

MC4315 Web Design & Publishing

Flash—Creating a Photo Slideshow

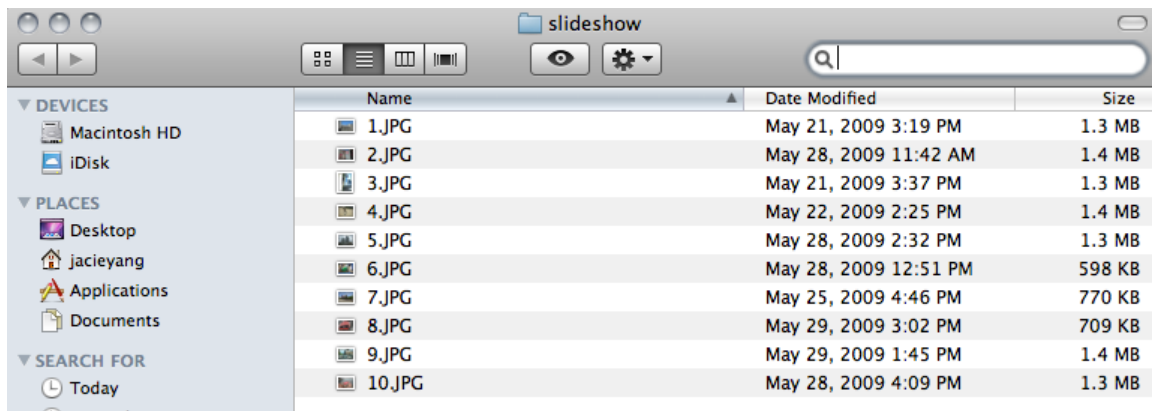
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1. Preparing Materials

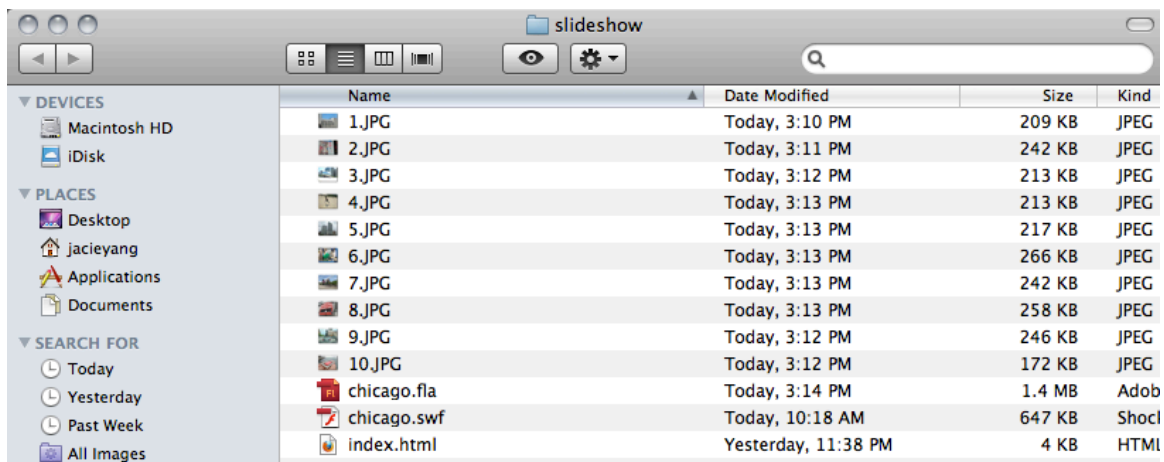
Before you start creating a photo slideshow in Adobe Flash, we need to prepare our photos first.

- Prepare 10-15 photos that can tell a story.
- Retouch the photos in Photoshop: contrast, brightness, color, etc. Change the size of the images to something like: 600 x450 px.
- Put all photos in one folder. Name the folder “slideshow.” Name the photos sequentially (such as 1.jpg through 10.jpg).



