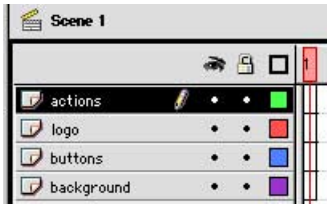
Portfolio in Flash 5

Prepare the Timeline:

Choose **Insert > Layer** 4 times to add 4 layers. Rename the layers by double clicking on their names to **actions, logo, buttons, background**.

Set the Background Colour of the Movie:

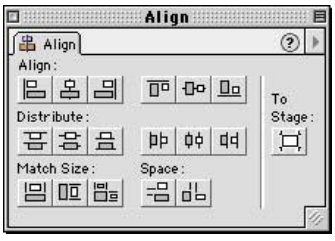
Choose **Modify > Movie** and click on the colour chip to set the background colour of the movie to a neutral grey.



Layers

Editing the Flying Logo

Library



Align

Create a Flying Logo:

1. Choose **Insert > New Symbol**. Name it “flying logo”. Click on the radio button **graphic** as the behavior. Click OK.

2. Create some 34 pt. text for your logo with the text tool. Choose a font from the Character Panel **(Window > Panels > Character, Cmd-T)** and colour from the Tools palette.

3. Click on **Scene 1** in the upper left hand corner of the document window to move from editing the Flying logo symbol back to Scene 1 of the movie.

4. Open the Library window with **Window > Library (Cmd-L).** Select the layer named **logo**, then drag the icon for **flying logo** from the library window onto the movie canvas. The logo layer should now have a black dot representing a keyframe.

Tip: To return to editing mode for the flying logo or any symbol, double click it’s icon in the library window or double click it on the canvas (note the rest of the scene will go slightly transparent).

5. Select the logo on the canvas and center it in the middle of the canvas with the Align Panel **(Window > Panels > Align)**. Check the **To Stage:** button on the right of the panel, then click the Vertical and Horizontal Align buttons.

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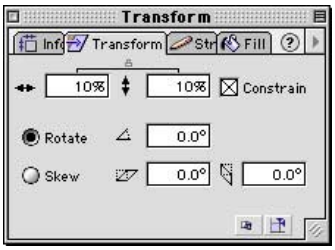
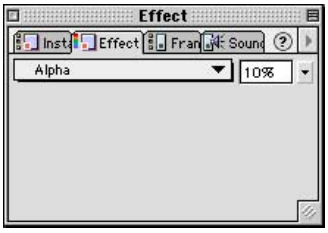
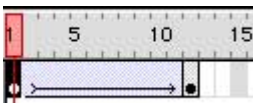


Transform Inspector



Alpha Color Effect



Motion Tween

6. Select the logo and scale it to **10%** using the Transform panel **(Window > Panels > Transform)**.

7. Set its transparency to 10% using the Effect panel **(Window > Panels > Effect)**. Set pop up to Alpha and then type in or slide down to 10%.

8. Select **frame 12** of the **logo layer** and add a keyframe by choosing **Insert > Keyframe (F6).**

Next, modify the second keyframe so that our animation has two different states.

9. Select frame 12 to select that instance of the logo. Adjust it's transparency using the Effect panel to **Alpha** of **100%**.

10. Scale it to **200%** using the Transform panel. You may need to align the logo to the stage again using the Align panel.

Play the animation by hitting the **return key** and you'll see that it is small and very transparent until frame 24 and then suddenly it switches to big and opaque. Next, let's create the in between frames to give us a smooth animation...

11. Click on the **first keyframe,** frame one, of the logo layer and hold until you see a pop up menu appear. Choose **Create Motion Tween**. You can also select the first keyframe and then choose **Insert > Create Motion Tween.**

Play the movie with the **return key.** You should see a gradual change in the scale and transparency of the logo! Next let's make the logo scale down and move to the upper left of the canvas.

