

# Macromedia Flash - Effects with the cube

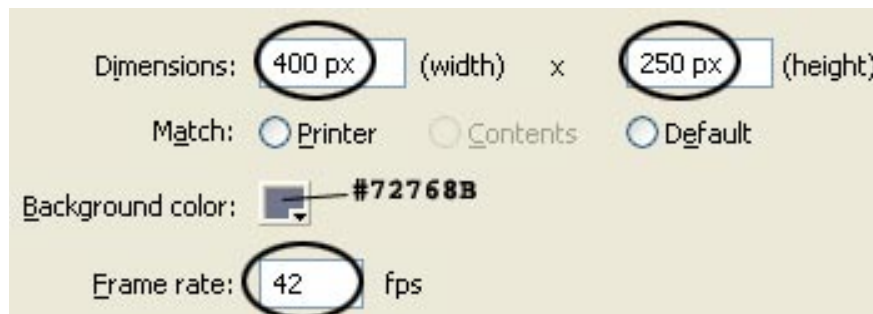
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Move the mouse over the cubes

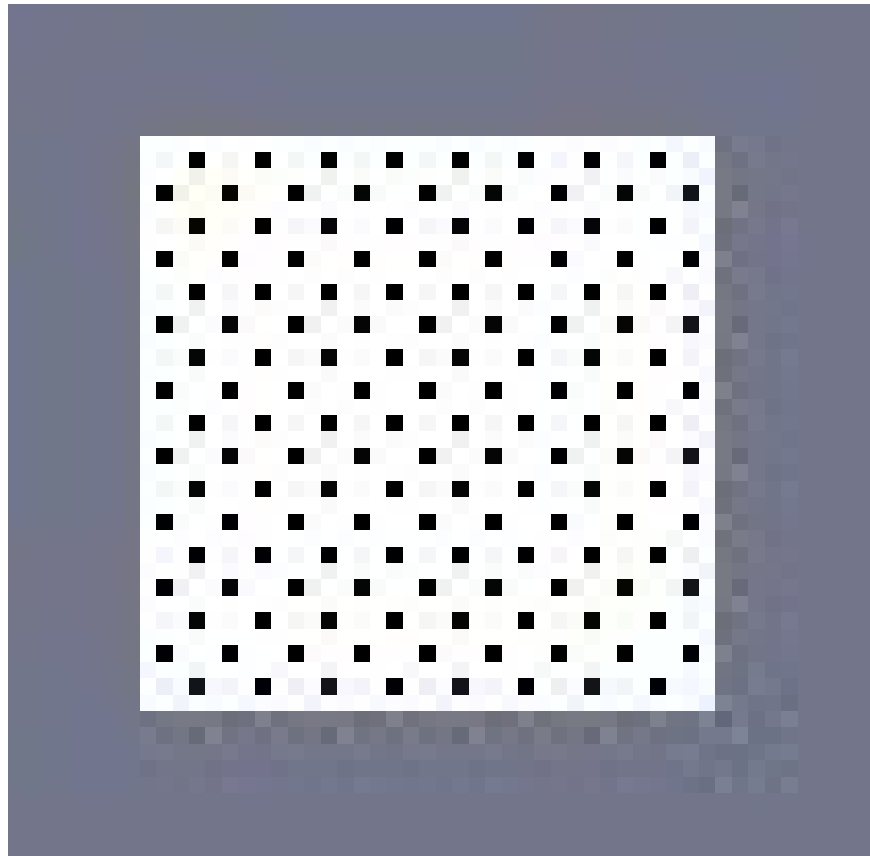
## Step 1

Open a new Flash file. Go to *Modify > Document* ( *Ctrl + J* ). Set the width and height respectively: *Width* : 400 pixels and *Height* : 250 pixels. Select background color # 72768, *Frame rate* : 42 fps and select *OK* .



## Step 2

Select the *Rectangle* tool (R). You will draw a rectangle without border color. To do this, select the color for the *Stroke to No color* , the *Fill* color to white ( *white* ), and draw a 35 x 35px cube (See the picture below).



### Step 3

Select the cube you just drawn, press F8 (or go to *Modify > Convert to Symbol* ) to convert that cube into a Movie Clip.



### Step 4

Double-click the above Movie clip with the *Selection* tool (V). You will go inside Movie clip.



## Step 5

Select the cube and press *Ctrl + C* key (Copy), create a new layer (layer2), select frame 2 and press *F6* key, then press *Ctrl + Shift + V* (Paste in Place).

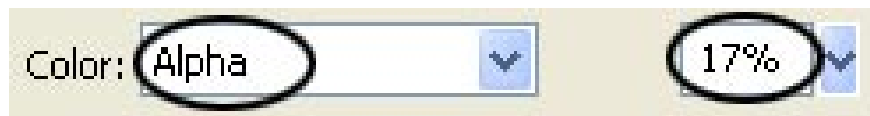
## Step 6

Go back to layer 1, select it and press *F8* key (Convert to Symbol) to convert it to Button. See the picture below.