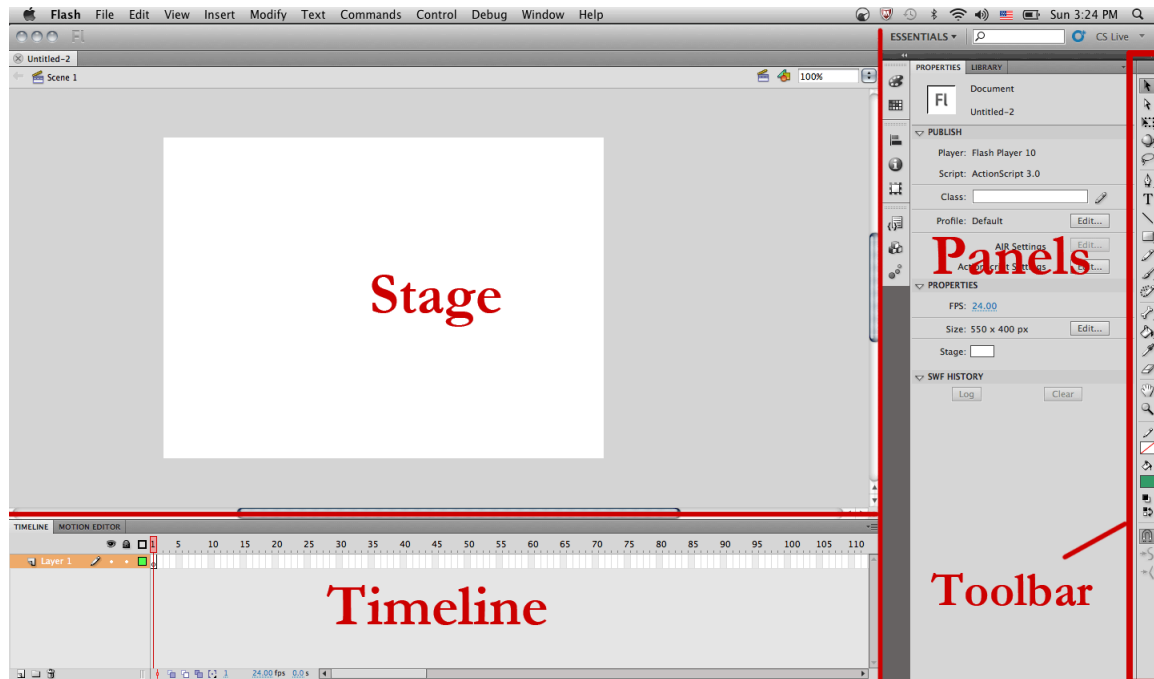
2. Understanding the Flash Environment

When you open Flash, you will see a list of files. Choose ActionScript 3.0. ActionScript is the programming language for Flash. The .fla file is the working file for Flash (equals to a psd file in Photoshop) and a .swf file is the file you publish to the Web.



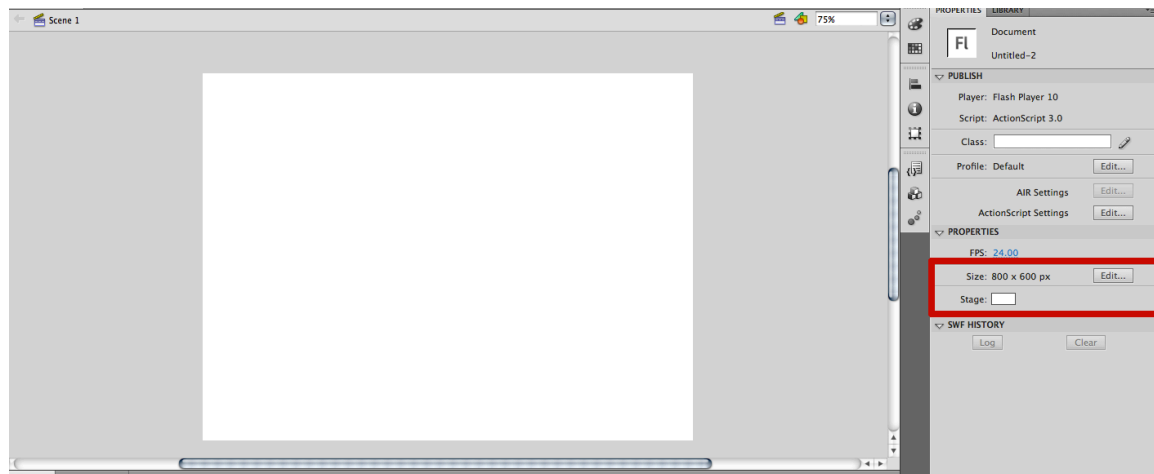
Note: It is less important to save your fla and swf files in the same folder where you save your images, but we will do so because it is easier for you to organize all your files.

