

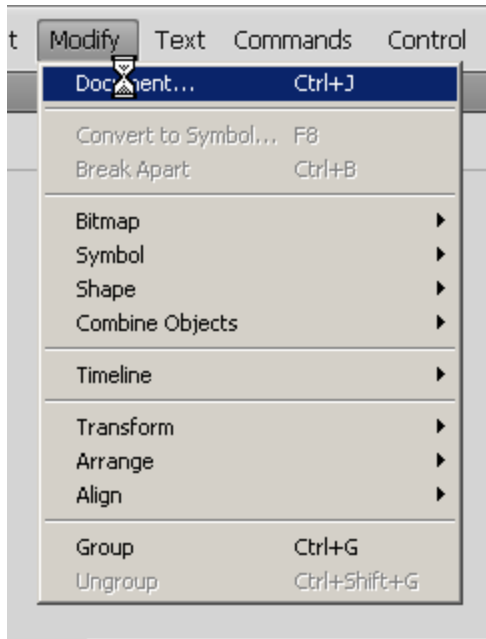
SAYRE AREA SCHOOL DISTRICT TECHNOLOGY TIPS

HOW TO MAKE ANIMATED SLIDESHOWS WITH FLASH

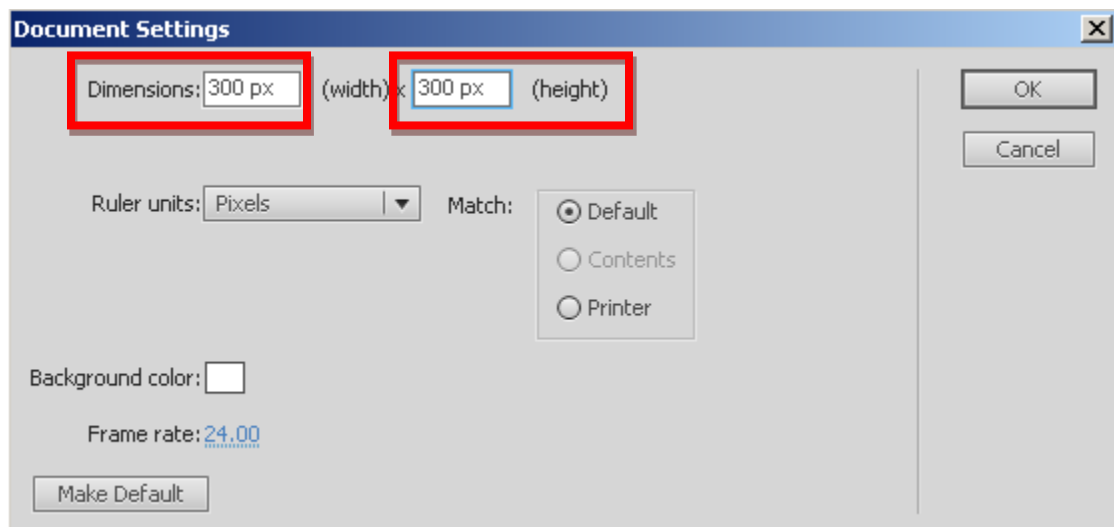
Open Flash CS5 and click on Action Script 2.0



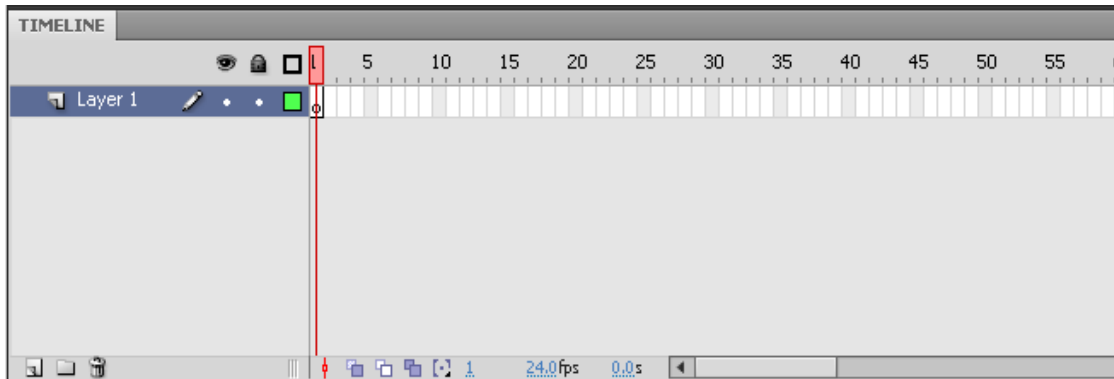
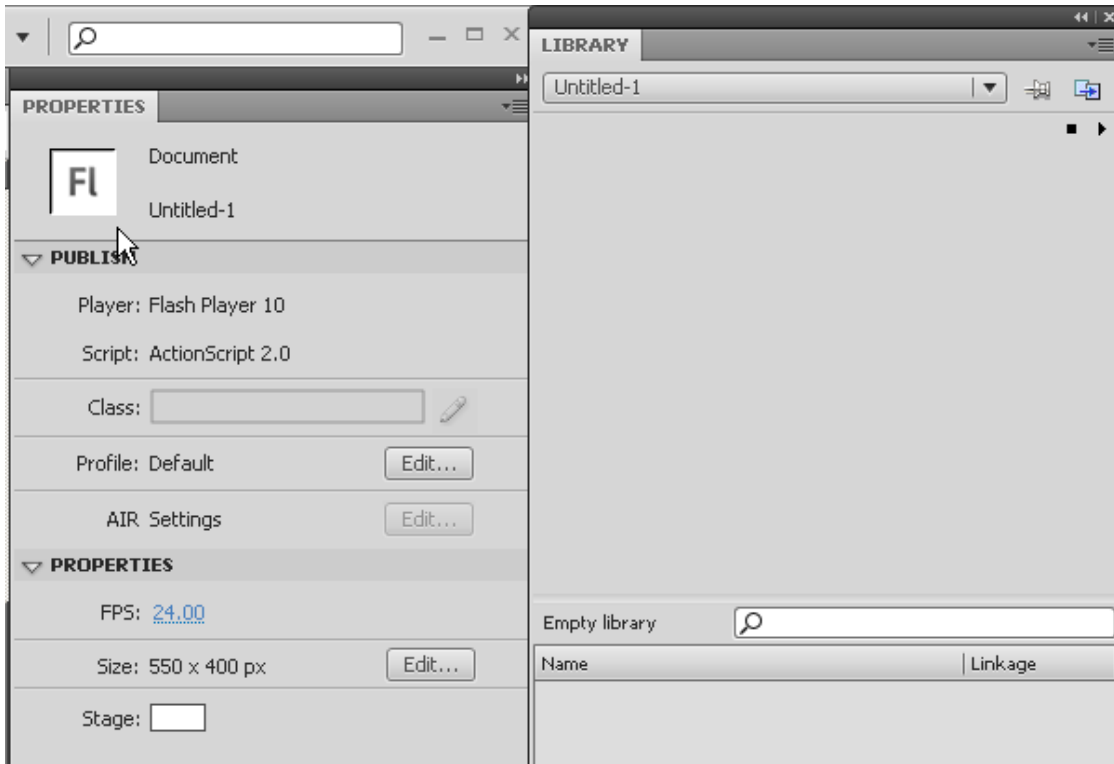
Go to Modify then click on Document.



