

Doors Project

Displaying Photos over Time, with animation and text.

Note: this document will step you through the most basic aspects of this project. For those of you with a little more skill – or courage – try to do a few additional things. Remember to always save when you have done something that works and you like it.

Select photos from Doors & Windows gallery folder in the Clip Art folder – minimum of 5 to animate, plus 1 as a background. **Minimum Total: 6**

Resize photos to a size that will be small enough to fit on the stage with several other photos. You may wish for them to line up side by side or overlap. Whatever you decide will assist you in determining what size you need to reduce them in either Paint or PhotoShop (or other pixel editing program.) I decided before I began that my stage would be 550 x 350 pixels.

Save your resized images as .jpg files. Information on resizing in Paint is found on the [Resize Photo Document](#) at the end of this information.

I saved the images I wanted to animate at 320 x 240 pixels (some are horizontal, some are vertical.) I could save the image I want to use for my background as 550 x 350 to fit neatly on the stage – but I want it to also move around so I will make it larger.

Create a folder named: Doors

Place copies of the door images you wish to work with inside this folder.

I actually created a sub-folder named images inside my Doors folder – but you do not need to.

Open Flash

New document – Action Script 3.0

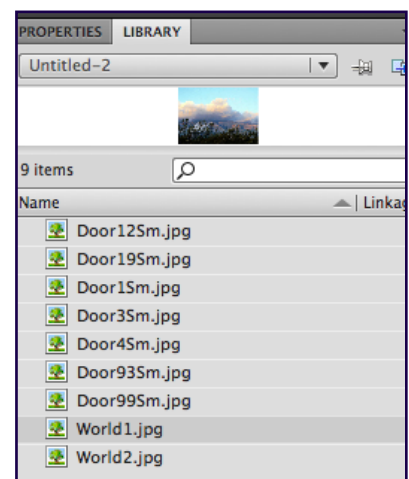
In the **Properties Panel:**

- ◆ Set stage to 550 x 350
- ◆ Leave the background white
- ◆ Make sure your frame rate is 12 FPS

Load door images into library

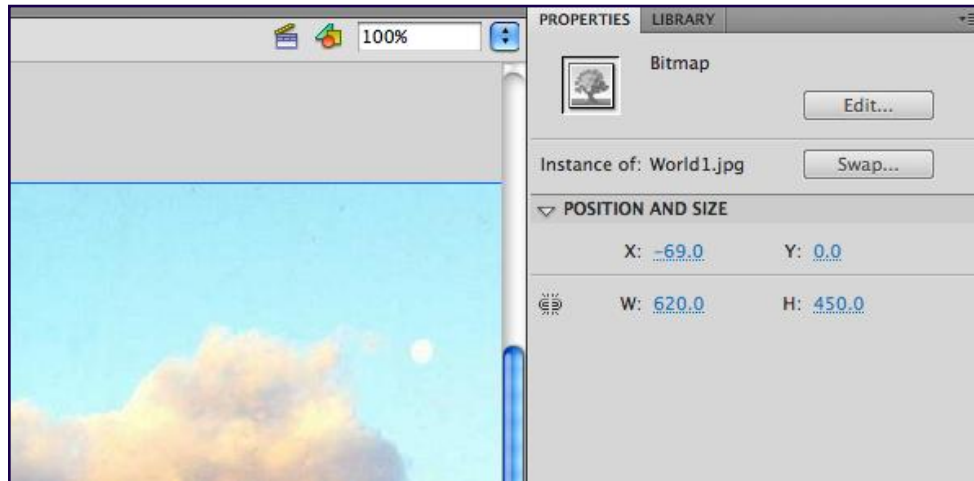
You will need to convert any of these images that you wish to animate – such as move across the stage – into symbols. You can do this at the beginning of your work flow or later as you add each image onto a layer. Just a matter of how you like to work.

