Lava Lamp

A. Setup to Trace Bitmap.

Step 1. Click File Menu > New and OK.

Step 2. Click Window Menu > Other Panels > Common Libraries > Stuff to Trace.

Step 3. Find lavalamp.png in the list of symbols in the Library Window. Drag the file from the Library Window to the drawing area, Fig. 1. Then, close the Library Window.

Step 4. Right click frame 2 in the Timeline and click Insert Blank Keyframe from the menu.

Step 5. Click the first Onion Skin Button located at bottom of the Timeline. The bitmap drawing is faintly displayed.

B. Save File As 'lavalamp'.

Step 1. Click File Menu > Save As.

Step 2. Key-in lavalamp for the filename and press ENTER.

C. Draw Ovals.

Step 1. Click Show All from the Zoom Control at the right end of the Timeline.

Step 2. Turn the Snap off in the top toolbar (button not depressed).

Step 3. Click the Oval Tool in the toolbar.

Step 4. Click the No Color Button in the toolbar, Fig. 2.

Step 5. Draw five ovals, Fig 3.

D. Straight Lines.

Step 1. Turn the Snap on in the top toolbar (button depressed).

Step 2. Click the Line Tool in the toolbar.

Step 3. Draw the lines between the ovals, Fig 4. Do not draw the bottom of the base as straight lines.
**E. Curve Lines in Base.**

Step 1. Click the Pencil Tool \(\text{_pen}\) in the toolbar.

Step 2. Click the Pencil Tool Mode \(\text{pencil}\) and then Smooth Tool \(\text{smooth}\).

Step 3. Draw the left curve for the bottom of the base curve, Fig 5.

**F. Flip Curve Horizontal.**

Step 1. Click the Arrow Tool \(\text{arrow}\) in the toolbar.

Step 2. Click the curve line of the base to select it.

Step 3. Click Edit Menu > Copy.

Step 4. Click Edit Menu > Paste in Place.

Step 5. Click Modify Menu > Transform > Flip Horizontal, Fig 6.

Step 6. Use the Right Arrow key on the keyboard to move the curve to the correct position, Fig 7.

**G. Delete 3 Hidden Lines.**

Step 1. Click the Arrow Tool \(\text{arrow}\) in the toolbar.

Step 2. Delete the 3 hidden lines of the ovals, Fig 8. Use the Delete Key on the keyboard. Do not delete the back curve of the oval at the bottom of the glass.

**H. Create Symbol for the Glass.**

Step 1. Shift click the 4 lines that will be the edge of the glass, Fig 9.

Step 2. Click Edit Menu > Duplicate.

Step 3. Click Modify Menu > Convert to Symbol.

Step 4. Key-in glass for the Name in the Convert To Symbol Panel.

Step 5. Click Graphic for the Behavior and click OK.

**I. Edit Symbol with Glass Gradient.**

Step 1. Click Edit Symbols Button \(\text{edit_symbol}\) at the right end of the Timeline, then click glass.

Step 2. Click Show All from the Zoom Control at the right end of the Timeline.

Step 3. Click the Arrow Tool \(\text{arrow}\) in the drawing area to deselect the glass lines.
Step 4. Click the Paint Bucket in the toolbar.

Step 5. Click Window Menu > Design Panels > Color Mixer.

Step 6. Click the down arrow in the Color Mixer Panel and select Linear Gradient.

Step 7. Click below the Gradient Definition Bar to add 3 pointers to set a total of five pointers, Fig. 10. Adjust the spacing of the pointers like Fig. 10.

Step 8. Click the 1st pointer on the Gradient Definition Bar and then set the color in the Color Mixer Panel. Set each pointer to the following colors:

<table>
<thead>
<tr>
<th>1st Pointer</th>
<th>2nd Pointer</th>
<th>3rd Pointer</th>
<th>4th Pointer</th>
<th>5th Pointer</th>
</tr>
</thead>
<tbody>
<tr>
<td>blue</td>
<td>white</td>
<td>white</td>
<td>blue</td>
<td>blue</td>
</tr>
<tr>
<td>R 153</td>
<td>R 255</td>
<td>R 255</td>
<td>R 153</td>
<td>R 153</td>
</tr>
<tr>
<td>G 255</td>
<td>G 255</td>
<td>G 255</td>
<td>G 255</td>
<td>G 255</td>
</tr>
<tr>
<td>B 255</td>
<td>B 255</td>
<td>B 255</td>
<td>B 255</td>
<td>B 255</td>
</tr>
<tr>
<td>Alpha 30</td>
<td>Alpha 100</td>
<td>Alpha 36</td>
<td>Alpha 30</td>
<td>Alpha 35</td>
</tr>
</tbody>
</table>

Step 9. Click the Gap Size Modifier in the toolbar options.

Step 10. Click the Close Large Gaps modifier.

Step 11. Check the Fill Lock Tool at the bottom of the toolbar. It should be off (button not depress), Fig. 11.