The working environment of Flash includes four elements: the Stage, the Timeline, the Panels, and the Tool Bar.



3. Set the Stage

Click on Stage. In the Panel area, change the size of your stage and set a background color. Below, the size is changed to 800 x 600 px and the background color is white. Make sure your Stage is bigger than the size of your photos.



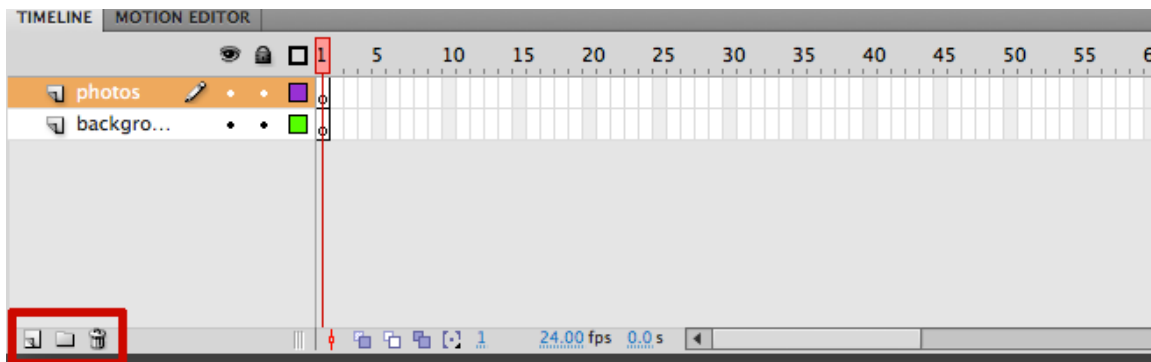
Now, save your file. Mine is saved as chicago.fl.a.

4. Knowing the **Timeline** and **Frames**

Flash has a Timeline because it uses movie metaphor to create animations, illustrations, and websites. On your Timeline, you can have Layers. One each Layer, you have Frames.




By default, you should see Layer 1 on your Timeline. Please double click on the text Layer 1 and change the name to background.

Then, click on the New Layer icon at the bottom left to create a new layer. Name the new layer Photos. We will import your photos on to this photo layer.



Frames:

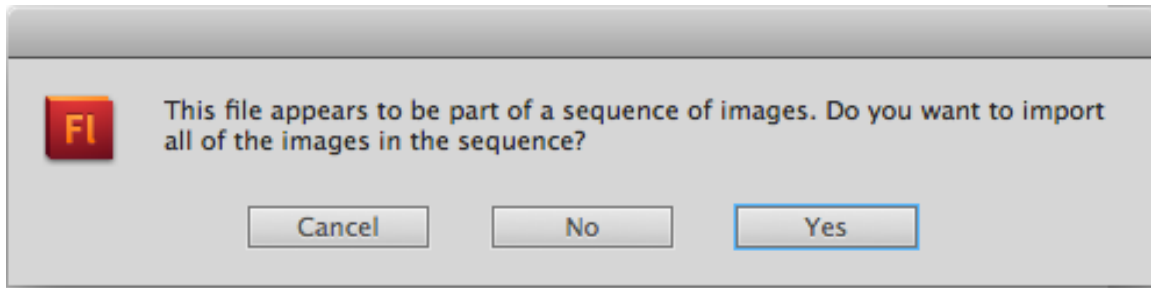
There are several kinds of frames.

- Keyframe (F6) : A frame where a new element appears.
- Frame or Regular Frame (F5)  (with gray background when has element on the frame; with white background when no element is on the frame). When regular frames follow a keyframe, the elements on the keyframe continues on all the following regular frames. When you change something on the keyframe, the change shows up in the following regular frames as well.
- Ending Frame : Ends the current element, meaning the element will not show up on the next frame.

