

Moving your design with Flash®

Introduction

Recent improvements in Adobe Flash CS3 Professional include the ability to import Adobe Photoshop® (PSD) and Adobe Illustrator® (AI) files, while preserving layers and structure, and then edit them. Artwork and designs that you spent time perfecting in Photoshop or Illustrator can now be exported to Flash ready to be animated and included in interactive experiences.

Improved wizards in Flash CS3 Professional make it easier to create a video player for your website. Add the new video editing capabilities available in Photoshop CS3 Extended, and the ability to deliver your designs in interactive and motion based media is within reach.

[Open the Attachments Panel.](#)

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Written, designed and developed by **Chris Converse**

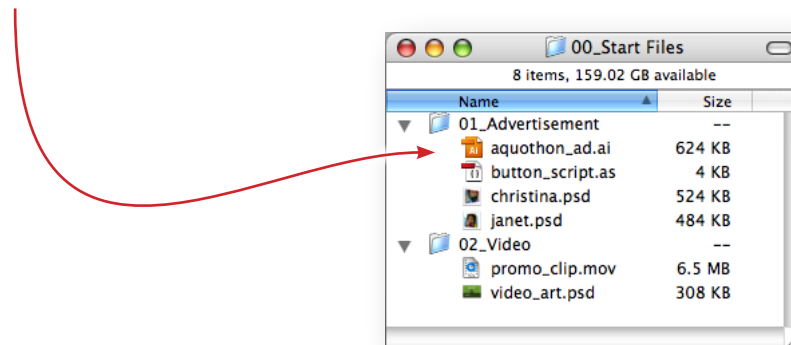
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Setting up a destination for your web files

Create two folders on your Desktop, one named *myAdvertisement* and the second named *myVideo*. These will be the locations where we save our web pages, videos, and files created in Flash.

Creating an interactive, animated advertisement

In Illustrator, open *aquathon.ai* from the assets provided in the [Attachments Panel](#) of this PDF document.

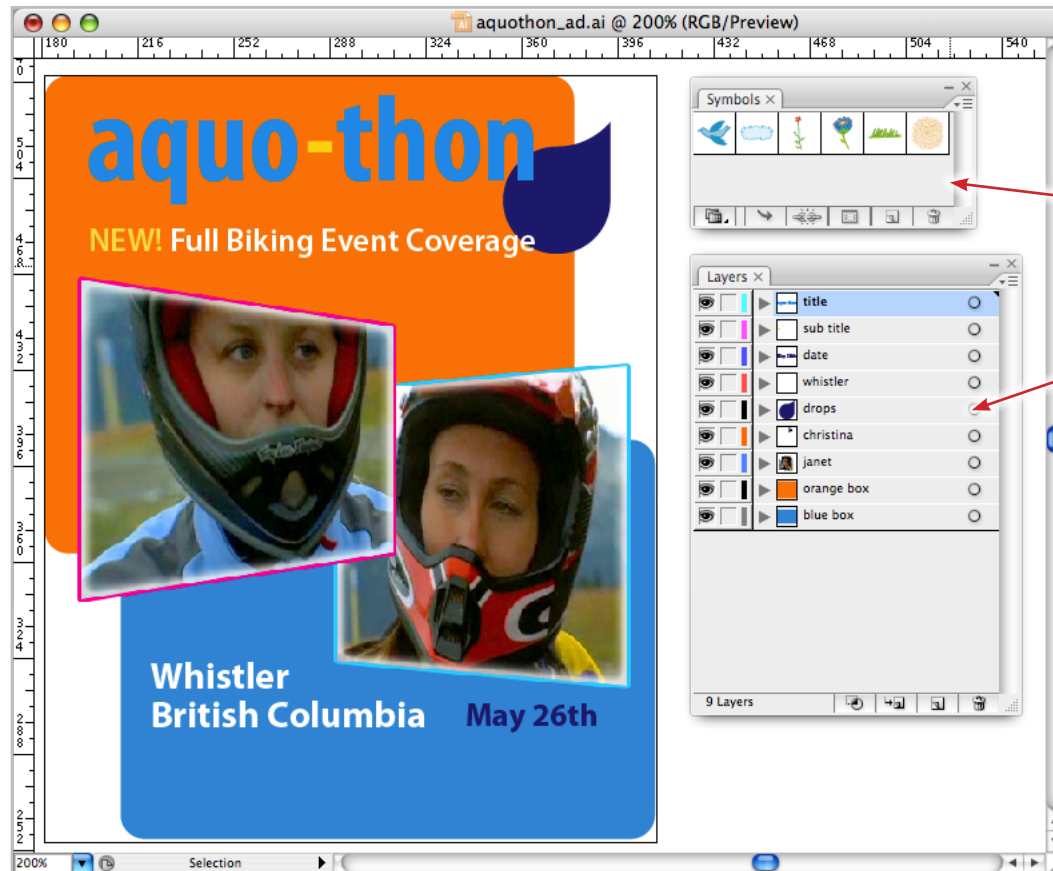


Assets

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Creating and editing Symbols in Illustrator

Open the **Symbols** and **Layers** panels from the **Window** menu.

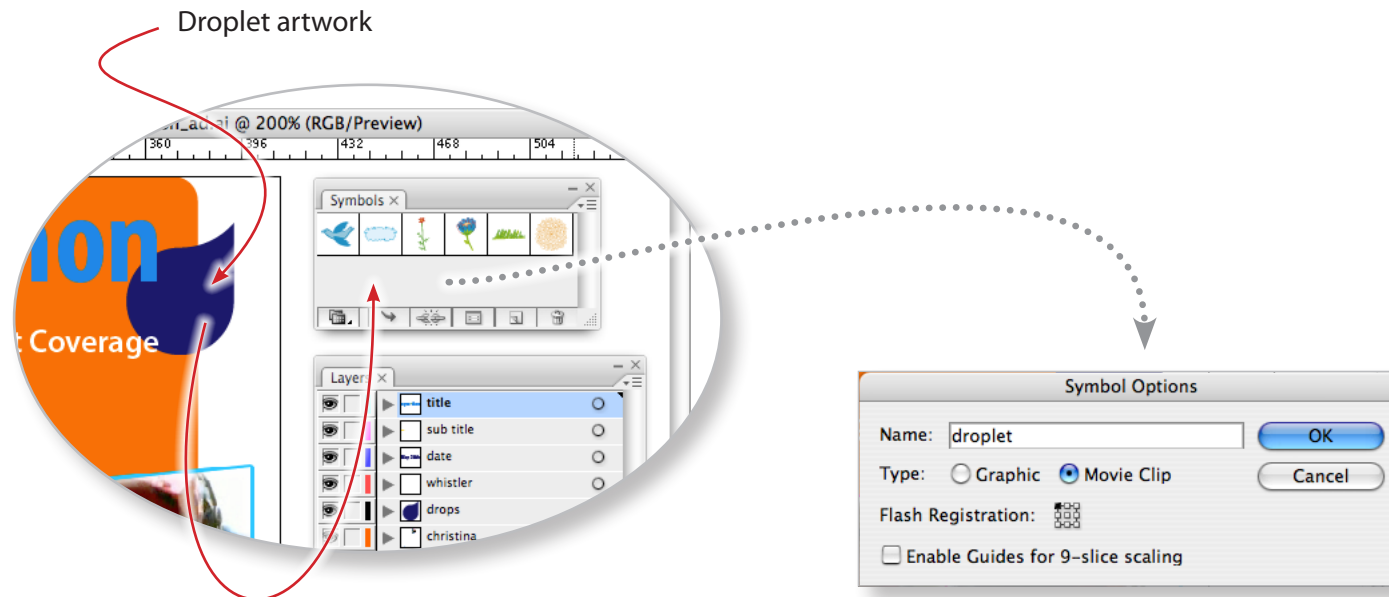


Symbols panel in Illustrator

Layers panel in Illustrator

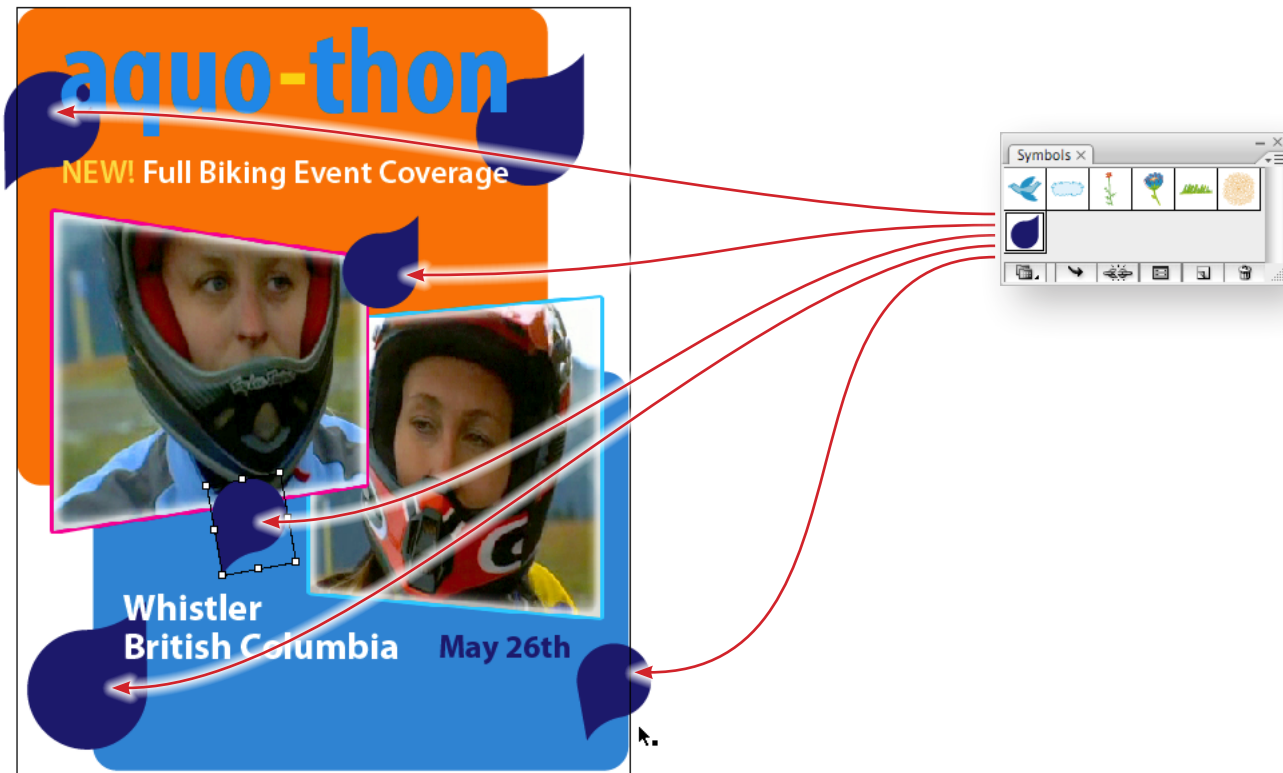
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Select the droplet shape using the Selection tool, then drag the object into the **Symbols** panel. Name the symbol “droplet” in the Symbol Options dialog box. Click OK.



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Drag out copies of the droplet symbol onto the layout. Scale and rotate the droplets to different positions on the layout.



Illustrator document

Moving your design with Flash®

Double-click one of the droplet symbols on the layout to enter isolation mode. Set the blending mode to Hard Light and the Opacity to 30% in the Transparency panel. When finished, click the left arrow in the object path represented at the top of the Illustrator document to exit isolation mode.



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Save the finished ad to the *myAdvertisement* folder on your Desktop as *aquothon_ad.ai*.



Finished Illustrator document

Written, designed and developed by **Chris Converse**

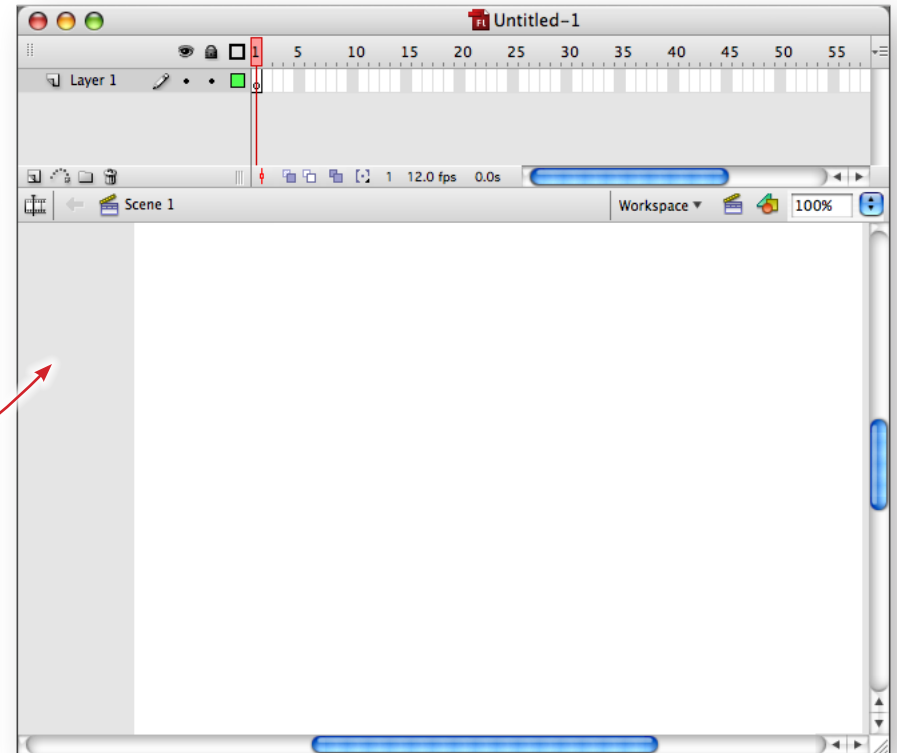
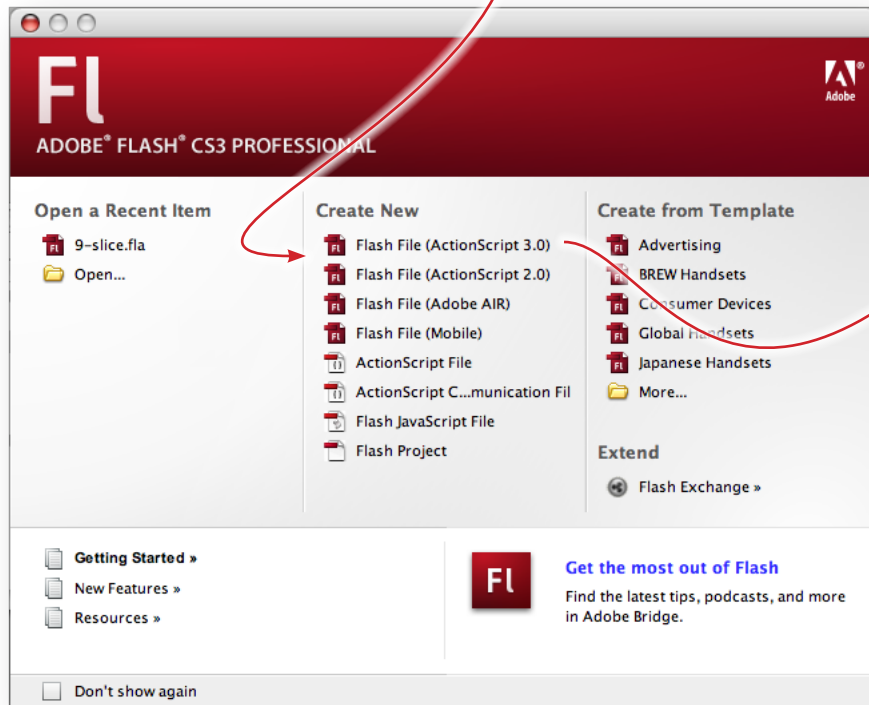
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Making a New Flash Document

Start the Adobe Flash CS3 Professional software. From the splash screen (or choose File > New), choose new Flash File (ActionScript 3.0) document.

Choose Flash File (ActionScript 3.0)

Splash screen in Flash

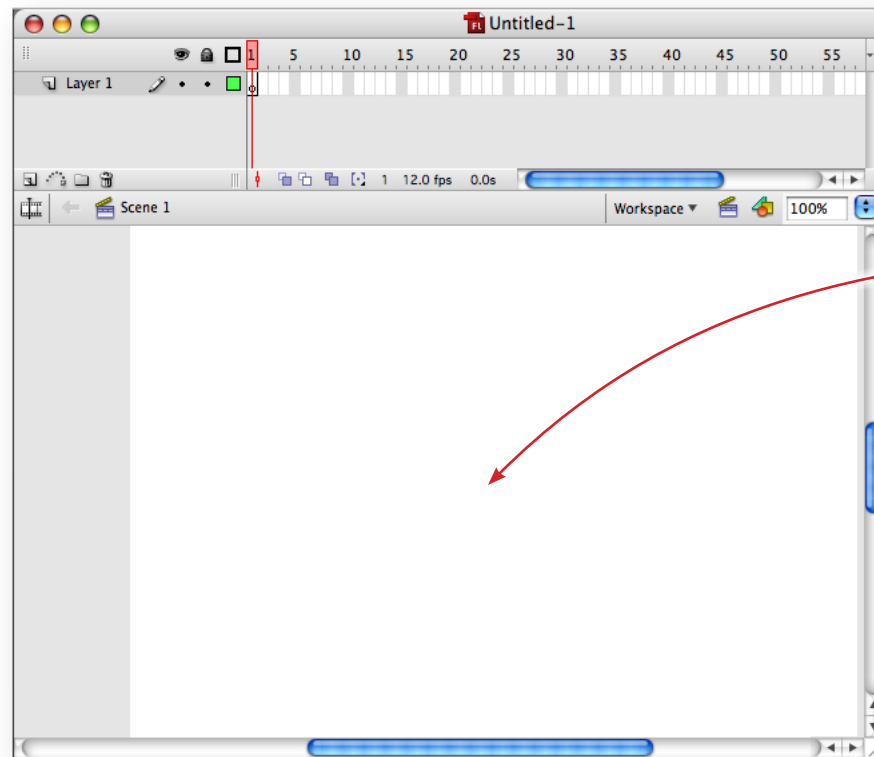



New Flash (.fla) document

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Importing Illustrator into Flash

Drag the native Illustrator document directly onto the stage in your Flash document. (You can also choose File > Import > Import to Stage).



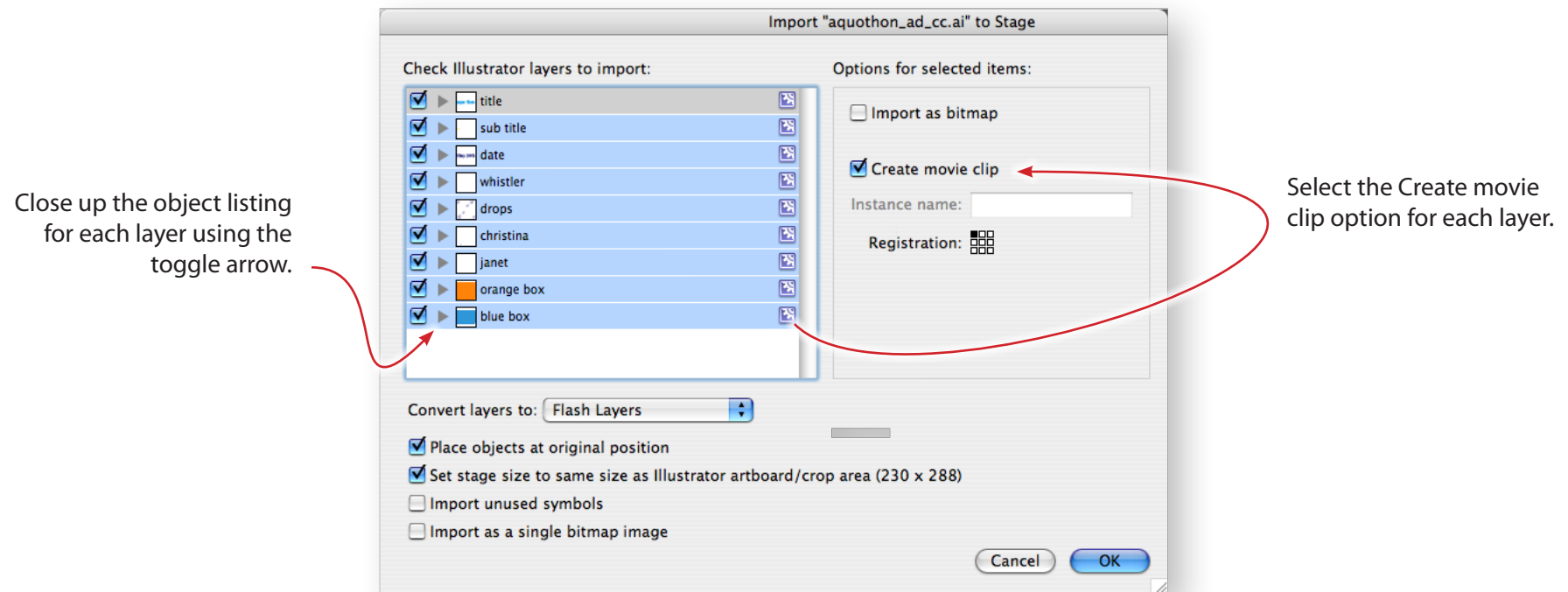
 aquothon_ad.ai

Flash (.fla) document

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All artwork and layers will be displayed in the Import to Stage dialog box in Flash. Select each layer and choose Create movie clip from the options on the right-hand side. In addition, make sure the **Place objects at original position** and **Set stage size as Illustrator artboard/crop area options** are selected.

