

Flash Sound

To use a sound in Flash, MP3 sound files are recommended. AIFF, AU and WAV files may also be used. Do not violate any intellectual copyright laws. The copyright laws regarding music are strict. It is recommended that you get your music from RoyaltyFreeMusic.com. Clipart.com is recommended for short sound clips, we pay a yearly fee for this site. There is no cost to students for either site.

RoyaltyFreeMusic.com

1. In a Web browser, go to <http://www.royaltyfreemusic.com>
2. Scroll down the right side of the page to find **Music Promo Login**.
Username: eku08
Password: ybtrw589
Click **Login**
3. Only music on the first page is free.
4. Click on **Play Sample** under a music title to preview.
Click **Flash**, and after listening click on **Close Sample Player**
5. To download, click on **Full Track**
6. Quit **iTunes**
7. Move the music file downloads folder to the flash folder.

Clipart.com

1. Go to <http://schools.clipart.com>
Username: **ekuclickart**
Password: **gutenberg**
2. Under Search select
Media: **Sounds**
Select a Category
Click **Browse**
3. Click on a file name to hear the sound.
4. If the sound is shown with the QuickTime controller, click on the right button and select **Save As Source**.

Flash

To use a sound in Flash, it first must be imported as a symbol into the Flash Library. Then it can be placed in the timeline where it can be controlled.

File > Import > Import to Library > select the sound file > Import to Library

Background Music

1. Add a new layer to the timeline and give it a proper name.
2. Click into the first frame of the new layer.
3. In the Properties pallet, select the sound from the Sound pop-up menu.
4. From the Sync pop-up menu choose **Stream**.
5. Where you want to stop playing the sound, insert a **Blank Keyframe**.

Short Sounds

1. Add a new layer to the timeline and give it a proper name.
Many short sounds can be placed in one layer as long as they do not to overlap.
2. Insert a **Keyframe** where the sound is to begin.
3. In the Properties pallet, select the sound from the Sound pop-up menu.
4. From the Sync pop-up menu choose **Stream**.
5. Where you want to stop playing the sound, insert a **Blank Keyframe**.

Edit Sounds

Change the Beginning Point of the Sound File

1. In the timeline, click in the first frame of the sound.
2. In the Properties pallet click on the Edit button.
3. In the Sound Edit Envelope, reposition the Time In control block. It is at the far left in the center row. Move the block to the position where the sound is to start.
4. The Time Out control block is to the far right in the center row. It can also be repositioned.
5. Click on **OK**.

Changing the Volume of the Sound.

1. In the timeline, click in the first frame of the sound.
2. In the Properties pallet click on the Edit button.
3. The top and bottom rows in the Sound Edit Envelope represent the left and right channels of stereo sound. The volume of each is controlled separately. At the top of each channel is a thin horizontal Envelope Line.
4. Clicking anywhere on the Envelope Line will create a handle. Moving the handle down will lower the Envelope Line and decrease the sound volume.
5. The sound volume can be lowered and raised as often as desired by adding handles and moving the Envelope line. Custom Fade-ins or Fade-outs can also be created in this manner.
6. Click on **OK**.