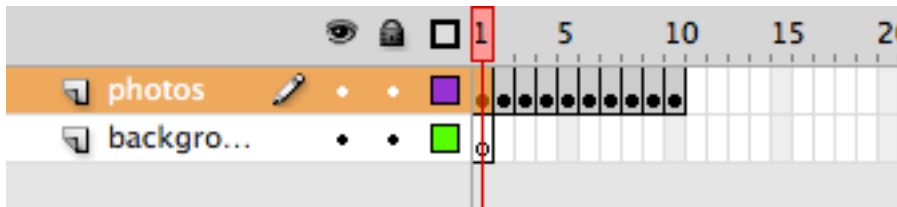
5. Import Photos

Make sure you are selecting the on the first frame of the photo layer (as shown in the previous screen shot).

Click on your Stage, then File → Import → Import to Stage. Choose the first photo in your folder. Flash will ask you if you want to import all image files. Click Yes. This will only happen if you name your photos sequentially. So please do so!!



After importing the photos, the photo layer should have 10-15 frames (depending on the number of photos you have). Each frame has a photo on in.

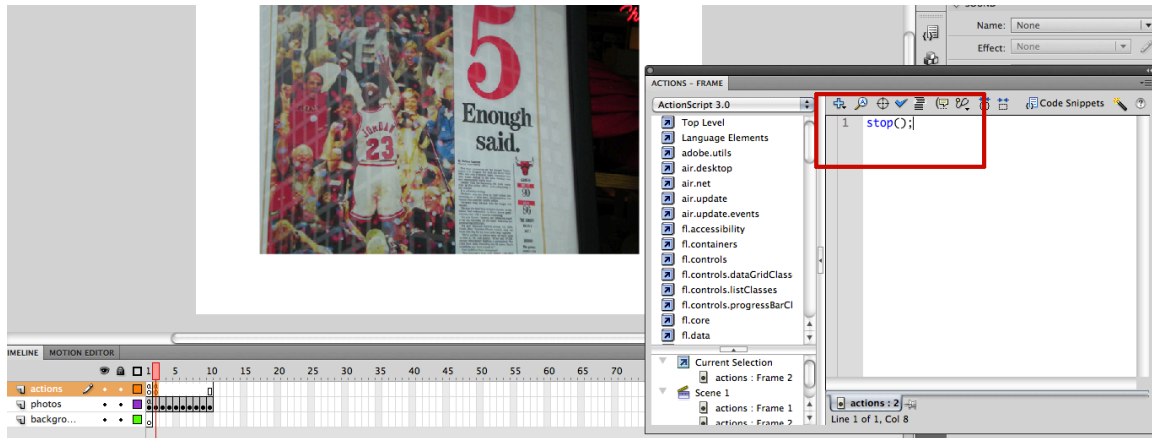


6. Put a Stop to each Photo (using ActionScript)

Save the file. Preview your project: **Control** → **Test Movie** → **Test**.
(or simply by using keyboard shortcut: **cmd + enter**.)

You will see all your photos flashing because by default, Falsh is set to have 24 frames per second. Thus, we need to give a “stop” to each photo.

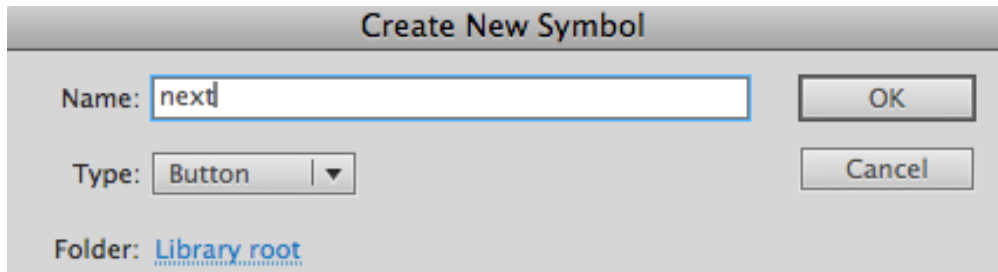
- Create a new layer. Name it **actions**.
- Make sure you select the first frame of the actions layer.
- Window** → **Actions**.
- The action window pops up.
- Type the following: `stop() ;`
- You will see a lower case “a” on the frame. It indicates ActionScript exits.
- Create regular frames to follow this keyframe (use keyboard short cut **F5**).