Place your background image on layer 1 – rename the layer: background



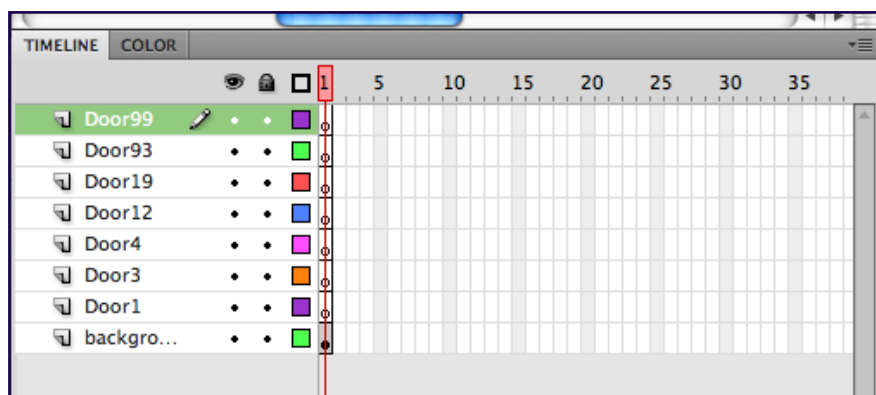
Create the Layers:

Position your background image where you need it on the stage. Notice that mine is actually larger than the stage (620 x 450) and it is placed at a -69 pixels on the X-axis and at 0 on the Y-axis. I am hoping to move the background – as well as some of the images over the timeline.



With the background layer selected, create new layers – one for each of the door images you have created. The new layers will be placed above the currently selected (background) layer.

I created seven new layers as I have seven door pictures I want to bring onto the stage. I also named each layer the same as the name on the picture file so I keep straight what images goes on what layer.



Creating additional frames

You need to create a minimum of 10 seconds of animation.

This is simple math. 10 seconds times **12 frames per second** equals 120 frames.

Move to the 120th frame cell, selecting all layers at 120 and insert a key frame on each.

Animating the background:

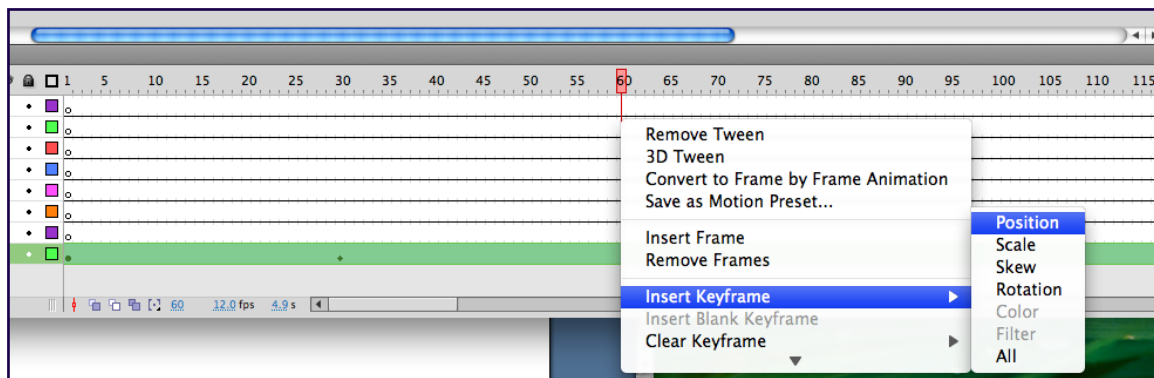
Return to frame 1 of the background layer, locking all other layers for safety at this point.

Left-click on your image, and under the **Modify Menu** select: **Convert to Symbol**. Name this symbol something that is meaningful to you and select the Movie Clip format.

Still with Frame 1 selected Right click on the frame and select the **Create Motion Tween**. You will now be able to insert **keyframes** along your timeline as you need to add movement items.

If you move the **playhead** back and forth – you will see that the background image is on all frames.

I divided my background timeline into four equal parts, 30 frames each, inserting a **keyframe** at: 30, 60, 90 & 119.



