

Working with Photos in Flash CS4

Supplement to *Adobe Flash CS4 Professional Classroom in a Book*

1. Importing photos (ACiaB, p. 8). To Stage or to Library.
2. How photo *width* and *height* affect your Flash movie design. ACiaB Lesson 1: The boardwalk photo, *background.jpg*, was 400 pixels wide and 250 pixels high—therefore, that was the size you selected for the Stage, and thus the movie (p. 7).
3. Never enlarge any photo *more than* 100 percent (quality will degrade).
4. Use of the **Bitmap Properties** dialog (double-click the JPG in the Library to open the dialog; change quality to 50; test and adjust as needed)—this yields a dramatic DECREASE in the file size of the SWF, which is *good*. Do not lower the quality so much that the photo looks bad. The amount will depend on the original resolution and size of the photo. The Tebow photo/SWF provides a good example of this.
 - Original size of SWF file: **754 KB**
 - New size of SWF file: **153 KB** (after changing quality in Bitmap Properties)
5. X and Y coordinates for the photo:
 - If you slide a photo horizontally, make sure the Y position stays the same.
 - If you slide a photo vertically, make sure the X position stays the same.
6. Why we Convert to Symbol for a photo: *Not only* to MOVE it:
 - Zooming larger or smaller (use the Transform panel; be sure to CONSTRAIN the Scale Width and Scale Height to avoid distortion of the photo)
 - Use of *Alpha* in a fade effect (Properties panel > Color Effect > Style menu)
 - Use of *Brightness* in a fade effect (Properties panel > Color Effect > Style menu); see ACiaB, pp. 229–231
7. Registration point of the photo *inside* the symbol (should be at 0,0 —check it in the Properties panel).
8. Use of **layers** in the Timeline: *Locking* and *hiding* layers can help a lot when you are making a cross-fade effect between two photos.
9. Use of **masks**: See <http://www.scribd.com/doc/18004595/Learning-Adobe-Flash-CS4-Masks> (a very clear and easy-to-follow tutorial).