Click OK.



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Once the import is finished, you will notice the Library panel has new artwork and Symbols in it, the Stage and Timeline have the layers and artwork properly positioned, and the Properties panel shows the Stage size has been set to match the original Illustrator file.

Layers are created to match the layers from Illustrator

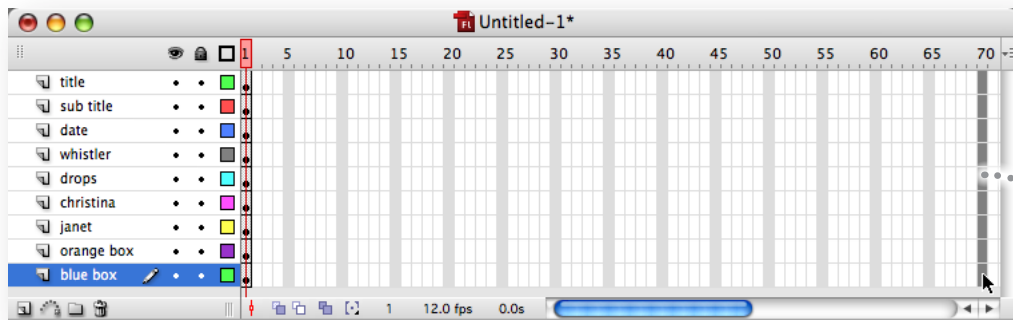
The converted bitmap artwork is placed into a movie clip...

...which is then placed on the stage to match the original layout from Illustrator.

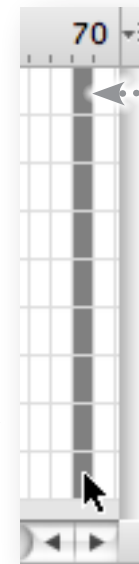
Stage size set to match artboard from Illustrator.

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Click and drag downward from the 70th frame of the title layer to the 70th frame on every layer.



Timeline in Flash



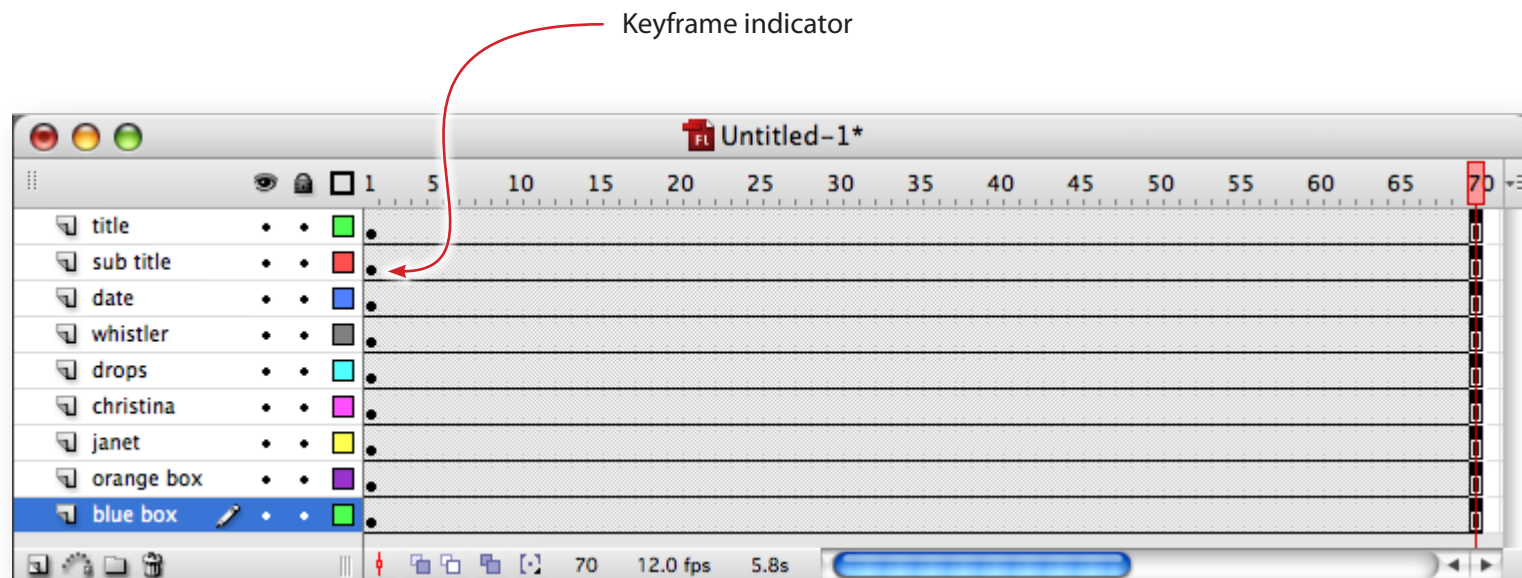
To select the 70th frame of all layers, click on frame 70 in the top-most layer, keep the mouse button pressed, and drag downward to the last layer.

This should be done as one smooth motion... click and drag downward to select that frame in all layers.

Moving your design with Flash®

Creating an Animation in Flash

Choose Insert > Timeline > Keyframe. This will create a duration for each layer of 70 frames. Notice the initial keyframes for each layer are still located at frame 1.



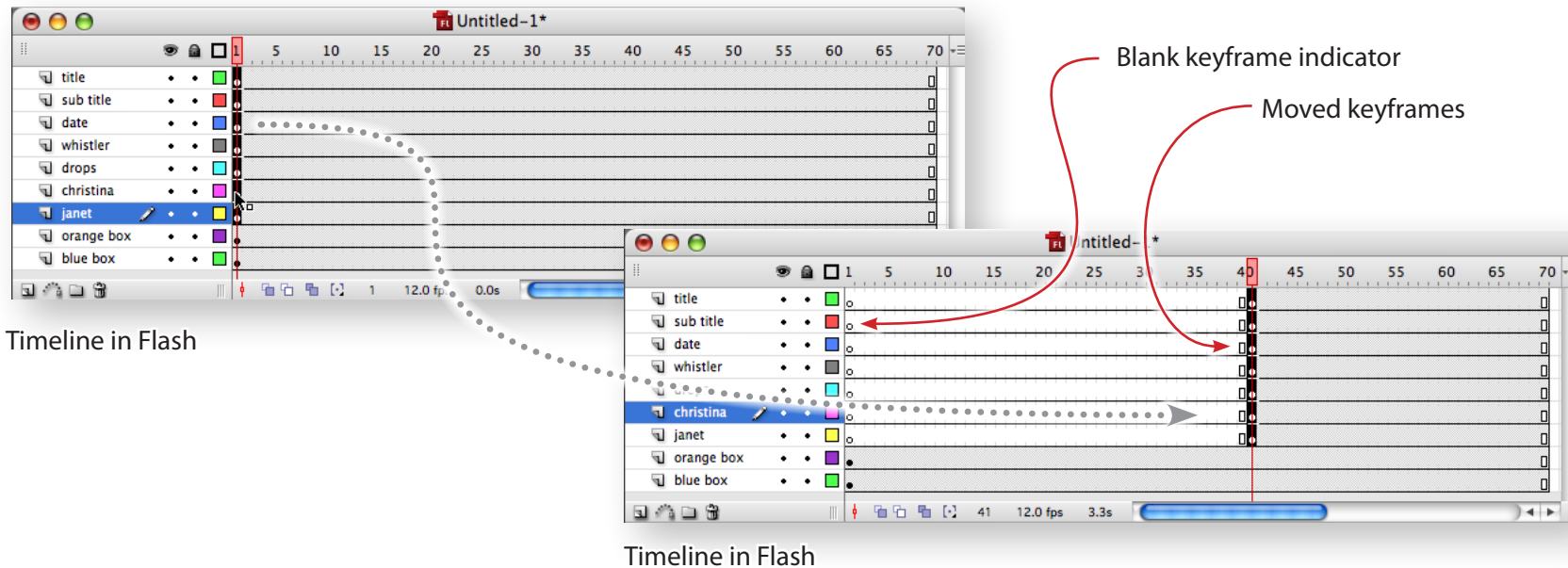
Timeline in Flash

Moving your design with Flash®

Animating (tweening) the background shapes

Using the same method as page 13, select the first frame in each layer *except* orange box and blue box. Release the mouse for a second, then click-and-drag any of the first selected frames and drag it to frame 40. This will drag all of the first selected frame's keyframes to frame 40.

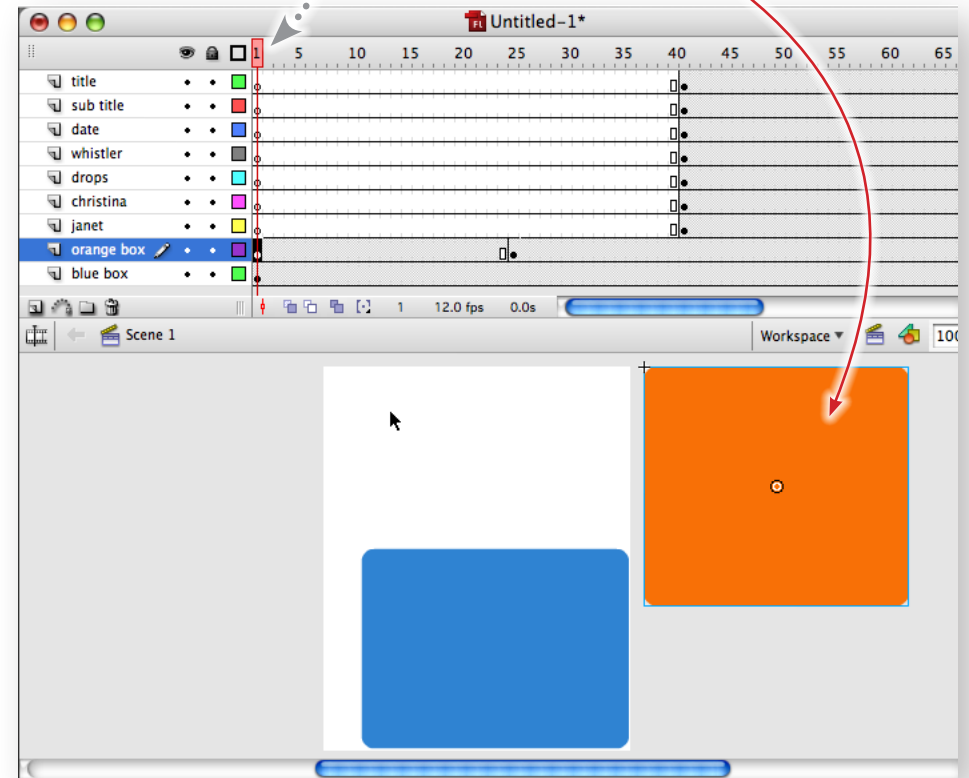
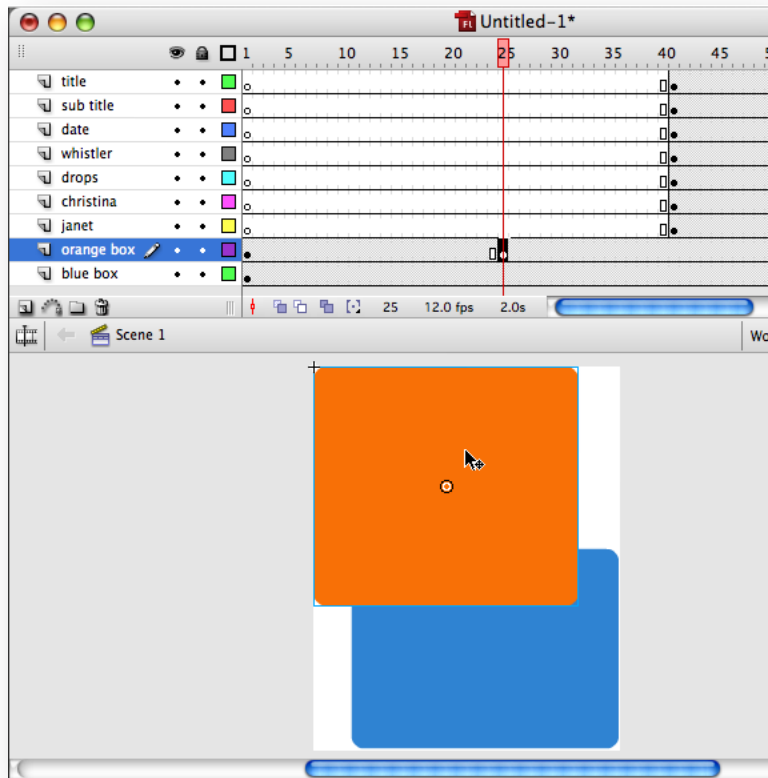
Flash will automatically create blank keyframes for each layer indicating that those layers will not be visible for the first 40 frames.



Moving your design with Flash®

Select the 25th frame of the orange box layer and choose Insert > Timeline > keyframe. Move the timeline jogger to the first frame, select the orange box artwork on the stage, and move the box off of the stage to the right.

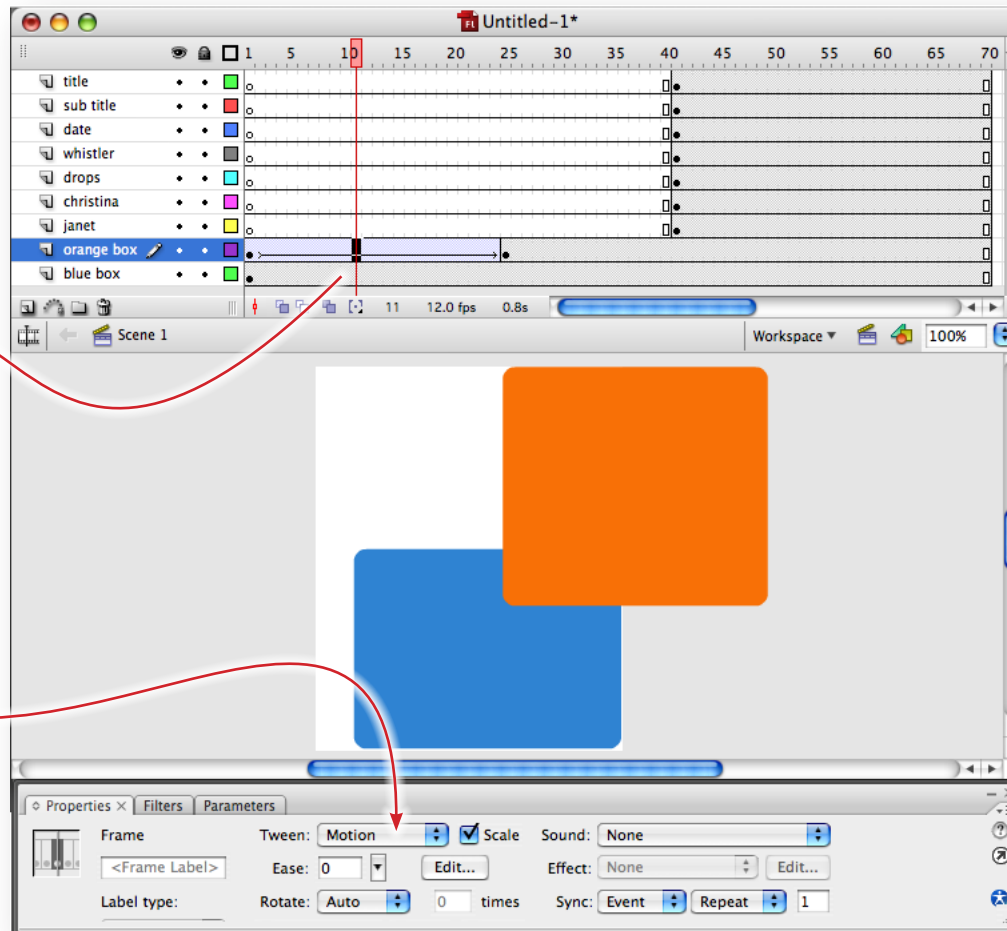
Timeline jogger



Moving your design with Flash®

Select any frame(s) in between the first and second keyframes in the orange box layer, choose Insert > Timeline > Insert Motion Tween.

Select any frame inbetween the two keyframes, then choose Motion from the Tween menu in the Properties panel



NOTE: Tweening

This is a term used in Flash to explain the “in-between” frames of an animation.

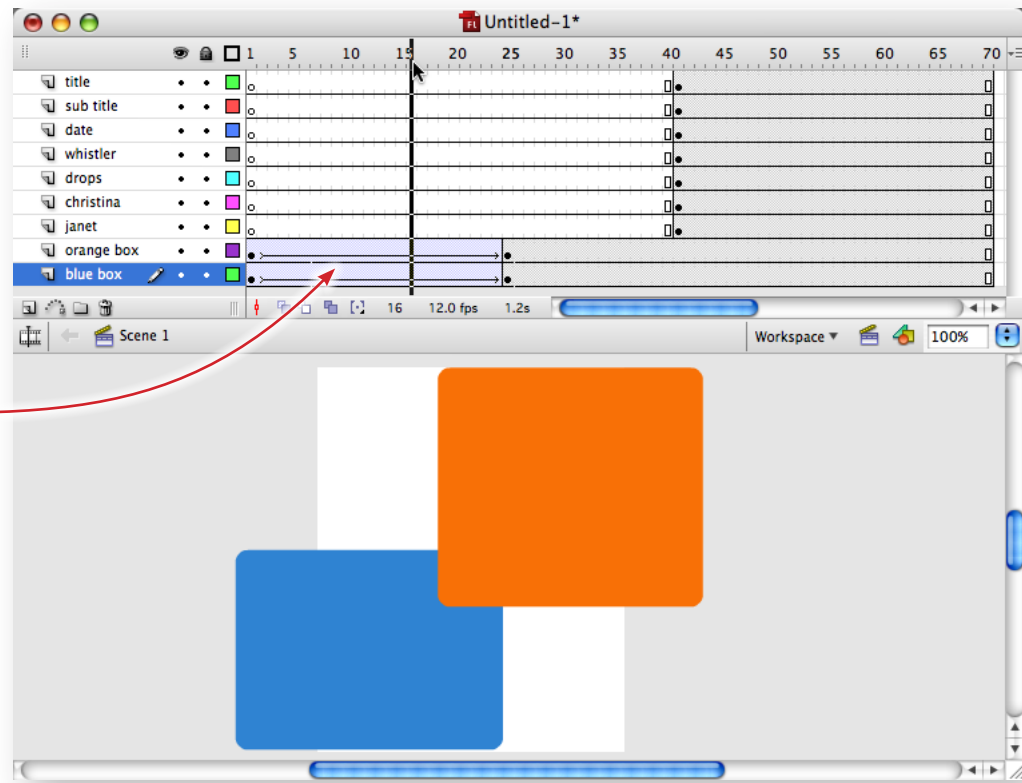
When two keyframes have different properties, such as position, creating a Motion Tween between the keyframes triggers Flash to create each intermediate frame needed to create the animated effect.

Moving your design with Flash®

Select the 35th frame of the blue box layer and add a keyframe. Move the timeline jogger to frame 1 and select the blue box artwork on the stage. Move the blue box artwork off the stage to the left.

Select any frame(s) in between the first and second keyframes in the orange box layer, choose Insert > Timeline > Insert Motion Tween.

Select any frame inbetween the two keyframes, then choose Motion from the Tween menu in the Properties panel

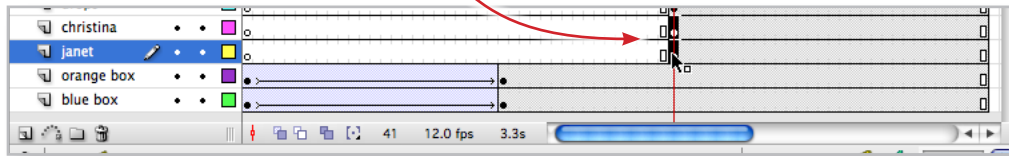


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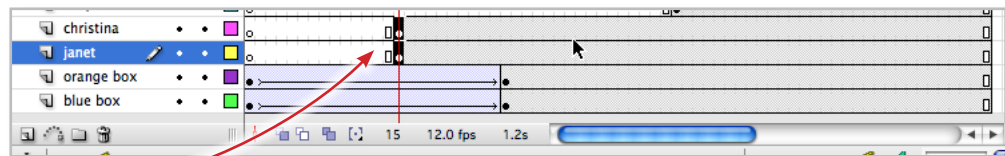
Animating (tweening) the photos

Select the first keyframes for each of the janet and christina layers and drag them back to the 15th frame. Create an additional keyframe on each layer on the 40th frame.

