



# **Flash Photo Transition How-to Manual**

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## Introduction

The purpose of my how-to-tutorial for Adobe Flash is to demonstrate how simple it can be to create a “fancy” photo transition effect for any type of website. Beginning web designers, web developers, or simply anyone interested in learning a basic skill in Flash are the intended audience for this video. I will assume that you have a basic understanding of the Flash interface (Stage, Timeline, Properties window, Library Window, etc.).

## Materials

Before we begin, you will need to have the following materials prepared:

- A computer with Adobe Flash CS4 installed on it (earlier versions of Flash will work, but instructions will vary slightly)
- 3 photos cropped to a specific width and height in pixels (all photos must be the same size; for example: 800 pixels by 250 pixels)
- A new, open Flash file

## Key Terms

It will also be useful to briefly review these terms before watching the tutorial:

- Keyframe: A Keyframe is any frame in the Timeline where something changes. It is represented by a solid dot in the Timeline.
- Layer: Layers are a part of the Flash Timeline. They enable you to literally “layer” graphics and animation to allow for overlapping and time control.
- Symbol: An object in the Flash Library that can have several instances and be used over and over again in a single Flash Project.
- Tween: Flash’s way of filling in the blanks when creating motion in a movie.
- .fla file: Standard file format for saving a Flash Project.
- .swf file: “Shockwave Flash” file; a compressed form of the original .fla file; also the dominant format for displaying animated vector graphics on the web.

## Learning Objectives

By the end of this tutorial, you should be able to successfully create, view, and export a Flash Project with a photo transition effect.

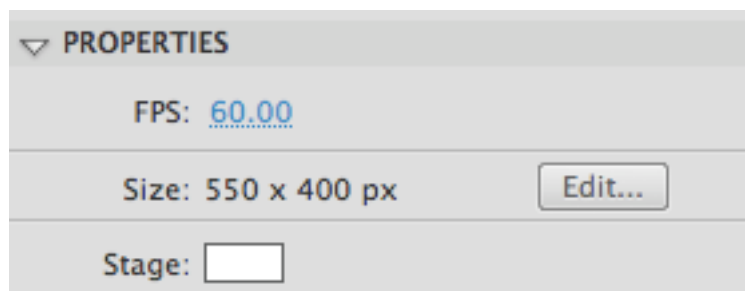
## Instructions

These are additional step-by-step instructions to assist you while watching the how-to video, not an extra guide just in case you need it. If you are unfamiliar with any terms used below, please refer to the “Key Terms” section above.

### Step 1: Create a new Flash file

Open Flash. You will be prompted to open an existing file or create a new one. Choose “Create a new Flash file.” You will now see the Flash interface: The Stage in the center of the screen, the Properties window, Library window, and Timeline.

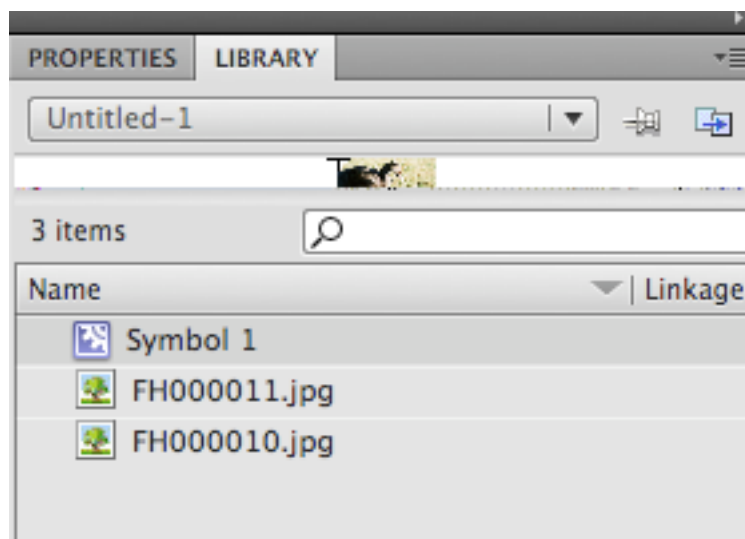
\*Click on the Stage, go to the Properties window, and change the size of the stage to the exact size of the photos you have already cropped.



### Step 2: Import your cropped photos to the Library

Go to File → Import and choose “Import to Library...” from the menu. Navigate to the photos that you previously cropped, select them, and click “Import to Library.” You will now see the photos you selected in the Library Window on the right side of the screen.

\*If you cannot see this, go to “Window” on the top toolbar and select “Library.”



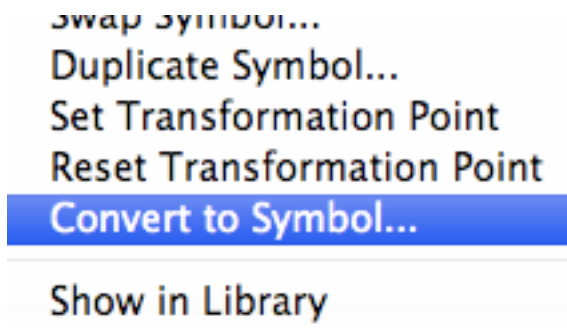
### Step 3: Place a photo on the Stage

In the Library Window, select the photo you would like to see first in the transition. Drag and drop this photo anywhere on the Stage.

