

FIREWORKS | FLASH | DREAMWEAVER

SPECIAL THINGS TO DO

CREATE AN ANIMATION IN FIREWORKS

1. Open Fireworks.
2. Create a new document [size is your choice].
3. File-Import a graphic or draw something in Fireworks.
4. Place it on the canvas where you want it to START. [Suggestion: if more than one object is happening in this animation, put each other object on its own layer. When you do the next two steps, all the layers will be in each frame. You can use the invisible and visible on which layer appears on that frame of the animation.]
5. In the Frame panel, **duplicate** the frame; default name is Frame 2 and below Frame 1
6. Move the object slightly.
7. Repeat steps 5 and 6 until the object is where you want it to END before it returns to the START.
8. File-Export Preview.
9. Change the File to ANIMATED GIF.
10. In that dialog box choose the tab "Animation" and work with the timing.
11. Export as a gif to your folder. In Dreamweaver you will Insert-Image and the animation will only appear in the browser.

CREATE A FLASH GIF ANIMATION

1. Open Flash.
2. Create a new document [size is your choice; gif animations are usually smaller than 640 by 300 pixels].
3. Create your Flash file as normal. Save the FLA.
4. When you are happy with the animation you created, go to File-Publish Settings. Uncheck the default of SWF and HTML and check Gif Animation.
5. Click the tab Gif Animation and select all the options necessary, especially LOOP.
6. Click Publish. The file will be saved in the same folder as the saved FLA. Either move it at the desktop level to your site folder or File-Export Movie to the site folder with the extension of GIF on the file name.

CREATE SAME BACKGROUND/SEVERAL LABELS

FIREWORKS ROLLOVER BUTTONS

or one button background with several text labels for that one button

1. Open Fireworks.
2. Create a new document no larger than 200 by 300 pixels [this should be trimmed after you decided your button size]. Make sure the background is transparent and the resolution is 72. Optimize it to be a gif if you want background transparent or change the background color if you want a jpg to pick up the color of your web page background.
3. Draw your button shape, color it, add an effect then trim your canvas. Remember the button needs to be reasonable size like 100 by 50.
4. Add a new layer.
5. Type all the button labels you need. [Example: Home, Product, About Us, Contact would be the labels and each appears on a sub-layer of Layer 2]. Format them all the same. [Hint: Type and format the first one, then copy and paste for each sub-layer. All you have to do is change the text then.]
6. When all the labels are finished, DUPLICATE this frame in the Frames Panel.
7. In Frame 2, change the colors for all your rollover [OVER] images in each layer or sub-layer.
8. Save the PNG!
9. Here comes the tricky part. Select Frame 1.
10. Hide all the labels except one. Export Image for that one UP image. [If the one is HOME, the file could be called homeup.gif.]
11. Repeat Step 10 for all your UP images.
12. Select Frame 2.
13. Hide all the labels except one. Export Image for that one OVER image.
14. Repeat Step 13 for all your OVER images.

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15. Open Dreamweaver.
16. Save a new document or open an existing document to put these buttons on within your design.
17. Insert-Rollover Image from the Menu Bar.
18. In the dialog box, browse and select one of your UP images for the Original Image.

19. Browse and select one of your OVER images for the Rollover Image. Click okay. You don't have to link it in this dialog box. You can link it on the page, too.
20. Repeat until all your up and over images are in the Dreamweaver document. Don't forget to save.

FLASH SLIDE SHOW (using Buttons)

1. Batch process using Fireworks all your photos to the final size you want. Make sure they are saved into a separate folder from the originals and they are all the same size. [Fireworks batch processing is another exercise.]
2. Open Flash. Size the movie to allow space for buttons [next and previous] and your photos final size.
3. File-Import to Library all the photos.
4. Create three layers in the timeline – action, buttons and photos.
5. On the photo layer, put your first photo in the movie. Make sure you place it so you have room for the two buttons next and previous.
6. Add a keyframe to frame 2. Click the photo (not the frame). In the Properties Panel click SWAP. Dialog box allows you to “swap” photo 1 with photo 2.
7. Repeat step 6 for each frame until you have used all your photos.
8. Lock that layer.
9. On the button layer, drag a next button and a previous button from the Common Libraries under Window Menu to the movie stage. [Note: this can be customized by editing in the button symbol area.]
10. Click on the next button and add an Actionscript to go to the next frame:

```
on (release) {
    nextFrame();
}
```

11. Click on the next button and add an Actionscript to go to the next frame:

```
on (release) {
    prevFrame();
}
```

12. On the action layer, put a keyframe in each frame.
13. Add the actionscript “stop;” to each keyframe. [Hint: Edit-Copy Frame then in each frame Edit-Paste-Frame.]
14. Now return to the button layer. Add a keyframe at frame 2.
15. Go back to frame 1 and delete the previous button.
16. Add a keyframe one frame from the end of your photos.
17. Go to your last frame and delete the next button.
18. Save and Publish/Export Movie.

