

题目：当前 FLASH 动画设计

外文翻译部分

Flash is a U.S. company (MACROMEDIA company) launched in June 1996 an excellent web animation design software in China has experienced nine years of development time. Situation in China had a moment, there has been FLASH heat. As animation has become a fashion art, and most straightforward animation creation is on FLASH. I think it can be self-contained, with its own unique performance methods and means and methods of distribution 'flasher' life. Even I think it is a symbol of modern civilization, a new way of new art is a popular network of Internet culture. Computer replaces the traditional pen and ink, moving images and sound also expressed emotion animation artist, so I talk FLASH animation as an independent. I discussed this matter of right and wrong, but he always representative of my views on the FLASH familiar with and understand. Today, let us work together to explore FLASH, FLASH my view is undeniably has become a new form of artistic expression, as new things it is widely used, mainly for the network, FLASH website titles, FLASH animation, FLASH Website, FLASH commercials, TV, Pocket PC, games, MTV, mobile screensavers, mobile multimedia, home appliances and so on! These represent FLASH is indeed a very good communication carriers. It can come out of a lot of business opportunities. Able to a variety of effects and forms to adequately reflect the product or corporate image. Now computers, networks, mobile phone users and so are constantly increasing development and expansion of the network and the perfect computer more popular, more and more people access to the Internet. Just because it has how many users, preferences, creators and development platform, use value and appreciation value. Although it can not, and it is now our Chinese paintings, oil paintings, prints and other creative arts par, but it can meet the needs of social and commercial art appreciation value needs by introducing argumentation FLASH is a vast sky, it is in constant development and maturity in my opinion, is the real value FLASH its future! It is a new new thing, a new art and culture. In this paper, the development of its Flash technology for the

operation, and some animation concepts together. You all to learn together, complementarity and mutual assistance.

1 Introduction

1.1 flash takes Syria

Introduced by the macromedia Flash interactive vector graphics and animation for the Web. Web designers use Flash to create not only beautiful but also change the size of the navigation interface, and other strange effects.

related to the field of flash Abstract: animation game production, network components, learning courseware, website advertising design and full flash sites, industrial interface and so on. Main feature is to produce simple, common relatively large, involving many fields, to produce the effect of things that can be done very delicate. Disadvantage is that some effects need other software supporting the production and so on, not all effects can be produced. (Eg some 3d effect, flash it is difficult to make, only by way of introduction or the needle and needle the way)

There are three major implications FLASH Summary: 1) FLASH English intended for 'Flash'; 2) it is the world's popular computer animation design software; 3) it represents the popular software produced by the network animation works. Flash is a vector of interactive multimedia technology, his predecessor was Futureplash, early popular online vector animation plug-in. Later, due to the acquisition of Macromedia, after they put their Future Splash renamed Flash2, up to now the latest flashcs3. Now the Internet has thousands of Flash sites, famous sites such as Macromedia specialized ShockRave, all using the Shockwave Flash and Director. Can say that Flash has gradually become a standard amount of interactive knowledge, the future site of a major mainstream.

The earliest version of Flash called Future Splash Animator, was Future Splash Animator's two largest users of Microsoft (Microsoft) and Disney (Disney). November 1996, Future Splash Animator sold MM (Macromedia.com), while renamed Flash1.0. Macromedia, Inc. in June 1997 launched a Flash 2.0, 1998 launch in May of Flash3.0. But these earlier versions of Flash are used Shockwave Player. After entering 4.0 version of Flash, originally used only for Director

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