

# macromedia<sup>®</sup>

# FLASH<sup>™</sup> 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 TrueType 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](http://www.flash.com)

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