

Macromedia Flash - Create premium banners with flash

With this article, you will learn how to create fuzzy flash banners by using masks without using Action script code.

TipsMake.com - With this article, you will know how to create fuzzy flash banners by using masks without using Action script code . With this article you will also learn how to draw multiple shapes, convert any image into a Movie Clip Symbol, allowing filters to blur any image, create masks and more. . Now let us begin.

Step 1

First, find a photo you like to use for this lesson.

Step 2

Press **Ctrl + J** on your keyboard (*Document Properties*) and set the size of your document as the image size. Choose white as the background color. Set the frame rate of the Flash movie to **32** and click **OK** .

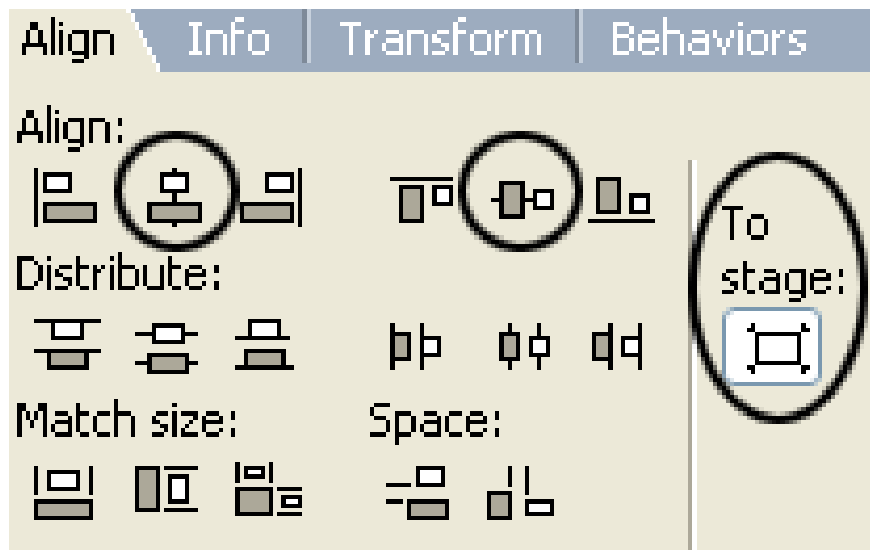
Step 3

Call on the current layer image. Double-click on it to change its default name (layer 1). Press Enter when you have typed in a new name.

Step 4

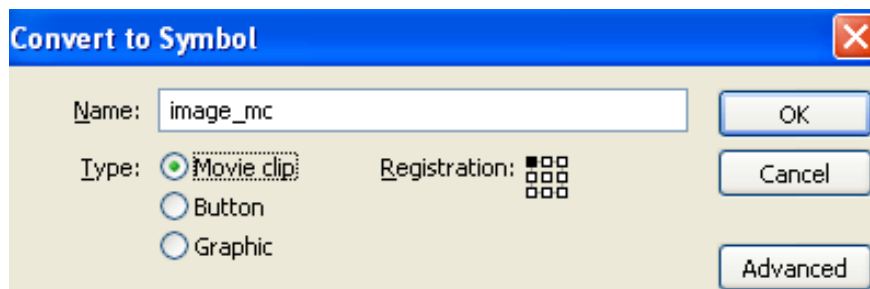
Now select **File -> Import -> Import to stage** (*Ctrl + R*) and import any photo into the flash stage. While this image is still selected, go to **Align Panel** (*Ctrl + K*) and follow these steps:

1. Make sure the **To Stage** button in the Align / Distribute section is turned on.
2. Click the **Align horizontal center button**
3. Click the **Align vertical center button** .



Step 5

While the image is still selected, press **F8** key (*Convert to Symbol*) to convert it into a Movie Clip Symbol.



Step 6

Now click on frame 20, 35 and 40 and press **F6** key in turn.

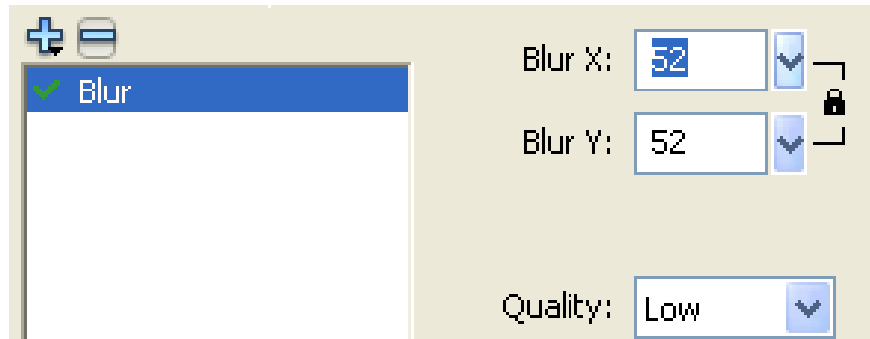
Step 7

Now go back to the first frame and place it in the position like the image below.