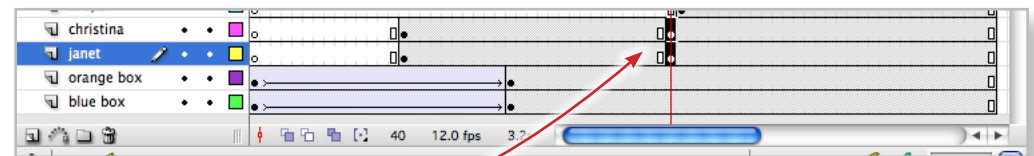
Select first keyframes



Move keyframes to frame 15



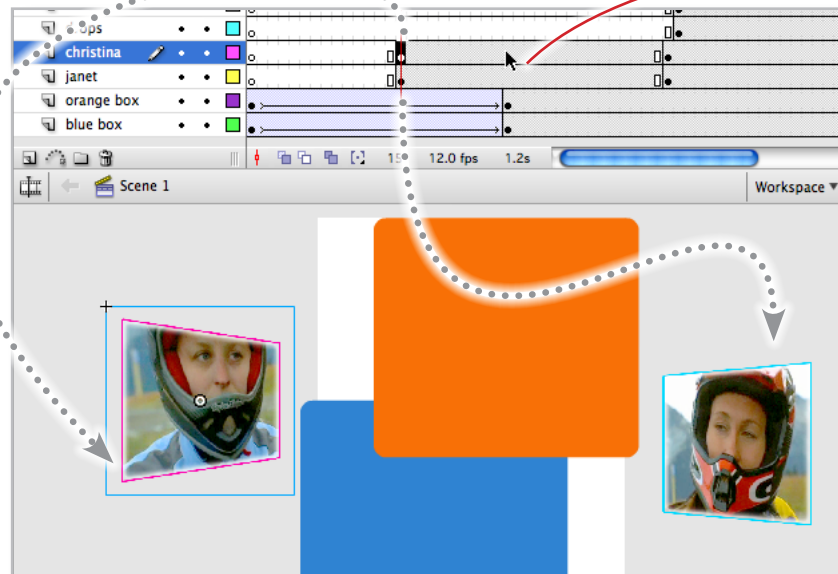
Create new keyframes at frame 40 for each layer



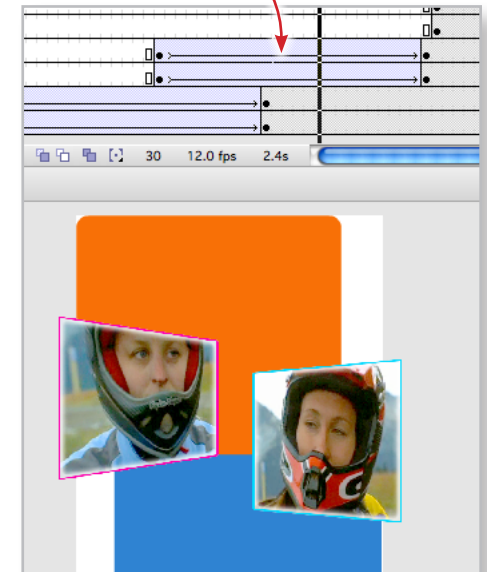
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Move the timeline jogger to frame 15, then select the christina artwork on the stage. Move the christina photo off the stage to the left and create a motion tween between the first two keyframes on the christina layer.

Move the timeline jogger to frame 30, then select the janet artwork on the stage. Move the janet photo off the stage to the right and create a motion tween between the first two keyframes on the janet layer.

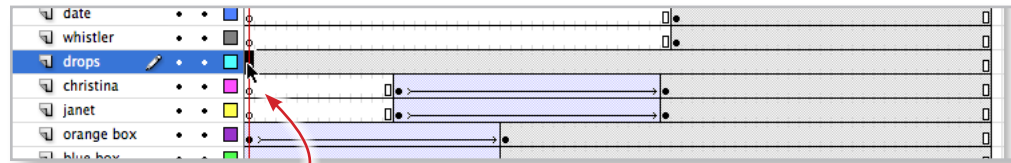


Create a motion tween



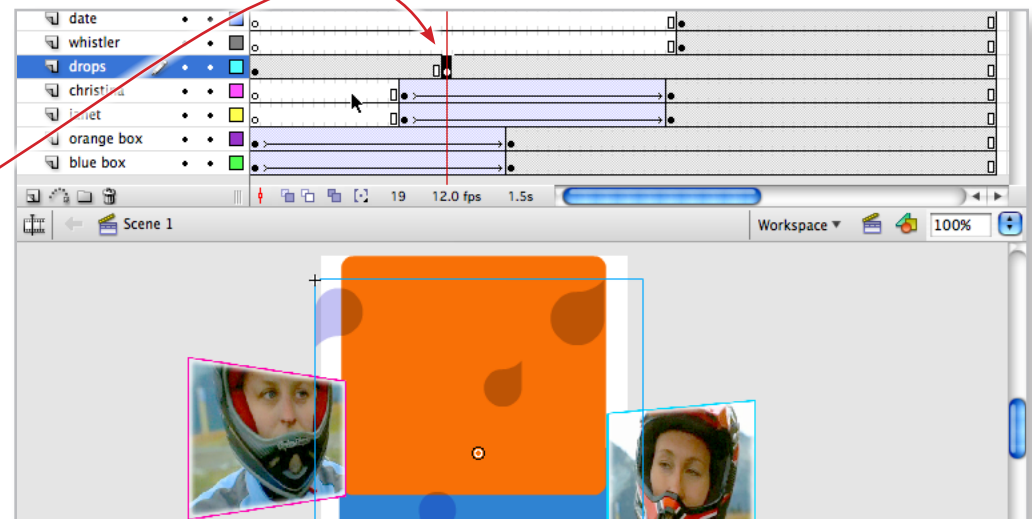
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Move the first keyframe for the drops layer to frame 1. Create a second keyframe at frame 19.



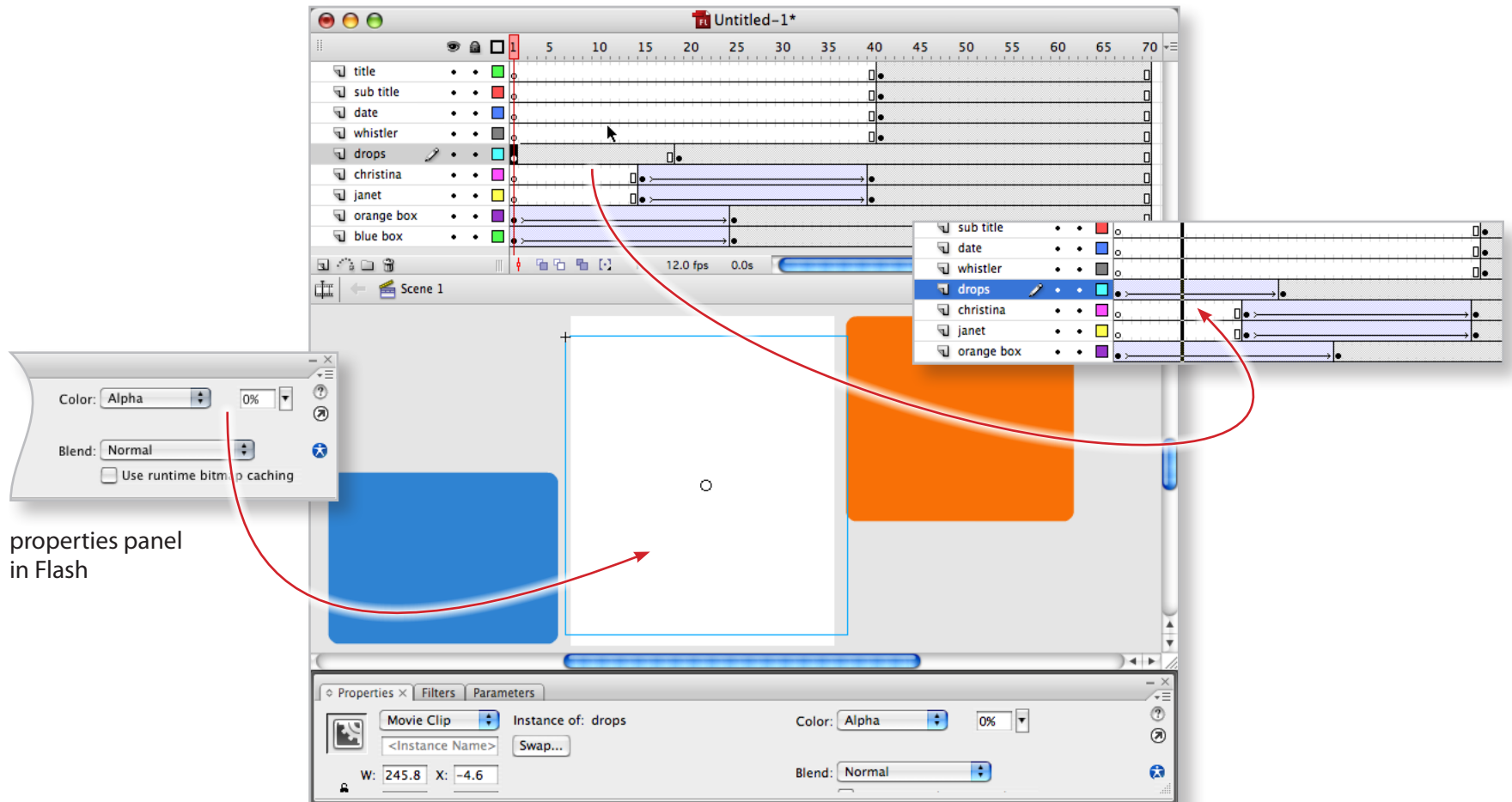
Move keyframe to frame 1

Create a new keyframe at frame 19



Moving your design with Flash®

Move the timeline jogger back to frame 1 and select the drops artwork on the stage.
In the properties panel, set the Color to Alpha and the value to 0%.

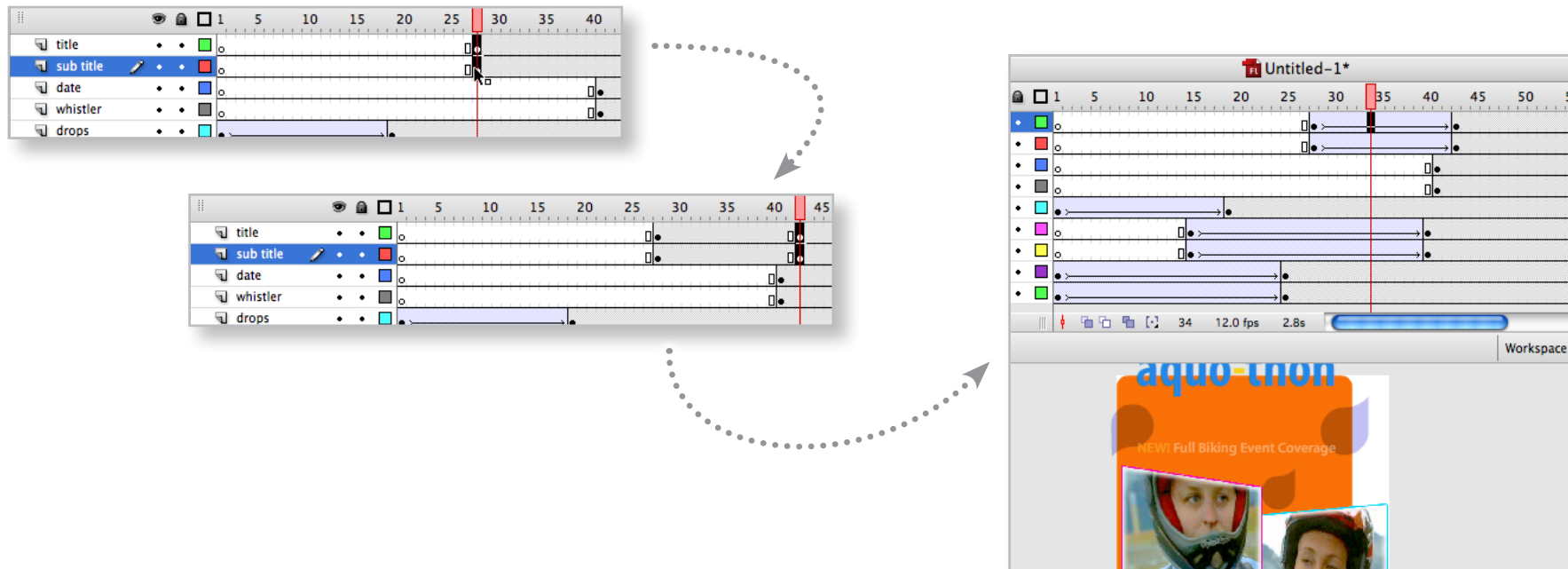


Moving your design with Flash®

Animating (tweening) the Titles, Dates and Location text

Select and move the first keyframes for the title and sub title layers and move them to frame 28. Create an additional keyframe on each layer at frame 43. Move the timeline jogger back to frame 28.

Select the title artwork on the stage and move it upward and off the stage. Select the sub title artwork on the stage and set the Color to Alpha at 0%. Create a motion tween between the first two keyframes on each of the title and sub title layers.

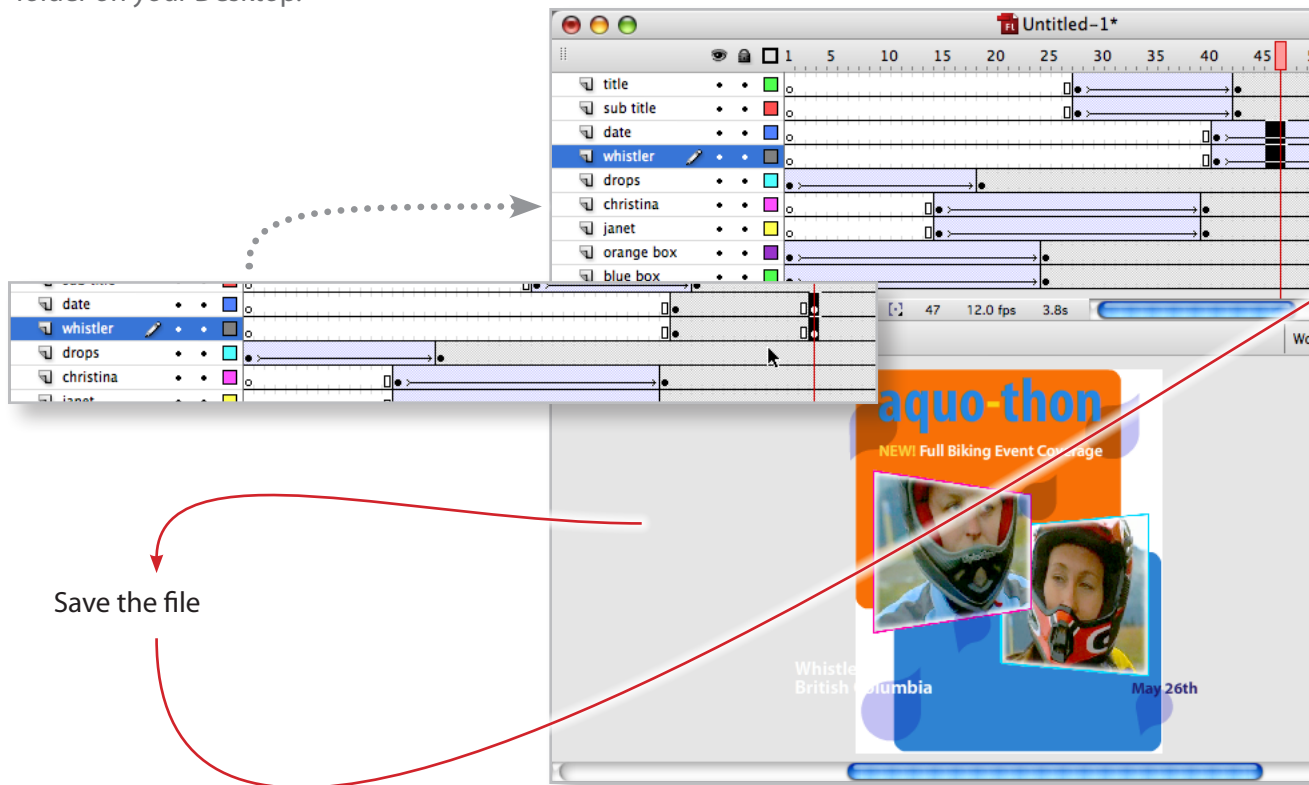


Moving your design with Flash®

Select and move the first keyframes for the date and whistler layers and move them to frame 40. Create an additional keyframe on each layer at frame 55. Move the timeline jogger back to frame 40.

Select the date artwork on the stage and move it off the stage to the right. Select the whistler artwork on the stage and move it off the stage to the left.

Save the file as *promo_ad.fla* into the *myAdvertisement* folder on your Desktop.



NOTE: Flash File Formats



promo_ad.fla

FLA: This is the source Flash file. It contains the Library, ActionScript, and timeline settings needed to create a SWF file.



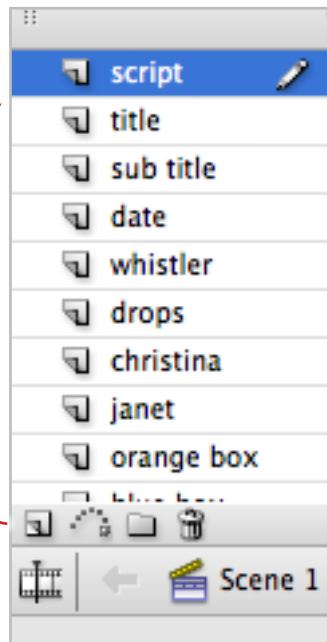
promo_ad.swf

SWF: This is the file published from the FLA file that is suitable for posting on your website.

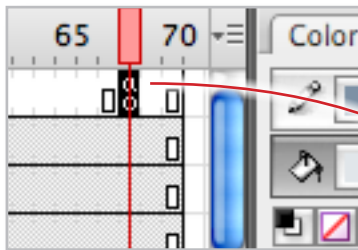
Moving your design with Flash®

Stopping the Animation

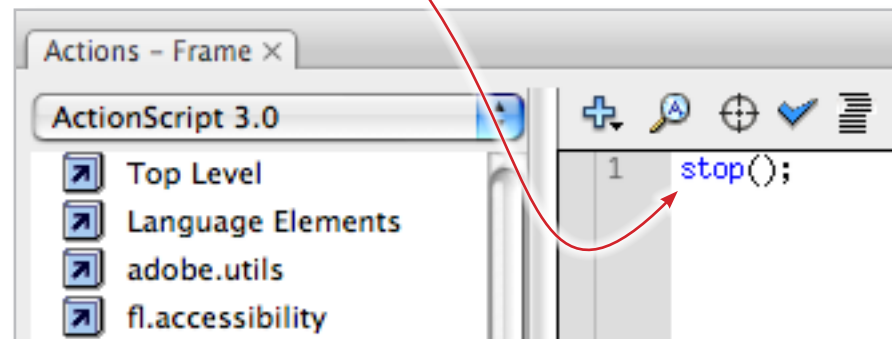
Once our animation plays through, we'll want it to stop at the end. In order to do this we need to add a very small piece of ActionScript. Create a new layer in the timeline and name it script. Select the 68th frame of the script layer and choose Insert > Timeline > Blank Keyframe. Open the Actions panel from the window menu and type in `stop()` ;



Layers panel



Selected blank keyframe with an action assigned to the frame



The ActionScript assigned to frame 70

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Testing/Previewing Your Animation

To test your progress, choose Test Movie from the Control menu. This will publish a .swf file and preview directly in Flash. Watch the animation and note how the animation stops at the end.

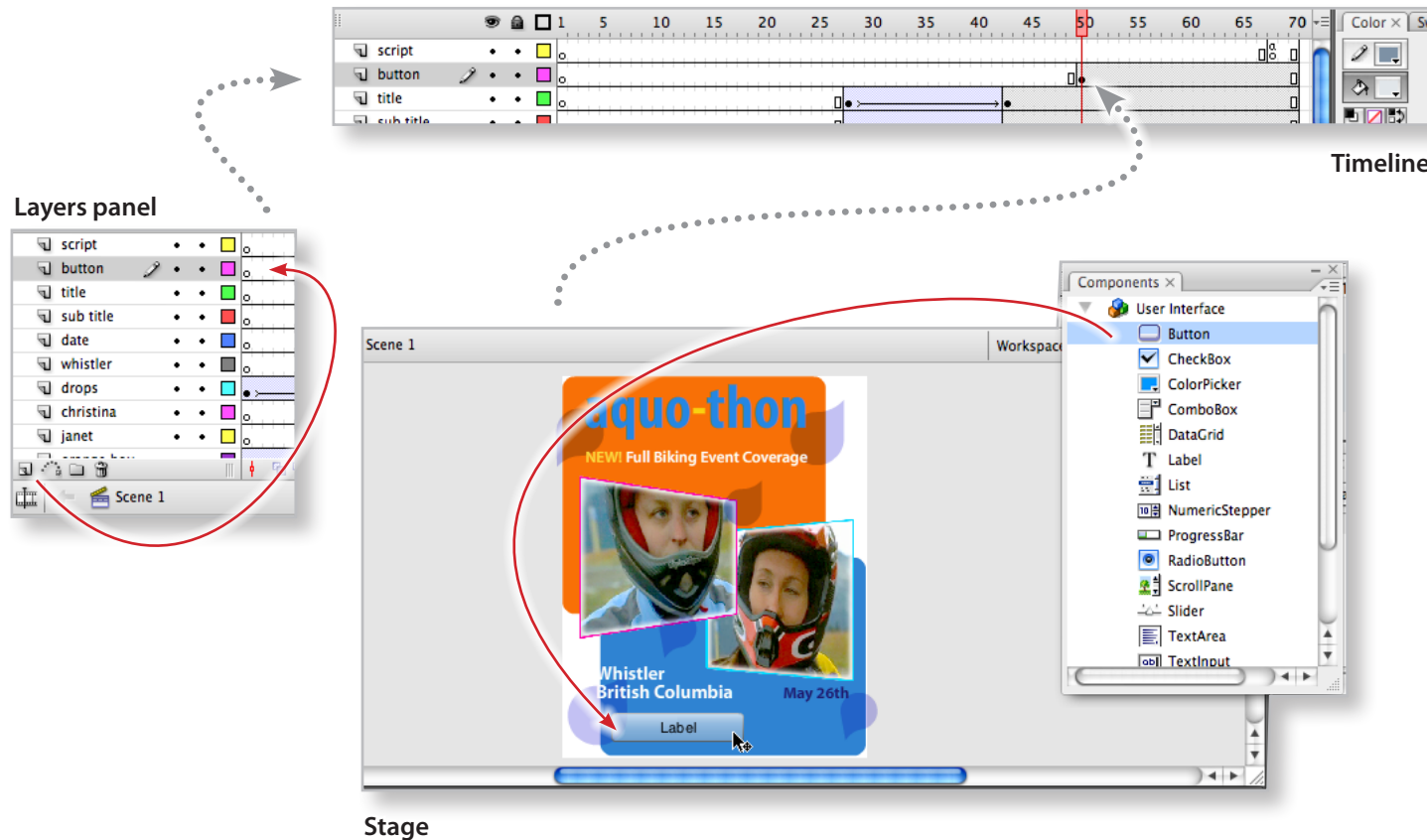


Preview of SWF file.