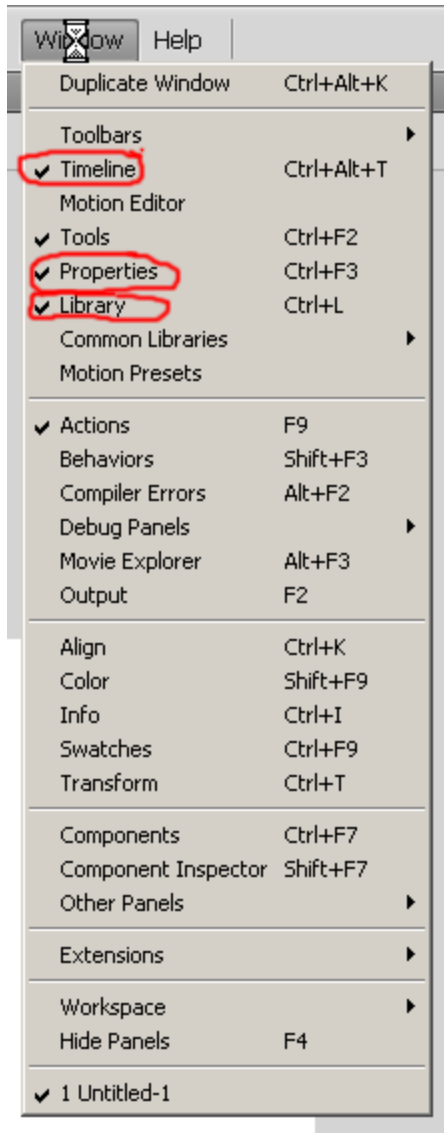
Then modify the height and width to 300x300



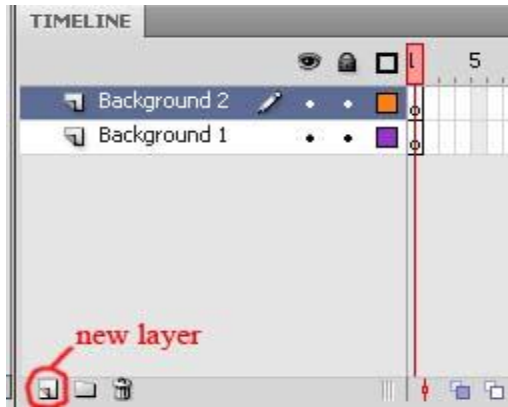
Make sure the following panels (Properties, Library, and Timeline) are open:



If you need to enable them, go to Window and select Timeline, Properties and Library.

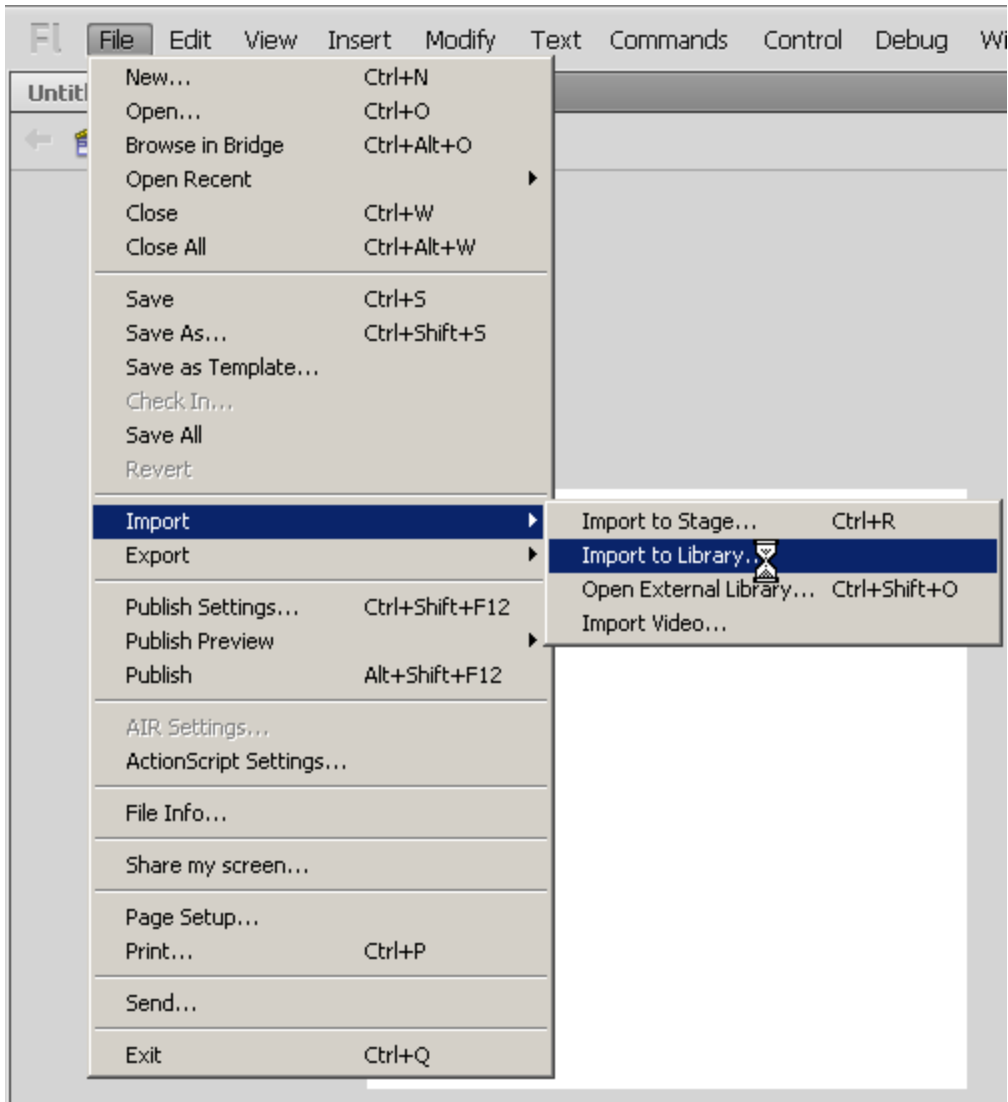


Start by creating a background layer in the Timeline. If you have multiple backgrounds, create multiple layers for it if you need to. Everything should be on a separate layer; every action, background, image and text:

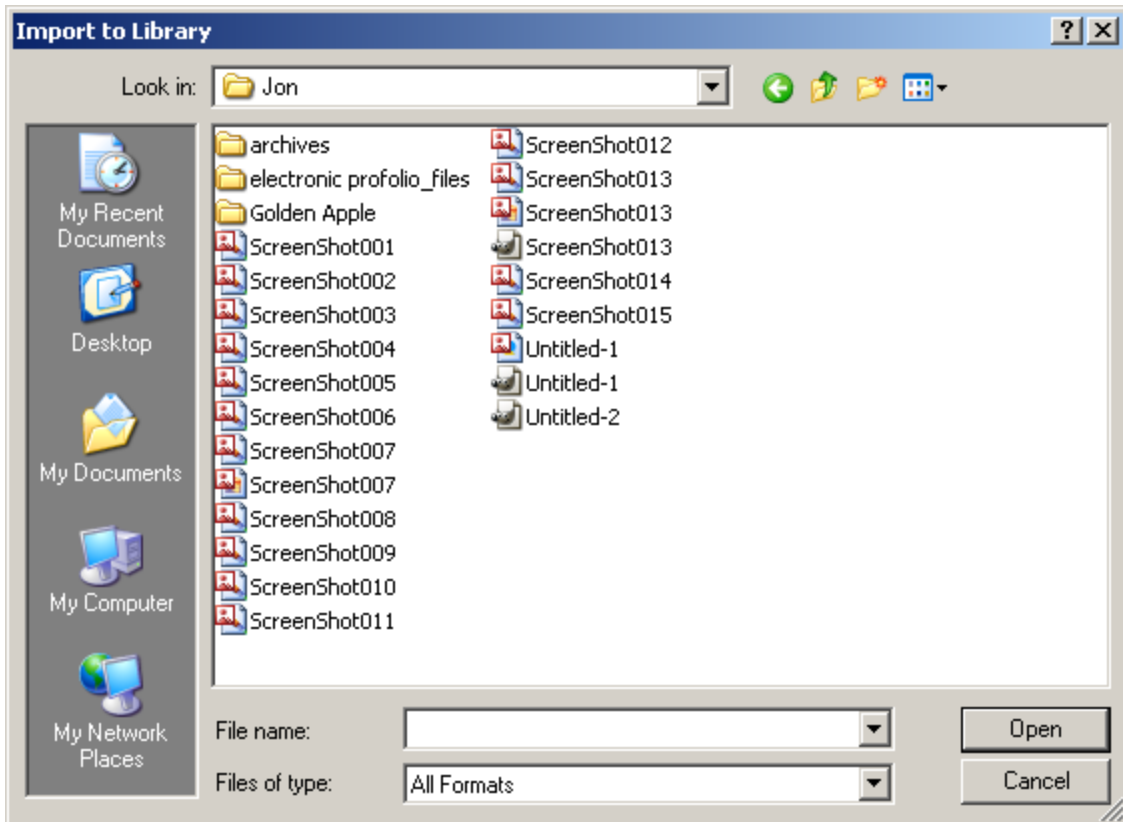


Click the new layer button as seen from above. Click the place where the name is; it will say layer # and change it to what will be on that layer.

To import a picture click File, Import, Import to Library.

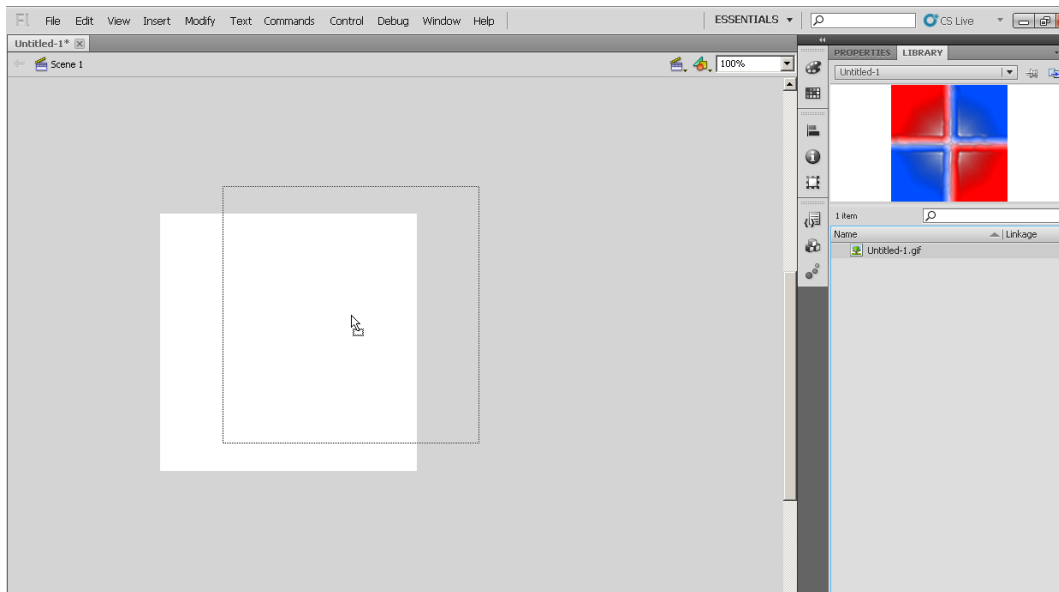


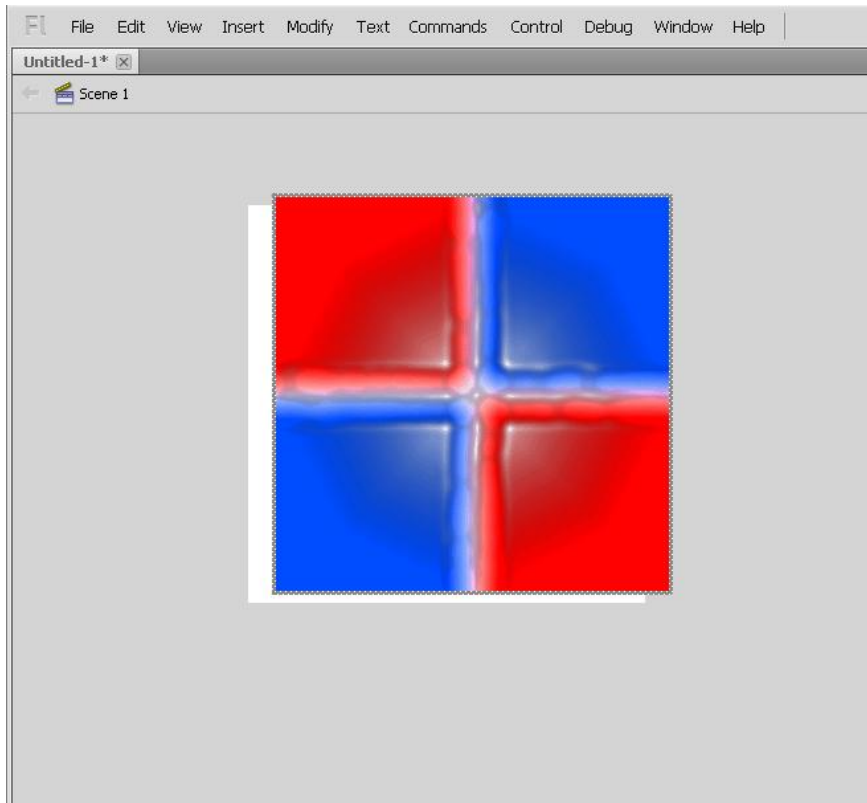
Simply open the file from the dialog box below then it will appear in your library.



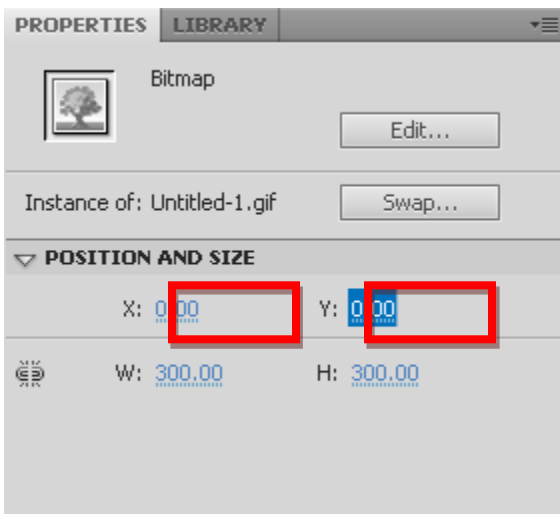
Follow this same process for any image you have to import. You can import groups of pictures by shift or ctrl clicking with the same process as above. Make sure they are formatted to a web format to save space.

