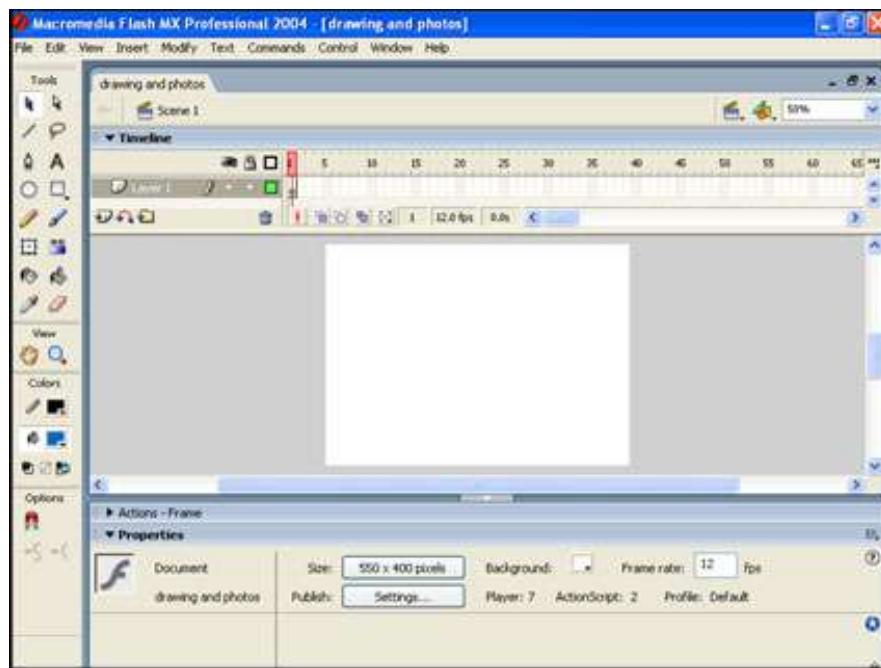


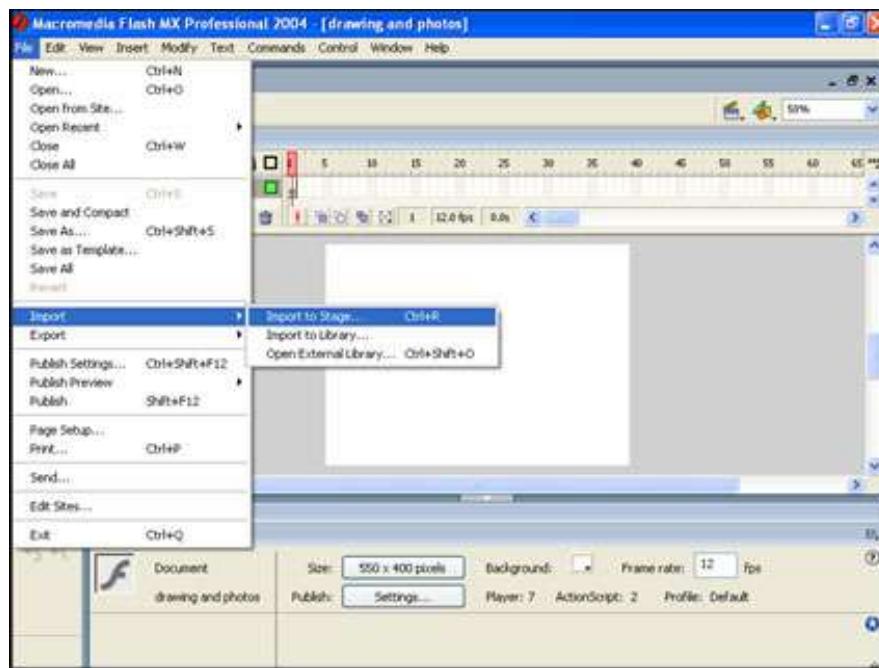
Importing photos for drawing in Flash

If you're thinking to print this, try setting the printer to 2 pages per sheet, double sided, and at draft ink quality.