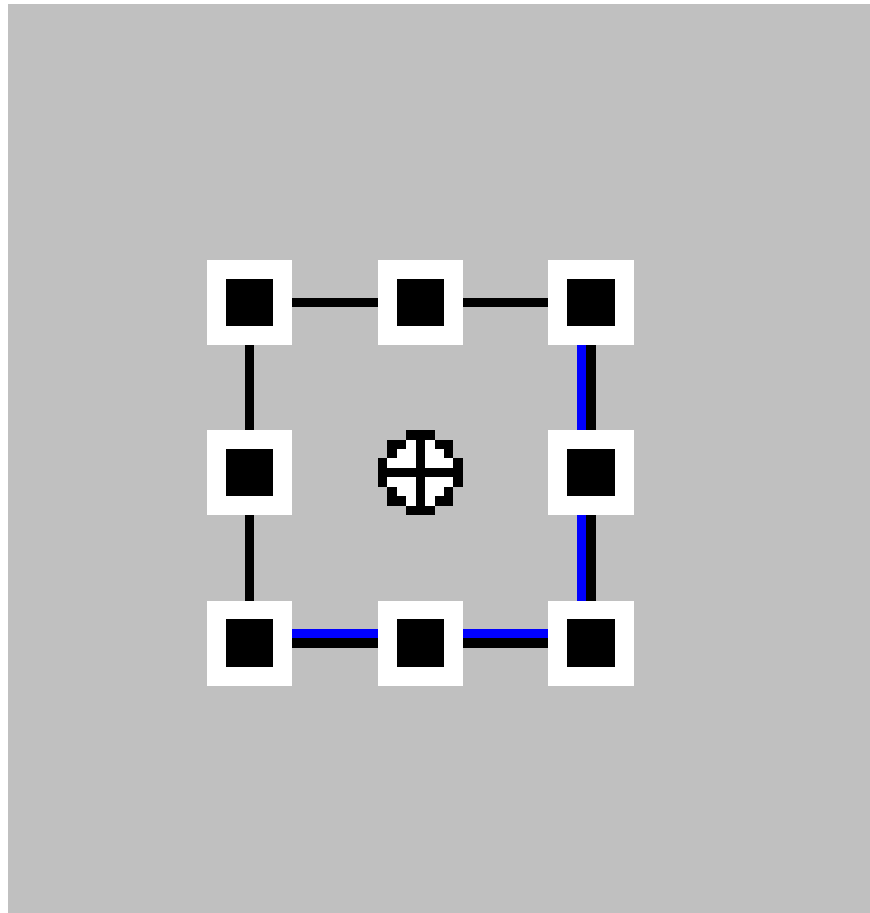
## Step 7

Using the *Selection Tool (V)*, click once on the cube to select it and open the *Properties Panel (Ctrl + F3)*. On the right you will see the *Color* menu. Choose *Alpha* with *17%*.



## Step 8

Select frame 8 and 13 and press *F6*. After that, go back on frame 8, select the *Free Transform Tool (Q)*, press and hold *Shift* key, use the mouse to drag the cube a little bigger. See the picture below.

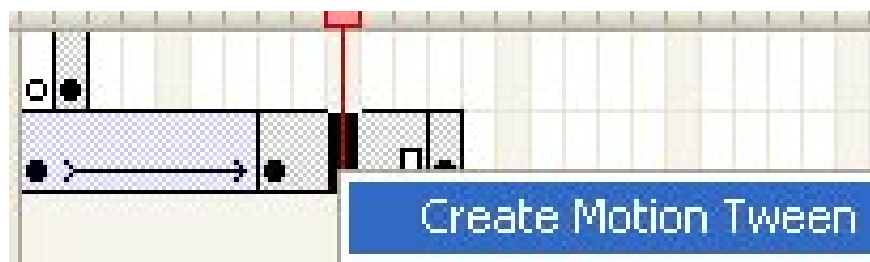


After that, take the *Selection Tool* (V), select the cube again and open the *Properties Panel* . On the *Color* menu, select *Alpha* again and the value is *100%* .



### Step 9

Right-click anywhere in the color area between frame 1 and frame 8 and then between frame 8 and frame 13 with the same line, choose *Create Motion Tween* from the menu that appears.



### Step 10

Go back on frame 1, take the *Selection Tool* (V) and select the cube again. Press *F9* key or go to *Window > Actions* to open *Actions panel* .

### Step 11

Enter the *ActionScript* code below into the *Actions Panel* :

```
on ( rollOver )  
{  
  play ();  
}
```

### Step 12

Lock layer1, select the first frame of layer 2, and in Action Panel (F9) enter the following code:

```
stop ();
```

### Step 13

Select frame 2 of layer 2, press *F8* key ( *Convert to Symbol* ) to convert this cube to *Graphic Symbol* .