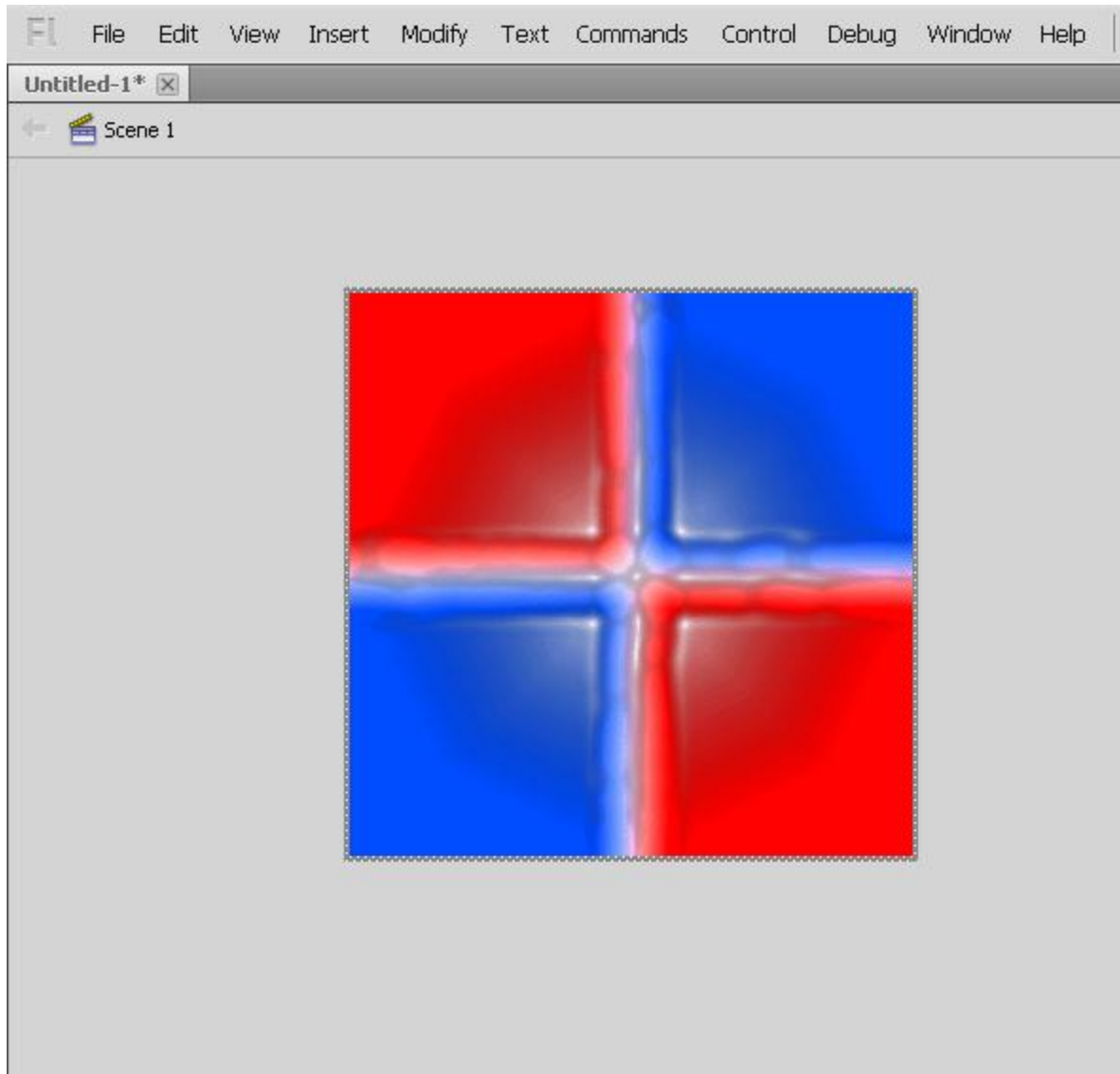
Next, drag the background image from the library on to the stage and center it



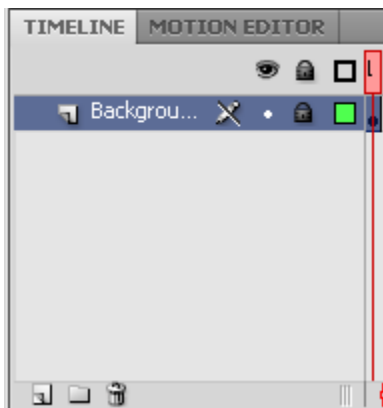


Use the Properties to center it. Select the image and put 0 and 0 in for x and y as shown below in Properties.

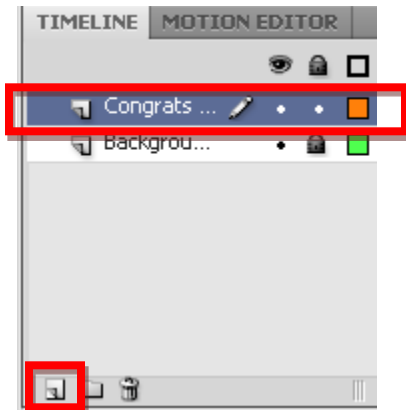




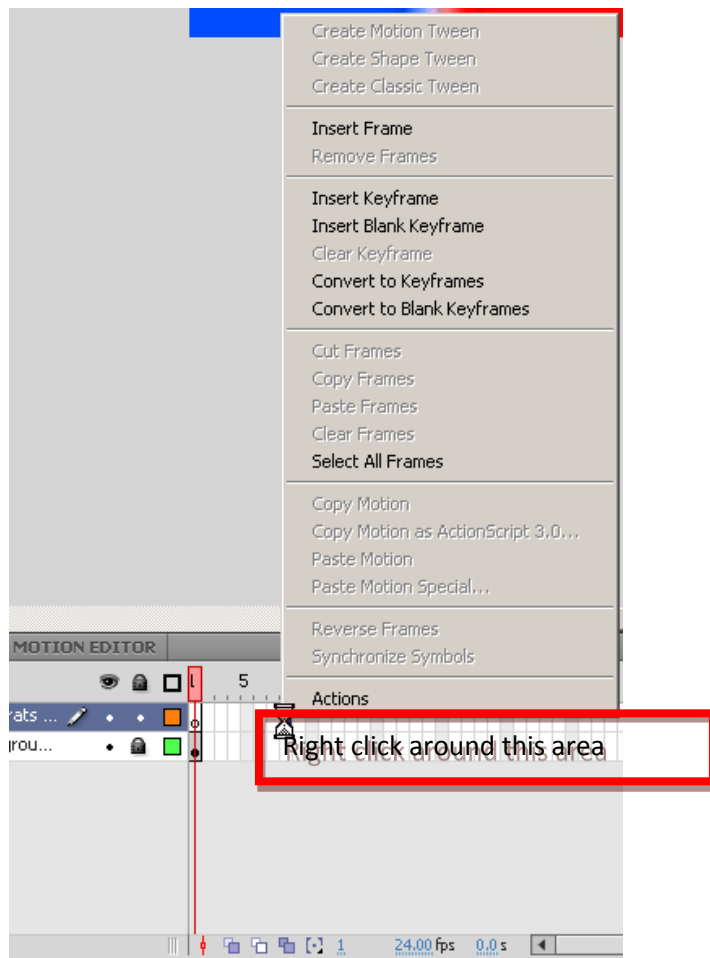
Then lock the layer with the padlock button. This way you cant move and mess up the image.



Create a new layer and name it.

