# Motion Trails In Flash 5

First, we'll cut up an image into many slices in ImageReady. Then in Flash, we'll create a series of tiles as movie clips. Each clip will have an animation that reveals and then fades out that slice on one layer. The animation will be triggered by an action on an invisible button on the layer above.

Once we have created the first slice as a movie clip, we will duplicate that clip in the library, replace the slice with the next slice in the image and then drag the clip to the canvas. Repeat for as many slices as you have and you're ready to publish.

1. Slice an image in ImageReady:
a. Open an image that is approximately 600 x 400 pixels in ImageReady using **File > Open**.
b. The image defaults to one big slice. To split it into pieces, choose **Slices > Divide Slices** and choose a number between **3 and 5** for both the vertical and horizontal divisions. The more divisions, the more interesting it is, and the greater the amount of work.
c. Choose **File > Save Optimized As**. Click on the **New Folder** button to create a new folder on the desktop to hold the exported slices. Name it **Slices** and click **Create**. Click **Save**.
d. Quit ImageReady.

You should now have from 9 to 25 slices in the Slices folder on the desktop.
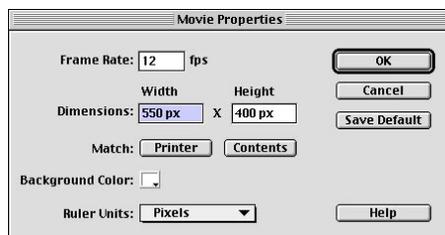
2. Creating the fade in / fade out effect in Flash:
a. Using **Image > Image Size** in Photoshop, determine the size of the original unsliced image.
b. In Flash, choose **Modify > Movie.** Set the **canvas size** and **background color** of the movie to match the size and color of your original image.
c. Open Flash and choose **Insert > New Symbol**. Name it **Movie1** and set behavior to **movie clip**.

d. In the new clip, Movie1, choose **File > Import**. Select **slice_01.jpg** from the Slices folder on the desktop. Click the **Add** button and then the **Import** button. Click **No** to import the sequence of images. We only need one slice.
e. Click on the slice that you just imported to select it. Choose **Insert > Convert to Symbol**. Name it **slice1** and set the behavior to **graphic.**
f. Add a keyframe by clicking in **frame 10** to select it, then choose **Insert > Keyframe**. Do the same for **frame 20.**
g. Click on **frame 1** and choose **Window > Panels > Effect** to show the Effects panel. Set the pop up menu to **Alpha,** value to **0%**. Do the same for **frame 20.**

h. Click on the keyframe in **frame 1** and choose **Insert > Create Motion Tween**. Do the same for **frame 10.**
i. Rename layer 1 to **slice**.
j. Choose **Insert > Layer** to add a layer. Rename it **actions**.
k. Click on **frame 1,** choose **Window > Actions** to bring up the Actions window. Double click **Stop**. The action will appear in the right of the panel. Close the Actions panel. In the next step we'll add a button to trigger the fade in / fade out animation.
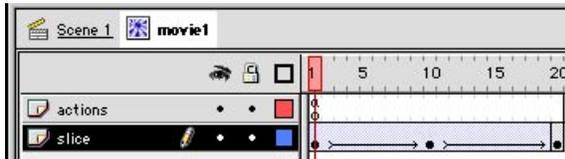
Scrub through the frames and the slice will be revealed and then fade out. Save the project as **Motion Trails.**

3. Add a Rollover Button to trigger the Fade in / Fade out effect:
First we'll make an invisible button that is exactly the same size as our slice.
a. Choose **Window > Panels > Info** to bring up the Info panel. Click on **frame 1** of the slice layer. Write down the **dimensions and x, y position** of your image slice.
b. Select the **slice** layer. Add a new layer using **Insert > New Layer**. Name it **button.**
c. Select frame 1 of the **button** layer. Select the Rectangle tool. Set the fill color to a colour that stands out such as bright green and set the stroke to none. **Draw a rectangle** on the canvas. Select the rectangle with the selection tool. Make it the **same size** and **same x, y position as your slice** by altering the shape's dimension and position in the Info panel. The rectangle should now cover the slice completely.
c. Select the rectangle and choose **Insert > Convert to Symbol**... Call it **rollover button** and choose **button** as the behavior. Click **OK.**


d. **Double click** the button on the canvas to edit it. **Drag** the keyframe from the **UP** state to the **HIT** state.
e. Click on **Movie1** in the upper left of the project window. The button will show as a transparent blue shape on the canvas in Flash for positioning, but won't show when you test or publish your movie.


