



Web Design Animation Lesson

For this lesson you will be creating a couple of small animations in Flash.

Local Root Folder: For this lesson we will be naming the Local Root Folder: “Yourname.animation”. Within that folder you will need to create an “Images” folder, and a “Flash” folder.

Site Management: Within Dreamweaver go to Site>New Site... and set up the site management so that it will reference your Local Root Folder that you made. That way Dreamweaver will help you to keep your FileManagement in order. Then Save your Dreamweaver document as “index” at the root of the Local Root Folder. We will be using this document to test our web animanitons.

Flash can be used to create animations for web sites. In this lesson you will create an animation using simple shapes and using photos.

Using Flash:

1. When you open Flash you should see a large rectangle that will be the working area for the animation. You can change the size to what ever size you desire by going to Modify>Document. You can then change the size to whatever size is best for the web site that you are going to be placing the animation on.
2. Next make an image in Flash. It can be a simple shape or as complex as you would like. The Flash tools are similar to those that you have used in Photoshop, but be aware that they don't always work the same as the Photoshop tools. You should be able to make an image that will work successfully for this lesson. For my image I made a sphere (ball). For this part of the lesson you can create whatever you want.
3. Now let's give the background a color. Do this by going to the Properties window and clicking on the Background button. Often you would pick the same color that you are going to use as the background for your website.

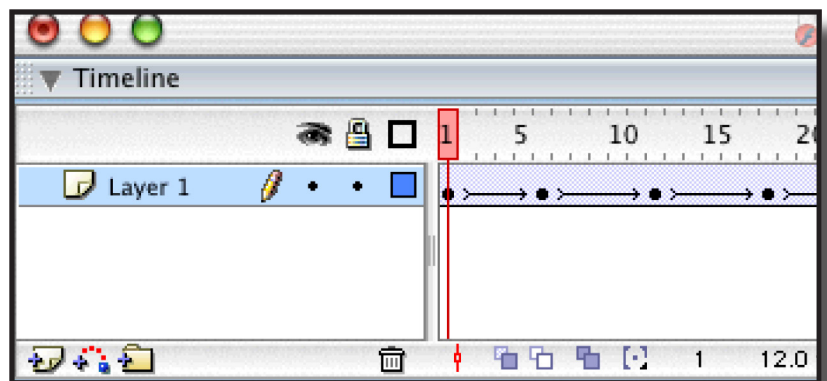


Fig. #1

4. To create the animation you make “Keyframes” on the “Timeline”. “Keyframes” are the locations where you tell the animation to do things. You can see an example of the “Keyframes” in Fig. #1. A “Keyframe” is one of the black dots seen in the “Timeline”.

The first frame is always a “Keyframe”. To make additional “Keyframes” click on one of the frames further down the line, maybe about frame #6 for example. Then right click. A window will appear that will give you serveral choices. Find the one that is “Insert Keyframe” and click on it. Now you should see a black dot appear at that frame.

5. By moving the image that you created earlier to some location in the "Scene" window you can tell the animation that you want the image to move to that location by the next "Keyframe". Flash defaults to 12 frames per second so if you made the second "Keyframe" at the 6th frame it will take a 1/2 second to get there when you run the movie. You can make more frames per second and that will make the animation more smooth in its appearance. However it also increases the size of the movie thus it might not run as well on some computers. Usually 12 frames per second is good enough for web animation.
6. Let's test our movie out. First save it in the "Flash" folder that is located in the "Local Root Folder" that we created for this lesson. Then in Flash go to Control>Test Movie>Test. Flash will create a movie and play it for you. If you go to your "Flash" folder you will see that it also saves the movie for you automatically as a .swf. So each time you test your movie it will also be saved for you. Do you have movement?

Note it is the .swf file that you will insert into Dreamweaver.