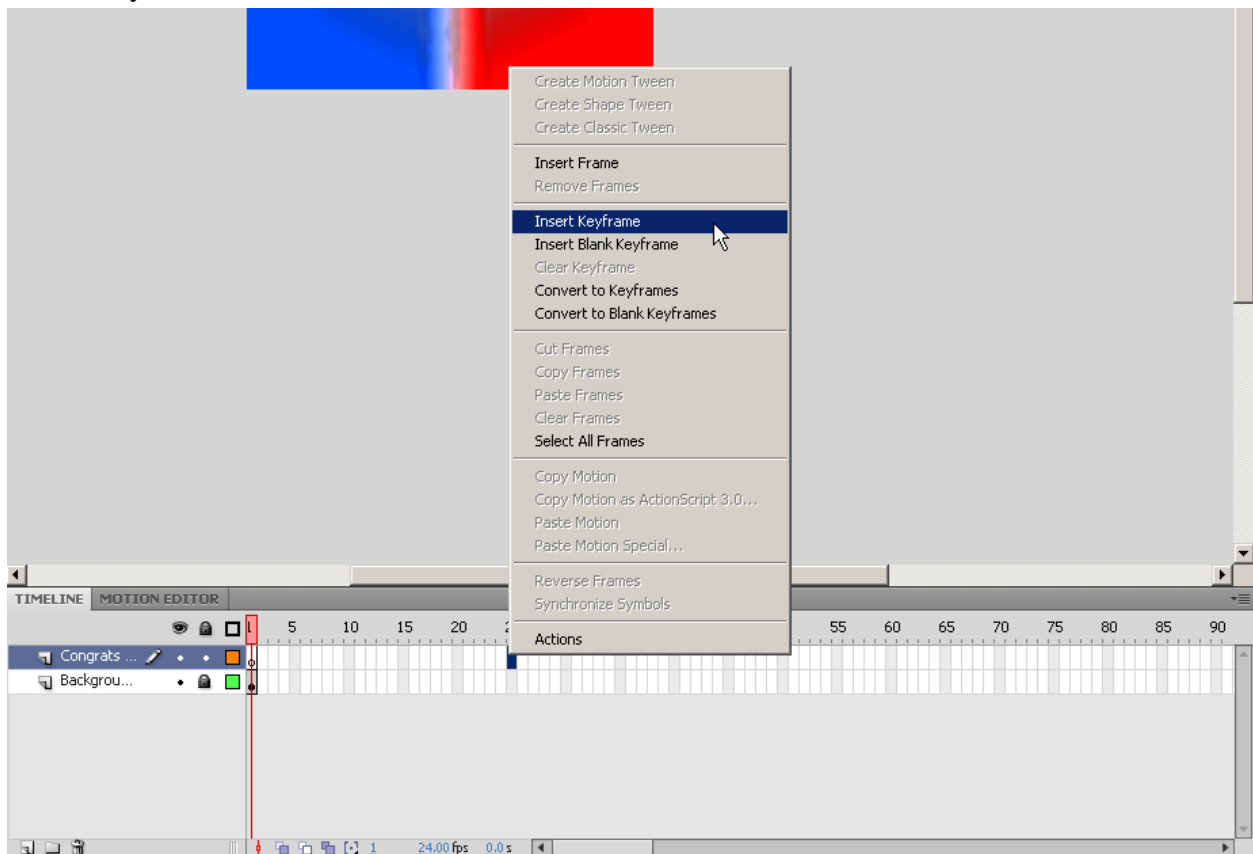


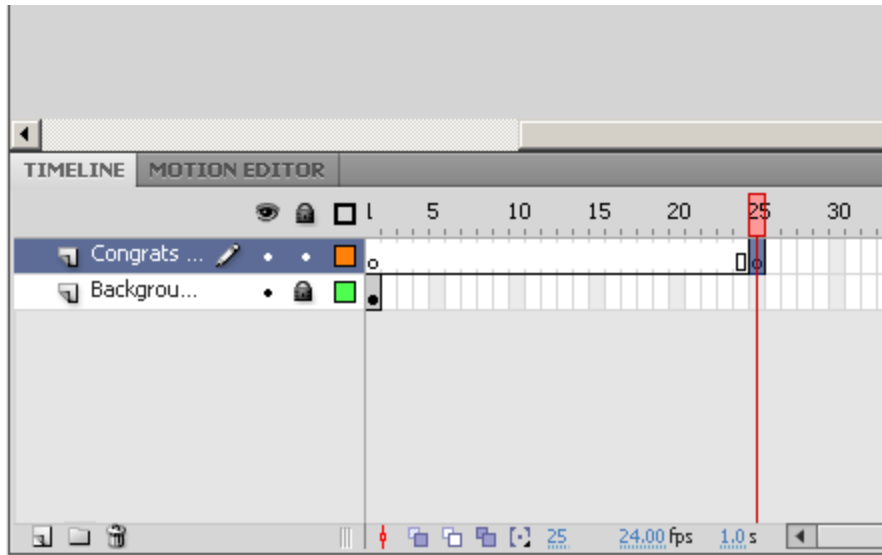
To insert a frame, right click in the blank area under the timeline listing.



Inserting a frame creates a duplicate unanimateable frame of the keyframe before it. Removing a frame does exactly that—it removes it. Insert Key Frame creates a duplicate of the frames or of the keyframe most recent or closest to your current position in the timeline. Insert Blank Keyframe creates a blank keyframe.