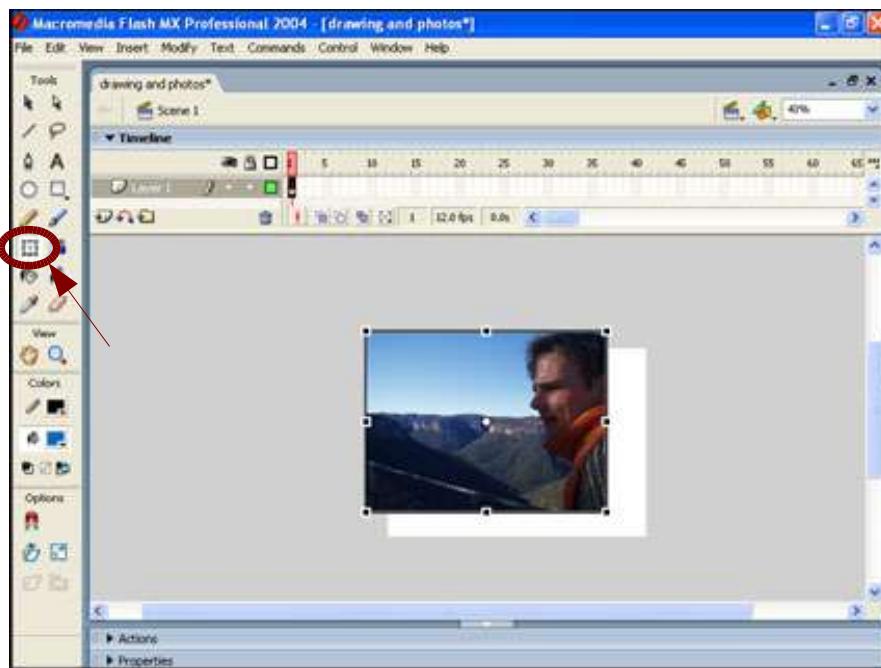
- Opening a new movie, I've removed all the panels that normally open on starting Flash, by right clicking and selecting 'close panel'
- All that remains then are 2 panels below the stage - the Actions panel which is currently minimized, and the Properties panel which is currently open
- These panels, and especially the properties panel are what's called 'context sensitive' which simply means it will display information depending on what tool you have selected, and where in the program you have clicked.
- Note the properties of this new movie. It is currently sized at 500x400 pixels, with a white background, playing at 12 frames per second, on a Flash 7 player.

Importing photos for drawing in Flash



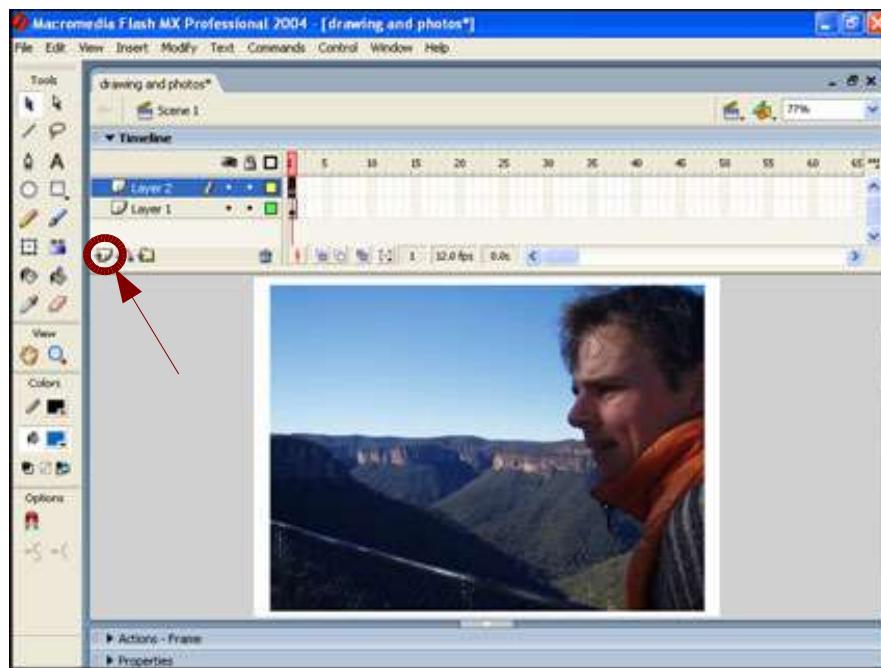
- To import a photo, first have one ready, preferably copied to the folder where you have saved your new movie.
- In Flash, click File>Import>Import to Stage, or key Ctrl R.
- Find the folder containing the image you want to import and click Open.
- This will import the image to your movie, place a copy of the image on the stage, and another copy in the movie's library.
- The library is a folder containing all the media that you import and create in your movie. To open the library, simply key F11.

Importing photos for drawing in Flash



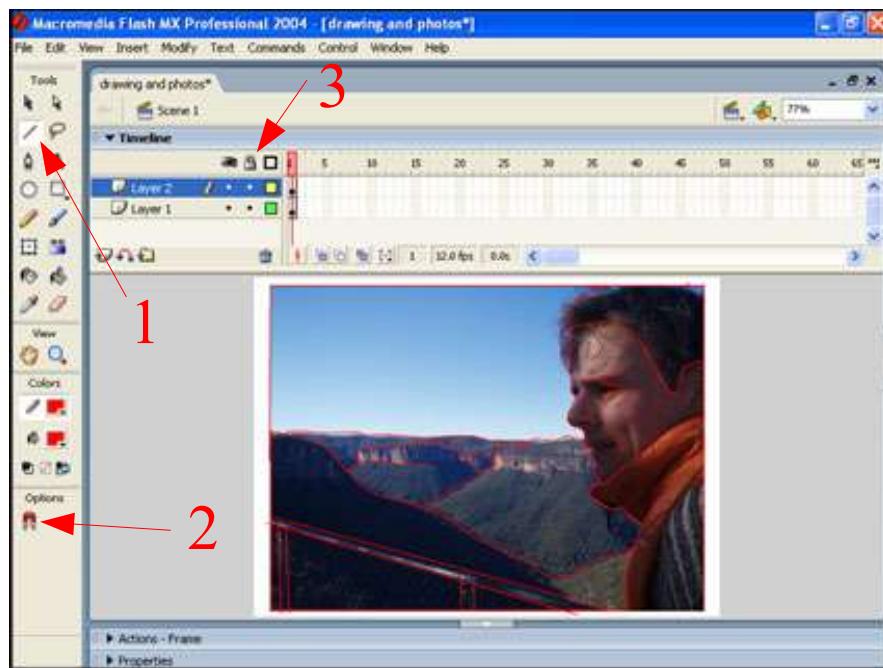
- Resize the image by first clicking it to make sure it is selected, then by clicking the resize tool (circled).
- If you hold down the shift key when resize, the proportions of the image will be maintained.
- Position the image where you want it by using the arrow keys (shift arrow for bigger moves), or by clicking and dragging.