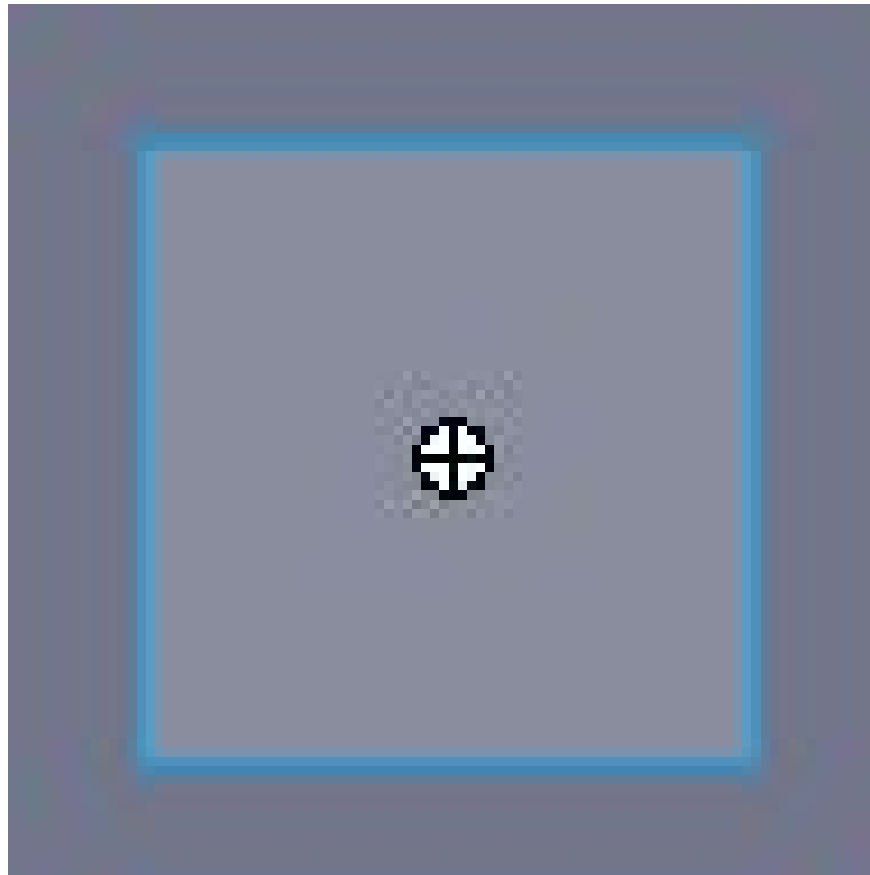
After that, take the *Selection Tool* (V), select the cube, go to the *Properties Panel* . In the *Color* menu, select *Alpha* and *17%* .

### Step 14

Select frame 35 and 45 and press *F6* key.

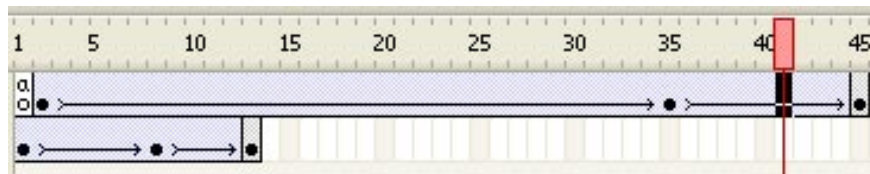
### Step 15

Go back on frame 35, take the *Free Transform Tool* (Q) to increase the cube shape as we did for the first cube (Step 8).



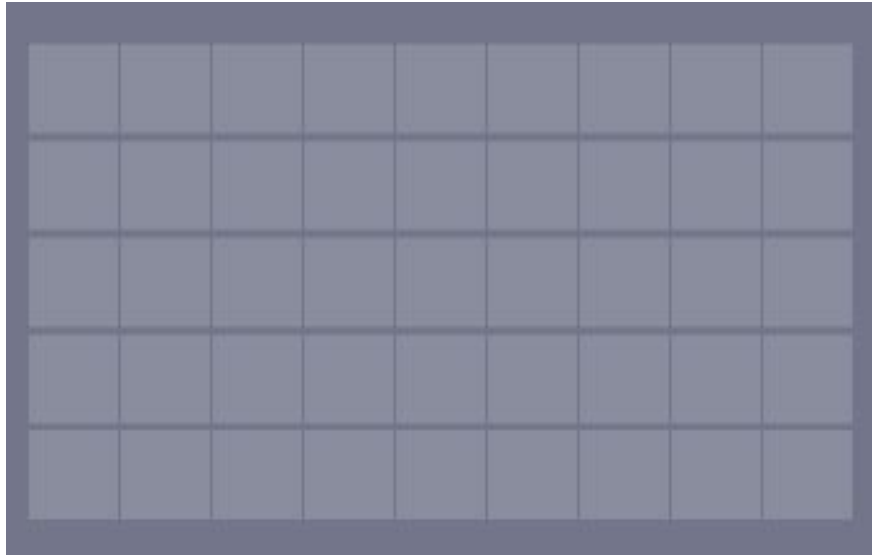
### Step 16

Right-click anywhere in the area between frame 2 and 35 and then frame 35 with 45 and choose *Create Motion Tween* from the menu that appears.



### Step 17

Go back to the main *scene* ( *Scene1* ) and multiply the cube to multiple copies.



You can download the source file here for reference.

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