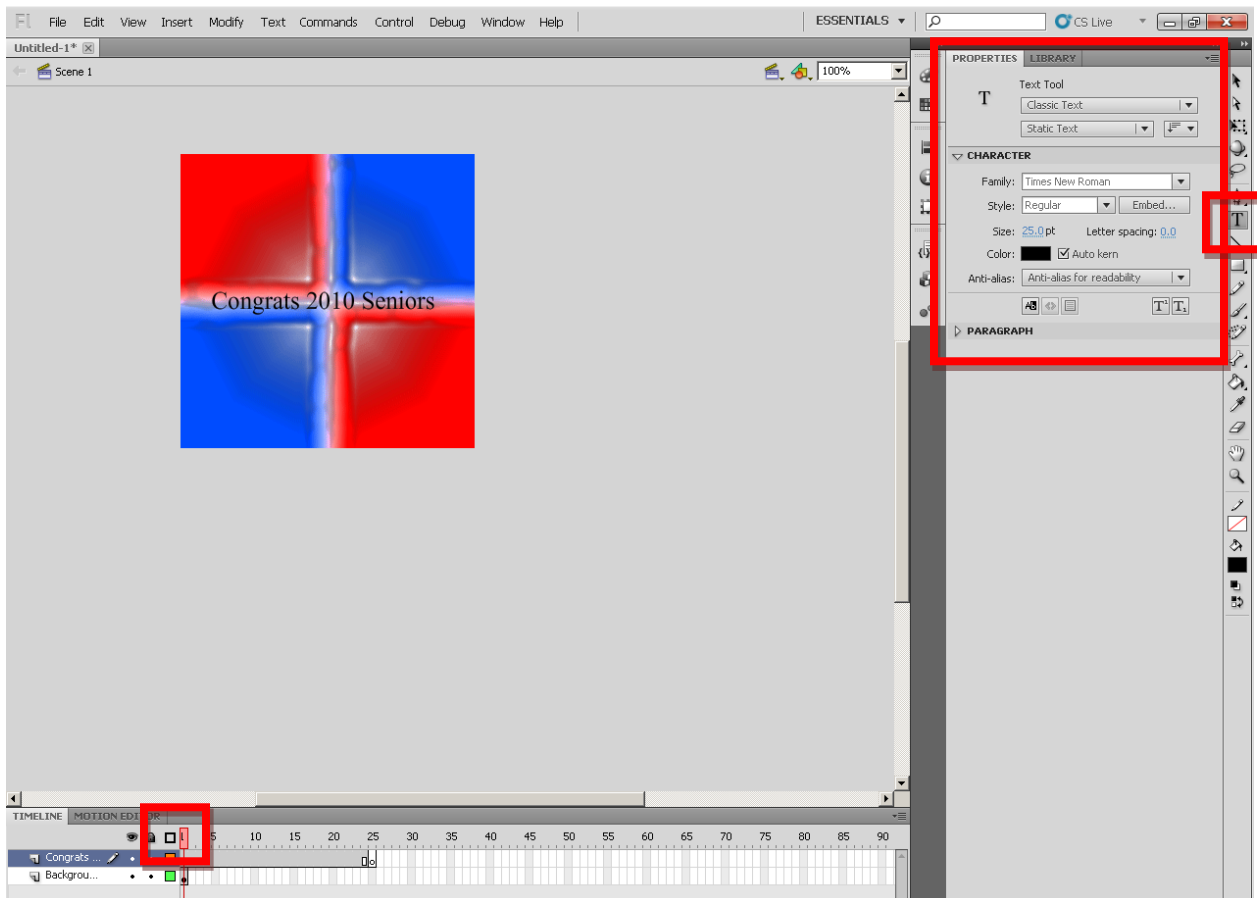
Inset a keyframe at frame 25



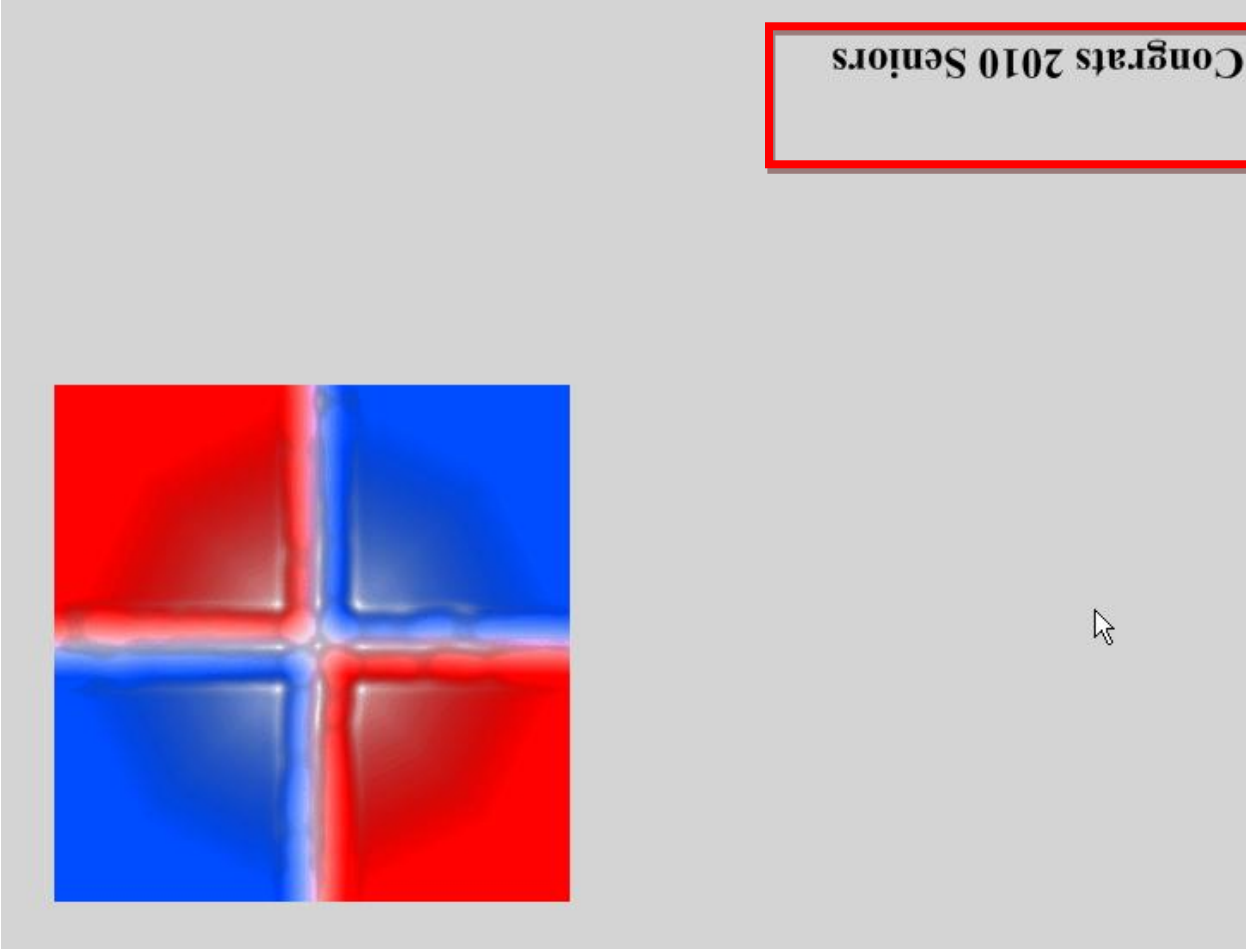


Click frame one and insert a text box on the stage and put in it Congrats 2010 Seniors in black at 25pt font in Times New Roman bold. This can be changed in the Properties tab.

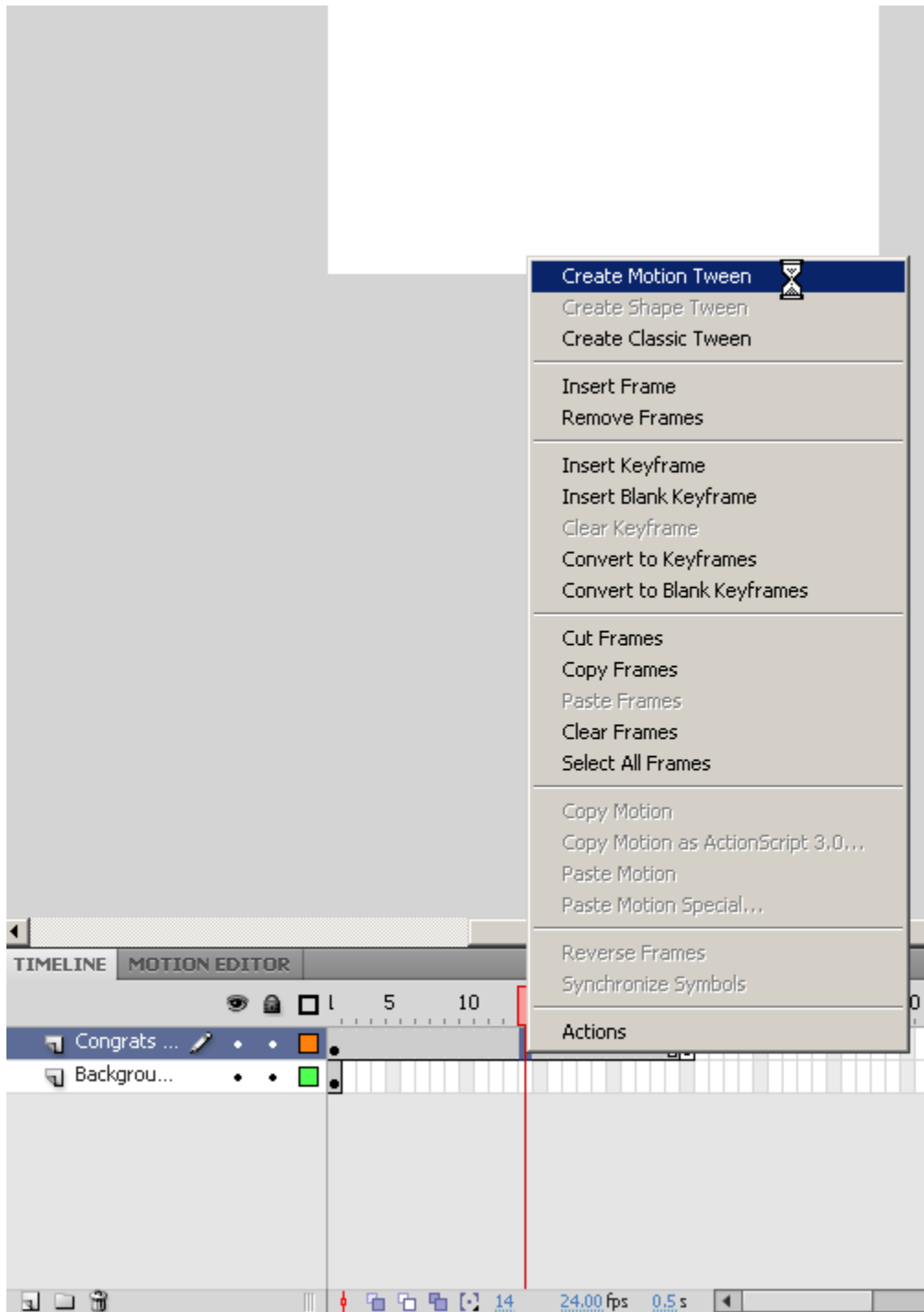
Go to the Text Tool and click on it. This will bring up the Properties tab with Character settings:



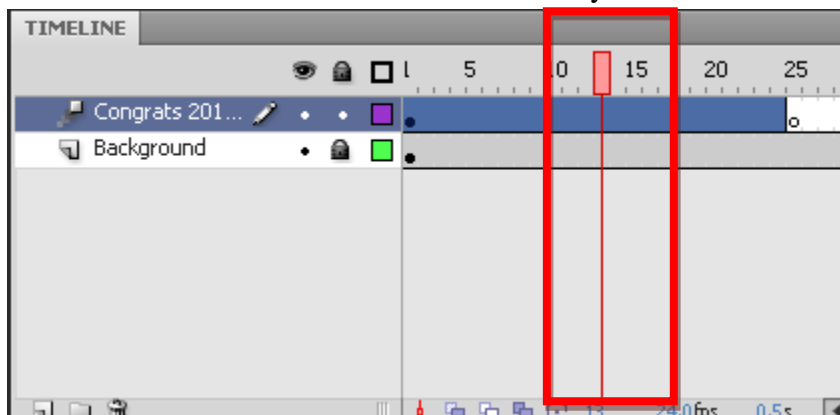
Move the text off the stage somewhere while being on the same frame. You can rotate the text around upside-down or sideways. You can move it anyway you want and it doesn't have to be done as shown. Experiment and try new things.



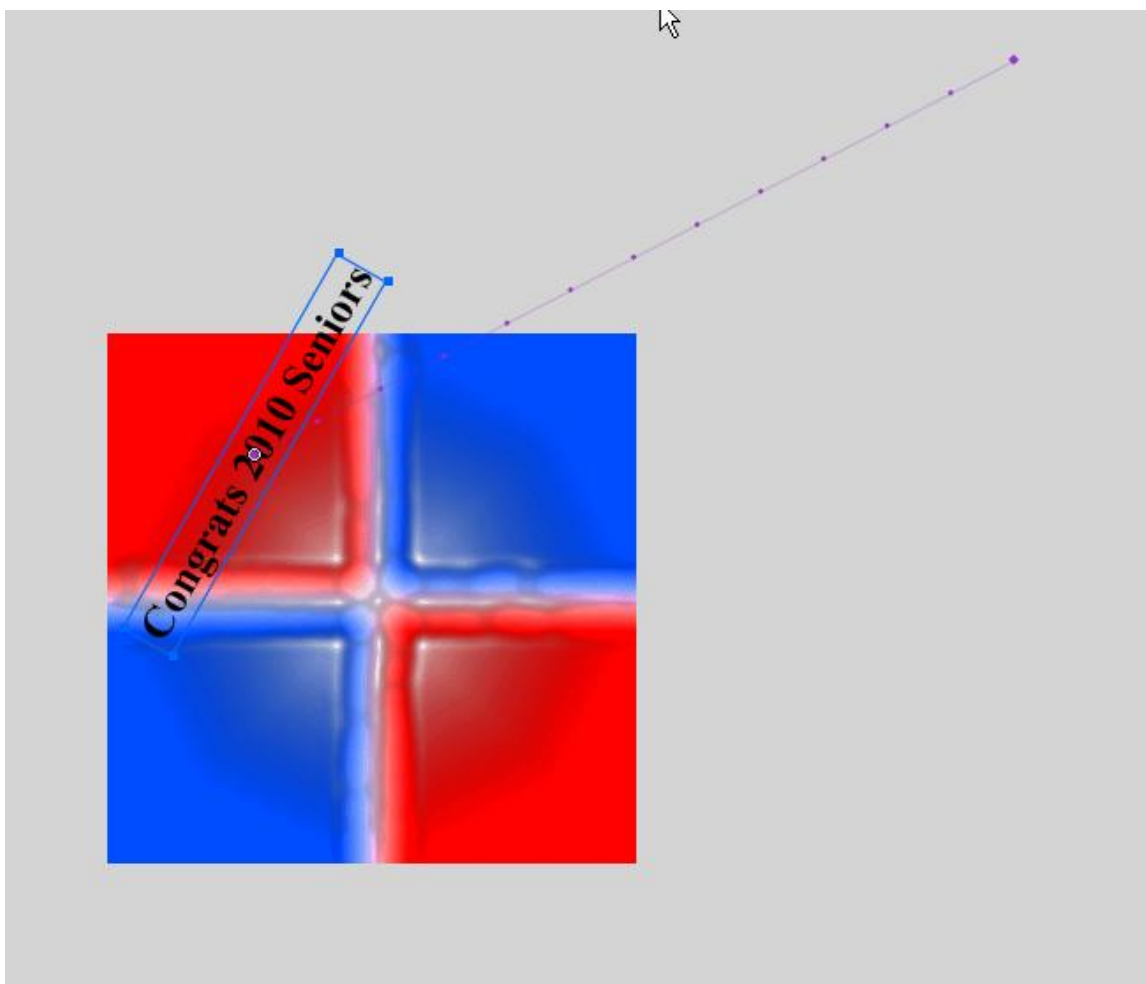
Now right click on the gray portion of the Congrats 2010 timeline and click Create Motion Tween