Importing photos for drawing in Flash



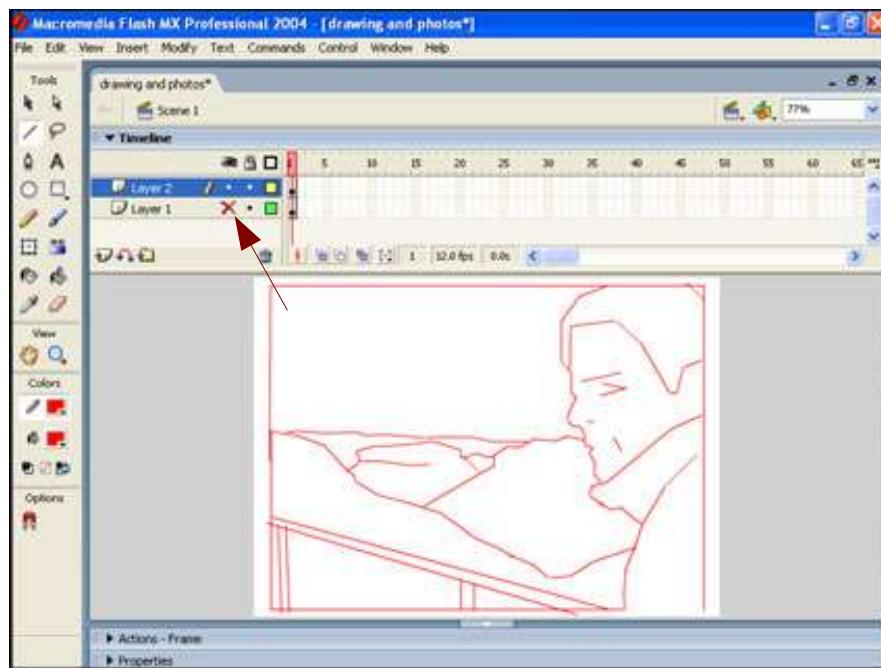
- Create a new layer on the timeline by clicking the 'new layer' button circled.
- We are about to start drawing in our movie and we want to drawing to be on a separate layer.
- To prepare for drawing on this layer, make sure that the first frame of the new layer is selected. This will ensure that new elements drawn appear on that layer and in that frame.

Importing photos for drawing in Flash



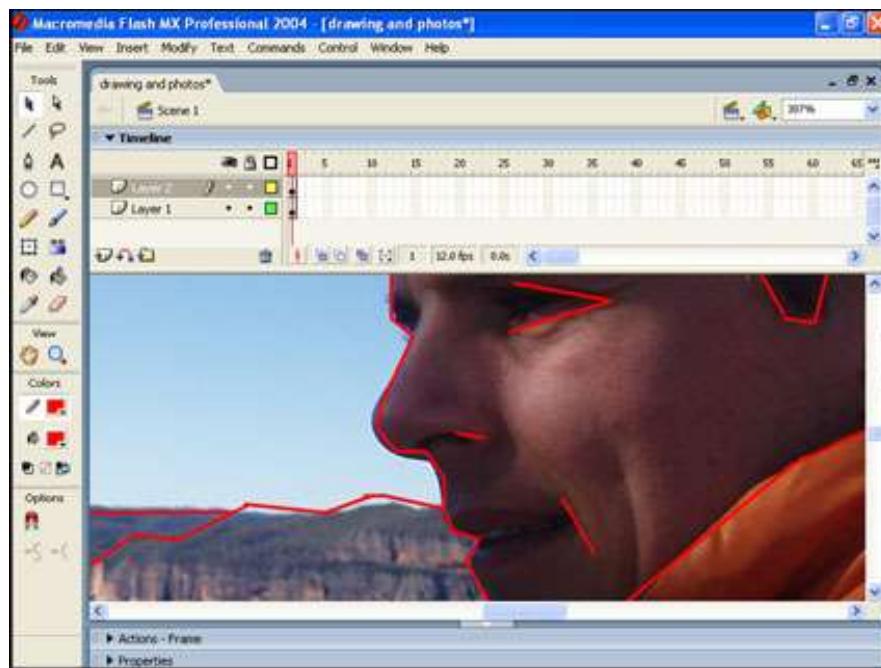
- I have selected the line tool (arrow 1) to do a rough sketch, tracing the image in the photo. The magnet graphic at the bottom of the tool bar (arrow 2) turns on and off the 'snap to' drawing aid. Snap to helps you join lines neatly, but can be a pain when you don't need it.
- To be absolutely sure, click the dot under the padlock graphic on the layer you don't want to draw on (arrow 2). This will lock the layer and prevent you from accidentally drawing on it.
- When you have finished making your sketch trace of your photo, find the 'eye' graphic next to the padlock. Now, clicking the dot under the eye on the photo's layer will hide the photo so you can see your drawing so far