Adding Interactivity with Components

Make a new layer named button and add a blank keyframe at frame 50 (Insert > Timeline > Blank Keyframe). Select frame 50 on the button layer and open the Components Panel from the Window menu. Create a blank keyframe at frame 50 and drag the Button component from the User Interface set onto the stage over the blue area under Christina's photo.



NOTE: Components

Components are compiled MovieClips that have artwork and ActionScript already set up and programmed for you. All you need to do is drag-n-drop them onto your stage.

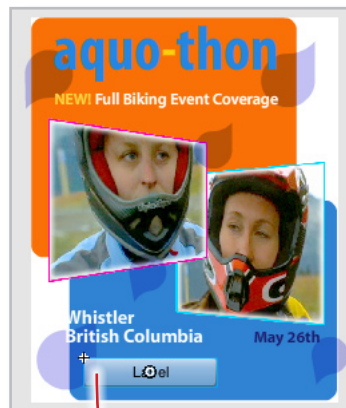
Once on the stage, you can customize them with the Component Inspector panel, or double-click them to enter isolation mode and modify the artwork.

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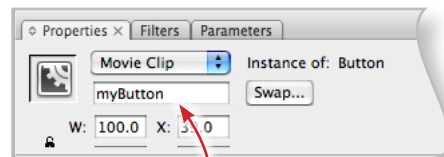
The Component Inspector

Select the button component on the stage and give it a name in the Properties panel of myButton.

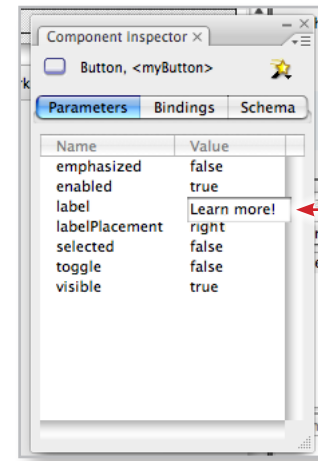
Open the Component Inspector from the Window menu, select the button component on the stage, and set the label to “Learn more!”



Stage



Properties panel

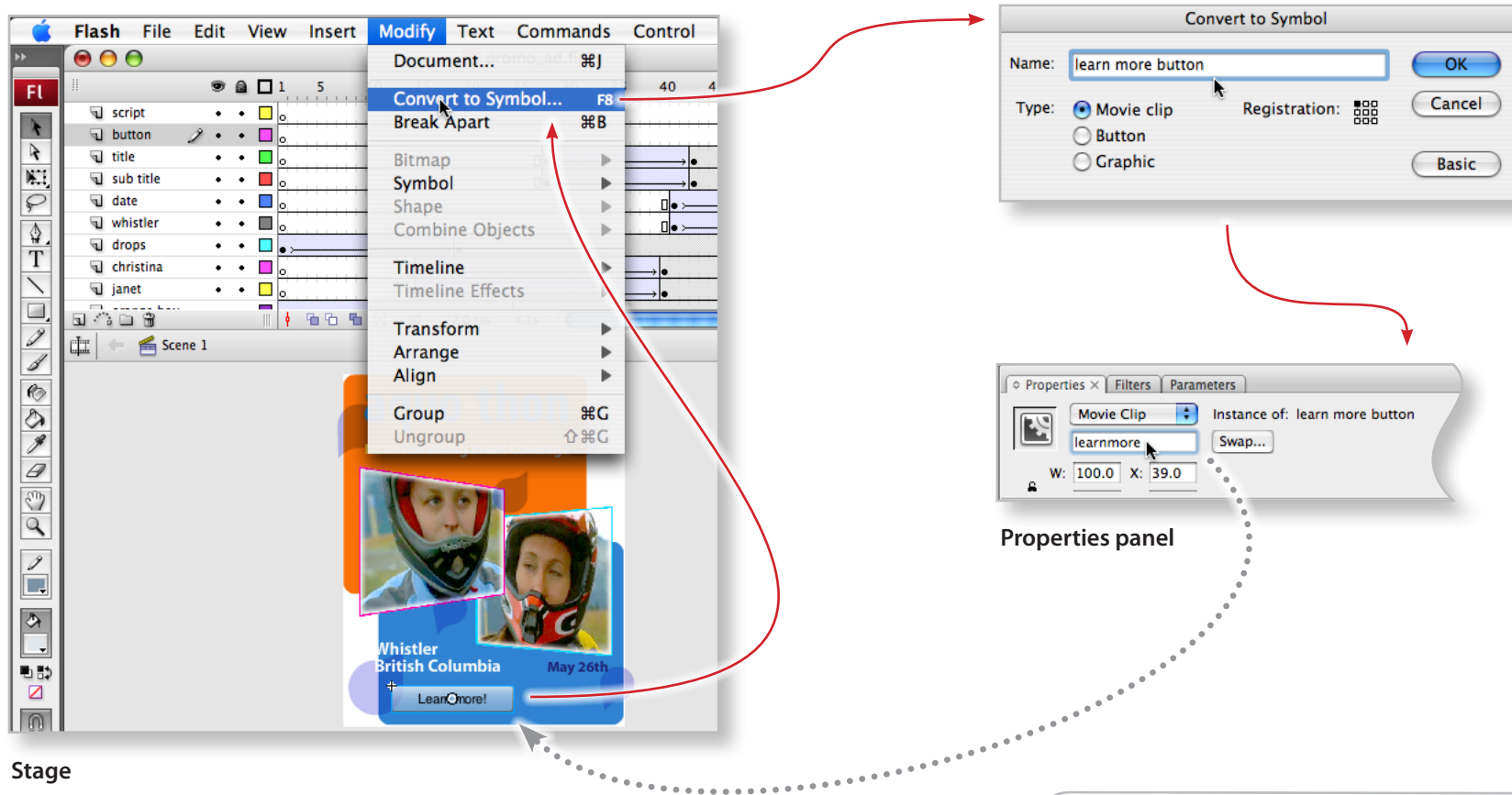


Component Inspector panel

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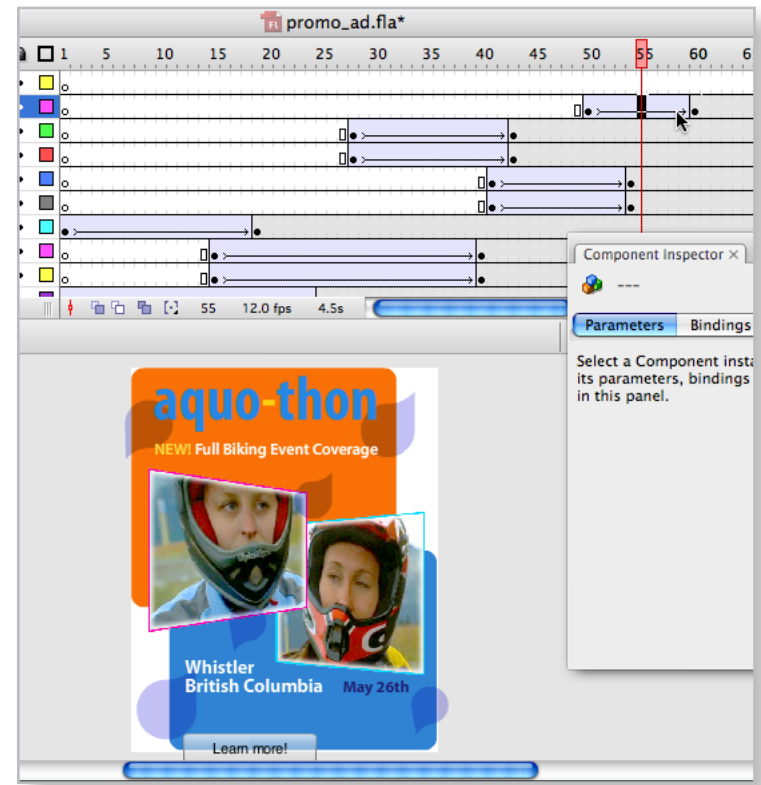
Animating a Component

In order to animate a component, it needs to be inside a symbol. Select the component and choose Convert to Symbol from the Modify menu. Name the instance of the movie clip "learnmore" in the properties panel.



Moving your design with Flash®

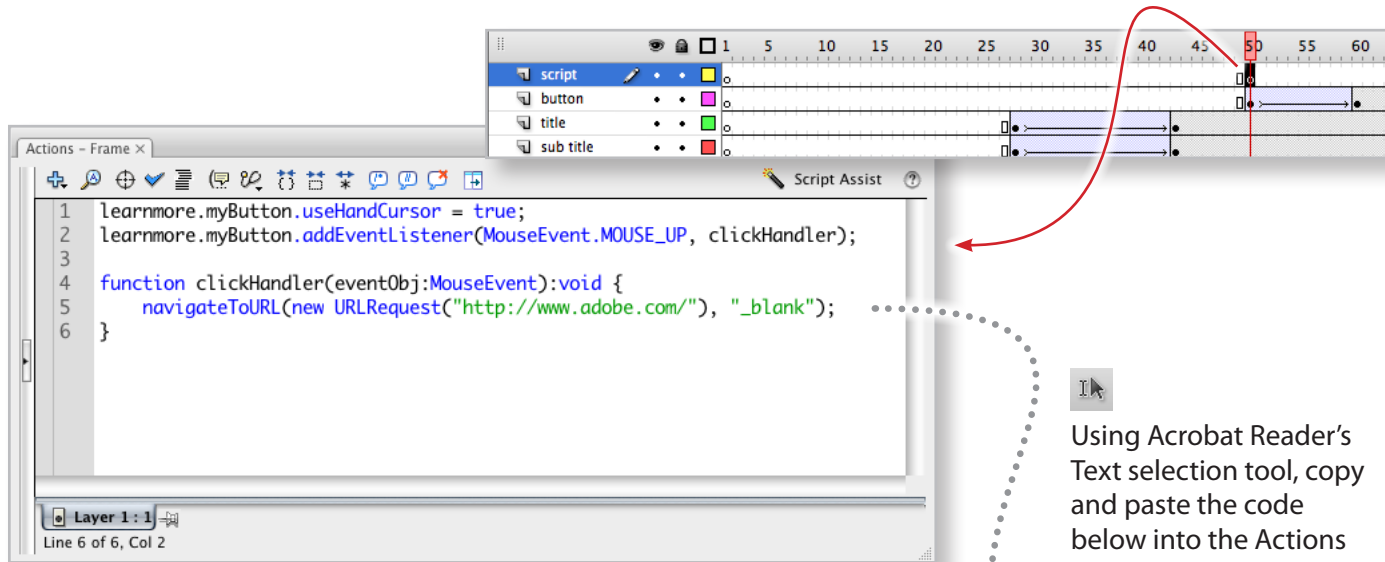
Create a second keyframe for the learnmore button on frame 60. Move the timeline jogger back to frame 50, select the learn more button art on the stage and move button down off the stage. Create a motion tween between the two keyframes on the button layer.



Moving your design with Flash®

Adding ActionScript for a Button Component

Select the 50th frame in the script layer and insert a blank keyframe. Open the Actions panel from the Window menu. Enter the script below.



Using Acrobat Reader's Text selection tool, copy and paste the code below into the Actions panel in Adobe Flash.

```
learnmore.myButton.useHandCursor = true;
learnmore.myButton.addEventListener(MouseEvent.CLICK, clickHandler);

function clickHandler(eventObj:MouseEvent):void {
    navigateToURL(new URLRequest("http://www.adobe.com/"), "_blank");
}
```

NOTE: ActionScript

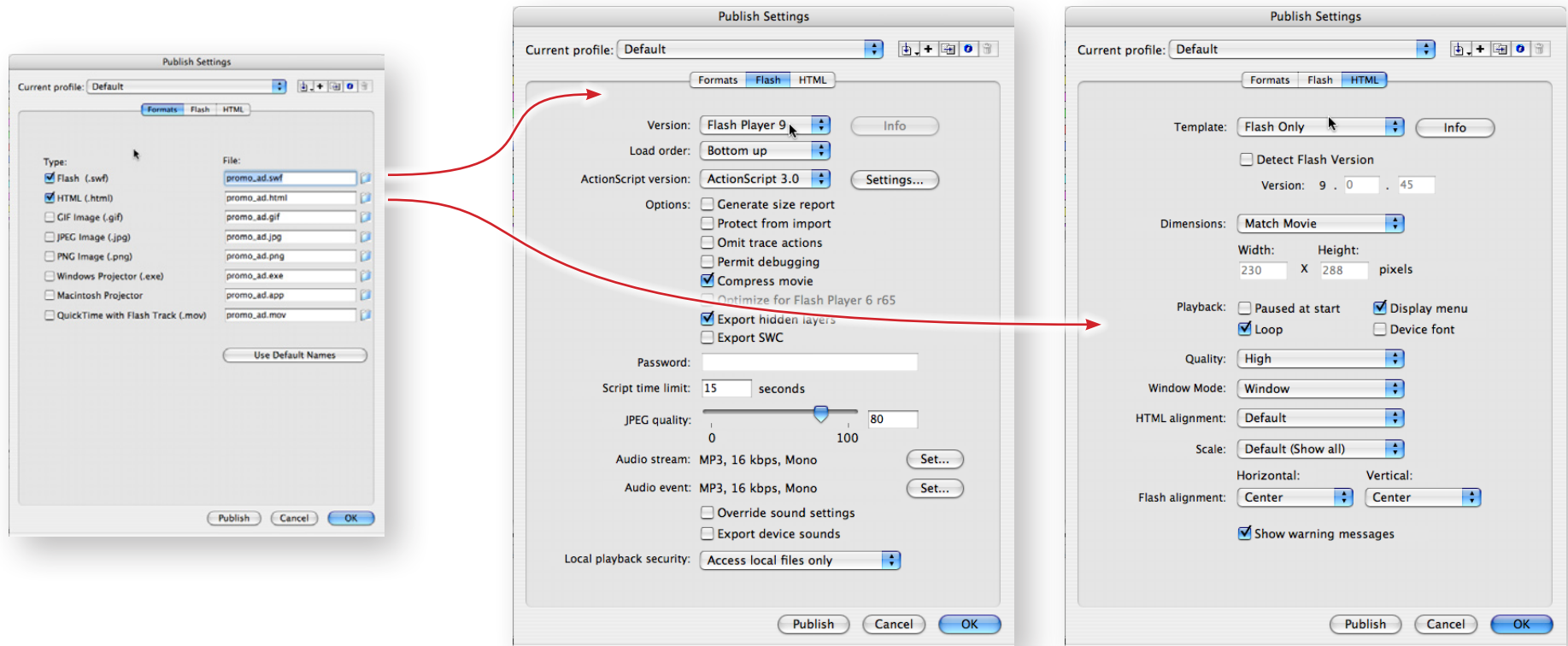
This is Flash's internal instruction language. ActionScript is used to tell Flash what to do when a user does certain things, such as "clicking" on a button component.

These instructions are vital to creating an interactive experience within a Flash file, as well as controlling playback; such as the `stop()` action we added back on page 24.

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Publish Settings

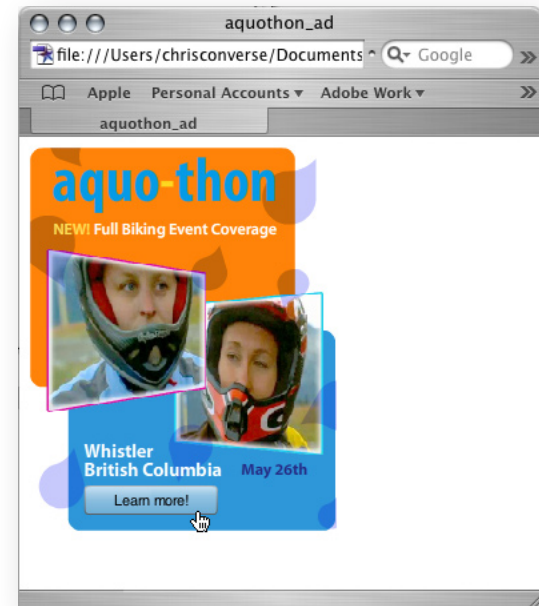
Select File > Publish Settings to access the publish settings for this document. Select both Flash and HTML from the first screen. In the Flash settings pane, select Flash Player 9 with ActionScript 3.0. In the HTML pane, select Flash Only from the Template menu. When finished, click Publish, then OK.



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Flash created three files in your *myAdvertisement* folder on your Desktop. *promo_ad.swf*, *promo_ad.html*, and *AC_RunActiveContent.js**.

To preview the advertisement in a browser, open the *promo_ad.html* file in a web browser. Click the “Learn more!” at the end of the animation.



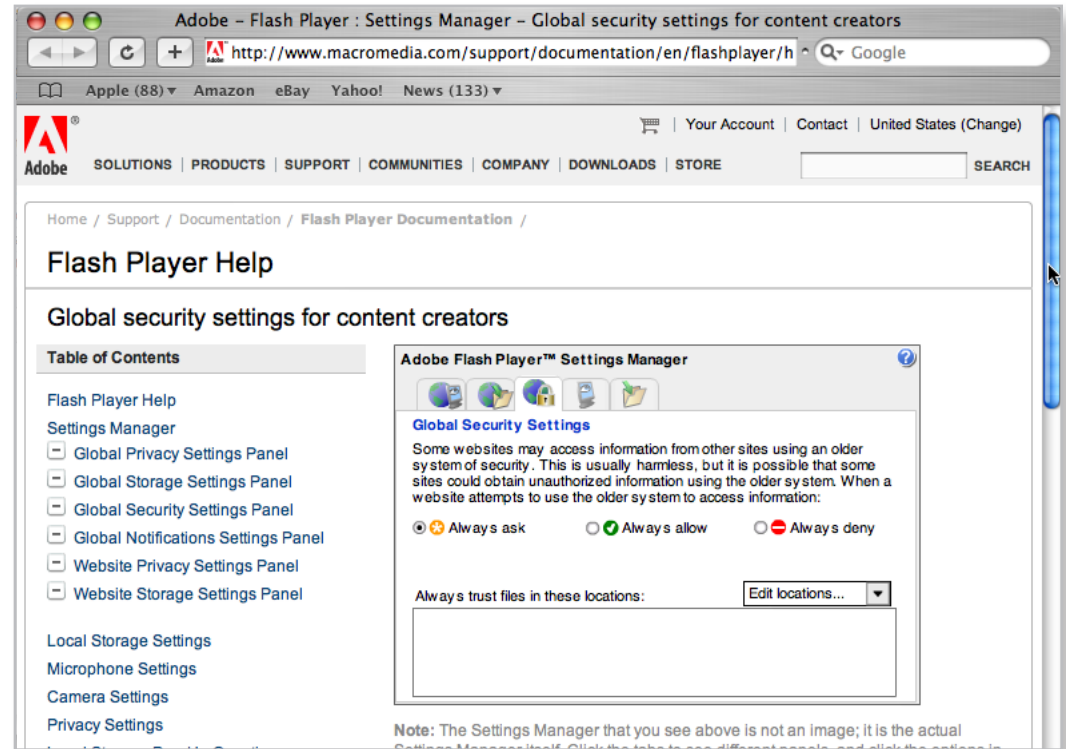
* The *AC_RunActiveContent.js* file is a JavaScript file developed by Adobe Systems to auto activate flash objects when using Internet Explorer in Microsoft Windows.

For more information, please see [Preparing your website to handle the Microsoft changes to Internet Explorer](#)

Setting Flash Security

When running a SWF file from your local computer, Flash Player will warn you if any internet activity is being attempted by a SWF file. Follow the steps on the next page to grant security access for any Flash file you are currently working on.