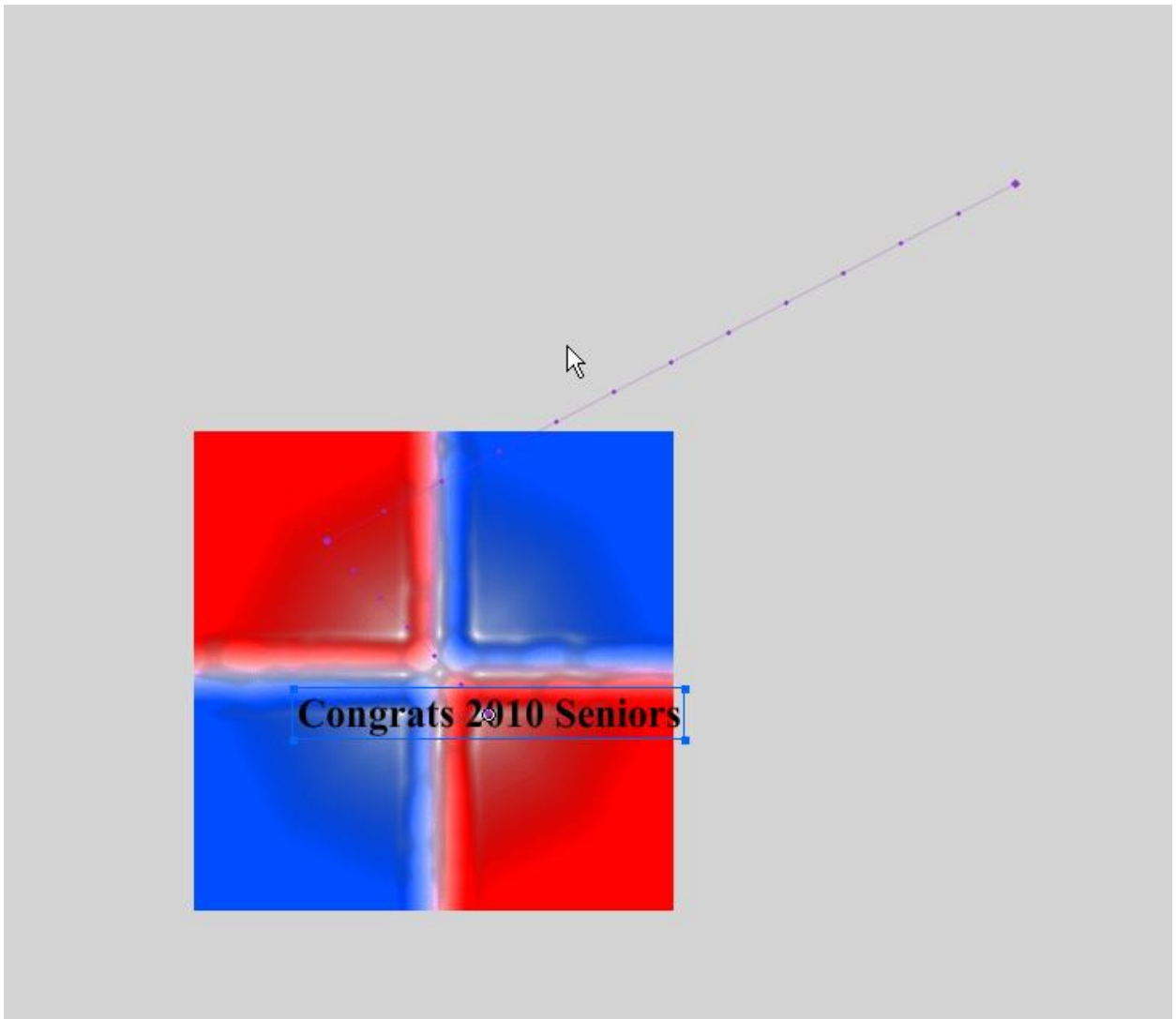


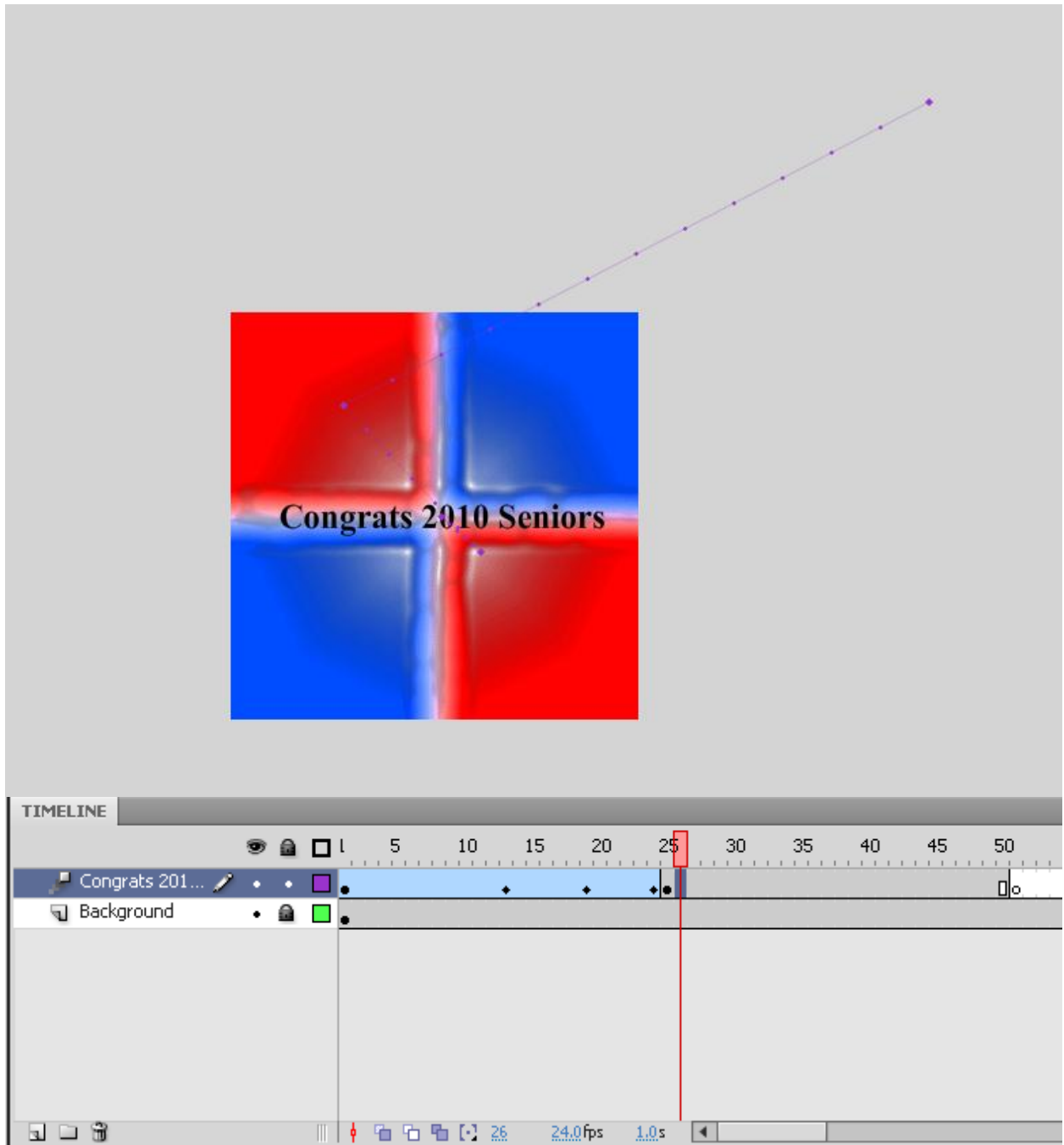
Now click the middle of the blue area so that your current frame is somewhere in the middle.



Click the text box on the stage and move it to the location and orientation you would like. At this point, Flash will create an orientation and path. Each dot along the path is a frame and you can do multiple orientations and positions. Each spot you insert a frame acts as a point at which the path will start again.







The image above is how the end of the animation would look. In the timeline, insert some frames like above so it has some idle time so people can read it. Hit Ctrl-Enter to preview your animation.

You can use this same way of making animations to create endless unique slideshows just by changing up the way the animation moves. The only thing you have to do is keep every animation on its own layer so that you can move it easily without confusion. If you have enough experience you can make symbols with pictures and text in them but that is more complicated.