12. Select **frame 18** of the **logo layer** and add a keyframe, **Insert > Keyframe.**

13. With frame 18 selected in the timeline, click on the logo and drag it to a new position in the upper left hand corner of the canvas.

14. Scale it to **100%** using the Transform panel.

15. Select the **first keyframe of the two** (frame 12) and click and hold until you see a pop up menu appear. Choose **Create Motion Tween**. You should now see a motion tween arrow in the timeline between frames 12 and 18. Play the movie with the **return key**.

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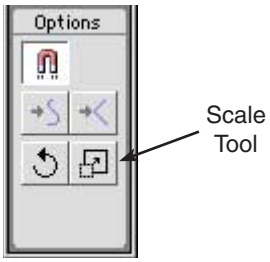
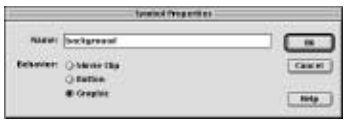
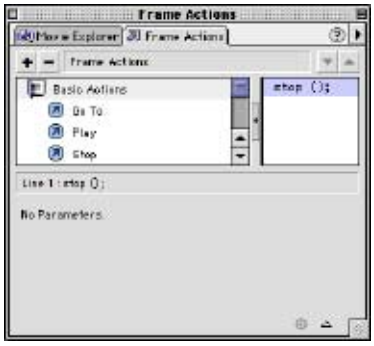
File Import





Convert to Symbol



Actions Panel

Keyframe with
Stop Action

Add a Background Image that Fades In:

1. Select the **background layer**, choose **File > Import (Cmd-R)** and select your background image from your project folder in the left hand pane of the window. Click **Add**, click **Import**.

2. Select the image you imported on the canvas. Scale it by clicking on the scale button in the toolbox and then resize it with the handles. Position it over the canvas.

3. While it's selected choose **Insert > Convert to Symbol**. Choose **Graphic** for Behavior. Name it **background.**

4. Now that it is a symbol, we can set its transparency to 10% using the Effect panel **(Window > Panels > Effect)**. Set pop up to Alpha and the value to 10%.

5. Select frame 18 of the background layer and add a keyframe, **Insert > Keyframe (F6).**

6. Set the transparency of **background** on frame 18 to 100% using the Effect panel. View the effect by playing the movie with the **return key.**

Stop the Action:

Save your work, if you haven't already. I saved mine to the desktop and named it **portfolio.fla** Let's preview our work using **Control > Test Movie**. You'll notice the movie loops continuously. By default Flash will loop or jump to the next scene. To stop the timeline, we'll add a Stop Action. Close the test movie to return to the project window.

1. Select **frame number 18** of the **actions** layer and choose **Insert > Keyframe** to add a place for us to add an action.

2. With frame 18 still selected, choose **Window > Actions.** Double click the **stop** action under the Basic Actions. You should see "stop ();" in the right hand panel. Notice that the frame has a small "a" that shows there is a frame action applied. Now test that it works using **Control > Test Movie**. Next let's add scenes to place our images, resume, statement and contact info.

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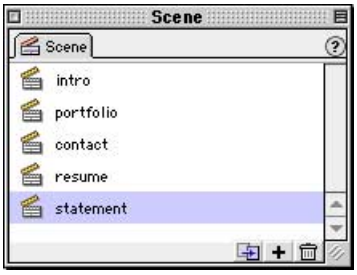

Scene Panel

Adding Scenes:

1. Open the Scene panel **(Window > Panels > Scene)** and double click on the name “Scene 1”. Rename it **intro.**

2. Now add a new scene using **Insert > Scene** and rename it **portfolio.**

3. Click on the name portfolio to move to that scene. In the portfolio scene add 4 layers using **Insert > Layer**. Rename the layers by double clicking on their names to **actions, title, buttons, background**.

4. Add a stop action to frame 1 to keep the movie from breezing by this scene. **Select frame 1** of the **actions layer** in portfolio. Open the Actions panel (Window > Actions) and **double click on stop**.