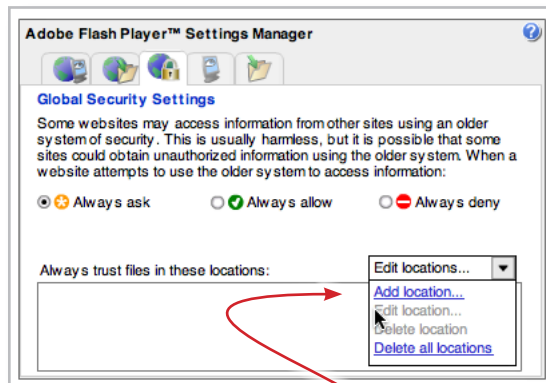
*Note: You will **not** see these security messages when your Flash (.swf) file is on a web server.*



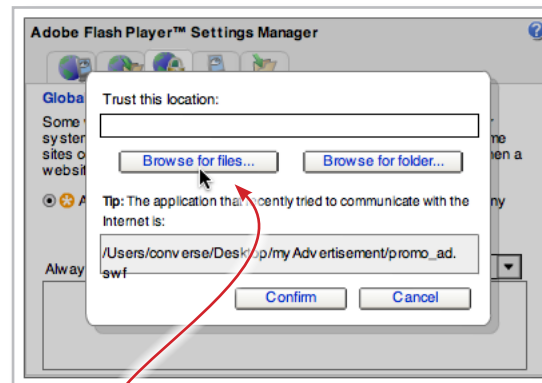
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Click Settings on the warning dialog box. In the Adobe Flash Player Settings manager, select the Edit locations menu and choose the Add location option. Click the Browse for Files button and locate the *promo_ad.swf* in the *myAdvertisement* folder on the Desktop. Click confirm.

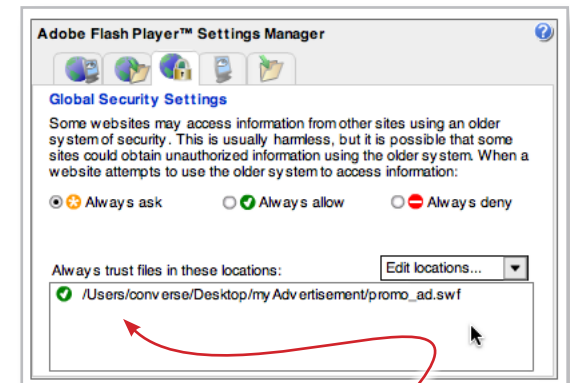
Open the *promo_ad.html* file again in a web browser and click Reload. Click the "Learn more!" button at the end and you should be taken to the website without further warnings.



Choose Add location from the Edit locations pulldown menu



Click Browse for files to locate the promo_ad.swf in the *myAdvertisement* folder on your Desktop. Click Confirm.

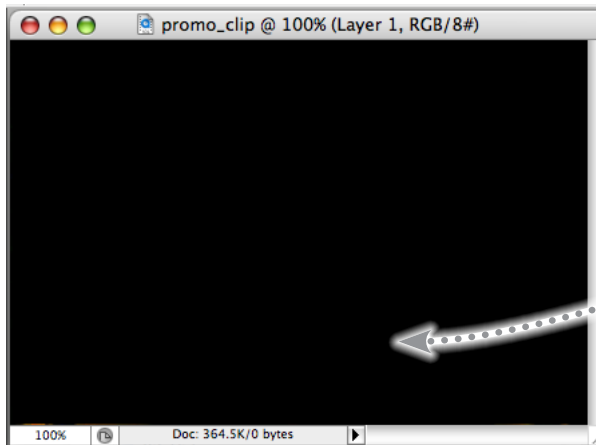
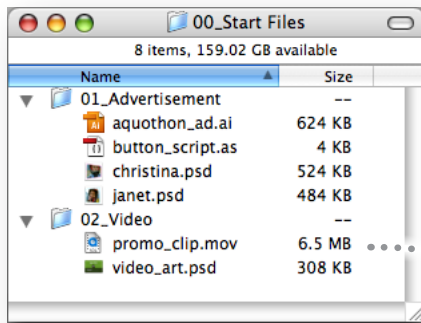


Close the browser window, then open the *promo_ad.html* file up again in your web browser.

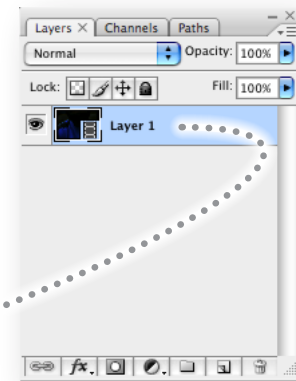
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Editing Video with Photoshop CS3 Extended

Open the *promo_clip.mov* QuickTime® movie in Photoshop CS3 Extended.



Photoshop document

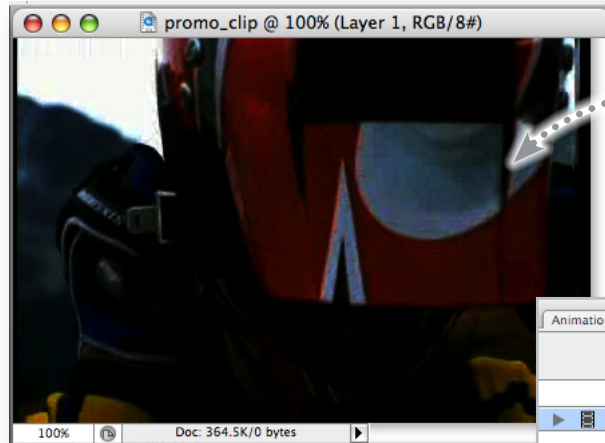


Layers panel in Photoshop

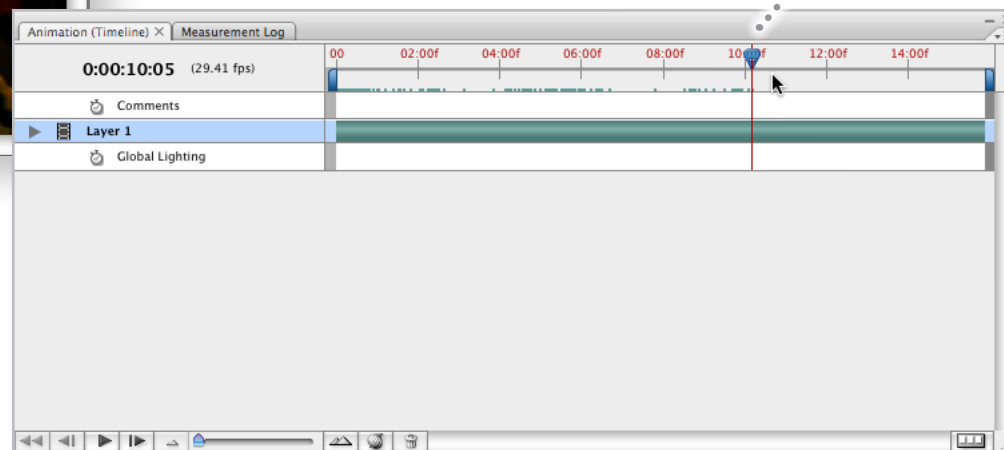
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Preview video in Photoshop CS3 Extended

Open the Animation panel from the Window menu.



Photoshop document



Animation panel in Photoshop

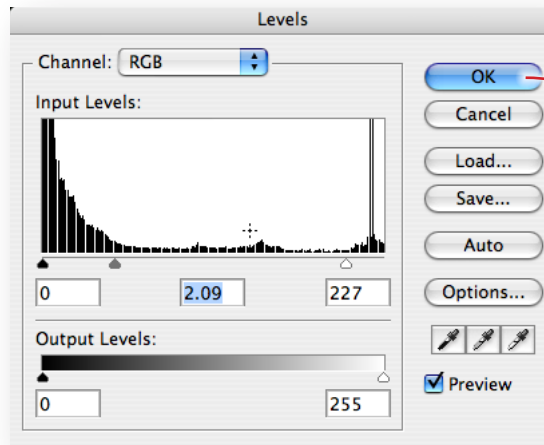
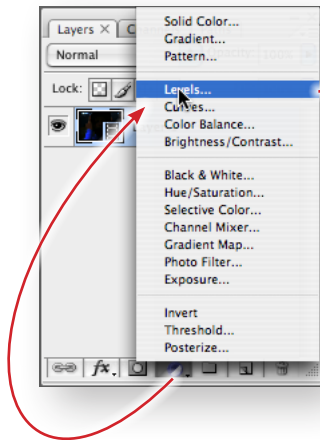
Move the video jogger to preview areas of the video inside of the document window.

Moving your design with Flash®

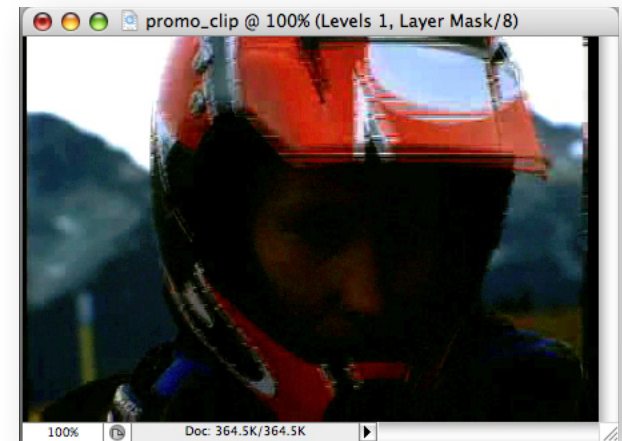
Make Level and Hue Adjustments to Video

Select the video SmartObject layer and add a Levels Adjustment Layer. Set the Levels to 0 (black), 2.09 (mid-level gray), 227 (white).

Layers panel in Photoshop



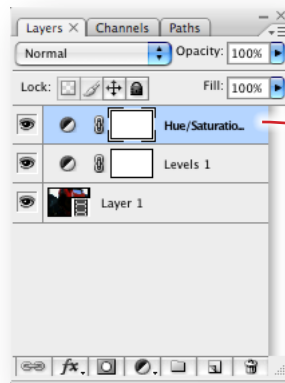
Levels adjustment settings dialog box



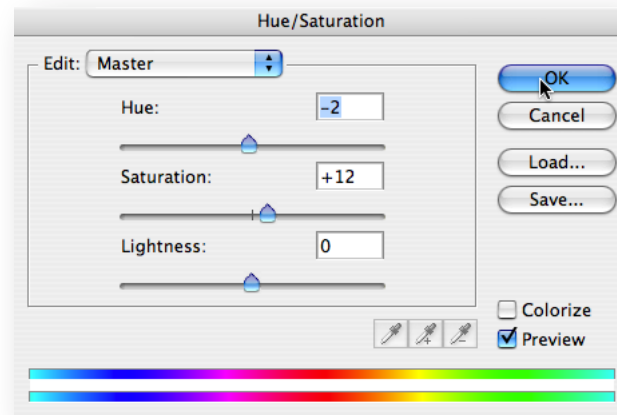
Photoshop document window

Moving your design with Flash®

Add a Hue/Saturation Adjustment Layer. Set the Hue to -2, the Saturation to +12, and the Lightness to 0.



Layers panel in Photoshop



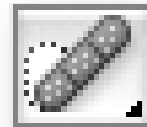
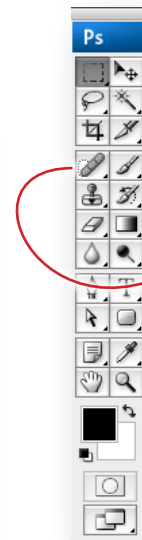
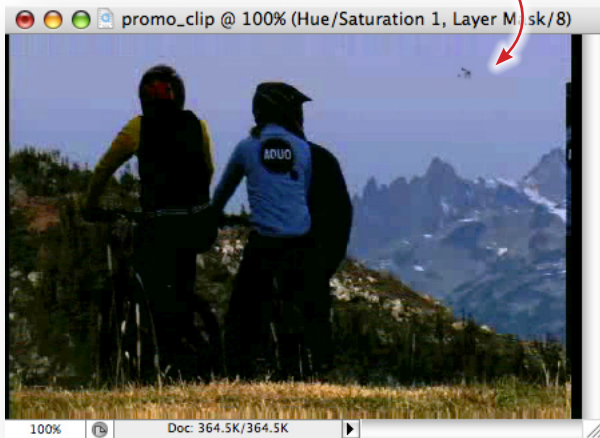
Hue Saturation adjustment settings dialog box

Moving your design with Flash®

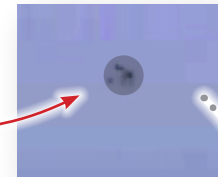
Spot Healing a Video

Use the timeline jogger in the Animation panel to locate the 14 second, 25th frame (14:25). With the video SmartObject layer selected, choose the Spot Healing tool, click-and-drag to paint spot over the smudge, then release the mouse button. Photoshop Extended will heal the smudge in the video exactly the same way it heals a spot in a photograph.

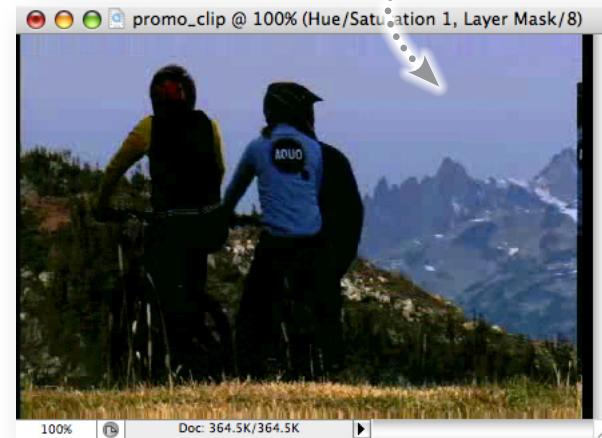
Locate the smudge
in the video



Spot Healing
brush



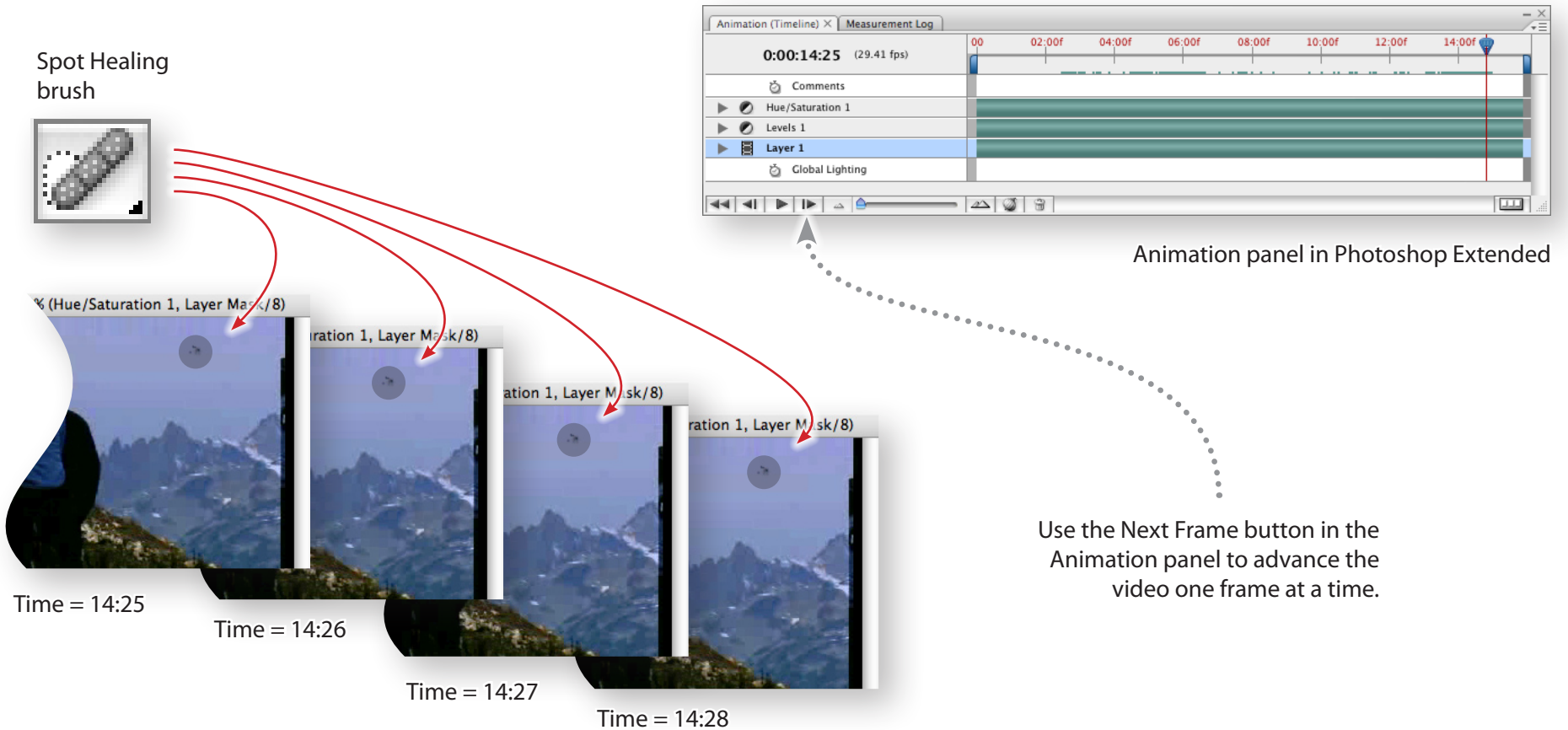
Tools panel in
Photoshop



Moving your design with Flash®

There are a total of four frames with a smudge in the sky. Use the Next Frame button in the Animation panel to advance the video one frame at a time; then repeat the step of painting over the smudge area with the Spot Healing brush.

Save this file to the *myVideo* folder on your Desktop as *promo_clip.psd*.



Spot Healing brush

Animation (Timeline) × Measurement Log

0:00:14:25 (29.41 fps)

Comments

Hue/Saturation 1

Levels 1

Layer 1

Global Lighting

Animation panel in Photoshop Extended

Time = 14:25

Time = 14:26

Time = 14:27

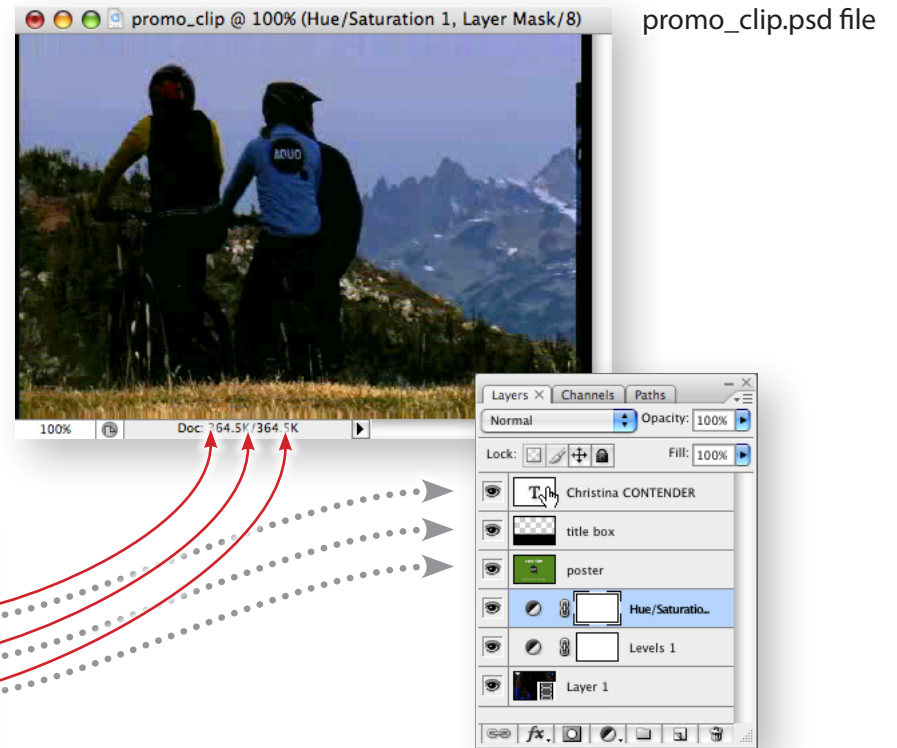
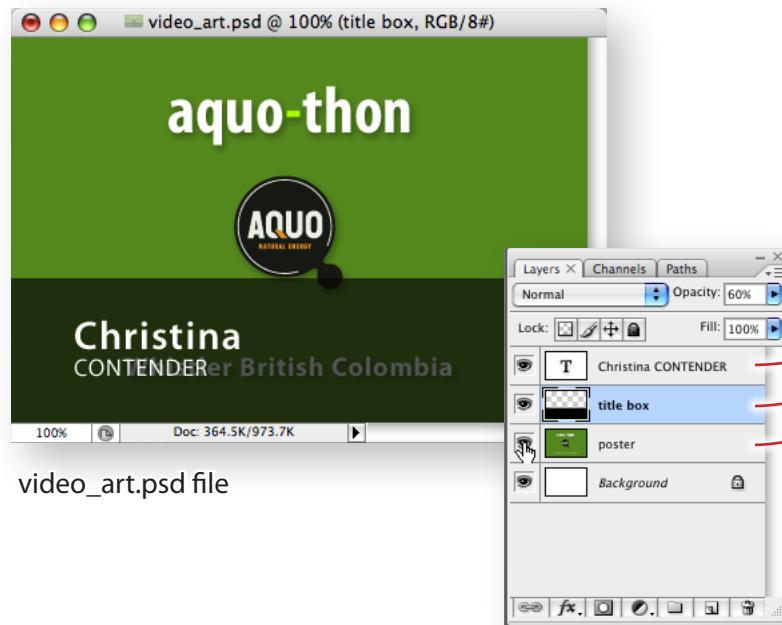
Time = 14:28

Use the Next Frame button in the Animation panel to advance the video one frame at a time.

