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 fist 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