

An Introduction To Flash

Lesson 3

Ken Burns
+
Layers



Importing the First Image



In this lesson you will create an animated advert for Flamingo Land.

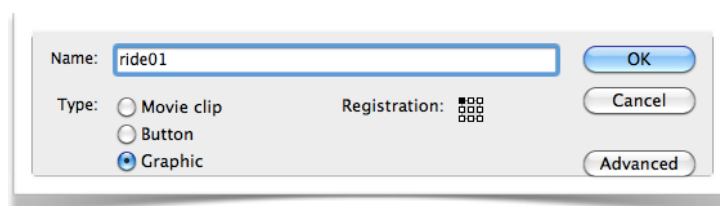
Step 1: Download the collection of images of Flamingo Land.

Step 2: Open the *kenburns.fla* Flash file.

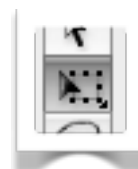
Step 3: Note the black box to show you the edge of the stage - this is so you can see how much room you have to work with. Anything outside this box will not be in your finished animation.

Step 4: Click *File >> Import >> Import to Stage*, choose a picture, and it will appear on the stage.

Step 5: Right click on the picture and *Convert to Symbol*. Give it a sensible name and choose *Graphic* as the type of Symbol.



Step 6: Use the *Free Transform Tool* to resize the image and then move it until you are happy.



The Ken Burns Effect

The Ken Burns effect is when you take a still picture and either make the picture pan (move sideways), zoom or both in order to make it grab your attention.

Step 1: Make a new keyframe (F6) at **Frame 60**.

Step 2: Move and/or resize the picture to make it look different.

Step 3: Go back to Frame 1 and set a *Motion Tween*.

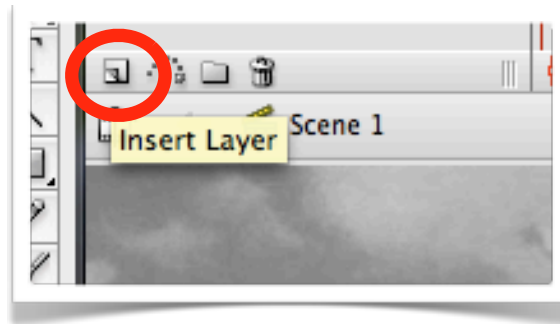
Step 4: Test the animation by pressing the *Return* key.

Step 5: If you are not happy then either change the first frame, the last frame or both.

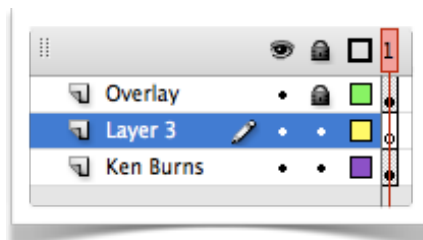
Layers

The next job is to add text on top of the animated picture. To do this we need to use a new layer (just like we do in image editing).

Step 1: At the bottom left of the *Timeline Window* click the **Insert Layer** button.



Step 2: Drag the layer in between the *Overlay* and *Ken Burns* layers (if it isn't already there).



Step 3: Double click on the name of the layer and call it **Text**.

Step 4: **MAKING SURE YOU ARE IN THE RIGHT LAYER**, add some suitable text (e.g. "wild animals, WILDER rides")

Step 5: Click into **Frame 60 OF THE TEXT LAYER** and press **F6** to make a new keyframe.

Step 6: Move the writing so it is animated too.

Step 7: Click back into **Frame 1** and set a *Motion Tween*.

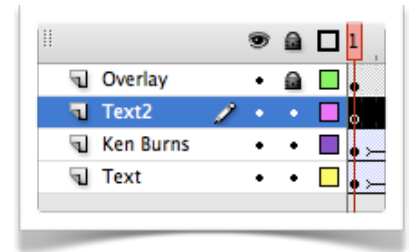
Step 8: Test your animation by pressing **CTRL-Return**

Frame By Frame Animation

An effective technique for animating text is to use frame by frame animation.