Importing photos for drawing in Flash



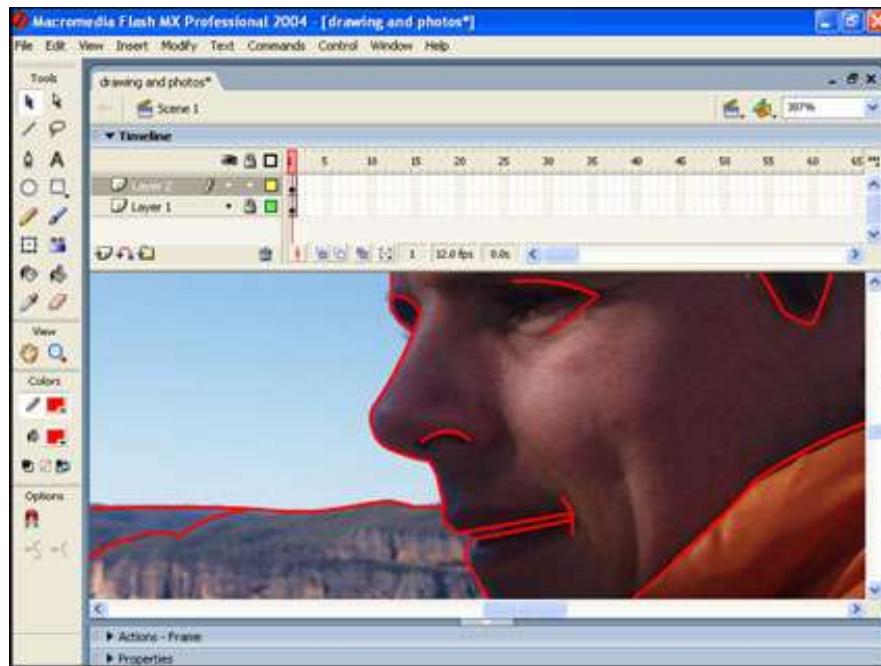
- Here's my drawing so far after hiding the photo layer.
- Notice the red cross on the photo layer? (arrow) This tells me that the image on that layer is currently hidden. To make it visible again, simply click the cross.
- As you can see, the line tool has made a pretty sketchy rendering of the image. Let's tidy it up...

Importing photos for drawing in Flash



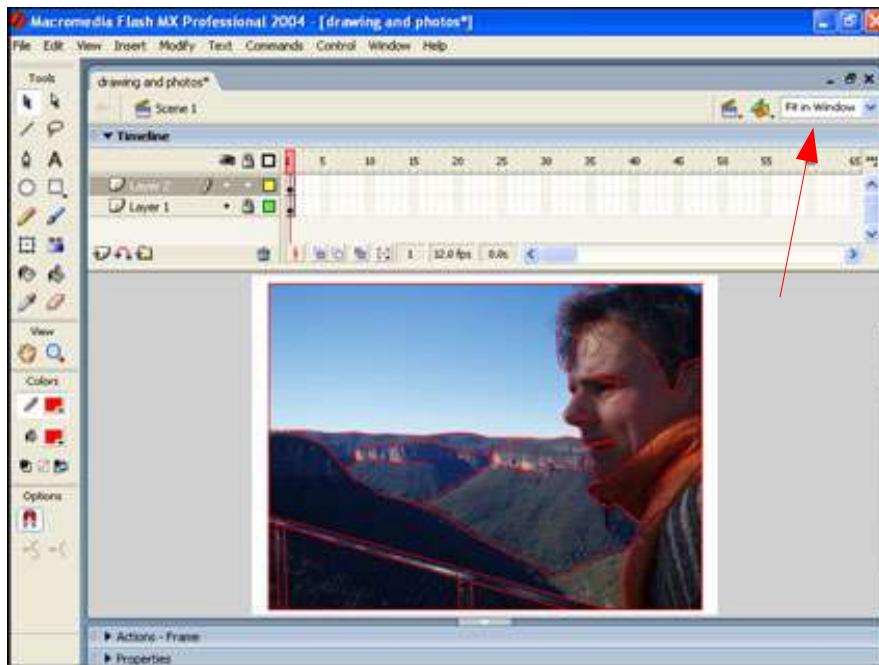
- I have made the photo layer visible again and pressed Ctrl + to zoom in.
- With the pointer tool (arrow) I am able to select, move, stretch and curve the lines depending on where I click with the tool.
- If I click the end, or junction of 2 lines, it will stretch the lines.
- If I click and drag near the middle of a line, it will curve.
- If I click a line to select it, then click and drag, it will move the line.
- This use of the pointer tool takes some getting used to, and it will take a little while to tidy up the sketch.