Duplicate
and Add and Delete
of Scene Panel

5. Add some text to let the user know where they are... Select the title layer of portfolio, then using the text tool create some text that says **portfolio.** Place it in the upper left hand corner of the canvas.

6. Duplicate the work we have done in the Scene **portfolio** by selecting it and clicking on the duplicate button in the lower right hand corner of the scene panel. Repeat two more times. Rename the new scenes **contact, resume** and **statement.**

7. Click on each of the new scenes in the scene panel, and edit the title text we created in step 5 above to reflect the scene names.

Next we need to add buttons that will jump the user from the stopped frame to the newly created scenes...

Making Buttons:

1. Choose **Insert > New Symbol** and call the new symbol **portfolio button** and give it a behavior of **button.** Click OK.

2. Add some text to the canvas of the new symbol’s editing window and make it about 24 points and black. Change the font using the Character Panel and adjust the color via the color well in the Tools palette.

3. With the text selected, Choose **Insert > Keyframe (F6).** Repeat two more times so that all four of the button’s states have some text on them (Up, Over, Down and Hit).

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Four states of portfolio button

Hit state rectangle before deleting text

4. Select the **Over** frame in the timeline. Change the colour of the text to white.

5. Select the **Down** frame in the timeline. Choose **Modify > Transform > Scale and Rotate**. Set the **scale** to **85%** and **0 degrees.** This creates the effect of the button being depressed when clicked.

6. Select the **Hit** frame in the timeline Draw a rectangle bigger than the text in this frame. Delete the text since this state is never seen. The rectangle defines the hot spot for the button. The bigger it is, the easier the button is to click.

** In the example portfolio, you'll see that I added some images to the Over frame and Down frame. You can do the same. Use **File > Import** to import a graphic while the Over or whichever target frame is selected. Resize images in Photoshop to the size you want them before importing to keep your movie's file size down.

Options in Library window

Next let's dupe the button we just created and use it as a template for the other three buttons we need...

7. In the Library window, select the **portfolio button** you just created. Then click on the **Options** menu in the upper right corner of the Library window. Choose **Duplicate. Repeat twice** to create three new buttons.

8. Double click each of the new buttons' names you just created and rename them according to the names of the scenes that they will point to: **contact, resume** and **statement.**

9. Double click each of the new buttons' icons and **edit** the text in their **Up, Over** and **Down** frames to reflect the name of the scene they point to. Adjust their **Hit** frame rectangle to fit the new text. Now we have all the buttons, let's place them and add actions to make them function.

Adding Actions to the Buttons:

1. Select **frame 18** of the **buttons layer** in the intro scene. Choose **Insert > Keyframe.** With this new keyframe selected, drag the portfolio button from the Library window onto the canvas of the Movie. Repeat with the other 3 buttons. Position them where you want them.

2. Select the portfolio button. Open the **Actions** panel. With the button selected, double click **Go to** and choose **portfolio** from the the Scene pop up in the Actions panel. Repeat these steps to point the other buttons to their respective scenes.

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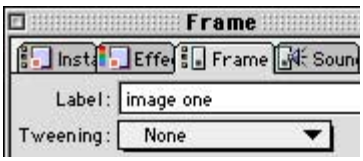
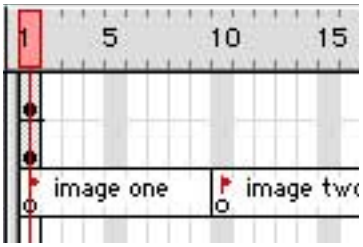
That's it! You have the basis of a Flash portfolio. The last step would be to create buttons for the scenes to jump to the next scene or back to the intro. You can also just copy the buttons from the intro scene and paste them in the scenes to allow navigation. Flash 5 also copies the actions when you copy a button to the clipboard, so all you have to do is copy the buttons you just made and paste them where you need navigation for the viewer.

Next we will modify the portfolio section to accommodate more images. Skip to Publishing on the next page to output your portfolio if you are happy with it as is.