Added possibilities:

Each photo is in a movie clip with a tweening mask to make a “transition” effect.

Create your own next and previous buttons.

Create a navigation bar with a link to each photo.

FLASH SLIDE SHOW (using Pause rather than Buttons)

1. Batch process using Fireworks all your photos to the final size you want. Make sure they are saved into a separate folder from the originals and they are all the same size. [Fireworks batch processing is another exercise.]
2. Open Flash. Size the movie to same size or slightly larger than your photos final size.
3. File-Import to Library all the photos.
4. In frame one drag the first photos to the movie stage. Place it where you want all the photos to appear on the stage.
5. In frame 2 add a keyframe. [Frame one will be repeated in frame 2.]
6. In frame 3 add a keyframe.
7. Select the photo on frame 3. Notice the Properties panel. There will be a button "Swap." Click this and you are able to replace the first photo with the second photo without having to make sure it is in the same position.
8. Repeat Steps 6 and 7, continuing through the frames, until you have all your photos placed in the Timeline.
9. Add another layer. In the screen shot to the right, you can see three layers. Bottom layer is a background box to frame all the photos. Next layer is all the photos. Top layer (the layer you just added in this step) will hold all the Actionsript.
10. In Frame 1 in the actions layer add a keyframe. Add the following action:

```
function pause () {  
    play ();  
    clearInterval (timer);}
```

11. In Frame 2 add a keyframe. Add the following action:

```
stop();  
timer = setInterval(pause, 2000);
```

To explain: stop at this frame, wait 2 seconds and move to the next frame.

12. In Frame 3 add a keyframe. Add the following action:

```
stop();  
timer = setInterval(pause, 4000);
```

To explain: stop at this frame, wait 4 seconds and move to the next frame. 4 seconds on this frame because frame 1 and 2 are the same; each on the screen 2 seconds.

This timing can be played with to suit what you would like. Just remember in scripting it may say 4000, but it is only 4 seconds. So 6000 would be 6 seconds, etc.

13. With Frame 3 selected in the Action Layer, Edit-Copy Frame. Edit-Paste Frame in Frame 4. Continue Paste Frame in all the frames of the movie.
14. Save and test the movie. It doesn't have any fancy transitions, but rather simple programming Actionsript to get you started.

SIMPLE FLASH PRELOADER

Use a Preloader when your Flash movie is large and takes a long time to download.

1. Create a Flash movie.
2. In frame one, type text on the screen to tell the viewer that the movie is loading, like "Please Wait While the Movie Loads." Add a frame in Frame 2.
3. Add a new layer; rename it Actions. In frame 2 on this layer, insert a Keyframe. Put an Actionscript on that frame that says:

```
if (_framesloaded >= _totalframes) {
    gotoAndPlay(3);
} else {
    gotoAndPlay(1);
}
```

This says that when all the frames of the movie are loaded, go to and play frame 3. If not, go back to frame 1 until it is.

4. Add a new layer. Rename it to reflect that this is where the whole movie will start. [See sample screen shot.]
5. Add a keyframe on this layer and a blank keyframe on the "loading text" layer. This is so the loading text will not appear in frame three.
6. Make sure you put a Stop at the end of the movie or at intervals through the movie like the next exercise of Load Movie.

LOAD FLASH EXTERNAL SWF MOVIES TO MAKE A SMALLER MAIN MOVIE

To be successful with this movie, you have planned that there are multiple movies brought in when one clicks a button. This requires one main movie with named frames when an external movie (one in the same folder) appears in a field that is in the main movie. The really important part is PLAN, PLAN, PLAN.

1. Create the main movie. Make button symbols for each part for playing the external movies. Have all the buttons on one layer. You will add their "on release" action in step 5 after you have created all the "stops"
2. On another layer is a field movie symbol to hold the external movie files when they are asked for. This movie symbol is created to look like the background of the movie or an obvious area to view the external movie file. There is nothing special other than a filled rectangle in a movie symbol place on this layer.
3. The "Movie" layer above has a keyframe for each frame that the external file will be "loaded." The first keyframe of that layer has an action. [See step 6 below about creating the external files.] That action is

```
loadMovie("welcome.swf", "field");
```

The welcome.swf movie will appear in the field movie symbol when one navigates to that frame. Repeat this in each keyframe where each external movie file (swf) will come in. Just remember to change the name of the swf file for each section.

4. The "action" layer has a action

```
stop();
```

at each frame that one navigates with the buttons to. Also in the Properties Panel name each keyframe.