Step 8

Then while you're still on frame 1, select the **Selection Tool** (**V**) and click once on the image to select it. Then, go to the **Properties Panel** (**Ctrl + F3**) below the stage. Then, select **Filters** tab from the left frame. Click the plus symbol (+) and select the **Blur** filter. Follow these changes:



Step 9

Now select frame 35 and repeat the above steps.

Step 10

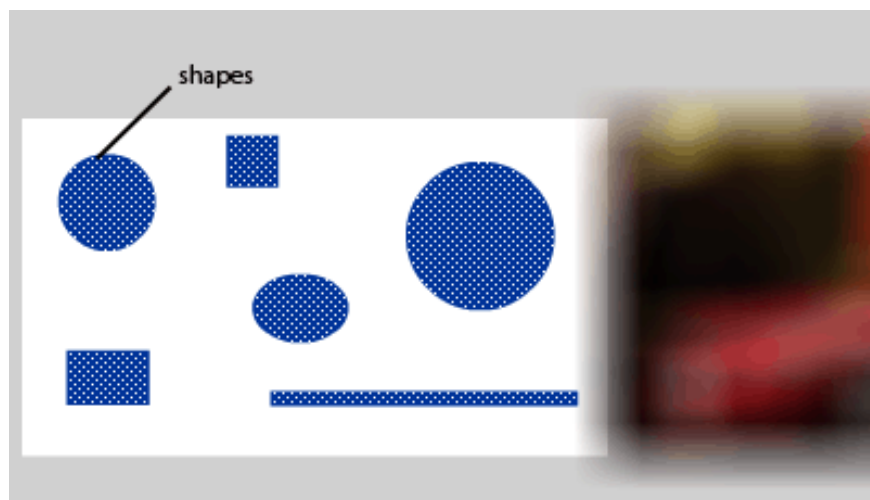
Right-click anywhere on the gray area between frame 1 and 20, frame 20 and 35 and frame 35 and 40 on the timeline and choose **Create Motion Tween** from the menu that appears.

Step 11

Create a new layer above the image layer and name it *mask* .

Step 12

Select the *mask* layer and use the flash tool to draw, draw a shape like the image below.



Step 13

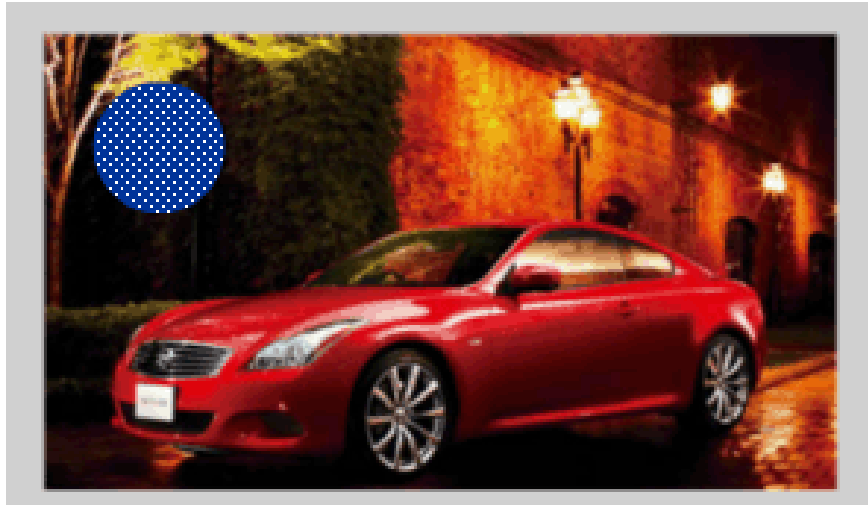
Now click on frame 20 and press **F6** key.

Step 14

While you're still on frame 20, select the **Selection Tool** (**V**) and select an image on the stage and press **Ctrl + X** (cut).