Step 12. Click inside the glass to fill with the new gradient.

Step 13. Click the Fill Transform Tool from the toolbar.

Step 14. Click the glass fill to display the Fill Transform handles.
Step 15. Drag the round handle in the top right corner of the glass fill until the fill is parallel with left edge of the glass, Fig 12.

Step 16. Move the center of the fill closer to the left edge of the glass, Fig 13.

Step 17. Drag the square handle of the fill in to make fill tighter creating a white highlight in the left center of the light blue, Fig 14.

Step 18. Click the Arrow Tool in the toolbar.

Step 19. Delete the black outline of the glass, Fig 15. Double click the black outline edge of the glass to select it. Press the Delete Key on the keyboard to delete the black outline.


**J. Paint Inside Base Oval and Top Oval.**

Step 1. Click Scene 1 Button at the top left end of the Timeline to return to the scene.

Step 2. Use the Arrow Tool to move the glass symbol off the lamp, Fig. 16.

Step 3. Click the Paint Bucket in the toolbar.

Step 4. Click the Fill Color Button to open the color pop-up menu.

Step 5. Click the yellow that is 7 rows down from the top and 2nd column from the right, Fig 17.

Step 6. Fill the oval on the top and the oval that is inside the base with this yellow, Fig 18.
K. Paint Base Linear Gradient.

Step 1. Click the Arrow Tool in the toolbar.

Step 2. Click Window Menu > Design Panels > Color Mixer.

Step 3. Click the down arrow in the Fill Panel and select Linear Gradient from the Fill menu.

Step 4. Click below the Gradient Definition Bar to add 2 pointers to set a total of four pointers, Fig. 19. Adjust the spacing of the pointers like Fig. 19.

Step 5. Click the 1st pointer on the Gradient Definition Bar and then set the color in the Mixer Panel, Fig. 19. Set each pointer to the following colors: (set all Alpha's to 100%)

<table>
<thead>
<tr>
<th>1st Pointer</th>
<th>2nd Pointer</th>
<th>3rd Pointer</th>
<th>4th Pointer</th>
</tr>
</thead>
<tbody>
<tr>
<td>black</td>
<td>yellow</td>
<td>yellow</td>
<td>black</td>
</tr>
<tr>
<td>R 0</td>
<td>R 222</td>
<td>R 222</td>
<td>R 0</td>
</tr>
<tr>
<td>G 0</td>
<td>G 173</td>
<td>G 173</td>
<td>G 0</td>
</tr>
<tr>
<td>B 0</td>
<td>B 35</td>
<td>B 35</td>
<td>B 0</td>
</tr>
</tbody>
</table>

Step 6. Click the Paint Bucket in the toolbar.

Step 7. Check the Fill Lock Tool at the bottom of the toolbar. It should be off (button not depress).

Step 8. Fill the 3 curved parts of the lamp with the new color, Fig. 20.

Step 9. Click the Fill Transform Tool in the toolbar options.

Step 10. Click a base part to display the Fill Transform handles.

Step 11. Drag the round handle in the top right corner of the glass fill until the fill is parallel with the right edge of the lamp part, Fig 20.

Step 12. Move the center of the fill closer to the left edge of the glass to remove any black shading on the left edge, Fig 21.

Step 13. Drag the square handle of the fill to adjust the fill so a light black shading if displayed on the right edge of the lamp parts. Adjust the fill of all 3 curved lamp parts, Fig 22.

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**L. Delete Frame 1.**

Step 1. **This is very important.** First, save your file. Use Ctrl-S.

Step 2. Don't delete the wrong frame. You want to delete frame 1. **Right click frame 1** and click **Remove Frames** from the menu, Fig 23.

**M. Name Layer 1 'lamp'.**

Step 1. Double click Layer 1's name located just to the left of the Timeline. Double clicking the layer name will highlight the layer name.

Step 2. Key-in **lamp** for the new layer name and press ENTER, Fig 24.

**N. Move Glass to It's Own Layer.**

Step 1. Click the Insert Layer button at the bottom of the Timeline, Fig 25.

Step 2. Double click Layer 2's name to highlight the layer name.

Step 3. Key-in **glass** for the new layer name and press ENTER, Fig 25.

Step 4. Click the Arrow Tool in the toolbar.

Step 5. Click the glass on the drawing area to select it.

Step 6. Click Edit Menu > Cut.

Step 7. Click the **glass layer** to make it active.

Step 8. Click Edit Menu > Paste in Place. This Cut and Paste in Place moves the glass to it's own layer.

**O. Move Inside Base Oval to It's Own Layer.**

Step 1. Click the Insert Layer button at the bottom of the Timeline, Fig 26.

Step 2. Double click Layer 3's name to highlight the layer name.

Step 3. Key-in **inside base oval** for the new layer name and press ENTER, Fig 26.
Step 4. Click the drawing area to deselect the glass.

Step 5. Shift click the inside base oval and the back outline of the oval to select them, Fig 27.