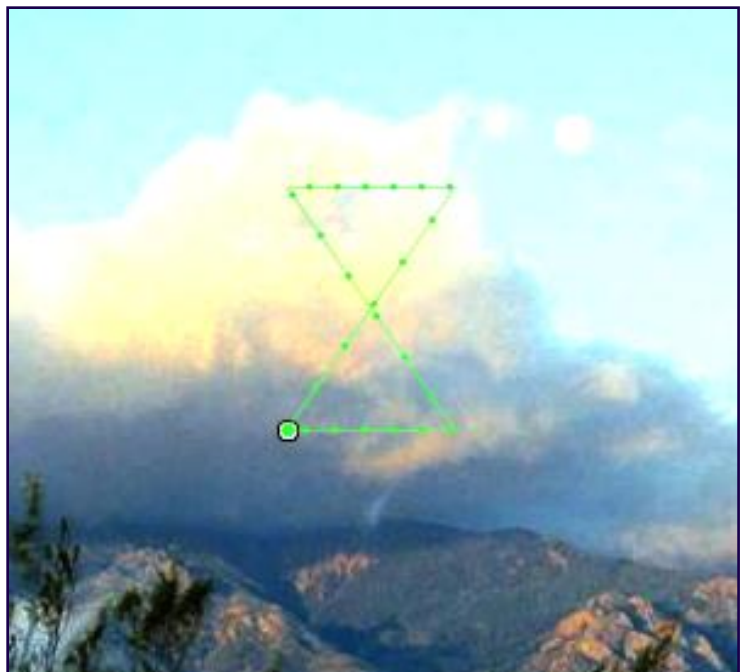
Moving to frame 30, I moved the background image up and to the right, at 60 I moved it to the left, at 90 I moved it down and to the right and at 119 I move it back to the starting position.

Test the movie to see if it does what you want it to do. **Control Menu – Test Movie**. The esc key will stop the movie for you and the close box will close it up.

My background picture moves up, across, down and back, just as I had intended.

Save your work.

Lock the background layer and move to a picture layer.



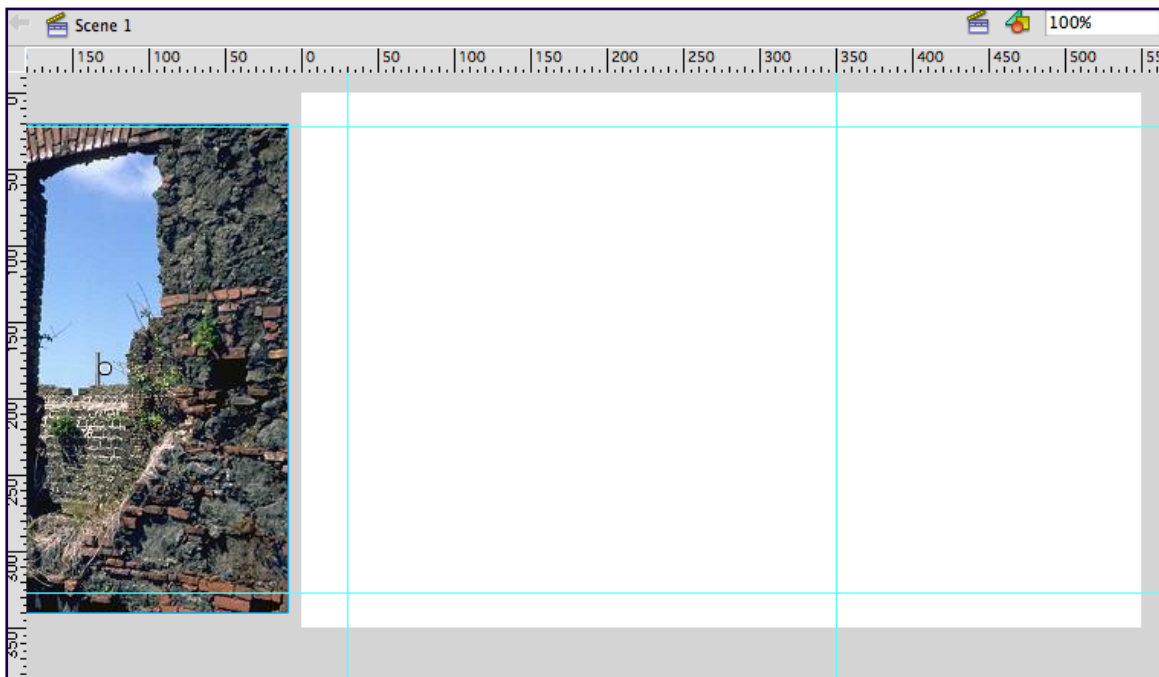
Setting up items to animate/symbols/rulers:

Select the first image layer you will be working with, locking all other layers for safety at this point.

Using the **Library**, select and drag the image you need to place it on this layer. I am working on layer: Door 1, Frame 1 with image Door1. I placed the image off stage – left, so that the image can “enter” the animation.

If you choose to have a background image larger than the stage for animation of it, you may need to turn the visibility of the background off while you work on your other animations –so that you do not miss the stage. The **eye icon** to the right of the layer name will allow you to **turn on/off visibility** of the layer.