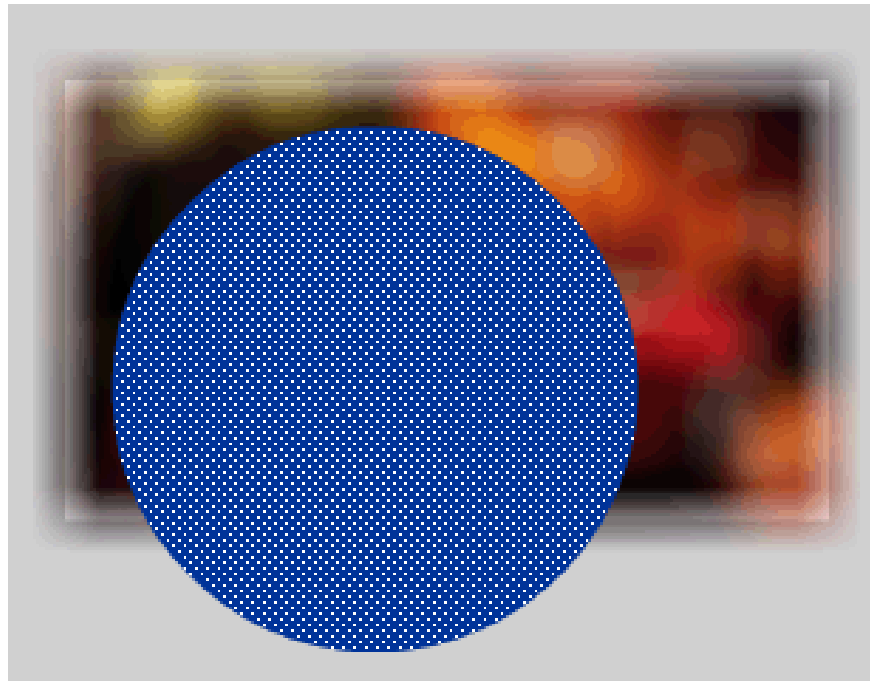
Step 15

Now click on frame 21 and press **F7** key. While you're still on frame 21, press **Ctrl + Shift + V**. Now you have only one drawing.



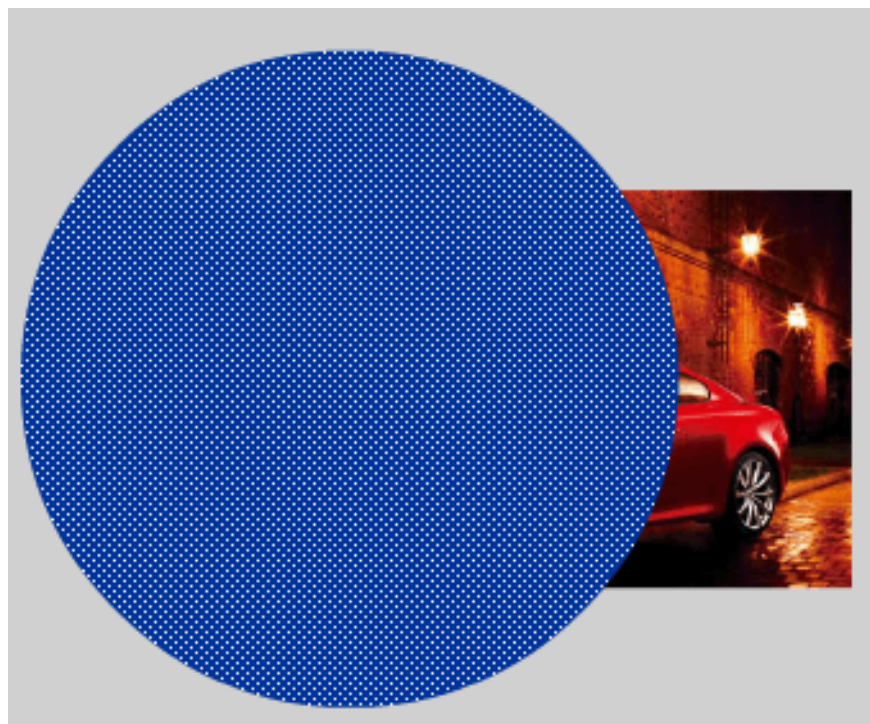
Step 16

Now click on frame 35 and press **F6** key. After that, using the **Free Transform Tool** (**Q**), enlarge the shape like the image below



Step 17

After that, click on frame 40 and press **F6** . After that, select the **Free Transform Tool** (*Q*) again and enlarge the shape again as shown below:



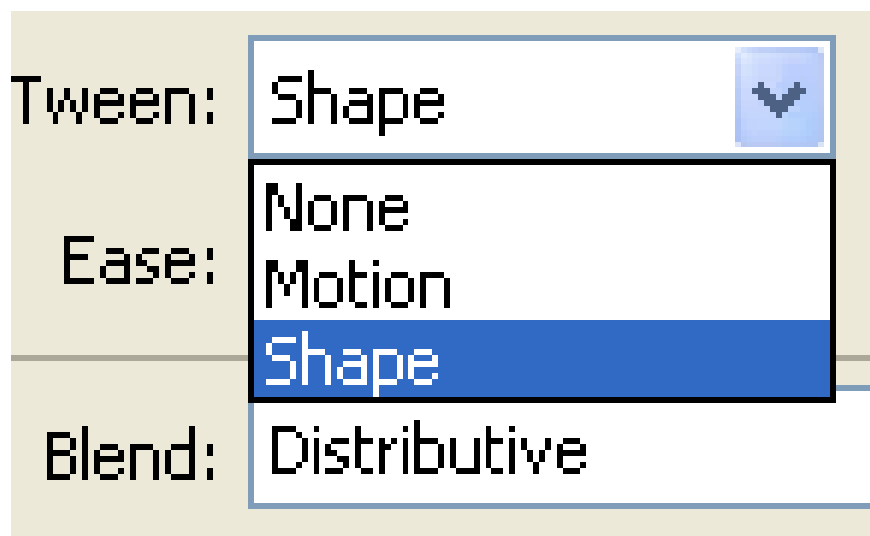
Step 18

Now click on frame 50 and press **F6** key. While you're still on frame 50, expand the drawing to fill the entire flash stage. As shown below.



Step 19

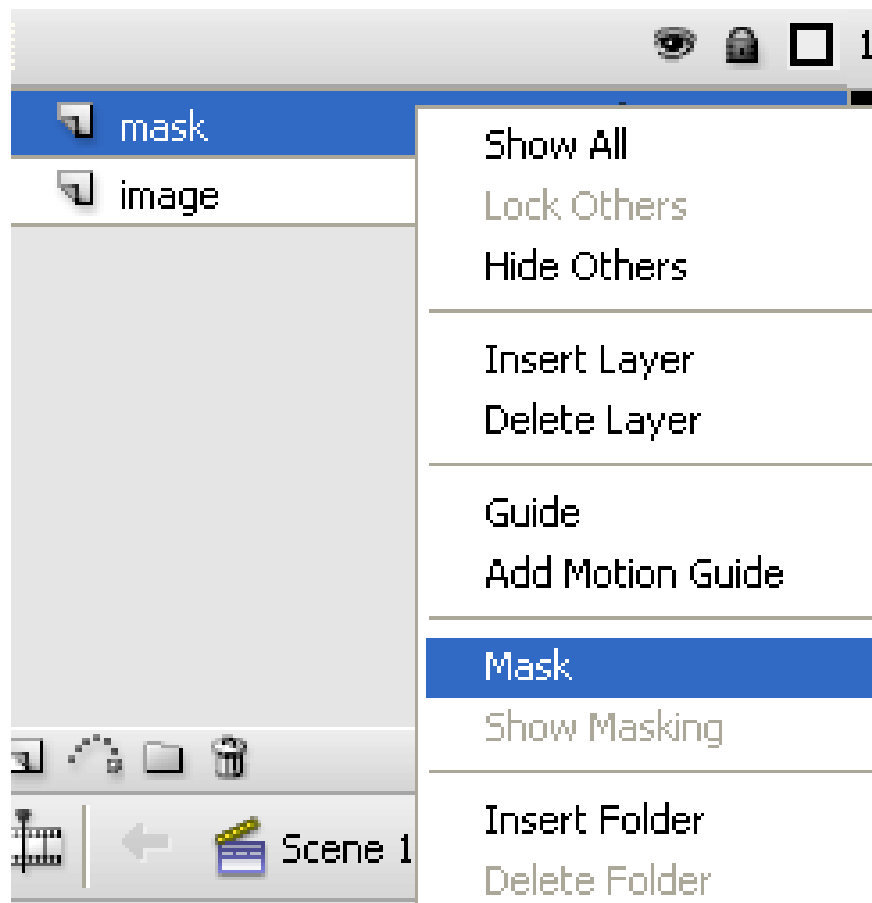
Now go back to frame 21 and go to the **Properties Panel** (*Ctrl + F3*) below the stage. In the left pane, you will see the **Tween** drop down menu. Select **Shape** in the drop-down list.



Repeat this process for frame 35 and 40.

Step 20

Select the *mask* layer and convert it into a mask by right-clicking on the *mask* layer and selecting **Mask** . As shown below



All done, you can download the source file [here](#) .

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