

D.A. FLASH ANIMATION ASSIGNMENT #1: ANIMATED PERSON

***GOAL (THE D.A. VERSION OF A “LARNING TARGET”): TO IMPORT A PHOTOSHOP PSD FILE INTO FLASH AND THEN CONVERT THAT FILE INTO AN ANIMATED SWF FILE.**

WHAT WILL YOU ANIMATE?

1. Find a picture of someone (actor, actress, athlete, musician, movie character, etc.) who interests you. ***Make sure that the image you find will allow for you to move the head, arms, and legs** (when you convert it to an animation in Flash).
2. Use the **Pen Tool** to draw over the person in Photoshop. This should take about two class periods to complete.
***as you use the Pen Tool:** merge layers together in sections, but not all together. The more pieces you have to work with, the more movement you can capture in your animations. **MAKE SURE TO INSERT A PLAIN COLOR BACKGROUND. This will be most important, in that it will allow for a much easier transfer of your image from Photoshop to Flash.**

Once you have finished drawing the person: you will be ready to import the Photoshop PSD file into Flash. When you open Flash, a window will pop up that says **Adobe Flash CS3 Professional** at the top. In the middle section, where it says **Create New**, make sure that you select **Flash File (ActionScript 3.0)**.

3. **In Flash**, go to **File > Import > Import to Library** (the Library is where all of your files are kept)
***Once you have imported the PSD file into the library, begin to drag the individual layers onto the Stage (the big white space). You can re-assemble your pieces right there on the stage.**
4. At the top of your screen, you will see the layers. You can move these around, just as you do in Photoshop.
5. You will also see a timeline of sorts, with numbers above it. These numbers appear as **1...5...10...15**, and so on. This section represents your **keyframes**. Keyframes are like the frames that you create in your animation bar in Photoshop. As you move from one keyframe to the next, you can move you shapes.

WHAT SHOULD THE END RESULT LOOK LIKE?

Your finished product should be an animation that lasts for approximately 10 keyframes. Once you have finished, here is how you will save your work:

Go to File > Publish Settings (Control + Shift + F12) > Make sure that BOTH the Flash (.swf) and HTML (.html) boxes are checked.

Your final SWF copy will be worth 25 points. 2 points per keyframe, and 5 points for saving the file correctly. It is the SWF file that will be evaluated.

WHEN WILL THE SWF FILE BE EVALUATED? (go to the next page)

The SWF files will be evaluated Monday, January 30th and Tuesday, January 31st.

***YOU WILL HAVE AN INSTRUCTIONAL VIDEO TO HELP YOU SAVE, AND MR. WOOLERY WILL DEMO HOW TO PUBLISH/SAVE YOUR FLASH FILES.**