# Project Overview

### Project files: <http://www.asciutto.com/flash/>

* Photography Portfolio section
* Download & unzip the project files

### General Notes

* Create a Photography Portfolio in Flash
* Eight full size pictures and eight corresponding thumbnails are the imported content

# Part 1 – Create a New Flash Document and Import Content

### Create a new Flash ActionScript 2.0 document

* 1000px width X 800px height
* Background black
* 32 FPS
* Save it as “**portfolio.fla**”

### Import the Pictures

* Import to Library all of the Fullsize and Thumbs pictures
* Organize Library with folders

# Part 2 – Convert the Pictures to Graphic Symbols

### Create the First Graphic Symbol

* Place “**FlashFinal\_1.jpg**” onto the stage
* Convert it to a Graphic Symbol called “**graPic1**”
* Top-left registration

### Duplicate the Graphic Symbol

* Duplicate **graPic1** seven times changing the name to: **graPic2, graPic3…graPic8**

### Swap the Picture

* Select each Graphic Symbol 2-8 and swap the picture to the corresponding Fullsize picture

# Part 3 – Create the Movie Clip Tweens

### Create the First Movie Clip Symbol

* Create a new Movie Clip Symbol called: **mcPic1**
* Place **graPic1** in frame 1
* Set it to X:0, Y:0
* Add a 24 frame motion tween
  + Set the alpha to 0% in frame 1 and 100% in frame 24
* Add a **Stop** Action in frame 24

### Duplicate the Movie Clip Symbol

* Duplicate **mcPic1** seven times changing the name to: **mcPic2, mcPic3,…mcPic8**

### Swap the Picture within each new Movie Clip

* Select each Movie Clip Symbol 2-8
* In frame 1, swap the picture to the corresponding Graphic Symbol
* Note: The swap is only needed in frame 1

# Part 4 – Create the Button Symbol

### Create a Button Symbol

* Create a Button symbol called” **btnHit**”
* Insert a blank keyframe in the hit frame
* Draw a rectangle (any color) W:80, H:50
* Set it to X:0, Y:0

# Part 5 – Create the Movie on the Main Timeline

### Create the Picture Layer

* Rename layer 1 “**Main Picture**”
* Drag **mcPic1** to the Stage
* Set it to X:100, Y:200
* Insert a Keyframe at frame 10
* Swap the Movie Clip symbol to **mcPic2**
* Follow the same technique and create keyframes every 10 frames and swap to the corresponding Movie Clip symbol
* frame 1 = mcPic1
* frame 10 = mcPic2
* frame 20 = mcPic3
* frame 30 = mcPic4
* frame 40 = mcPic5
* frame 50 = mcPic6
* frame 60 = mcPic7
* frame 70 = mcPic7
* Extend the timeline to frame 80 by inserting a frame in 80

### Create the Thumbnail Layer

* Lock the **Main Picture** layer
* Add a new layer above called: “**Thumbs**”
* Drag all 8 thumb pictures to the stage (ThumbFlashFinal\_1 thru 8)
* Arrange and distribute them evenly across the bottom of the Stage (starting at about X:105, Y:700)

### Create the Button Layer

* Lock the **Thumbs** layer
* Add a new layer above called: “**Buttons**
* Drag **btnHit** to the stage eight times
* Cover each thumbnail picture with btnHit

### Create the Labels Layer

* Lock the **Buttons** layer
* Add a new layer above called: “**Labels”**
* Create Keyframes every ten frames from 10 to 70
* Name each Keyframe, starting with frame 1, **Pic1** thru **Pic8**

### Create the Title Layer

* Lock the **Labels** layer
* Add a new layer above called: “**Title”**
* Add a text title at the top of the stage

### Create the Action Layer

* Lock the **Title** layer
* Add a new layer above called: “**Action”**
* Add a **Stop** action in frame 1

# Part 6 – Control the Timeline with ActionScript

### Add ActionScript to the Buttons

* Unlock the Buttons layer
* Select **btnHit** that sits over **mcPic1**
* Open the Action panel and add the following code:

on (rollOver) {

gotoAndStop("Pic1");

}

* Select the next **btnHit** and copy/paste the same ActionScript
* Change the label to “Pic2”
* Follow the same procedure for the remaining buttons

# My Final

 