\*Look at the Timeline and you will notice that the photo has been placed on frame 1 of Layer 1

Step 4: Convert the photo to a Graphic Symbol

Right click (or control+click on a Mac) on the photo, and choose “Convert to Symbol...” from the menu. The Convert to Symbol box will appear. In the “Type” menu choose “Graphic” and then “OK.” The photo is now a Graphic Symbol.



Step 5: Align the photo to the Stage

In the Properties Window, change the values of X and Y in the “Position and Size” section to 0.

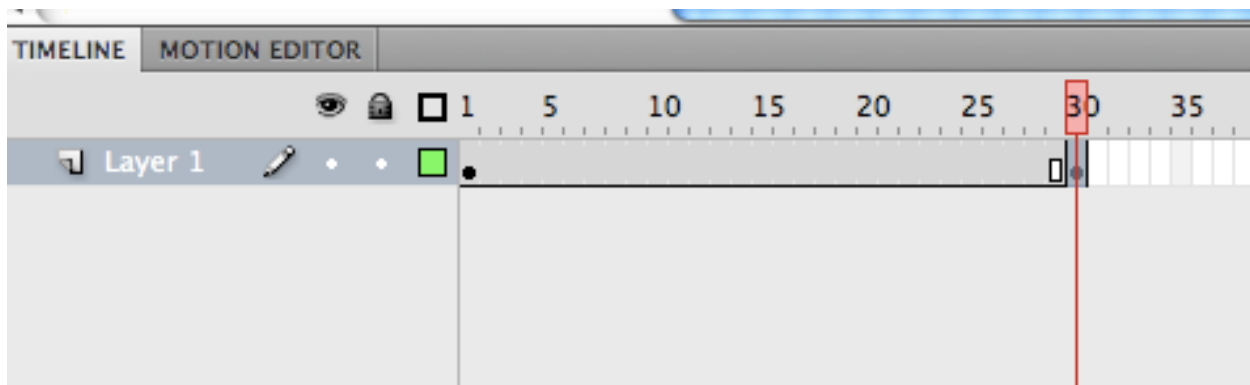
\*Make sure to hit “return” or “tab” after entering the values to ensure they are set.

Your photo should now be perfectly aligned with the Stage.



Step 6: Insert a Keyframe

In the Timeline, select Layer 1. Select Frame 30 of Layer 1, right click and choose “Insert Keyframe.” Then, select Frame 50 of Layer 1 and convert it to a Keyframe as well.



### Step 7: Create a Transition Effect

Go back to Frame 30 of Layer 1. With this frame selected, go to Insert → Timeline → Timeline Effects, and click. The “Create Transition” dialog box appears. Make sure that the “seconds” is set at 30 and choose any type of transition you would like. Click OK.

### Step 8: Create a new Layer

In the timeline, below the layers, you will see an icon for creating a new layer (see image below)... click this. A layer named Layer 2 has now automatically appeared.



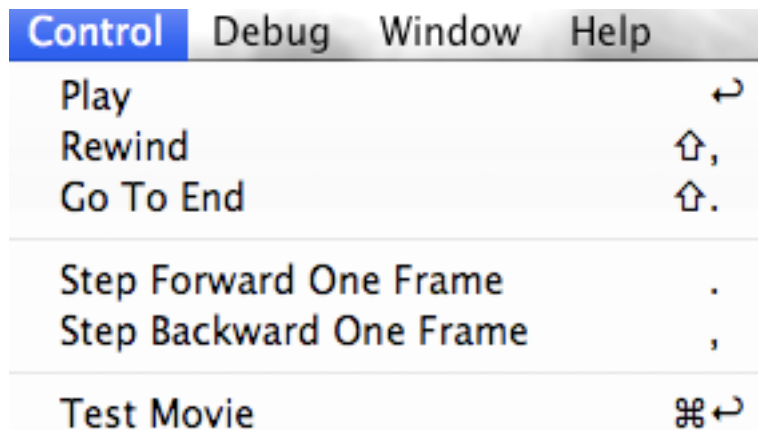
### Step 9: Place another photo on the Stage

Select Frame 30 of Layer 2 and insert a Keyframe. With Frame 30 still selected, choose the second picture you would like to appear in the transition and drag and drop it to the Stage.

\*You can now repeat steps 4-8 to add as many photos and transitions as you would like to be in your project.

### Step 10: Save and Test your Movie

Save your Flash Movie one more time. Then, go to “Control,” scroll down, and click “Test Movie.” Your new Flash Movie will automatically begin to play and you can check for errors or just preview it before you export it.



### Step 11: Export your .fla Movie file

Go to File → Export and click “Export Movie...” You will be prompted to save your Movie again, but instead of .fla file it will be saved as an .swf file.

\*The .swf file is the format you need to use when displaying your movie on the web.

Congratulations! Your movie is now ready to be used for the web and viewed by everyone!

## **Additional Resources**

Please visit <http://kb.adobe.com/selfservice/microsites/searchEntry.do> for more information and other useful Flash Tutorials.

## **References**

*Adobe – Knowledge base guided research.* (2009). Retrieved March 5, 2009, from Adobe: <http://kb.adobe.com/selfservice/microsites/searchEntry.do>

## **Contact Information**

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