Importing photos for drawing in Flash



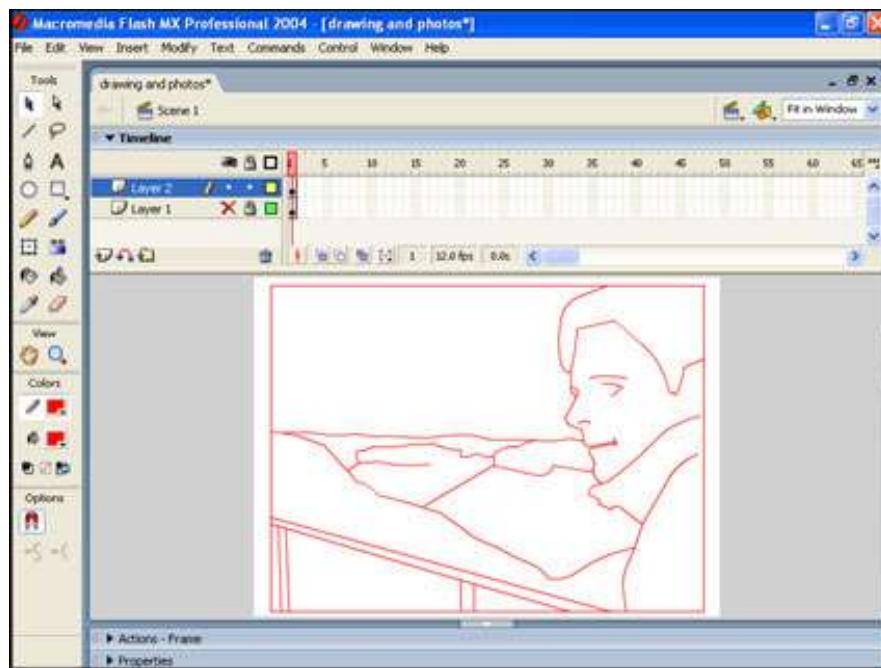
- Here's a view of my effort to tidy up the line tool's sketch so far. Notice the slight curve in the lines?
- Compare it to the previous page and see what you think.

Importing photos for drawing in Flash



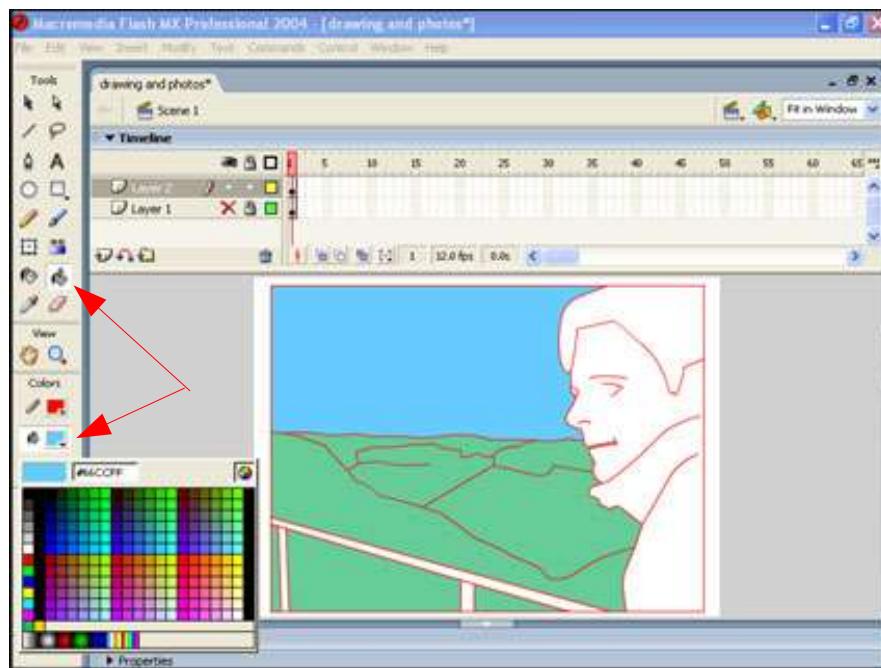
- I have keyed Ctrl - to zoom back out, or the drop down menu in the top right (arrow) has a number of present views, including fit to window which can be helpful.
- I have finished tidying up my sketch. It took me about 15 minutes. Let's have a look at it without the picture behind it...