f. Click on the canvas to deselect any frames, then **select the button.** Choose **Window > Actions** to bring up the Actions window. Double click **Play**. The action will appear in the right of the Actions panel. Select the **on (release)** line of the action in the right panel.
In the bottom of the panel marked "Event:" **uncheck** the **on release** box and **check** the **on rollover** box. The Action will now be set to play on rollover. Close the Actions panel.
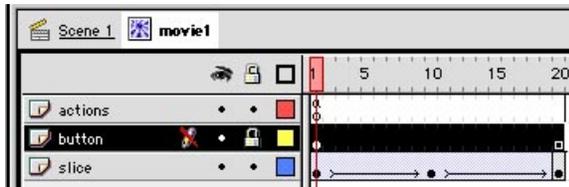
g. **Click the lock column** on the button layer. You could add extra actions to the rollover button such as "Go to" a scene or "Get URL" to open a page. Since we will not be adding actions, locking the button layer makes it easier to select the slice below and keeps us from accidentally shifting our button's position.
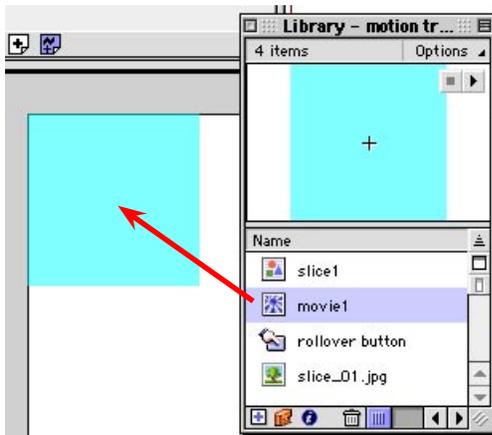

4. Place Movie1 on the canvas:
a. Click on **Scene 1** above the timeline to return to Scene 1's timeline.
b. Choose **Window > Library** (Cmd-L) to open the Library window.
c. Drag and drop the icon for **Movie1** from the Library onto the movie canvas. Position the movie clip in the upper left corner of the canvas with your mouse. Check the Info panel, it should display a **0** for both the x and y position.
d. Choose **Control > Test Movie** to test it.
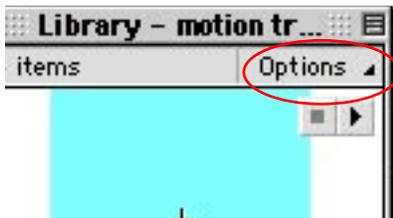
5. Duplicate movie1 and replace the slice:
a. Close the Test Movie.
b. In the Library, select **movie1.** Choose **Duplicate** from the **Options** pop out menu in the upper right of the Library window. Name it **movie2** and click **OK.**

d. Double click **movie2** in the Library window to edit it.
e. Click on **frame 1** of the slice layer in the timeline. Hit the Delete key to delete the slice. Repeat this step for frames **10** and **20**.
f. Click on **frame 1** of the slice layer. Choose **File > Import**. Select **slice_02.jpg** in the slices folder. Click **Add** and **Import.** Click **No** to import dialog for image sequence.
g. **Select** the slice. Choose **Insert > Convert to Symbol.** Name it **slice2**. Click **OK**.
h. Select **frame 1** of the slice layer. Choose **Edit > Copy**. Click on **frame 10** of the slice layer and choose **Edit > Paste in Place**. Repeat for **frame 20**.
i. In the Effect panel, set the effect to **Alpha, 0%** for **frames 1** and **20**.
j. Click on **Scene 1** in the upper left of the timeline.
k. Drag and drop **movie2** from the Library to the canvas. Position the movie clip using **Info panel** for precise positioning. The X position of movie2 will be equal to the width of the slice and the Y position should be 0.
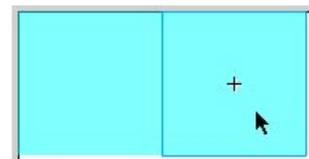
6. Repeat step 5 to create as many additional movie clips as you have slices...
Be sure to save often. Publish when complete. Well done!