Moving your design with Flash®

Adding Artwork to a Video

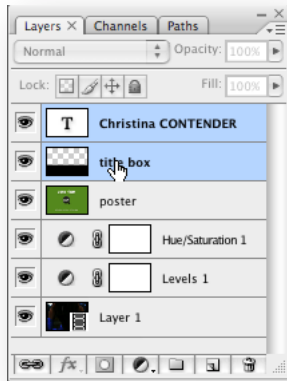
Open the *video_art.psd* file from the assets directory. Shift select the ChristinaCONTENDER, title box, and poster layers in the *video_art.psd* file and drag them to the *promo_clip.psd* Photoshop file. Make sure the layers appear above the Adjustment layers of the *promo_clip.psd* file.



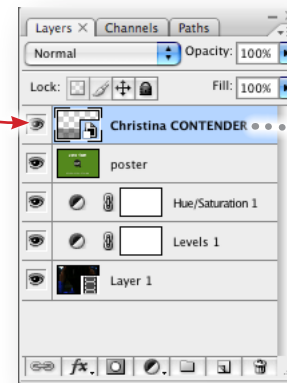
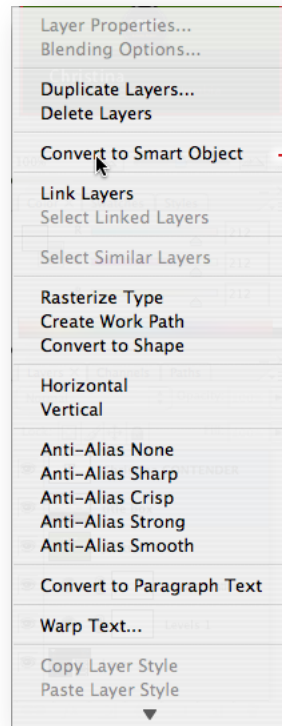
Moving your design with Flash®

Convert Layers in Photoshop to a Smart Object

Select the ChristinaCONTENDER and title box layers and group them into a single SmartObject by right-clicking and selecting Convert to SmartObject from the contextual menu.

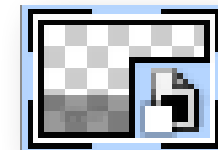


Layers panel in Photoshop



Layers panel in Photoshop

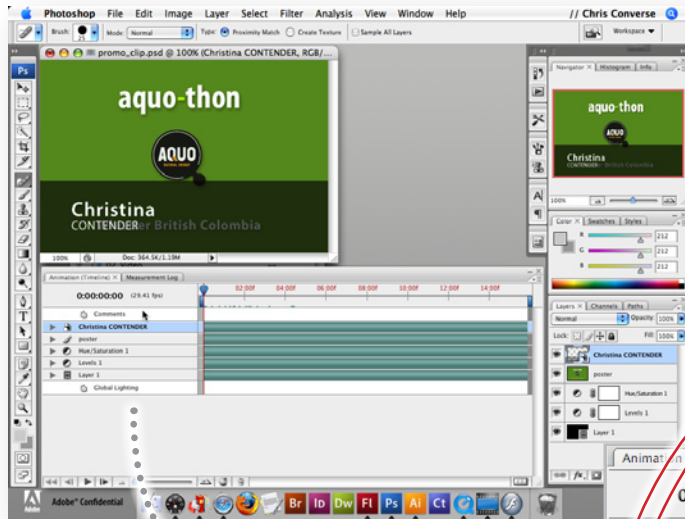
Photoshop SmartObject



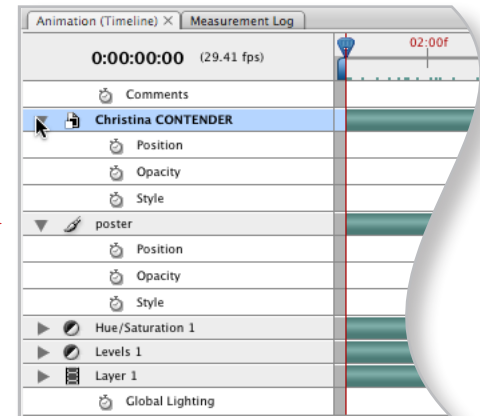
Moving your design with Flash®

Adding Animation to Video in Photoshop Extended

In the Animation panel, toggle open the properties for both the ChristinaCONTENDER and poster layers.



Animation panel in Photoshop Extended



Animation panel in Photoshop Extended with the "ChristinaCONTENDER" and "poster" layer properties expanded

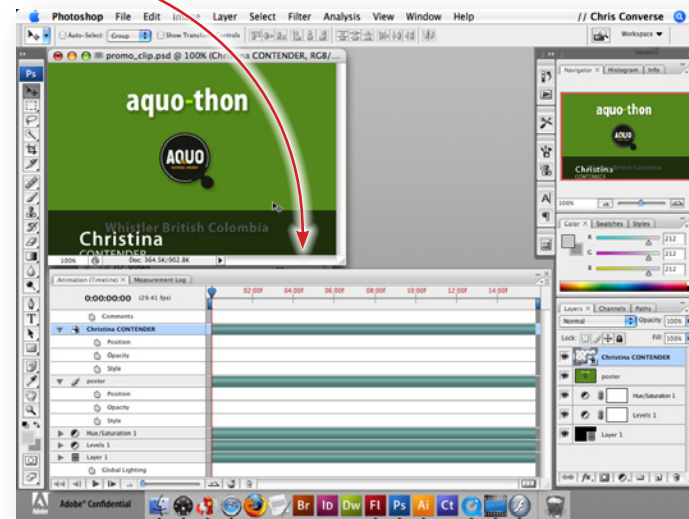
Moving your design with Flash®

With the timeline jogger on frame 1, select the ChristinaCONTENDER layer, select the Move tool, and move the layer down below the bottom edge of the canvas.

Move this layer down below the bottom edge of the canvas in Photoshop Extended



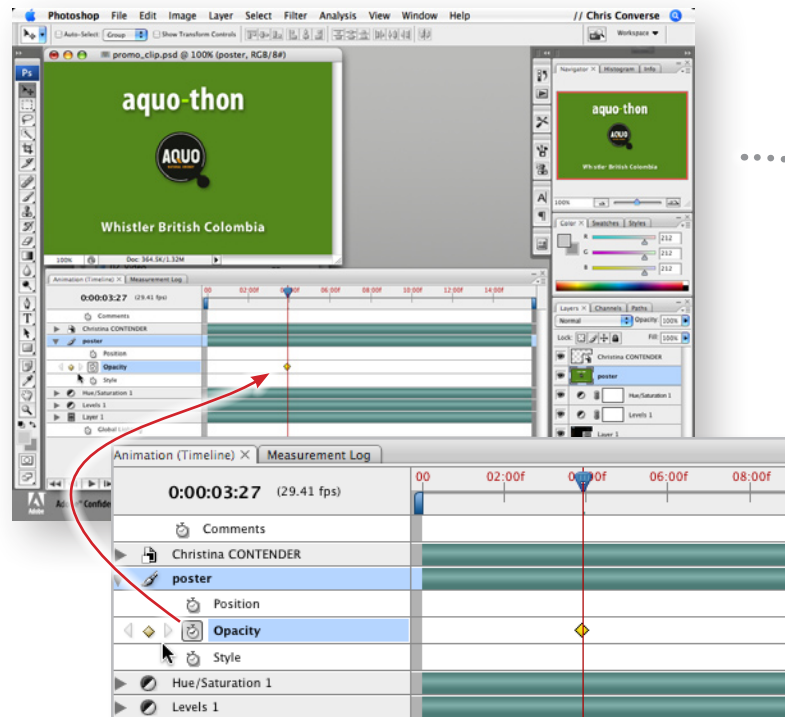
christinaCONTENDER layer



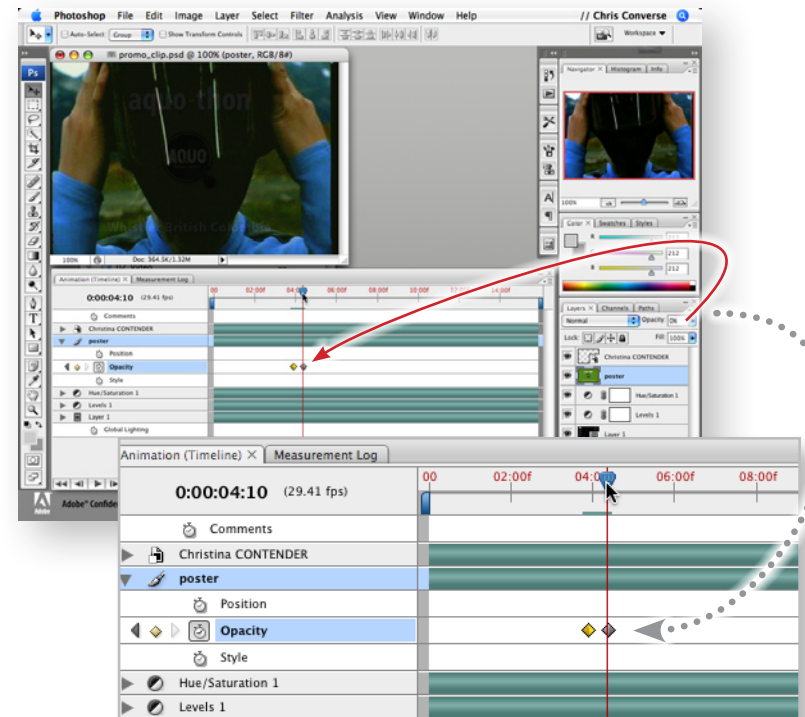
Moving your design with Flash®

Move the timeline jogger to 3:27 and activate the opacity keyframe (click the stopwatch button) on the poster layer. Move the timeline jogger to 4:10 and set the Opacity for the poster layer in the Layers panel to 0%. Photoshop Extended will automatically create new keyframes when the opacity is changed on this layer.

This will keep the poster frame on the screen until 3:37, then it will fully fade out by 4:10, revealing the video below.



Animation panel in Photoshop Extended

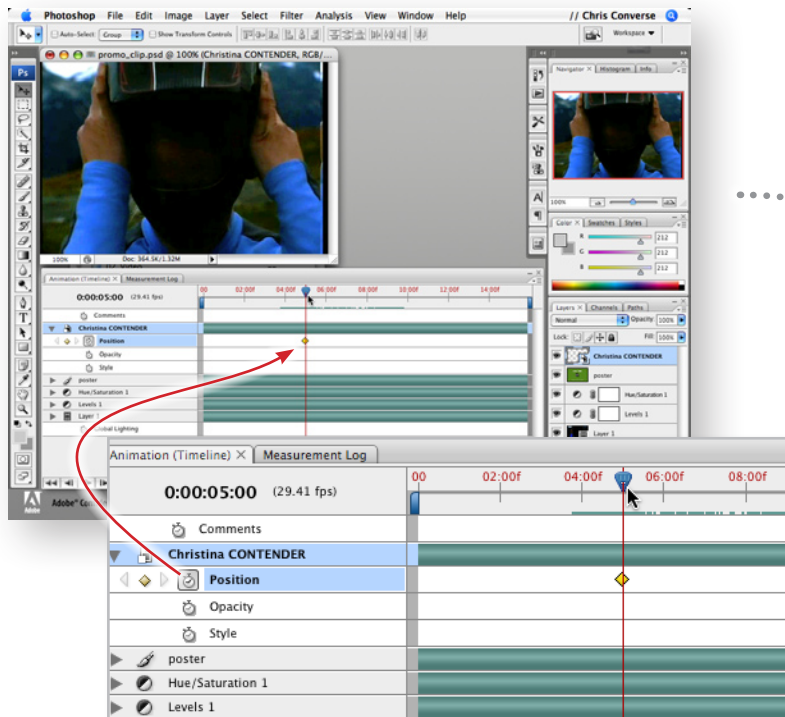


Animation panel in Photoshop Extended

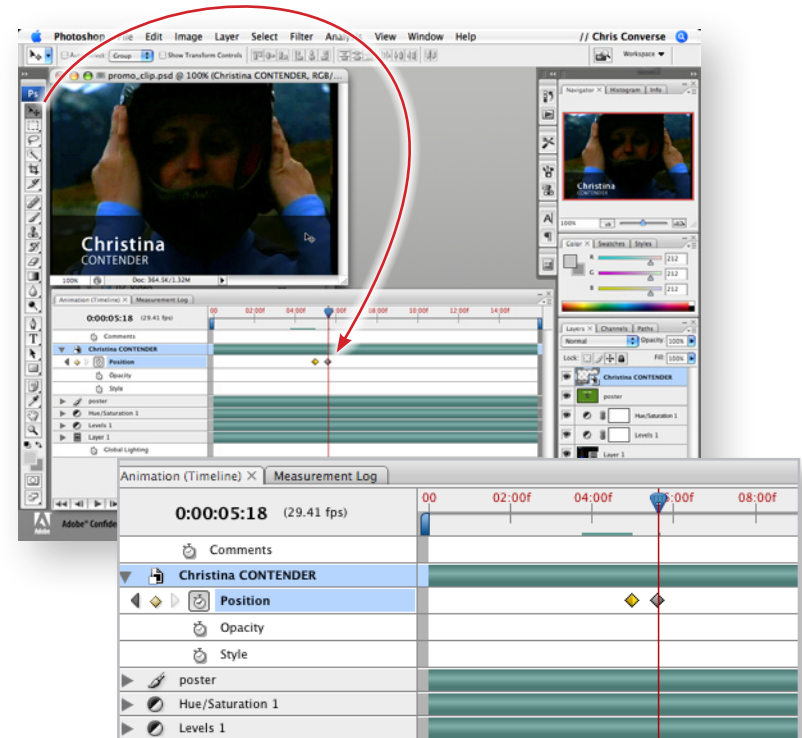
Moving your design with Flash®

Move the timeline jogger to 5:00 and activate the position keyframe on the ChristinaCONTENDER layer. Move the timeline jogger to 5:18 and move the ChristinaCONTENDER up using the Move tool. Photoshop Extended will automatically create new keyframes when the position is changed on this layer.

This will keep the ChristinaCONTENDER below the bottom edge of the canvas until 5:00, then it will move up by 5:18, overlapping the video below.



Animation panel in Photoshop Extended

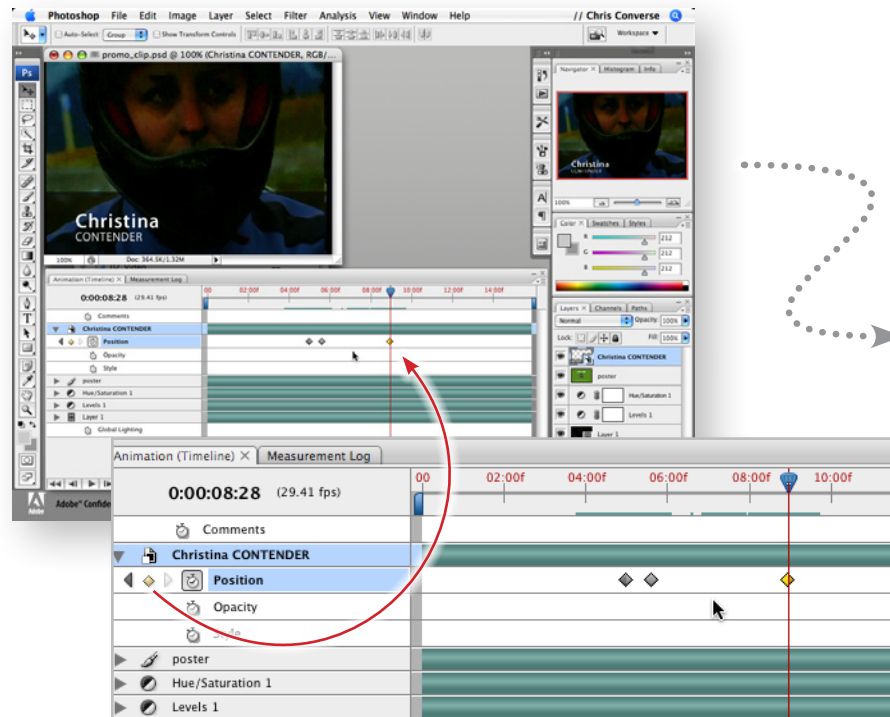


Animation panel in Photoshop Extended

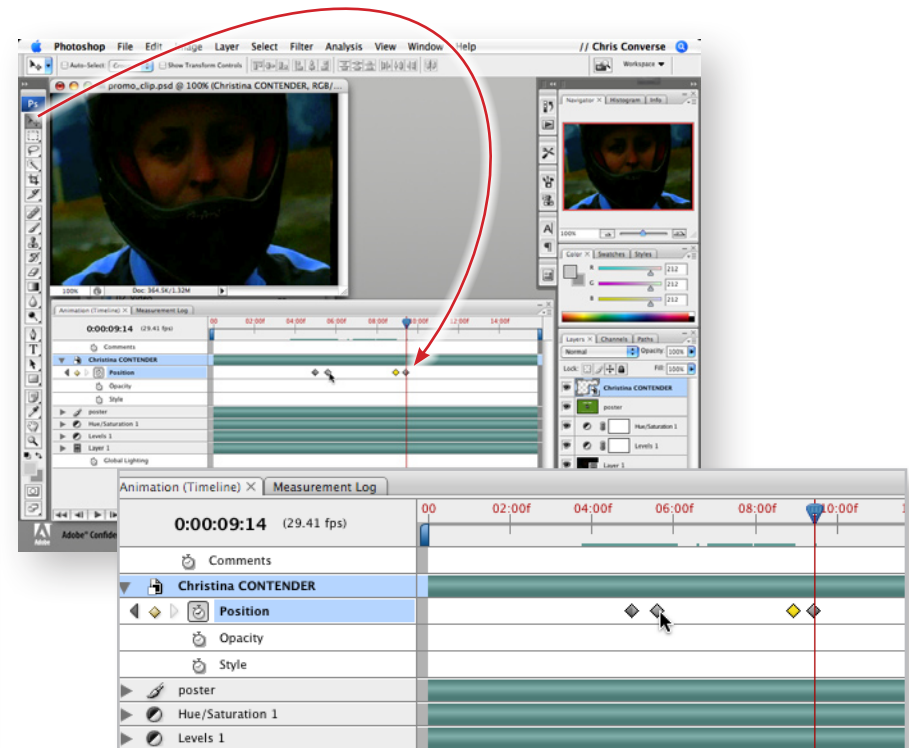
Moving your design with Flash®

Move the timeline jogger to 8:28 and activate the position keyframe on the ChristinaCONTENDER layer. Move the timeline jogger to 9:14 and move the ChristinaCONTENDER down using the Move tool. Photoshop Extended will automatically create new keyframe when the position is changed on this layer.

This will keep the ChristinaCONTENDER up until 8:28, then it will move down by 9:14, revealing the entire video.



Animation panel in Photoshop Extended



Animation panel in Photoshop Extended

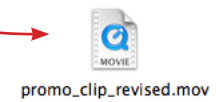
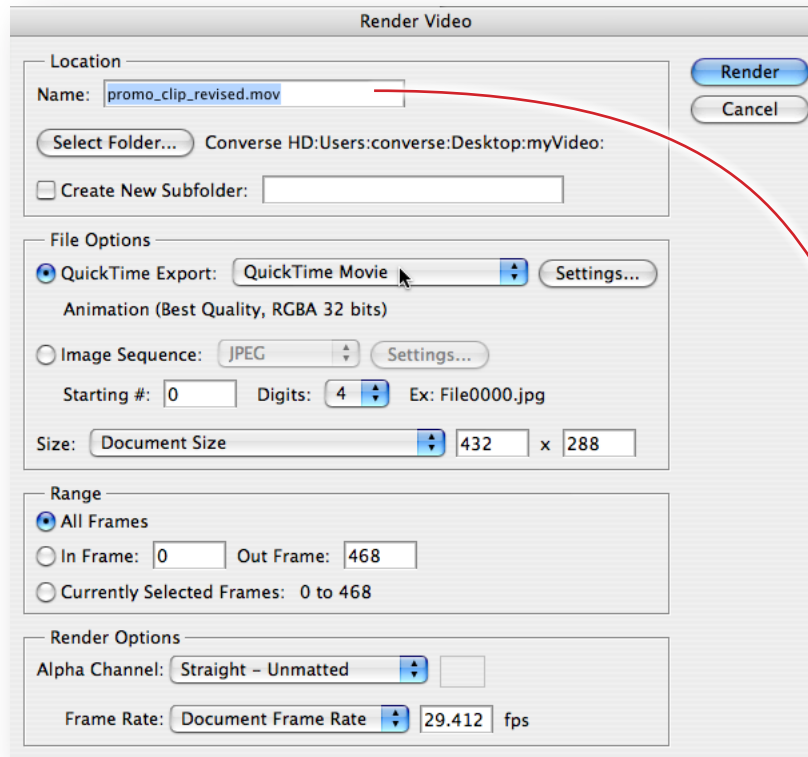
Moving your design with Flash®

Rendering Video from Photoshop Extended

Save the document as *promo_clip.psd* into the *myVideo* folder.