7. Create a Button

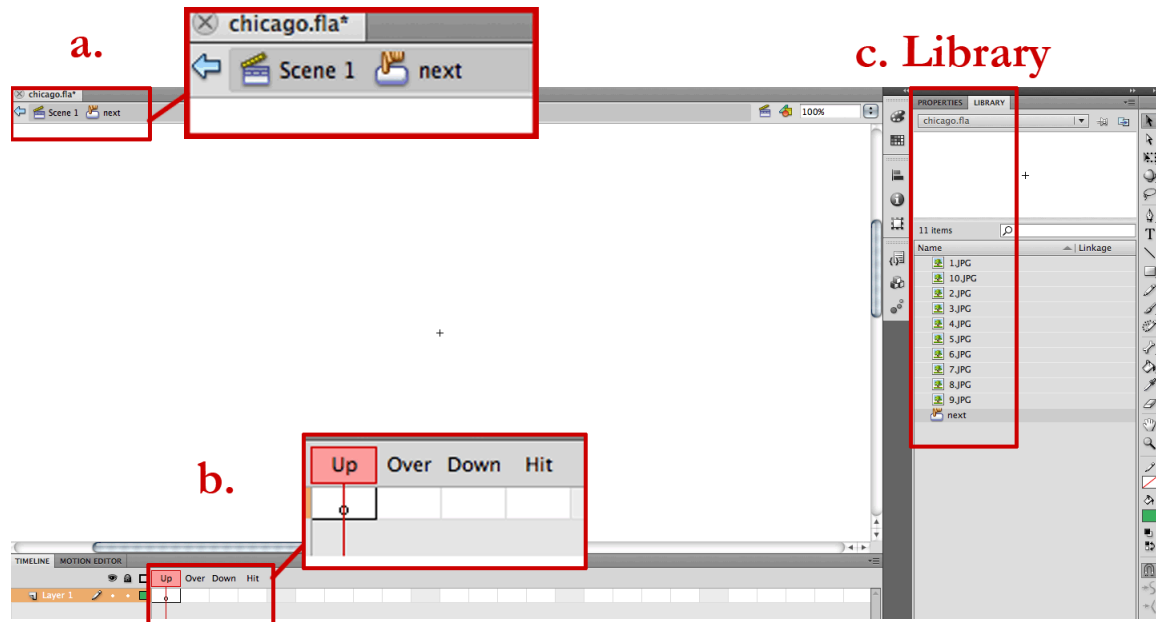
Create a new layer. Name it **button**.

With the first frame of the Button Layer selected, go to **Insert** → **New Symbol**. Name it “Next” and choose “Button” for Type.



After creating a button, Falsh brings you “into” the button to edit the button.

- Look at the upper left. You are now in **Scene 1** → **next**.
- You have four frames for a button: **Up, Over, Down, Hit**.
- The button shows up in your library, as well as all other elements you have (such as your photos).



Put the following for each frame:

- a. Use the type tool and type “Next >>” in the Up frame.
- b. Use keyboard shortcut F6 (or fn + F6) to create keyframes for Up, Over, and Hit frames.
- c. On the Over frame, underline the text.
- d. On the Hit frame, use Rectangle tool to draw a shape to cover the text.

8. Adding ActionScript to the Button

Save and go back to Scene 1.

- a. Make sure you are on the first frame of the Button layer.
- b. Drag your button to your Stage from the Library.
- c. Use the selection tool to click on the button. In the Properties panel, for Instance Name, name it: `next_btn`
- d. Use the selection tool to click on the button. In your Panel, click on Code Snippets.
- e. Under Timeline Navigation, choose Click to Go to Next Frame and Stop.

Save and test your file (cmd+enter).