Importing photos for drawing in Flash



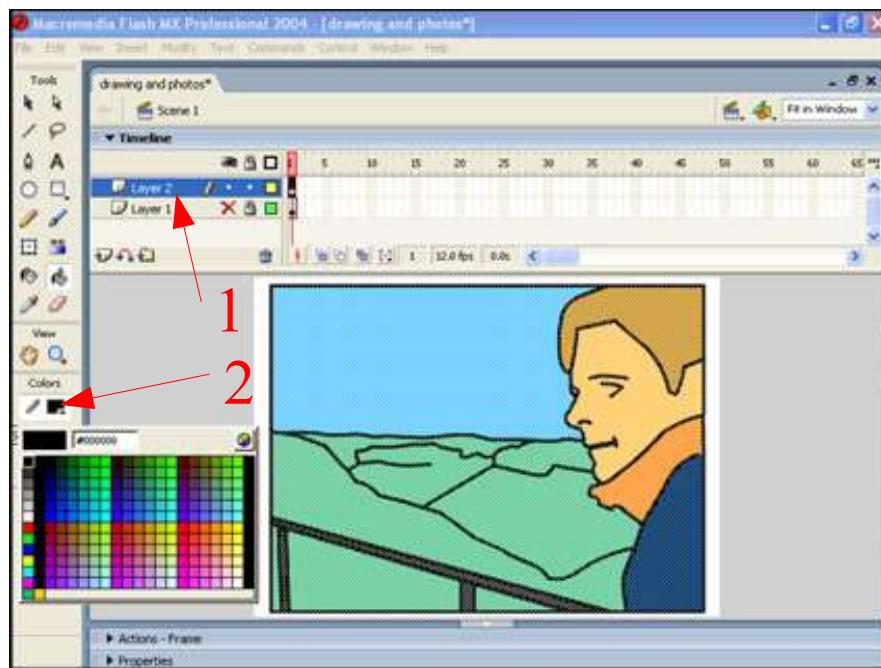
- I have clicked the dot under the eye graphic on the layer I needed to hide so I could see the line drawing better.
- I'm pretty happy with that, now let's start adding some colour...

Importing photos for drawing in Flash



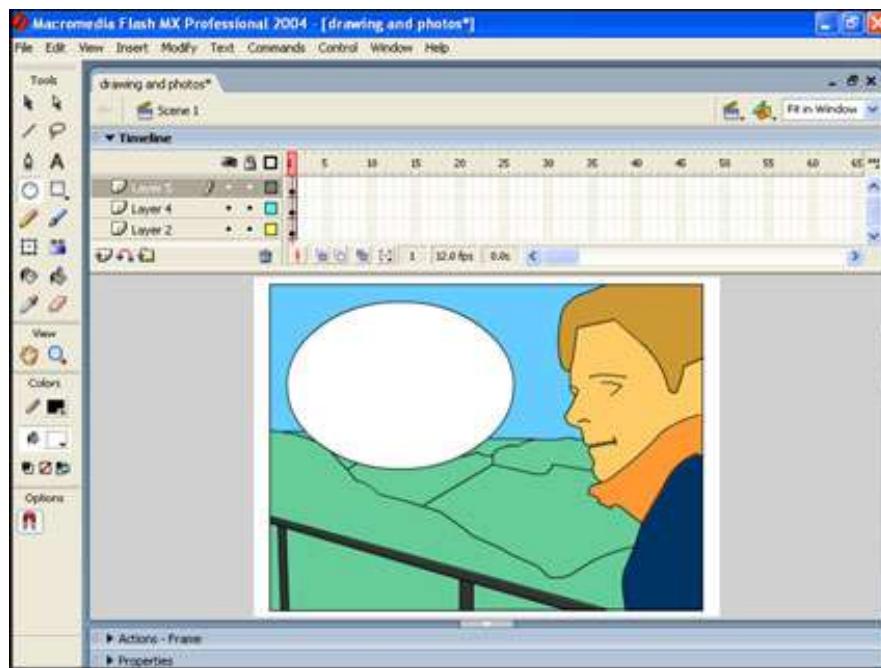
- I have selected the 'paint bucket' tool (arrow) and changed the colour by clicking the colour fill drop down menu (arrow).
- Once I have selected the colour I want its simply a matter of filling the areas of the picture you want coloured.
- The paint bucket tool will fill any area where lines join. If the lines don't join the colour will either fill outside the area you wanted filled, or won't fill at all.
- At the bottom of the tool bar (under the colour selection box in this screen) are a range of buttons that you can use to tell the paint bucket to ignore small to large gaps in your line work.

