

Photo Gallery

This information sheet provides assistance for the student in fulfilling the requirements of assignment 6, Photos Gallery. A slide show of photographs is created in Adobe Flash.

I. Set up the Slide Show Flash File

1. Make a sketch on a sheet of paper to design the animation.
Include: space for a title, space the photo thumbnails, an enlargement window and space for the buttons. Determine with the sketch, sizes for all the elements.
2. Create a new Flash file: **File > New > Flash File (ActionScript 2.0) > OK**
3. Input the settings: **File > Publish Settings**
4. In the Properties panel set the Size, Background color and Frame rate.
5. Have the rulers showing: **View > Rulers**.
6. With the Text Tool, add a title to the animation.

II. Add Photos

1. Enhance all the photos in Adobe Photoshop.
You may want to review the Photoshop Procedures information sheet from the TEC 255, Web Publishing course. One big difference is that for Flash we want the photos to be PSD files, do not convert them to JPEG files.
2. Make the image size of each photo to fit the size of enlargement window.
For portrait photos, only the height needs to fit the size of the enlargement window.
Two portrait photos may be shown in the enlargement window together.
3. One at a time, import the photos into the Flash library.
File > Import > Import to Library > select a photo > Import to Library
Rename the Symbol that is created with each photo with the name of the photo.

III. Place Thumbnails

1. Create a Layer for each photo. You will also need a layer for the music and for the buttons.
2. In each photo layer you will need to place a Keyframe where the thumbnail is to appear.
3. One at a time, select the correct Keyframe in the correct layer, and drag each photo symbol from the library onto the stage.
4. Use the Transform window to reduce the size of the photo to a thumbnail size.
5. Position the thumbnail image.

IV. Create Enlargements with Transitions

Using motion tween techniques, make each thumbnail appear in order, in the enlargement window.

V. Create Buttons

1. A graphic is needed for the Rewind, Stop and Play buttons.
The graphics may be created in Flash or imported.
2. One at a time, select each graphic with the Selection Tool and then **Modify > Convert to Symbol** > name the symbol > select the type of **Button** and click **OK**.
3. The button is now in the library and can be deleted from the workspace.
4. In the library, double click on each button and add keyframes in both the Over and Hit frames.
5. Drag each button from the library to their designed space on the stage.

VI. Add ActionScript

1. In the Buttons layer, insert a Keyframe at a point where all the thumbnails are visible, but none have been enlarge. In the Frame panel give this frame the label of Begin.
2. Open the Actions panel, **Window > Actions**.
3. Click on **Script Assist** button to open it.
4. With the Selection Tool, select each button and add the appropriate action.
5. All the necessary actions are in **Global Functions > Timeline Control**
6. For the Rewind button, use the action of **goto** and have it goto the label of Begin.
7. For the Stop button, use the actions of **stop** and **stopAllSounds**.
8. For the Play button, use the action of **play**.