In Flash, scenes are used to organize large and complex movies. For example, a movie may consist of an introduction scene, two movie scenes, and a credits scene. Each scene in a movie has its own Timeline and they are played in a specified order. A new scene is added to a movie by selecting Insert → Scene, which displays a blank Stage where a new scene can be created.

The Scene panel is used to rename, duplicate, delete, and reorder scenes in a movie. Select Window → Design Panels → Scene to display the Scene panel. In the Scene panel, scenes are renamed by double-clicking the scene name and typing a new name. A particular scene is displayed on the Stage by selecting it in the Scene panel.

When a Flash animation that consists of more than one scene is played, the scenes are played in the order they are listed in the Scene panel. The order of the scenes can be changed by dragging a scene to a new location in the list. Selecting a scene in the Scene panel and clicking the Delete Scene button ( ) in the Scene panel deletes the scene. It may be helpful to duplicate a scene and then make edits to it. Selecting a scene and then clicking the Duplicate Scene button ( ) in the Scene panel creates a copy of the scene. Note that the Cut and Paste commands can be used to duplicate or move objects between scenes.

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