

DYNAMIC PHOTOS with FLASH

picture prep

- shoot a sequence of photos
- save for web resize them all to 521 x 384
 - this is easily done with an action
- save them all into a single folder and
 - have them named in sequence
 - e.g. pic01, pic02, pic03, etc.
- adjust the location so the top and left are 0.0, 0.0

set up the animation document

- create a new document
 - 512 x 384 at 15 fps., black background
- import pictures
 - FILE> IMPORT TO STAGE** [CMD] R
 - open the Library window with [CMD] L
 - open the Properties window with [CMD] [F3]

- select the frame in the timeline that contains the photos
- create new layers with **MODIFY> TIMELINE> DISTRIBUTE TO LAYERS** [CMD] [SHFT] D
- duplicate the first layer and place it at the bottom of the stack
 - add a new layer **INSERT> TIMELINE> LAYER**
 - rename it to something like pic01b.jpg
 - MODIFY> TIMELINE> LAYER PROPERTIES**
 - drag it to the bottom of the stack
 - copy the frame from the first picture layer
 - paste it into the frame for the new layer
 - adjust its position so top and left are 0.0, 0.0
- save the file with [CMD] S

convert images to symbols

- click on the first layer
- convert with **MODIFY> CONVERT TO SYMBOL** or hit [F8]
 - name with the name of the jpg
 - set type to 'graphic'
- repeat for all layers
 - double-check by looking in the Library for a list of all jpgs and symbols
- save the file

insert keyframes for the dissolves

- select all layers in frame 80 (80 frames @ 15 fps = 5.33 seconds)
 - click on the top layer, then shift-click on the last layer
 - insert keyframes **INSERT> TIMELINE> KEYFRAME** or hit [F6]
- select all layers in frame 81
 - insert blank keyframes **INSERT> TIMELINE> BLANK KEYFRAME** or hit [F7]
- select all layers in frame 41
 - insert keyframes **INSERT> TIMELINE> KEYFRAME** or hit [F6]
- save the file

set the crossfade

- move the red timebar to frame 1
- click on the image on the stage
- select all layers and symbols **EDIT> SELECT ALL** [CMD] L
- view the **PROPERTIES** window
- pull-down **ALPHA** in the **COLOR** window
 - set it to 100 percent

- move the red timebar to frame 41
- select all layers and symbols **EDIT> SELECT ALL** [CMD] L
- view the **PROPERTIES** window
- pull-down **ALPHA** in the **COLOR** window
 - set it to 100 percent again

- move the red timebar to frame 80
- select all layers and symbols **EDIT> SELECT ALL** [CMD] L
- view the **PROPERTIES** window
- pull-down **ALPHA** in the **COLOR** window
 - set it to 0 percent
 - all images will disappear

save the file

set the tweens

- select frame 1 of all layers
 - click on the fist layer, then shift-click on the last layer
- click and hold
 - a menu will pop up
 - select **CREATE MOTION TWEEN**

- repeat for the middle frame 41
- select frame 41 of all layers
 - click on the fist layer, then shift-click on the last layer
- click and hold
 - a menu will pop up
 - select **CREATE MOTION TWEEN**

save the file

distribute the layers in time

- drag the 2nd image layer
 - so it starts at the halfway point of the first layer, i.e. frame 41
- drag the 3rd image layer
 - so it starts at the halfway point of the second layer, i.e. frame 80
- repeat for all layers
- save the file

trim the first and last layer so the loop appears continuous

drag to select the first 40 frames of the top layer
(not including the keyframe in frame 41)

cut these frames

EDIT> TIMELINE> CUT FRAMES [CMD] [OPT] X

drag to select the last 40 frames of the bottom layer

(not including the keyframe in the center of the layer)

cut these frames

EDIT> TIMELINE> CUT FRAMES [CMD] [OPT] X

clean up any extra frames at the end of the timeline

the piece will play until the last frame, even if it is empty

drag to select all extra frames, even across several layers

remove these frames

EDIT> TIMELINE> REMOVE FRAMES [SHFT] [F5]

save the file

export the animation

export as a Flash movie

FILE> EXPORT> EXPORT MOVIE... [CMD] [OPT] [SHFT] S

a dialog box will open

navigate to your folder

your_nameC2

and name the file

your_nameC2D.swf

set the format to:

Flash Movie

another dialog box will open

turn on 'protect from import'

turn on 'compress movie'

jpeg quality = 80