Note. If you want to add another button for “Previous,” create another button called “Previous.” Under Code Snippets, choose Click to Go to Previous Frame and Stop.

Now, repeat the step above and create a “Previous” button!

9. Add a Motion Tween to each Photo

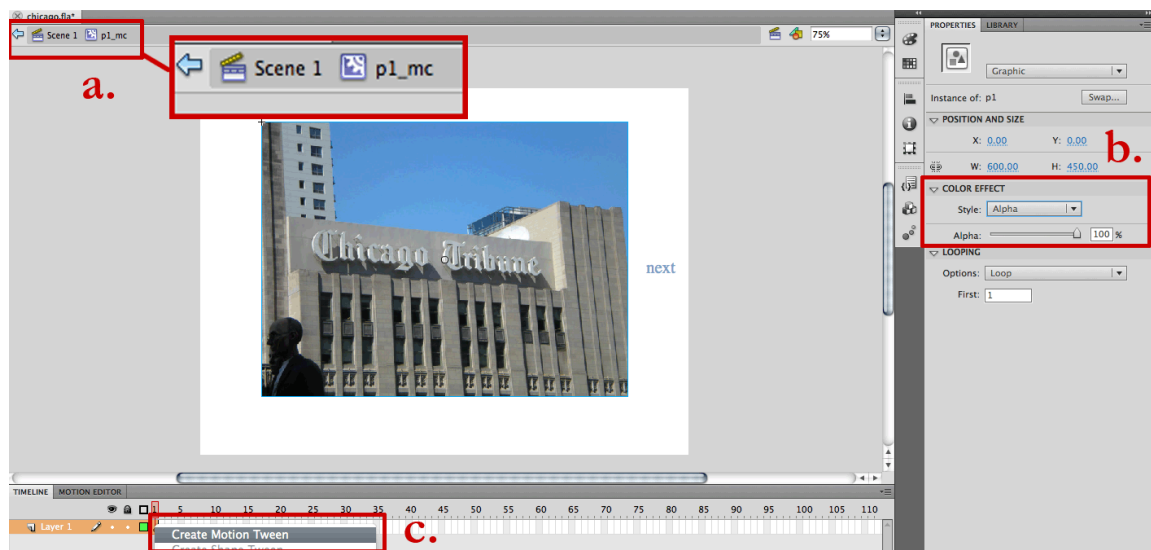
We can add a fade-in effect to each photo with a “Motion Tween.”

To create a Motion Tween, we need to convert each photo twice. Each of your photos is a Bitmap image now. We need to first convert into a Graphic, then a Movie clip.

- Make sure you click on the first frame of your photo layer.
- Click on the image
- Modify → Convert to Symbol
- Name it p1. For Type, choose Graphic. Click OK.
- Click on the image again.
- Modify → Convert to Symbol
- Name it p1_mc. For Type, choose Movie Clip. Click OK.

Then, double click on the image:

- By double clicking, it brings you into p1_mc (I named it to indicate “picture 1 movie clip”).
- For Color Effect Style, choose Alpha.
- Name your layer “tween.” Right click on the first frame of your tween layer, Create Motion Tween.



Click on the first frame of the tween layer, click back on the image, set Alpha=0.
Click on the last frame of the tween layer, click back on the image, set Alpha=100.
Save and test your file. You will see the same image repeats.

So again, we need to put a Stop to this fading effect.

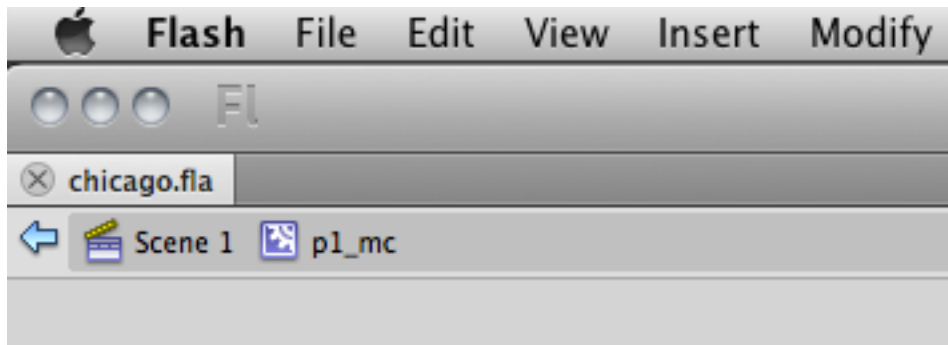
- Make sure you are still under p1_mc.
- Create a new layer. Name it “actions.”
- Click on the last frame of the action layer.