I like to have some sort of **visual measurements**, so under the **View Menu** I selected the **Ruler**. I have a ruler (in pixels) across the top and down the left side. I also held my mouse down inside the top ruler and drug down a rule across the stage to help me line things up. I added a few horizontal and vertical rules for my guides.



Repeatable steps:

You will need to do the following steps for each of your images (or something similar):

- 1. Decide when and how you want to introduce your image.**

I started all items on frame 1, but you can actually start later – just keep track of what you are doing.

- 2. Select the picture layer you want to work on.** Place the image where you want it to begin its animation.

I want my first image to move onto the stage from the left so it is placed it off stage.

*I also decided that I did not want my final image as large as it came over, so I resized it. To resize an image, you will need to use the **Transform Tool**.*

- 3. With the image selected, convert it to a movie clip (symbol.)**
- 4. Right Click on Frame 1 and select: Create Motion Tween** (*this will be done for the entire movie.*)
- 5. Move to the frame you want to introduce your picture.** *I inserted a keyframe at frame 15.*

At frame 15 I moved my picture partially onto the stage - and I started to make it larger.

- 6. Continue adding keyframes and moving/scaling etc. your image until it is where you want it to end up.**

I added a second keyframe at 30, continued to enlarge the image and move it closer to where I wanted it to end up.

At frame 45 I added another keyframe, moved the image a bit more and finished scaling it.

Once I liked what was happening on the Door1 layer, I locked it, unlocked the Door3 layer and began all over again.

Adding Text

Add a layer above the picture layers

Select the T tool (type tool) –

Under Properties select the font, color, size, etc for your type.

Click on the stage for the cursor and begin typing

I added three layers, so that each of my lines could enter on their own.

Test & Publish movie.

Make sure you have your Publish Settings set before you publish your movie.

View your final .html file in a browser (IE or Firefox) before class begins!!!

Resizing photos on Paint

First you must decide on the size you want your flash document to be. For this project we will work with a flash stage that is 550 x 350.

My background picture will need to be this size 550 x 350 if I want it to match the stage.

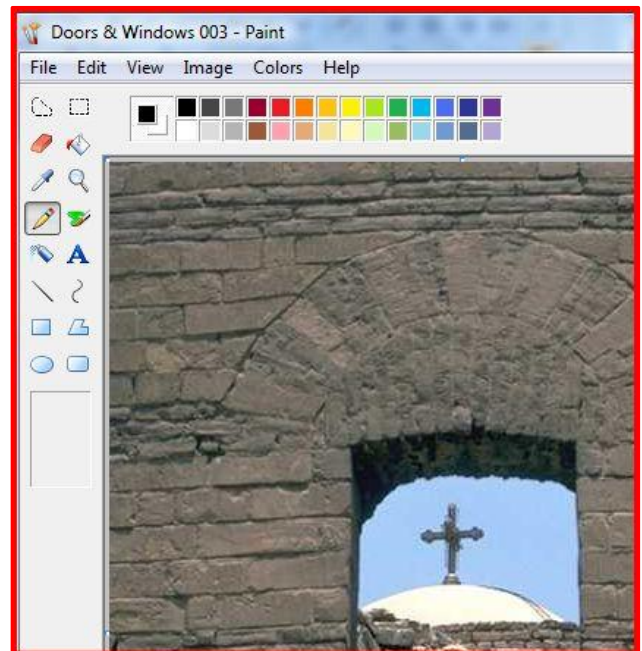
My other images will need to be smaller. Remember the heights will be a maximum of 400.

Begin with selecting the images you wish to use and placing a copy in your project folder.

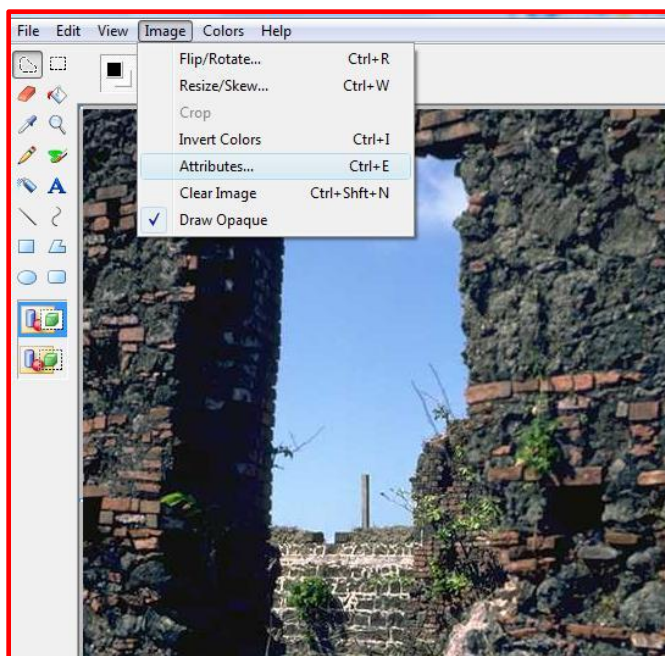
Open Paint – it is found in the **Accessories** folder on the Start Menu of your computer.