Frame Window: Labels



Labels

Jumping to Labels:

1. In the **portfolio** scene, click on the background layer. Choose **Insert > Layer** twice to add two layers. Name one **images** and the other **labels.**

We will have four images in the portfolio section so we need to create four labels...

2. Select **frame 1** of the **label layer.** Choose **Window > Panels > Frame.** Type in the label area of the frame window **image one.**

3. Select **frame 10** and choose **Insert > Keyframe** to add a keyframe for a new label. Add a label of **image two.** Repeat for **frames 20** and **30** naming them image three and image four respectively.

4. **Add keyframes** to frames **1, 10, 20** and **30** of the **images layer.** Select frame 1 and use **File > Import** to import an image. Repeat for frames 10, 20 and 30 importing different images. Next, we need to add stop actions to keep Flash from breezing past one image to the next...

5. **Add keyframes** to frames **10, 20** and **30** of the **actions layer.** (frame 1 should already have a stop action applied from Page four's Step number four). **Select frame 10** of the **actions layer**. Open the Actions panel (Window > Actions) and **double click on stop**. Repeat for frames **20** and **30.**

Next we'll make a button to move from label to label.

6. Add keyframes to frames **1, 10, 20** and **30** of the buttons layer. **Select frame 1** of the button layer and create some text that says "**next**". With that text selected, choose **Insert > Convert to Symbol.** Name the new symbol **next button** and give it a behavior of **button. Add 3 keyframes** and edit the states as we did before at the bottom of page four. Next we'll add an action to the button to point to the next label...

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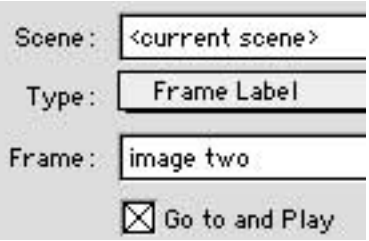
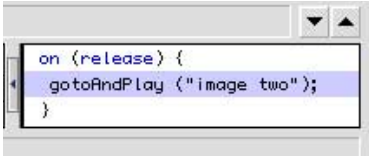


Actions Panel pointing to Labels



Code in right side of Actions

7. Select the **next button** on the canvas. Open the **Actions** panel. With the button selected, double click **Go to** and choose **Frame Label** from the **Type** pop up in the Actions panel. Then choose **image two** from the **Frame** pop up in the Actions panel. Next we'll copy this button and paste it on the next keyframe.

8. Select the next button on the canvas and choose **Edit > Copy.** Select **frame 10** and choose **Edit > Paste in Place.** With the newly pasted button selected, click on the code in the right hand area of the Actions Panel, and change the frame reference from image two to **image three.** Now this copy of the button points to the next label. Repeat this step to create buttons for frames 20 and 30, making 30 point back to **image one.** That's it! Well done!

Publishing your work:

project file

Keep track of your **portfolio.fla** file. This is your project file with the layers, scenes, etc. from which you publish a number of files. Without it you cannot edit your movie. After every revision, publish your files using **File > Publish.**

web page

Whenever you choose **Control Test > Movie** you publish a new .swf movie. If you preview in a browser, **File > Publish Preview > HTML (F12)**, you will also publish an html page to view the .swf movie.

web movie

To publish a stand alone Mac projector and PC projector, choose **File > Publish Settings.** Check Macintosh and Windows Projector. Click on the Publish button in this window or click OK and choose **File > Publish** to output the files. They will be output to the same place that you saved your Flash project file.

mac projector

pc projector

Projectors are a copy of your movie melded with the Flash player into a single file that is a stand alone application. They do not require any additional software to view them. You can copy them onto a Zip disk, compress it and email it, burn it on a CD or place it on a PC formatted floppy disk and hand it out.

To add your movie to your web site, copy the web page and web movie to your iDisk or web server. Be sure to keep them together so as not to break the link between the page and the movie. Keep up the great work!

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