



macromedia® **FLASH™ 3**

The Web Standard for Vector Graphics and Animation



Design fast vector graphics and animation

with morphing and transparency for the web—no programming necessary! Create interactive, animated interfaces, navigation buttons, and text for every page of your web site. Scalable, resolution-independent Flash content plays back immediately even over slow modem connections. It also plays back on any browser via ActiveX control, plug-in, GIF, animated GIF, or Java.

Benefits

Flexible

Flash is the perfect all-around web interface design tool. Use it to create everything from full-screen animations to navigation bars, animated buttons, illustrations, maps, ad banners, and more.

Fast

Break the bandwidth barrier with streaming Flash files that play while they download. There's no wait—even over slow modem connections.

Compact

Flash vector technology means Flash files are extremely small, even when animations play back full screen. The Shockwave Flash Player is also small, at less than 170K.

Beautiful

Take advantage of natural anti-aliasing, meaning that all letter and image edges are smooth, even while animating.

Interactive

Any graphic or animation can be a button. Flash is the premier technology for creating multimedia interfaces for the Web.

Universal

Flash content plays back everywhere through support for ActiveX, plug-ins, Flash Player Java Edition, GIF, animated GIF, RealPlayer*, and WebTV with or without plug-ins and over slow modem connections.

*RealFlash is jointly developed by Macromedia and RealNetworks



macromedia **FLASH 3** Feature List

New Features

Transparency

- Create live transparency effects without any loss of display reliability.
- Create translucent graphics.
- Overlay transparent vector objects on bitmaps.
- Vary the levels of opacity, transparent colors, gradients, and other attributes at any time.

Animated Buttons and Menus

Use sprite animation to easily create sophisticated interactive applications:

- animated buttons
- hierarchical and pop-up menus
- checkboxes
- puzzle games

Shape Morphing

- Easily morph, or change, any graphic across any number of frames.
- Automatically animate a change from one shape to another.

Stand-Alone Projectors

- Deliver Flash movies along with the Flash Player in a single file.
- Deliver Flash animations over the Internet, on diskettes, and on CD-ROMs.

Bandwidth Profiling

- View a graphical representation of how your movies are streaming.
- Adjust for a target modem speed, such as 28.8, and see exactly where and when Flash movies are not streaming smoothly.
- Easily optimize movies and guarantee that the end-user experience is fast.

Key Features

Sound

- Supports synchronized WAV (Windows) and AIFF (Macintosh) sounds.
- Link sounds, such as button clicks or voice-overs, to animations.
- Use only portions of a master sound to create many variations without increasing file size—great for buttons.

Custom Fonts

- Integrate any True Type font or typeface, plus PostScript fonts (Macintosh), from any font program.
- Animate headlines and text that download faster than bitmap graphics.
- Supports custom fonts and sizes, alignment, kerning, tracking, line spacing, and indents.

Natural Drawing Tools

- Use natural, vector-based drawing tools for sketching or precision drawing.
- Erase, brush, and lasso the Bézier curves of art imported from any illustration program.
- Support for pressure-sensitive tablets provides excellent drawing capabilities for traditional animators.

Enhanced Bitmap Support

- Stretch, skew, rotate, erase, paint, tint, and brighten imported bitmaps.
- Break bitmaps apart to use as editable fills.
- Use the lasso tool and intelligent wand to create masks with bitmaps by selecting areas of similar color in bitmap fills.
- Set bitmap properties, such as smoothing and lossless compression, from the library.

System Requirements

Authoring

WINDOWS

- 486 processor or faster recommended, including Intel Pentium® processor, with Windows 95, Windows NT 4, or later
- Windows 95: 16 MB of RAM (24 MB recommended)
- Windows NT 4: 24 MB of RAM (32 MB recommended)

- CD-ROM drive

MACINTOSH

- Power Macintosh with System 7.5 or later
- 16 MB of RAM (32 MB recommended)

CROSS PLATFORM

- 8-bit (256-color) VGA graphics card
- Mouse, pen tablet, or compatible pointing device

Playback

WINDOWS

- Microsoft Windows 3.1, 95, NT 3.5.1 or later
- ActiveX control works with Microsoft Internet Explorer 3 or later (Windows 95 or later, Windows NT)

MACINTOSH

- 68k Macintosh (PowerPC recommended) with System 7.1 or later

CROSS PLATFORM

- Netscape plug-in works with Netscape 2 or later (Macintosh and Windows)
- Flash Player Java Edition requires a Java-enabled browser

For more information, visit www.flash.com

To upgrade or order in the U.S. and Canada, call 800 457 1774 or visit www.macromall.com. For the name of a reseller near you, call 800 326 2128. Customers outside the U.S. and Canada should contact the Macromedia office or distributor in their region for pricing and availability.



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