Importing photos for drawing in Flash



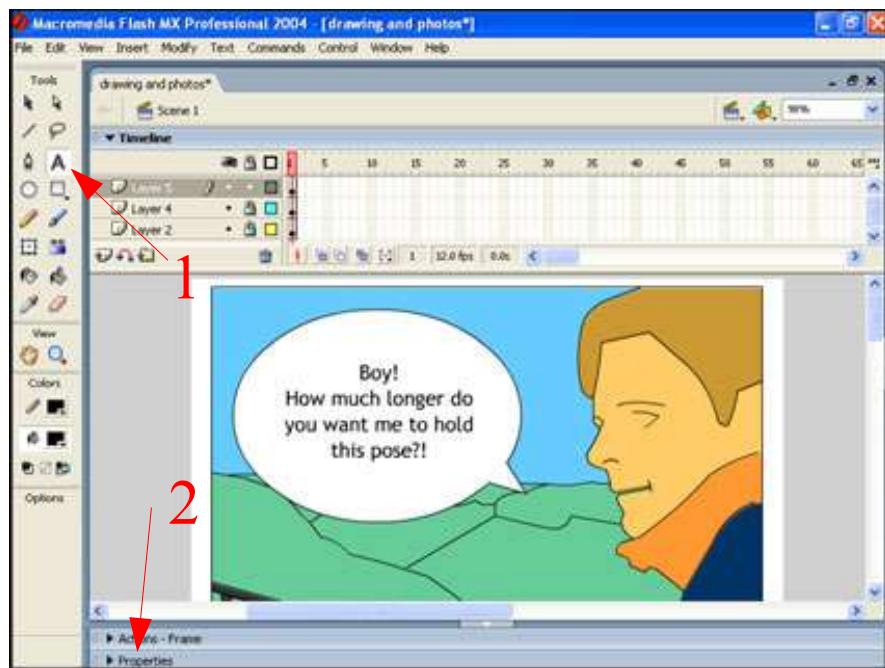
- Now I have finished colouring, you might notice in this screen that the line has been changed to black. To do this, simply select everything on your drawing layer by clicking the lay bar (arrow 1).
- Now click the drop down menu in the line colour box (arrow 2) and select the colour you want for the line work.
- This will change the colour of all the line work because you had everything on the layer selected.
- To change the colour of only some lines, just click the line to select it, then change its colour in the same way.

Importing photos for drawing in Flash



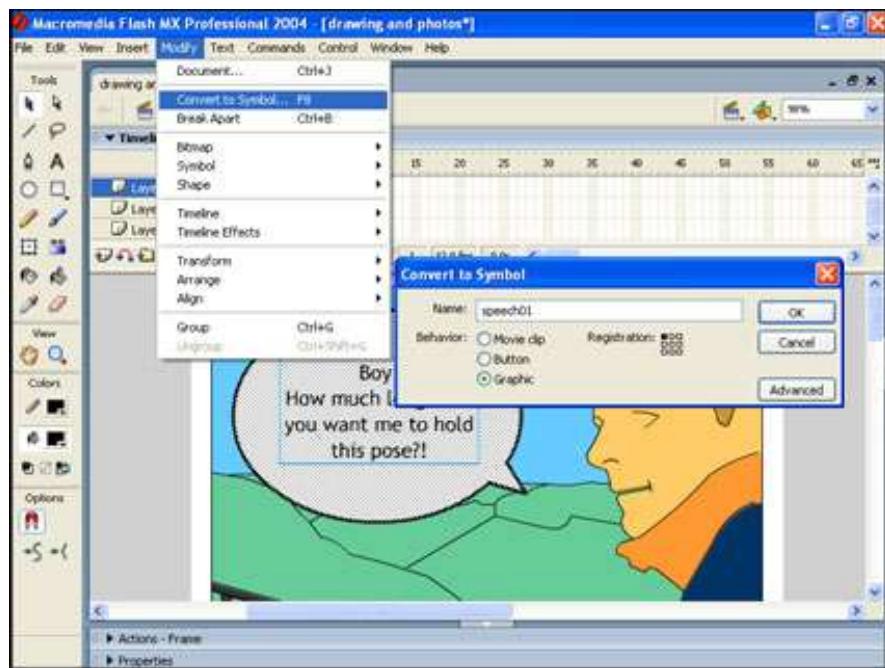
- Now that the line work and colour fill is finished, its time to add and slightly animate a speech bubble for the scene.
- I have selected the 'ellipse' tool, made sure that the line is black and the fill is white, then on a new layer have drawn the bubble by clicking and dragging.
- Make sure you do it on a new layer!
- If you make a mistake, key Ctrl Z for undo.

Importing photos for drawing in Flash



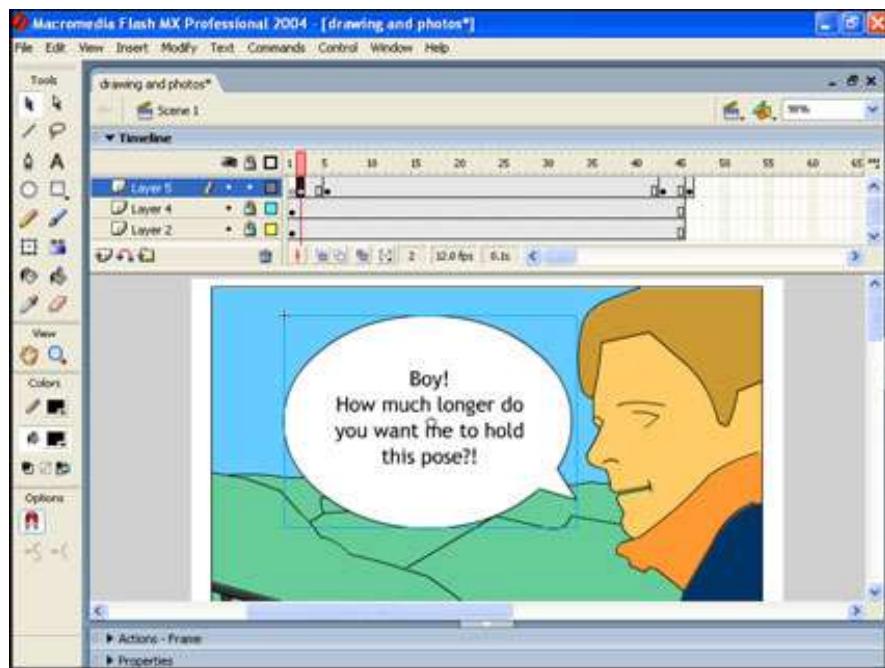
- On the same new layer I have selected the 'text' tool (arrow 1) and used it to type some words.
- If you open the properties panel below (arrow 2) you can change the font, size etc of the text.

