handles around the image to adjust its size so that it just fills the stage.

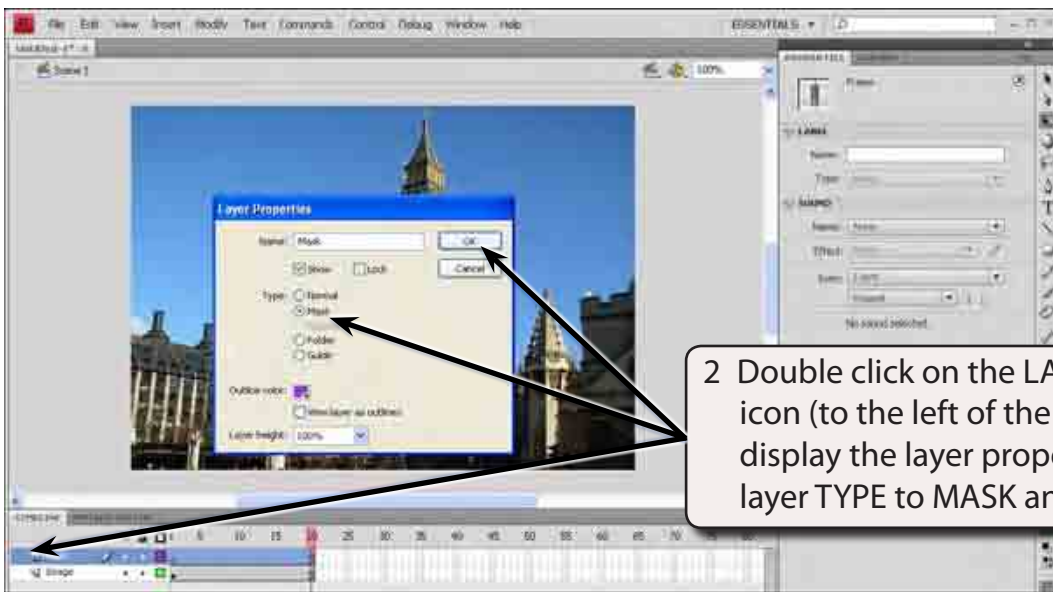


- 5 Rename the layer IMAGE and set 20 frames in the layer by clicking on FRAME 20 and pressing the F5 key.