Choose File > Export > Render Video. Save as a QuickTime® movie (to preserve audio), and save the video as *promo_clip_revised.mov* into the *myVideo* folder.

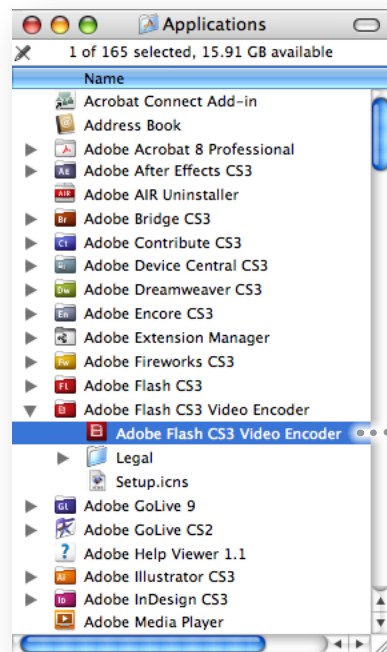
Render Video dialog box
in Photoshop Extended



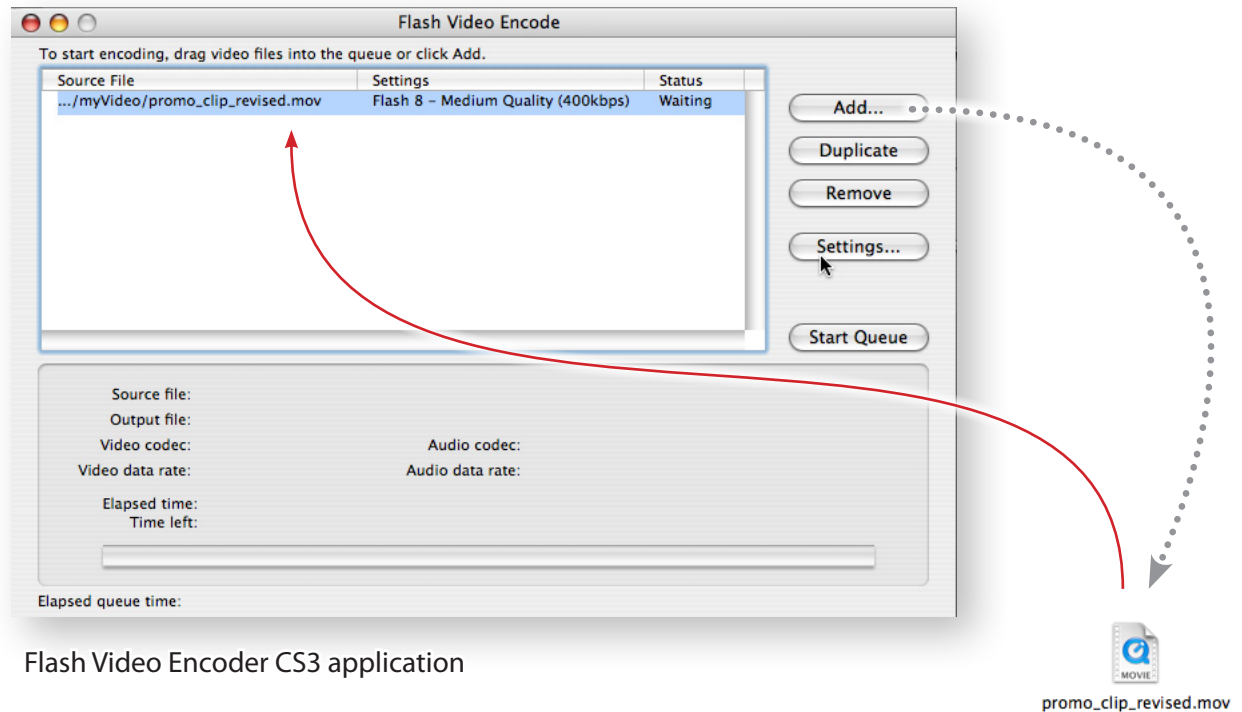
Moving your design with Flash®

Using the Adobe Flash CS3 Video Encoder

Adobe Flash CS3 Professional includes a separate application called the Adobe Flash CS3 Video Encoder. This tool is designed to take a number of different video file formats and convert them to the Flash Video format. Launch the application then click Add to locate the video *promo_clip_revised.mov* file exported from Photoshop Extended.



Applications folder

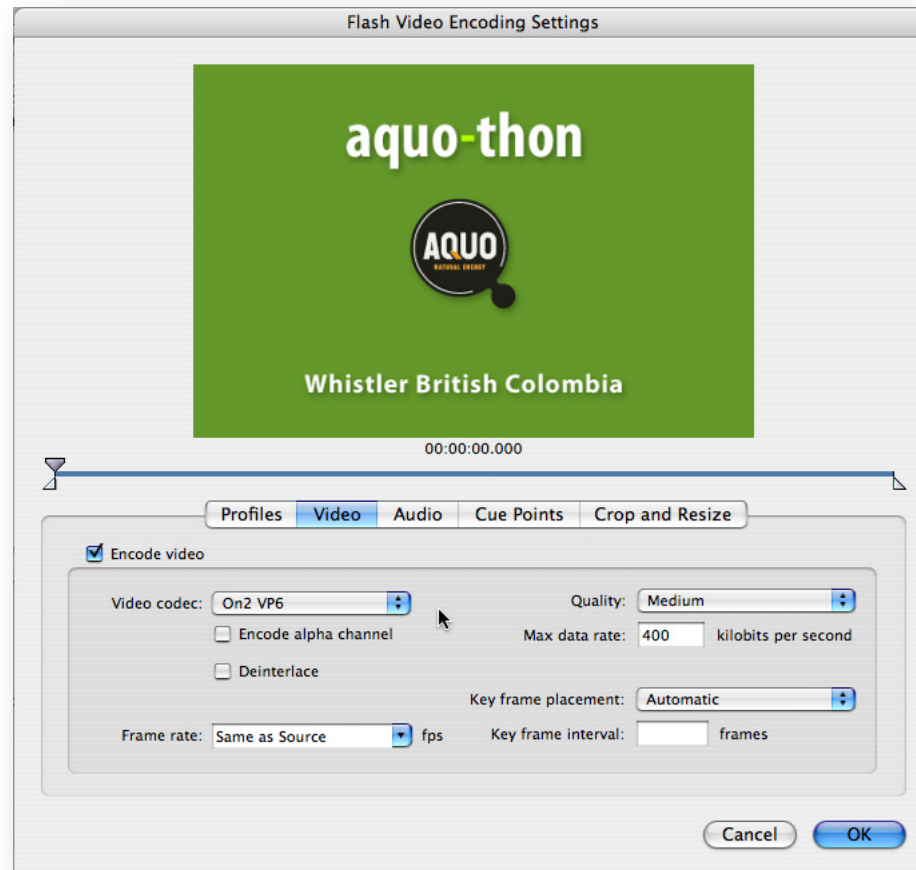


Flash Video Encoder CS3 application

Moving your design with Flash®

Flash Video Encoding Settings

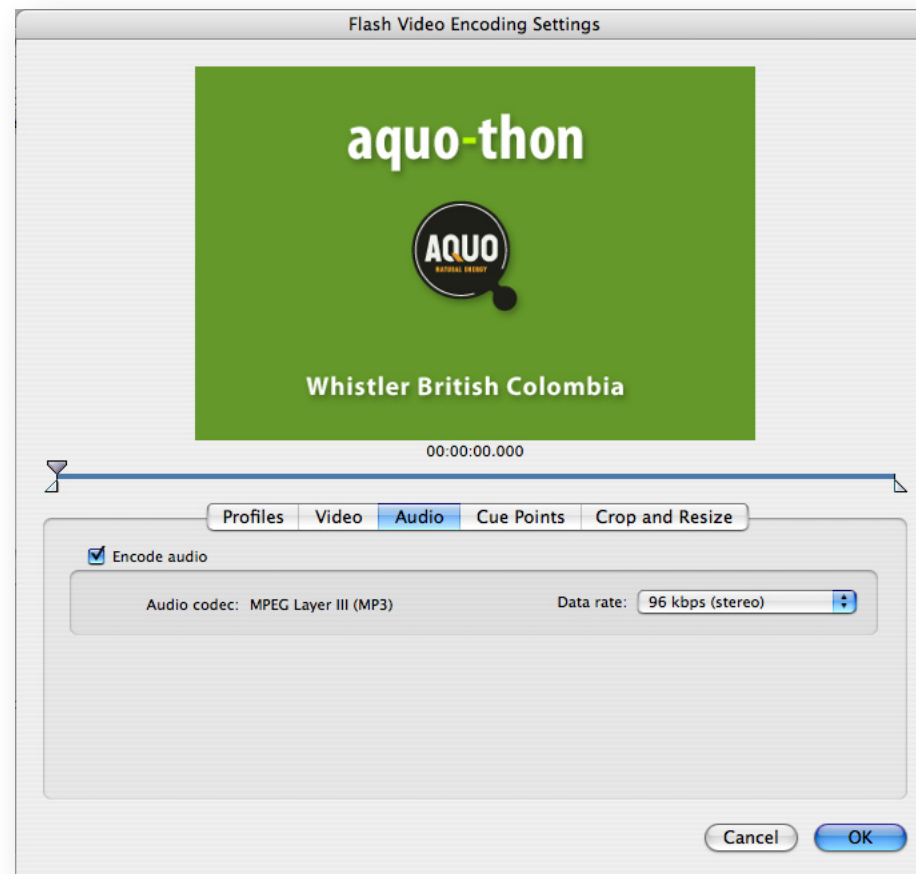
Under the Video pane of the Flash Video Encoding Settings dialog box, choose On2 VP6 as the codec, Medium for quality.



Flash Video Encoding settings:
Video settings

Moving your design with Flash®

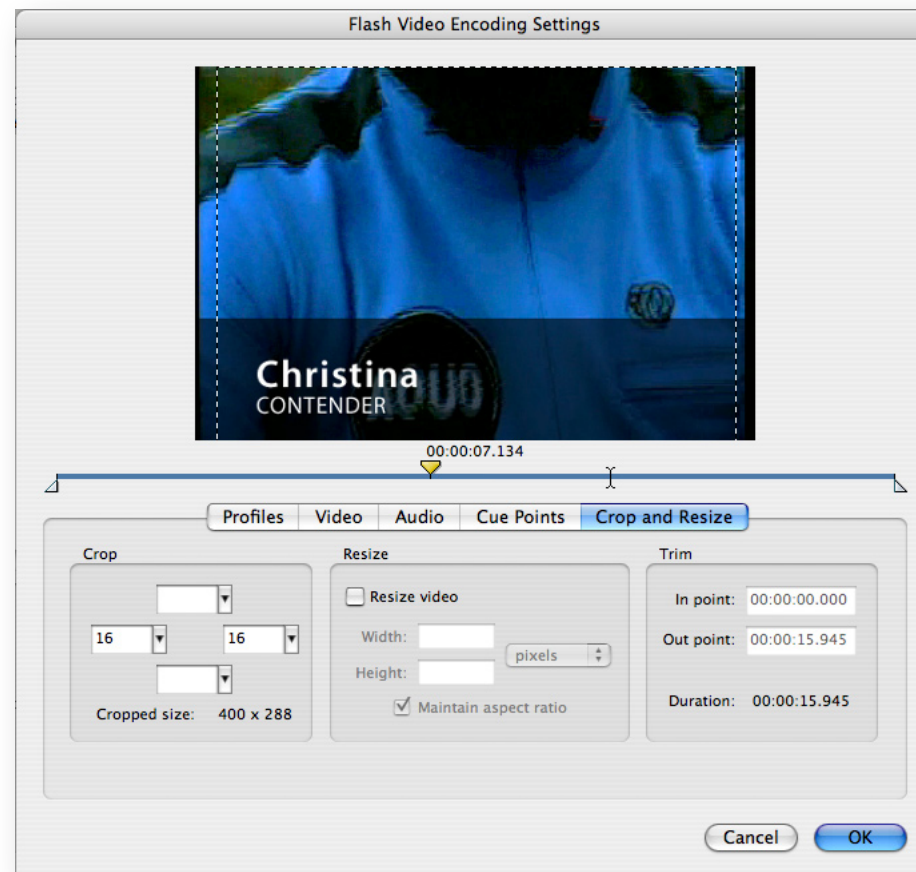
Under the Audio pane of the Flash Video Encoding Settings dialog box, set the data rate to 96 kbps (stereo).



Flash Video Encoding settings:
Audio settings

Moving your design with Flash®

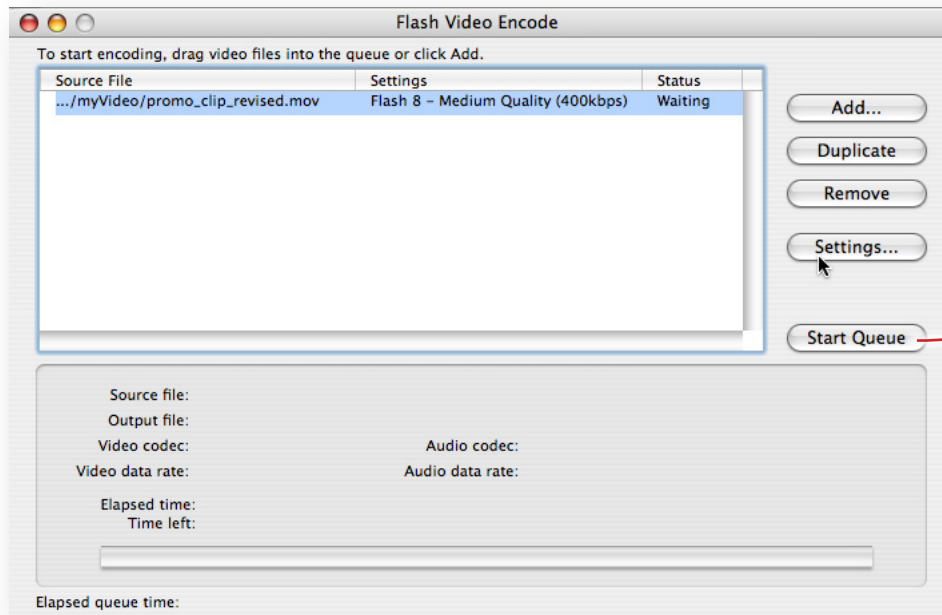
Under the Crop and Resize pane of the Flash Video Encoding Settings dialog box, set the left and right crop to 16 (resulting in a 400x288 sized video).
Click OK.



Flash Video Encoding settings:
Crop and Resize settings

Moving your design with Flash®

Click Start Queue to start the video encoder. The result will be a Flash Video file (FLV) named *promo_clip_revised.flv*.



Flash Video Encoder CS3 application

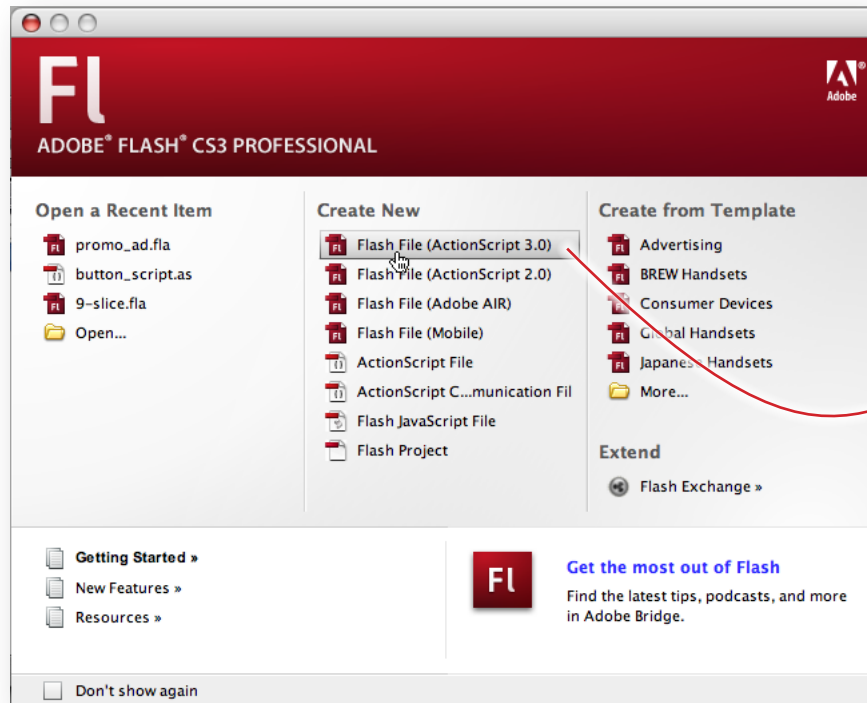
The QuickTime® movie is encoded and compressed into a Flash Video (FLV) file



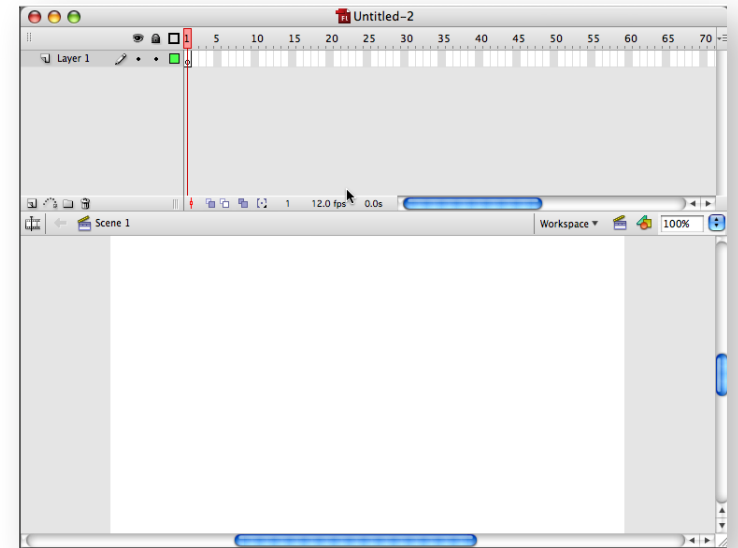
Moving your design with Flash®

Create a Flash Video Player

Create a new Flash File (ActionScript 3.0) file.



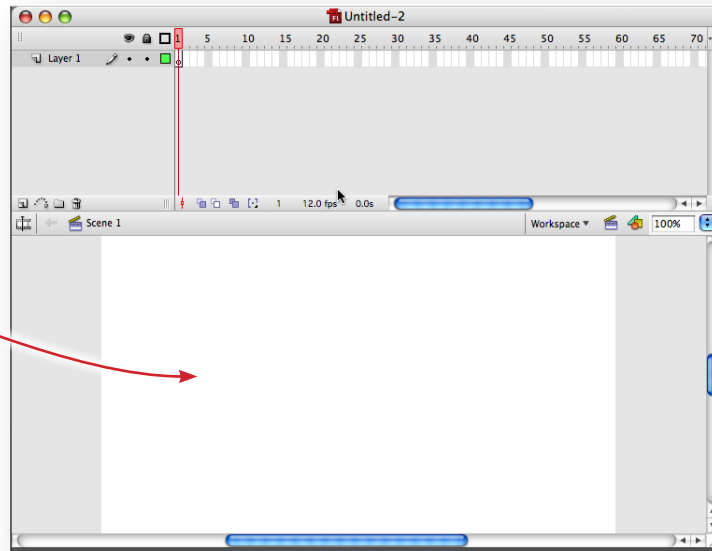
Splash screen in Flash



New Flash document

Moving your design with Flash®

Drag the *promo_clip_revised.flv* directly onto the stage of the new Flash file.



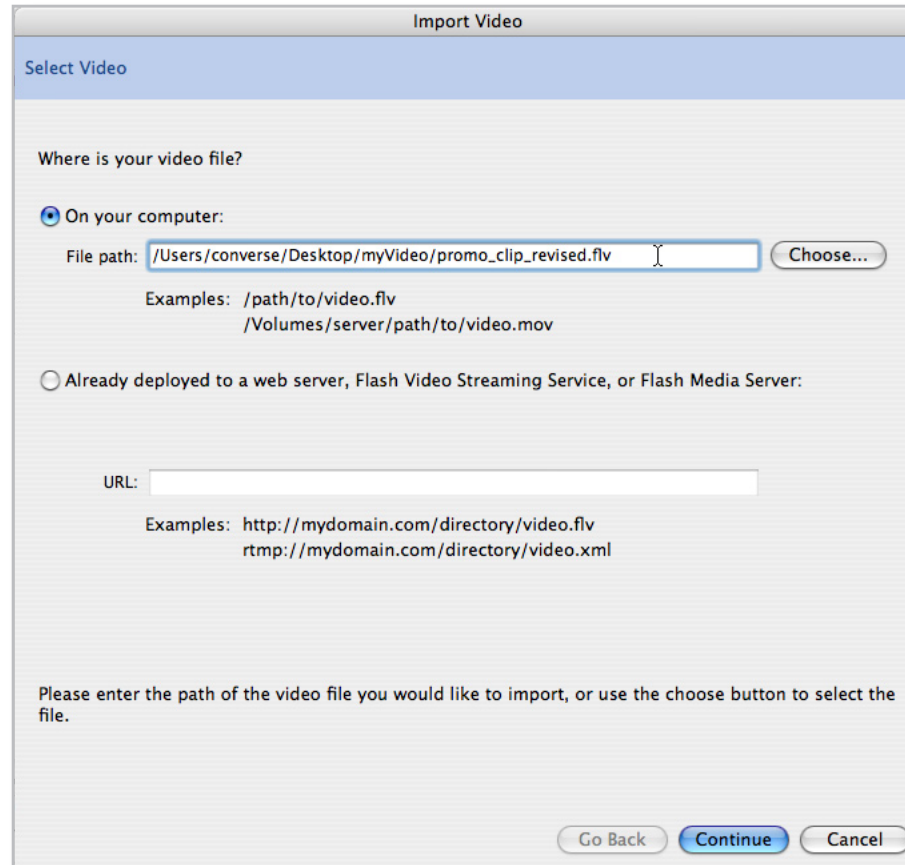
Flash document

Moving your design with Flash®

Follow the Flash Import Video wizard. Flash will automatically fill in the path to the Flash Video file.