7. Now do some more "Keyframes" and make your image go across your scene doing various things. Make it go at least 5 seconds (60 frames).
8. "Tween"ing is a way to make the animation run a little more smoothly. We should "Tween" each of our "Keyframes". To do that, right click or Control/click on to the first "Keyframe". Then in the window that opens up, go to "Create Motion Tween". You will notice that an arrow will appear going from the first "Keyframe" to the next "Keyframe". Do "Create Motion Tween" for each of the "Keyframes" that you have.
9. You probably have noticed that the animation continues to go until you tell it to stop. Most likely you will not want it to continue on your website forever. Surely the viewers to your website will not like the processor of their computer to get bogged down with your animation. You will need to tell it when to stop. To control the "navigation of the flash image we have to use some "Actions". To get the "Actions" click on the "Code Snippets" icon as seen in Fig. #2.
10. Next double click on the "Timeline Navigation" folder as seen in Fig. #3. Then double click on the "Stop at this Frame" command. A window will open that shows the code written in for stopping the movie.

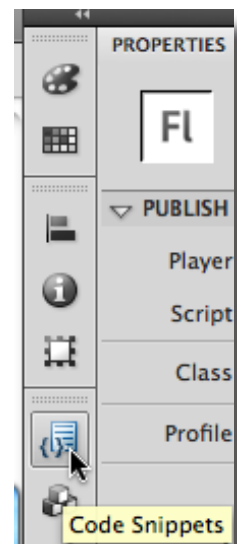


Fig. #2

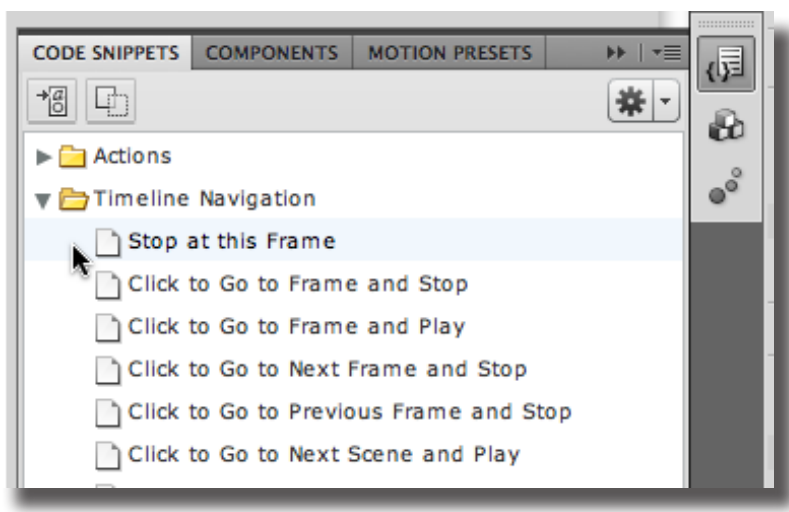


Fig. # 3

11. Now let's create some animated text for our movie. To make sure our first layer is secure click on the dot in that layer that is below the "Padlock" symbol. Now let's make a new layer by right clicking on the current layer in the "Timeline". Then go to "Insert Layer" and a new layer will appear.
12. On the new layer click where the 2nd "Keyframe" is for the first layer. Make a new "Keyframe" on this layer.
13. At this "Keyframe" use the "Text" tool and type something. (your name if you can't think of anything else) Place the text on top of your image.
14. Go to the next "Keyframe" on the first layer and make a new "Keyframe" on the second layer. At this "Keyframe" move the text so that it is on top of the image again.
15. Make a new "Keyframe" next to the last "Keyframe" then delete the text. Test the animation and the text should go for a little while then disappear.
16. Now go ahead and try some more things in you animation.
17. Next you will learn how to "insert" the final flash movie into Dreamweaver.

Inserting a Flash Movie into Dreamweaver:

1. Create a Layer on the index.html that you created at the beginning of this lesson. You will be needing 2 layers because you
2. Locate the "Insert" window and make sure the pull down menu is set to "Common".
3. Locate the "Media" icon and click on it.
4. On the pull down menu locate the "SWF" icon and click on it.
5. You will need to locate the "SWF" and open it. The flash image should show up in your index.html window.

Make a new Flash Animation:

Make a new flash animation using photographs. The flash animation should be about 5 seconds. Place the photos in the "Images folder".

Items to be Turned in:

1. LRF named correctly.
2. index.html at root of the LRF.
3. Flash file in LRF (.fla).
4. Flash movie in LRF (.swf).
5. Flash works on Mr. R.'s computer in Safari.
6. Photo image/s in "Images" folder.