Step 6. Click Edit Menu > Cut.

Step 7. Click the inside base oval layer to make it active.

Step 8. Click Edit Menu > Paste in Place. This moves the oval and its back outline to its own layer. Later you will position the layer behind the lamp layer.

**P. Create Blob 1 Layer.**

Step 1. Click the Insert Layer button at the bottom of the Timeline, Fig 28.

Step 2. Double click Layer 4's name to highlight the layer name.

Step 3. Key-in blob 1 for the new layer name and press ENTER, Fig 28.

Step 4. Drag the edge of the Timeline down to display all four layer names, Fig 28. Position the cursor on the bottom gray edge of the Timeline. When the cursor changes to a double headed arrow drag the cursor down. Expand the Timeline to display all 4 layers.

**Q. Arrange and Lock Layers.**

Step 1. Move the lamp layer to the top of the layers. Position the cursor on top of the lamp layer name and drag the lamp layer name up so it sits on top of blob 1 layer name and release it, Fig 29.

Step 2. Move the glass layer between the lamp and blob 1 layers. Drag the glass layer name up so it sits on top of the blob 1 layer name and release it, Fig 29.

Step 3. Move the glass into position on the lamp, Fig 30.

Step 4. Right click the blob 1 layer and click Lock Others.

**R. Create Blob.**

Step 1. Turn the Snap on in the top toolbar (button depressed).
Step 2. Click the Pencil Tool in the toolbar.

Step 3. Click the Pencil Tool Mode modifier and select the Smooth Modifier.

Step 4. Draw a blob shape inside the glass, Fig. 31.

**S. Create Blob 1 Symbol.**

Step 1. Select the lines that make the blob with the Arrow Tool.

Step 2. Click Modify Menu > Convert to Symbol.

Step 3. Key-in blob 1 for the Name in the Convert To Symbol Panel.

Step 4. Click Graphic for the Behavior and click OK.

**T. Edit Blob Symbol to Tween Shape.**

Step 1. Click Edit Symbols Button at the right end of the Timeline, then click blob 1.

Step 2. Click Show All from the Zoom Control at the right end of the Timeline.

Step 3. Click the Paint Bucket in the toolbar.

Step 4. Click the Fill Color Button to open the color pop-up menu.

Step 5. Select a color from the color pop-up menu and fill the blob with the selected color.

Step 6. Click the Arrow Tool in the toolbar. Delete outline of the blob, Fig. 32. Select the line and delete using the Delete Key on the keyboard.

**U. Shape Tween Blob.**

Step 1. Right click frame number 20 of the Layer 1 and click Insert Keyframe from the menu, Fig. 33.

Step 2. Turn the Snap off in the top toolbar (button not depressed).

Step 3. Click the drawing area with the Arrow Tool to deselect the blob.
Step 4. Use the Arrow Tool to change the shape of the blob, Fig 34.

Step 5. Click keyframe 1 of the Layer 1 in the Timeline, Fig. 35.

Step 6. Click the Properties Panel title bar at the bottom of the drawing area to expand the panel.

Step 7. Set Tween: None to Shape in the Properties Panel.

Step 8. Click the Rewind Button and Play Button in the Control toolbar.

Step 9. Click Scene 1 Button at the top left end of the Timeline to return to the scene.

V. Add Motion Tween to Blob.
Step 1. Use the Arrow Tool to position the blob symbol inside the lower base. The blob will disappear behind the lamp base.

Step 2. Click the Outline Layer icon in the lamp layer to view the lamp as outlines, Fig 36 and Fig 37.

Step 3. Drag down from frame 20 of the lamp layer to select frame 20 in all layers, Fig. 37.

Step 4. Right click one of the selected frames (frame 20) and click Insert Frame from the menu.

Step 5. Right click frame number 20 of the blob 1 layer and click Insert Keyframe from the menu, Fig. 38.

Step 6. Use the Arrow Tool to move the blob up inside the top piece of the lamp, Fig 39.

Step 7. If necessary, use the Free Transform Tool in the toolbar.

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to size the blob, **Fig 40**. Shift click and drag a corner handle to fit the blob inside the top.

**Step 8.** Click the Outline Layer icon \[\text{□}\] in the **lamp layer** to turn the outlines off and the colors on.

**Step 9.** Right click any frame between 1 and 20 in the **blob layer** and click Create Motion Tween from the menu, **Fig 41**.

**Step 10.** Click the Rewind Button \[\text{ });\] in the Control toolbar.

**Step 11.** Click the Play Button \[\text{ }\] in the Control toolbar.

**Step 12.** Click Control Menu > Loop Playback.

**Step 13.** Click the Play Button \[\text{ }\] in the Control toolbar.

**W. Create More Blobs.**

**Step 1.** You can create more blobs. Repeat steps beginning on page 7 with **P. Create Blob 1 Layer.** Name your new layers and symbols blob 2 and blob 3.