- d. F6 (or fn + F6) to create a new keyframe.
- e. Window → Actions
- f. In the Action Window, type the following: `stop() ;`

Repeat and create motion tweens for each of your photos.

10. Add Captions and a Title

Click on Scene 1 to go back to your Stage.



To add a caption for each photo:

- a. Create a new layer. Name it “captions.”
- b. Use Type Tool and put a caption in the first photo.
- c. F6 (or fn + F6) to create a keyframe on each frame on the caption layer.
- d. Use Type Tool to add a caption to each photo.

To add a title for the whole slideshow:

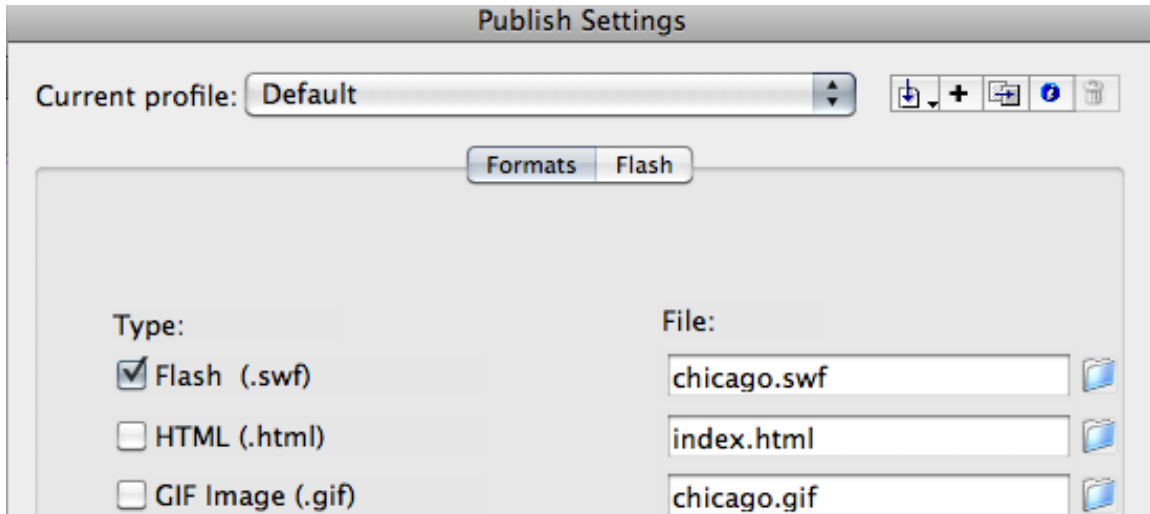
- a. Click on the first frame of the background layer
- b. Use Type Tool to type a title
- c. Click on the first frame of the background layer, Hit F5 (or fn +F5) to create more regular frames.

11. Publish (swf and html files)

When you publish your files for the first time, go to:

File → Publish Settings

Make sure you check both Flash (.swf). Then, go File → Publish.



Go to your folder, you should see all your files in there, including photo files, fla file, and swf file.

12. Editing HTML in Dreamweaver

Open Dreamweaver.

- a. Define and create a new site.
- b. Create a root folder for this site (i.e. a new folder on your desktop called “flash”).
- c. Create index.html and style.css files in your folder.
- d. Move your .swf file into this folder.
- e. Insert → Media → SWF
- f. Don't forget to create a banner image in Photoshop!!
- g. Include other info that is required (see assignment requirement sheet).

13. Uploading Files

When you upload your files:

- a. Open Fetch and connect to your server.
- b. Drag the whole folder from Step 12 into your public_html.
- c. Your URL will be: <http://yourURL.com/foldername/>