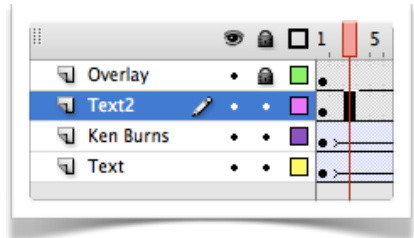
NB: No Tweening involved on this page!

Step 1: Drag the *Text* layer underneath the *Ken Burns* layer. This is so we can hide it behind the picture without deleting it (just in case!).



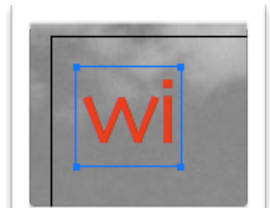
Step 2: Insert a new layer above the *Ken Burns* layer and call it **Text2**.

Step 3: Add a text box to this new layer, but only type the first letter (e.g. “w”).

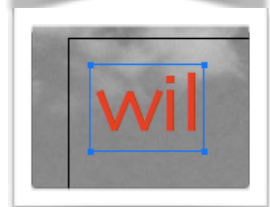


Step 4: Click into Frame 3 of the *Text2* layer and press F6 to create a new keyframe.

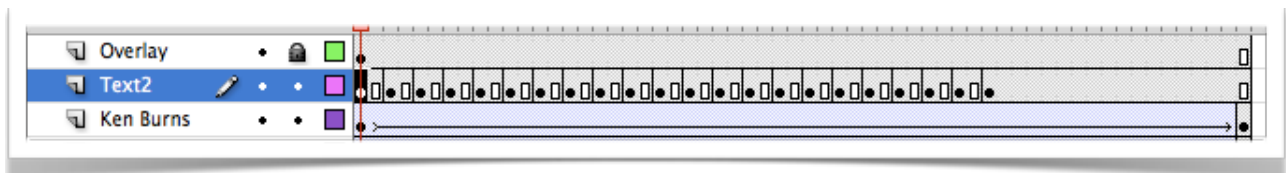
Step 5: Click back into the textbox and add the next letter (e.g. “i”).



Step 6: Repeat the pattern - add a new keyframe in Frame 5 and type in a new letter.



Step 7: Keep repeating until you have your whole sentence. Your timeline should look something like this:

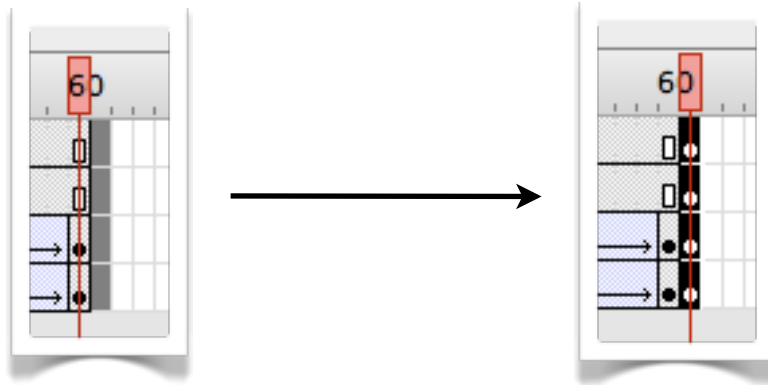


Step 8: When you test your animation, you should see the letters appear one at a time - as though they are being typed on the screen.

A Longer Animation

Step 1: Highlight all of the layers in **Frame 61**.

Step 2: Press F6 to create keyframes in each layer.



Step 3: Delete the contents of *and Text* layers and the *Ken Burns* layer (but not the *Overlay* layer).

Step 4: Select Frame 61 in the *Ken Burns* layer and import a different picture.

Step 5: Convert the picture to a *Graphic Symbol*.

Step 6: Resize and position the picture.

Step 7: Create a new keyframe (F6) at Frame 120 of the *Ken Burns* layer.

Step 8: Resize and/or reposition the picture.

Step 9: Go back to Frame 61 and set a *Motion Tween*.

Step 10: Add some text in the same way as before (use the simple tweening text if you prefer it to the frame by frame text).

Step 11: Test your animation with **CTRL-Return**.

Step 12: You can repeat this with frames 121 - 180.

Step 13: And again with frames 181 - 240.