Click Continue.

Import Video wizard in Flash
Select Video settings



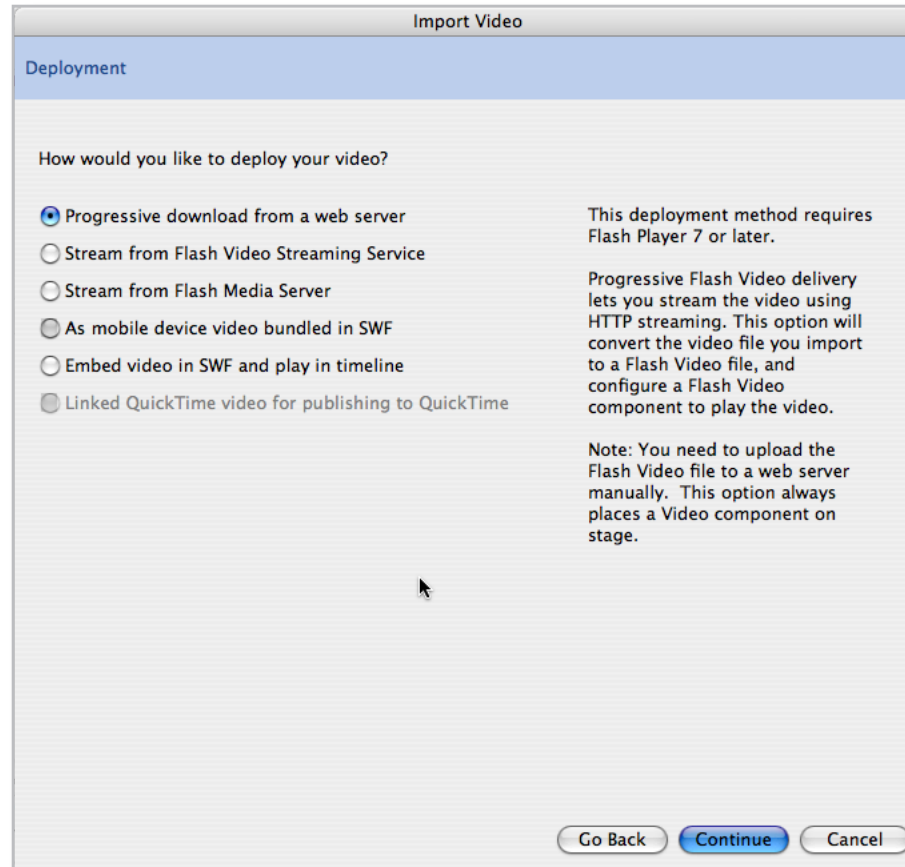
The screenshot shows the 'Import Video' dialog box with the following content:

- Title: Import Video
- Section: Select Video
- Question: Where is your video file?
- Option 1: On your computer:
 - File path:
 - Examples: /path/to/video.flv
/Volumes/server/path/to/video.mov
- Option 2: Already deployed to a web server, Flash Video Streaming Service, or Flash Media Server:
 - URL:
 - Examples: http://mydomain.com/directory/video.flv
rtmp://mydomain.com/directory/video.xml
- Footer: Please enter the path of the video file you would like to import, or use the choose button to select the file.
- Buttons:

Moving your design with Flash®

Choose Progressive download from a web server. This option will work for any web server.

Import Video wizard in Flash
Deployment settings

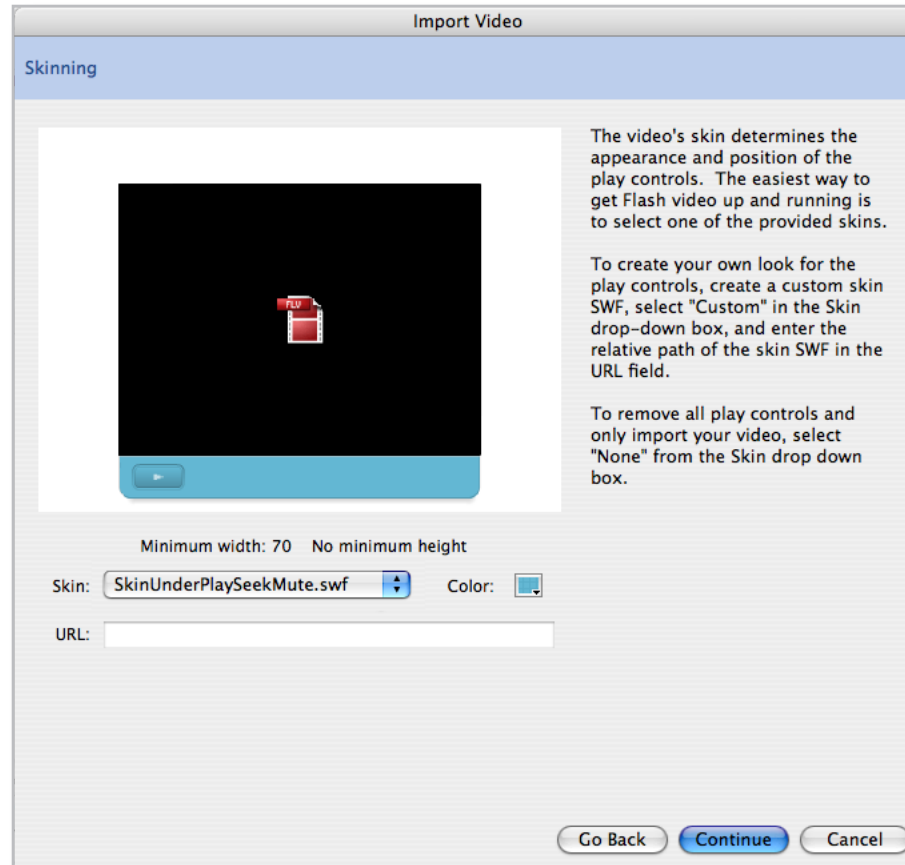


Moving your design with Flash®

Choose a video skin. There are many options for both an "over" and "under" layout in addition to choices for the controls you want to include.

In this example, choose SkinUnderPlaySeekMute.swf. Click Continue.

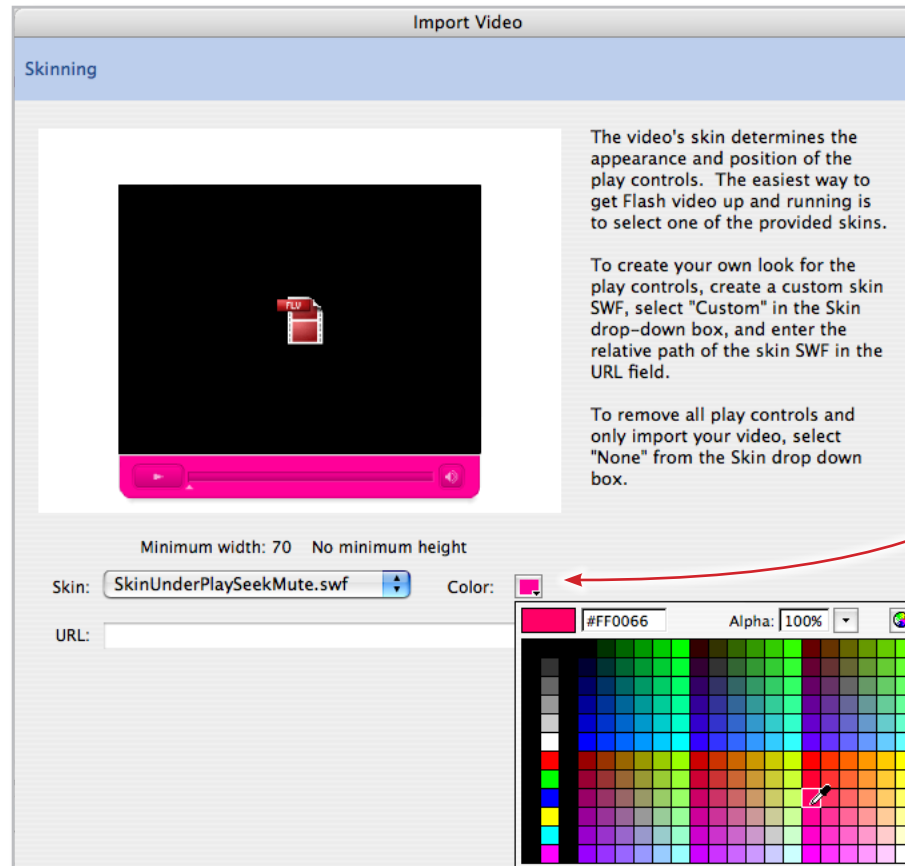
Import Video wizard in Flash
Skinning settings: control options



Moving your design with Flash®

Choose a color to tint the skin.

Import Video wizard in Flash
Skinning settings: color setting

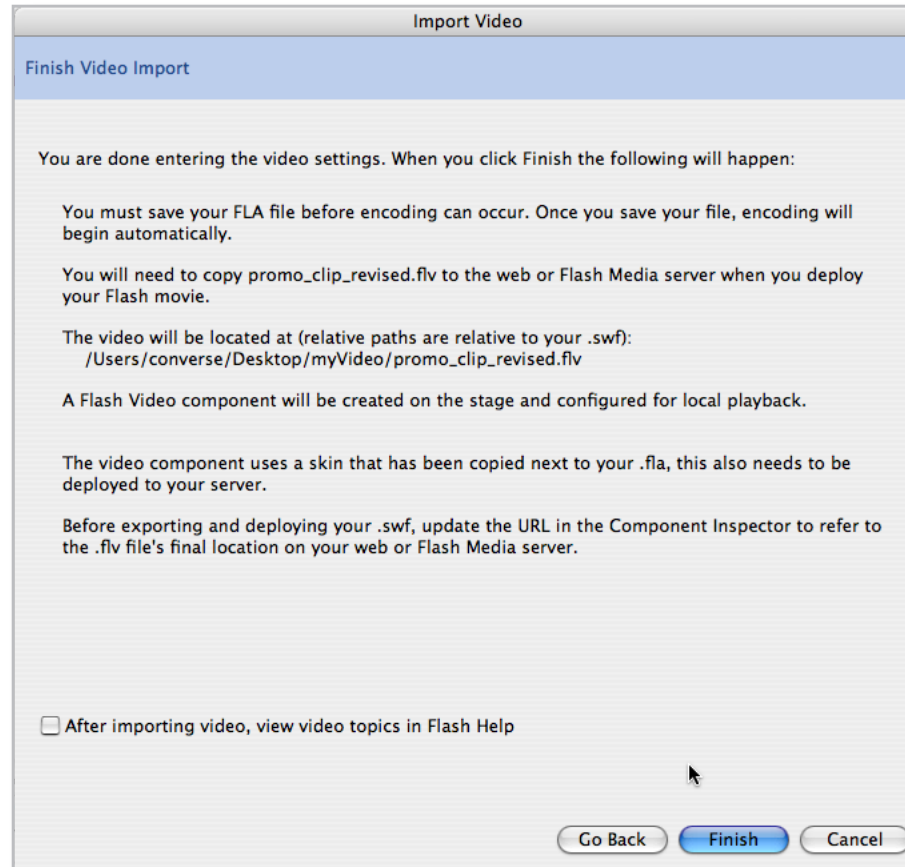


Choose a color

Moving your design with Flash®

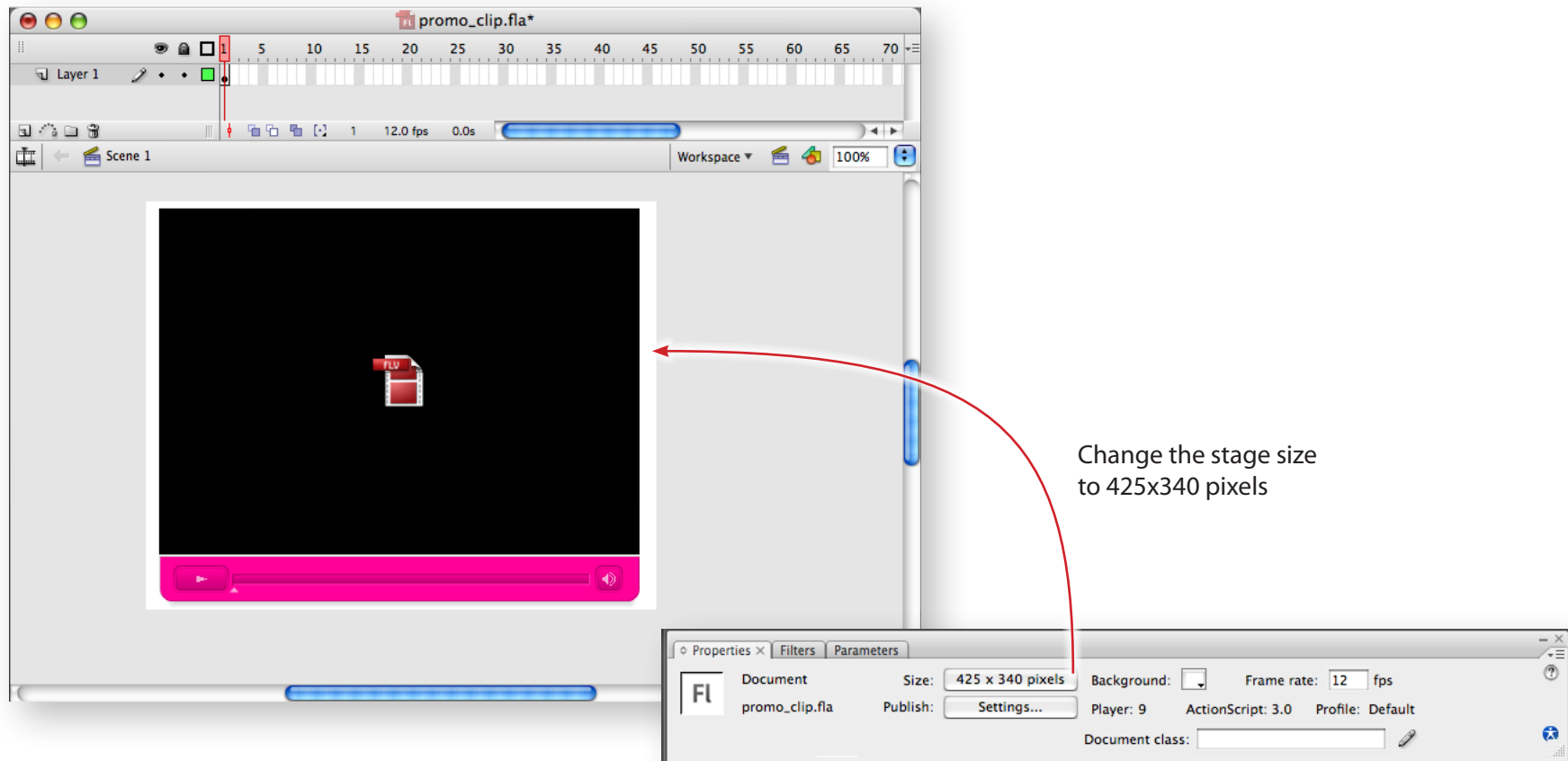
Review the summary, then click Finish.

Import Video wizard in Flash Summary



Moving your design with Flash®

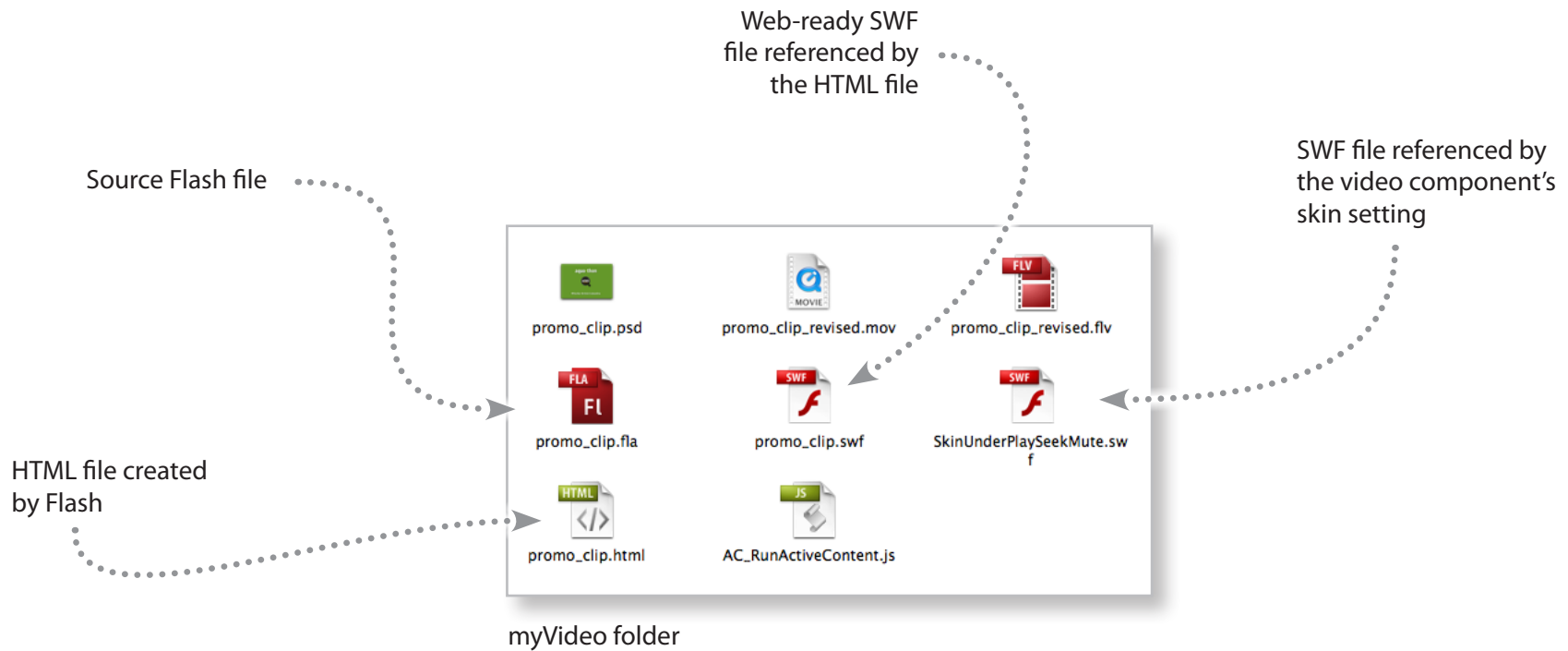
The video object will be placed on the stage with a representation of the chosen video skin. Position the video object in the upper right-hand corner of the stage. Resize the stage by clicking the button next to the Size label in the Properties panel and choose 425x340.



Moving your design with Flash®

Publish an HTML and Flash file (same as on [page 31](#)).

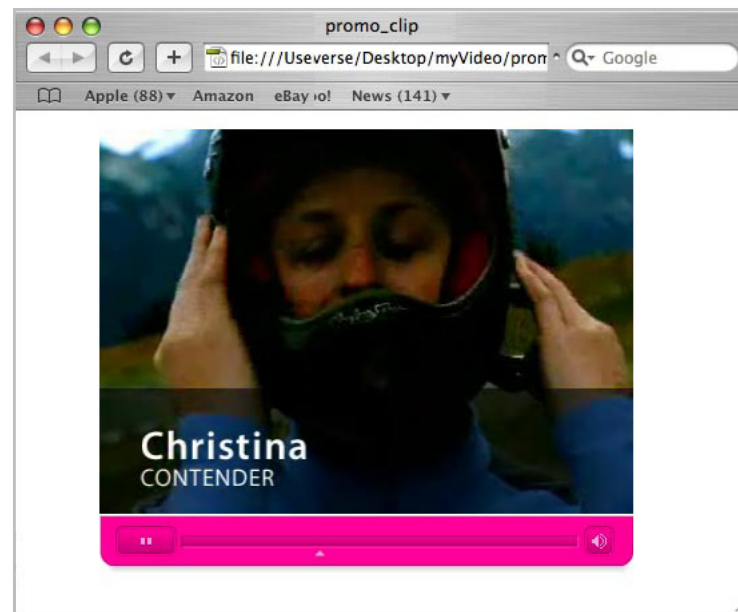
In the *myVideo* folder you will also see a file named *SkinUnderPlaySeekMute.swf*. this is an additional SWF published by Flash to control the video object. This file is loaded automatically by the *promo_clip.swf* is run.



Moving your design with Flash®

Preview in browser

Open the [promo_clip.html](#) file in a web browser to preview the video player.



Preview in browser