~or~ Right-click on a photo and Open with: Paint

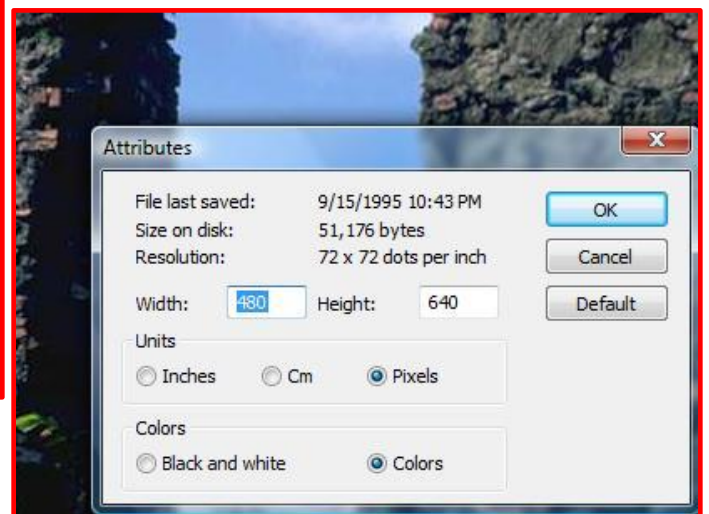
As you can see **Paint** is a pretty simple program.



Under the **Image Menu**, scroll down to the **Attribute** option to get a box with information about the current picture.



This image is 480 x 640 pixels. Too large for me to work with. I want a smaller image.



Reducing an Image:

Return to the **Image Menu** – this time selecting the **Resize/Skew** option.

I am going to see what 75% will do – notice that you must change both the Horizontal and the Vertical.

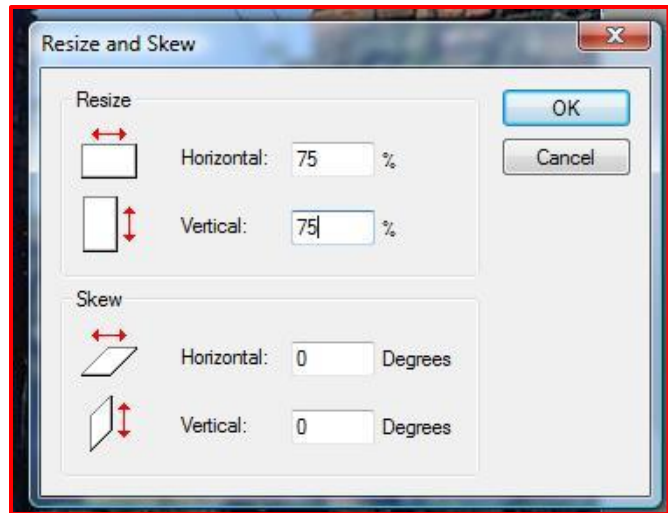
The resulting 360 x 480 image is too large.

Under **Edit** I can select **Undo**.

The second time I try 50% and am satisfied.

Under **File**, select **SaveAs** and give this a new name.

Repeat process for all your images. If you do not want them all the same size – then do that now.



As you can see from the chart below – I try to keep track of my image information, both Before and After.

Image Table

Pic Name	Thumb	Original Size	Reduction	Final Size
Doors & Windows 001		480 x 640	50%	240 x 320
Doors & Windows 004		480 x 640	50%	240 x 320
Doors & Windows 003		480 x 640	50%	240 x 320
Doors & Windows 093		480 x 640	50%	240 x 320
Doors & Windows 003		480 x 640	50%	240 x 320
Doors & Windows 019		640 x 480	50%	320 x 240
Doors & Windows 099		640 x 480	50%	320 x 240