Creating the Mask

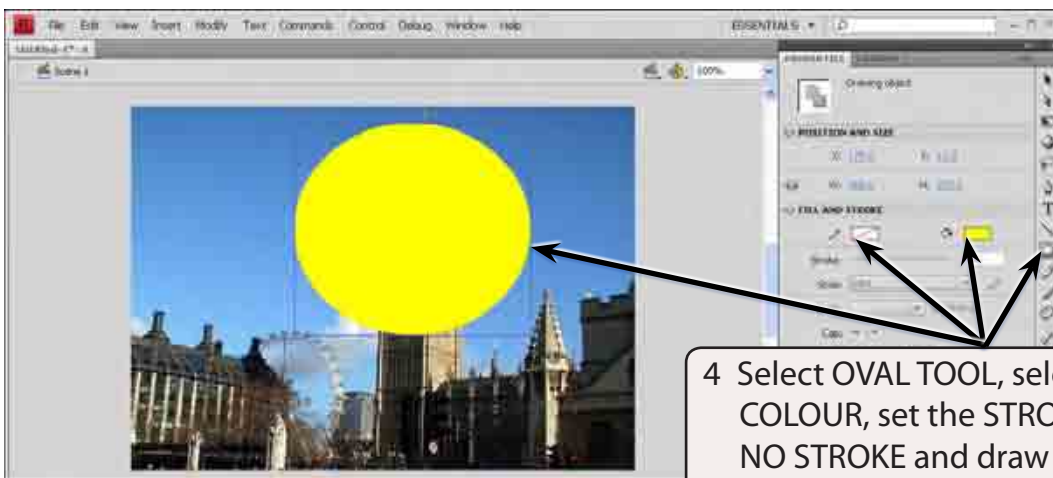


1 Insert a new layer and call it Mask



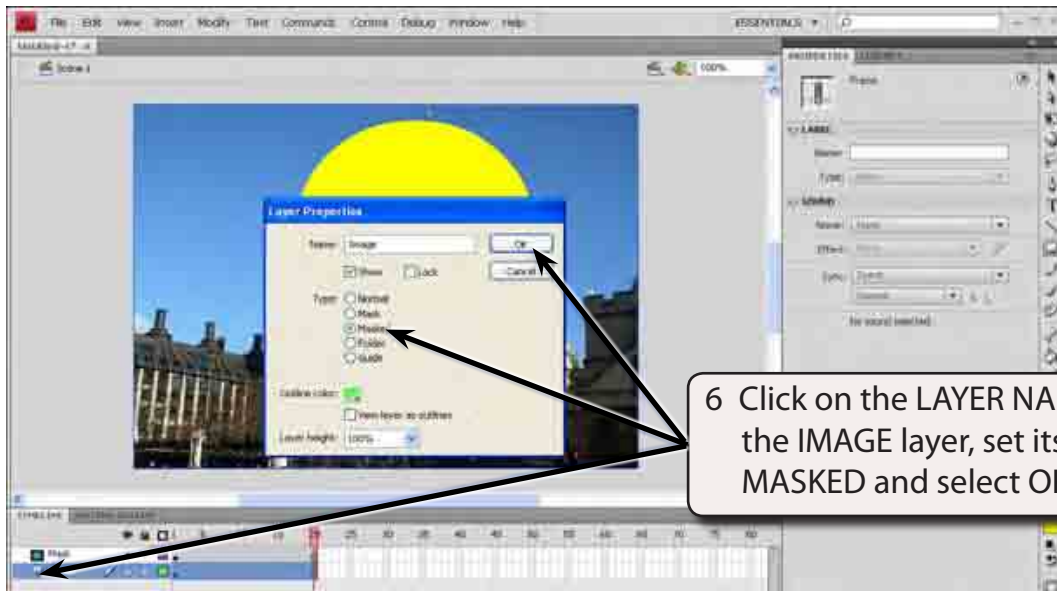
2 Double click on the LAYER NAME icon (to the left of the layer name) to display the layer properties, set the layer TYPE to MASK and select OK.

3 A shape needs to be drawn in the MASK layer.

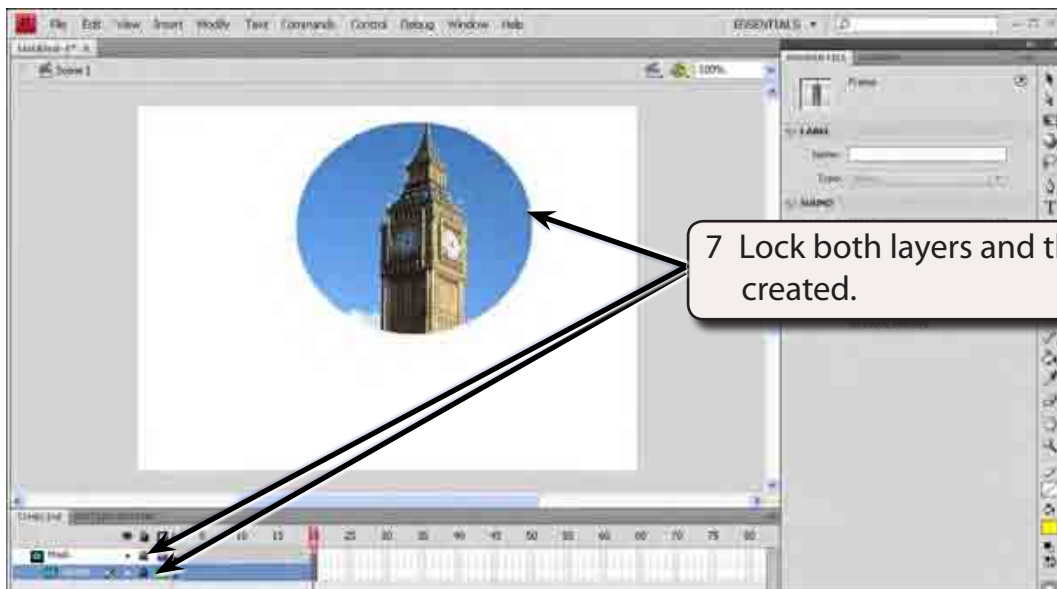


4 Select OVAL TOOL, select a FILL COLOUR, set the STROKE COLOUR to NO STROKE and draw an oval near the top of the stage.

5 The program needs to be told which layer is to be masked (or covered).



6 Click on the LAYER NAME icon for the IMAGE layer, set its TYPE to MASKED and select OK.



7 Lock both layers and the mask is created.

NOTE: The IMAGE layer is indented in the TIMELINE panel to indicated that it is masked.