Importing photos for drawing in Flash



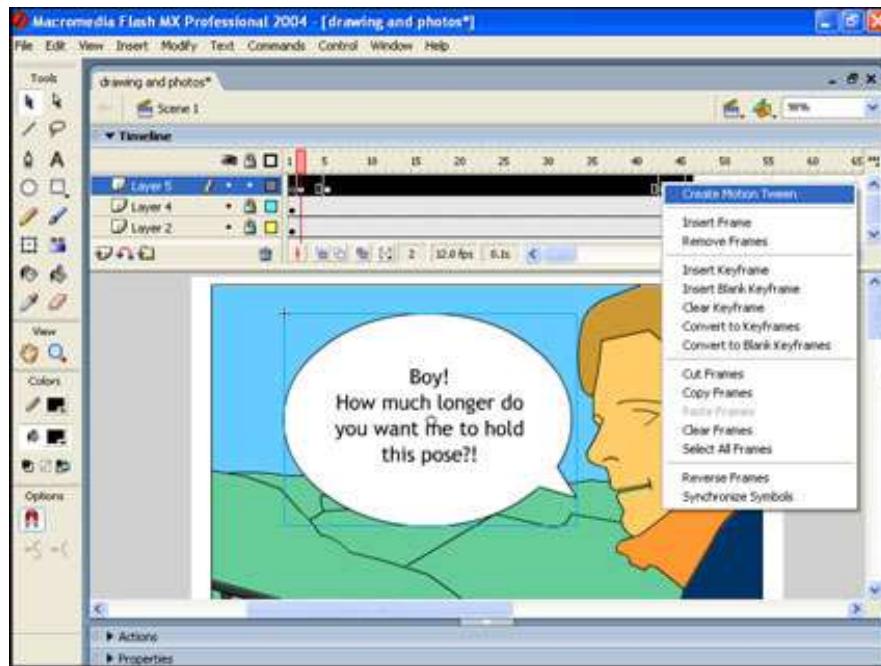
- Now that you have created the speech bubble and added text, all on the same layer, you now have to select it all, group it as 1 graphic, and animate it.
- To select all the elements of the speech bubble, simply click the layer bar of the layer in which you drew the speech bubble.
- Now click Modify from the main menu, and select 'convert to symbol' from the list of options.
- When symbol conversion window comes up, you name the symbol and select graphic from the 3 symbol options
- This has grouped the elements of the speech bubble into one graphic in the movies library. (F11 to see library)

Importing photos for drawing in Flash



- Now we want to animate the speech bubble.
- Think about how long it would take someone to read the speech bubble and consider it in terms of your movie's frame rate (12 fps)
- I have selected the 45th frame of the speech bubble's layer and inserted a keyframe by pressing F6. (A keyframe is used wherever there is to be a change in the contents of the layer).
- I want my speech bubble to fade up, be visible for about 3-4 seconds, then fade out. So I have added keyframes to every frame where the fades start to happen and finish happening.

Importing photos for drawing in Flash



- Now that I have the keyframes in place, I need to change all the frames on the speech bubble's timeline into 'tweening frames'. This will enable Flash to automatically create the transitions between the keyframes.
- To do this select all the frames by clicking the layer bar.
- Right click anywhere in the selected frames and select 'create motion tween' from the drop down menu.
- You should be able to notice that the frames have changed colour and that they have an arrow stretching between the keyframes

Importing photos for drawing in Flash



- Now we need to change the look of the speech bubble in the keyframes. I am going to make the speech bubble in the first key frame be invisible, and the second keyframe visible. The tweening will create the fade up from invisible to visible for me once I have made this simple changes.
- To make the first keyframe of the speech bubble invisible, I use the pointer tool to click to select the keyframe. Then I click to select the speech bubble.
- Now open the properties panel. In the color field (arrow) select 'alpha' from the drop down menu, and use the slider to make the speech bubble's alpha value 0% - in other words, invisible.

Importing photos for drawing in Flash



- Do the same with the alpha value on the last key frame on the speech bubble.
- Remember - click the keyframe, then click the graphic, then change the properties.
- Now that we have made the first and the last keyframes invisible, and kept the second and the second last keyframes visible, the tween will create the effect of a fade up and fade out.
- To test your work, make sure it is saved, and key Ctrl Enter. This will export and play your movie.

Importing photos for drawing in Flash



- And there it is!
- Importing a photo
- Tracing that photo with the line drawing tools
- Colouring the line drawing
- Creating an animated speech bubble
- If you are thinking to use this technique for your Internet make sure you delete the layer with the photo to reduce the file size.