5. Now it is time to program the buttons. Click each button separately and add the actionscript to each to reflect when on the timeline. Sample to go to the frame named "collaborations" is:

```
on (release) {
    unloadMovie("field");
    gotoAndPlay("collaborations");
}
```

The unloadMovie("field") will make sure that the frame unloads the current external movie before the new one arrives.

6. For each external file, make that movie the same size as the field movie symbol above. Create the movie and export the movie (swf) to the same folder as the main movie. Remember to save the fla, too, so in case you want to change something.
7. Publish and test.

BATCH PROCESSING PHOTOS IN FIREWORKS

Batch processing makes it easy to convert multiple graphic files to a different file format (such as .jpg to .png), rename groups of files, or convert a selection of files to the same format with different settings.

VERY IMPORTANT: Before opening Fireworks, place all of the files to be converted into one folder.

1. Open Fireworks.
2. Go to File-Batch Process.
3. Choose the files to process by clicking on them once and clicking on the Add button. If you want to add all of the files, either click on the folder and click Add or choose the Add All button. Adding a folder will include all valid files into the process, so be certain you want the change made to every file in that folder.
4. Once you have added all the files, click on Next.
5. The next window asks you to pick what actions are to be done to the images selected. Click on the action and click the add button. That action will then be listed in the "Include in Batch" box.
6. Another set of options will be displayed in the lower half of the window relating to the option you selected. For example, adding "Export" displays a pull down menu with a list of file types that the images can be exported as.
7. Click next when you are done selecting options.
8. Fireworks will then ask where you want to save your files and if you want to create a backup. The "batch output" should be "Same location as original file". Fireworks will create a folder of the original images as a backup in case you do not like the changes that are made. Click on the "Batch" button.
9. You will see a window that says "Batch progress" and the images will appear briefly in the background. Depending on the number of images involved, this should only take a few minutes.
10. When the process is done, Fireworks will display "Batch processing finished normally" in the "Batch progress" window. Click OK.
11. Your new files will now be in the folder you chose. To view them, you can go to File-Open in Fireworks and browse to where they are saved. You will notice the "Original Files" folder if you chose to make a backup. The new images will be displayed in the folder at large.

CREATING A WEB PHOTO ALBUM USING DREAMWEAVER

Before you begin make sure all the photos you want in the album are resident in one folder within your sites – this will be your source_images folder

1. Open Dreamweaver.
2. Select File-New Window (CTRL+N [PC] or Command+N [Mac])
3. Select Commands-Create Web Photo Album.
4. The Web Photo Album setup window will appear.
 - a. Start by entering the title of the photoalbum in the "Photo Album Title: " input field
 - This can be whatever title you want.
 - You may also enter Subheading info and Other info in the following two fields.
 - All of this information will be displayed at the top of your photo album.
 - All of this information can be edited after the album is created. You will definitely want to do this after the album is created due to the fact that the type will be the default font in a gray background.
 - b. Enter the location of your source folder in the "Source Images Folder: " input field.
 - You can do this by clicking "Browse..." which is next to the input field.
 - c. Enter the location of the destination folder in the associated input field.
 - This is where the final product will go. Create a new folder, if you want, in your site.
 - d. Select any options you wish in the following fields:
 - Thumbnail Size - Select the dimensions of the preview images that will appear on the index page of the photo album.
 - Show Filenames - If checked, the filenames of the photos will be displayed below the thumbnail images on the index page of the photo album.
 - Columns - Enter the number of columns of thumbnail photos for the index file of the photo album.
 - Thumbnail Format - Select the desired format and quality of the final thumbnail photos displayed on the index page of the photo album.
 - Photo Format - Select the desired format and quality of the final photos, displayed on the individual enlarged photo pages, which will appear when the thumbnail is clicked.
 - Scale - To enlarge or reduce the final images use this field.
 - Create Navigation Page for Each Photo - If checked, every individual photo page will have a navigation bar that has links such as "Next photo," "Previous Photo," and "Home."
5. Now click "OK" to create the Web Photo Album. Sit back and enjoy the show. The creation process begins by opening Fireworks and resizing all of the photos for both thumbnails and their full sizes. *Do not hit anything while this is in progress.* You will see the following image overtop of Fireworks which serves as a status window. You will also see Fireworks opening and closing your photos. Once completed Fireworks will close on its own.
6. Once the Batch process is finished the photo album has been created. Click "OK".
 - a. Now you will see is the index page in a web album folder, ready for you to make any appearance adjustments you would like to it.
 - b. Once you have completed your adjustments save the file (if altered) and you are done!! The photo album will be in the destination folder that you selected earlier. Feel free to remove the source folder that you created earlier in the tutorial; the images have already been copied into the destination folder.