Creating the Christmas Electronic Greeting

Introduction

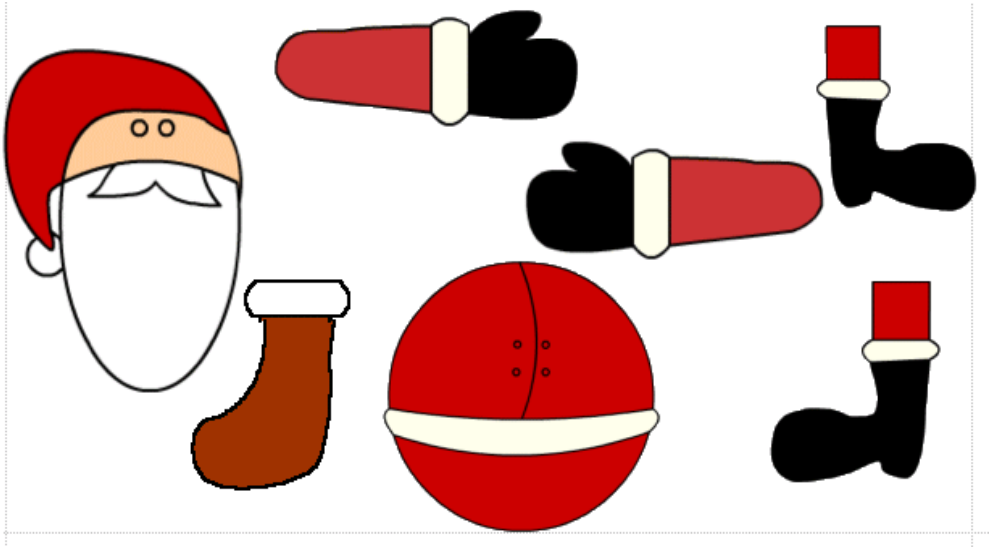
You are familiar with electronic greetings and should have read the short lesson and viewed the online examples in the lesson Create an Electronic Greeting prior to completing this assignment.

Your Assignment

You will recreate the example electronic greeting and will include your name at the last keyframe of the movie.

Instructions:

1. Open Flash® and import the images you saved from the online lesson into the Library. The following files should display within your Library:
   a. tree.gif
   b. bluegift.gif
   c. bg.gif
   d. fireplace.gif
   e. greenandred.gif
   f. mouth.gif
2. Within Flash®, open the Library by clicking [Ctrl] [L] or clicking: *Window, Library*
3. Click the + icon at the bottom of the Library window to add a new symbol.
4. Now you need a Santa Head. There are two options for obtaining one:
   a. Go online (http://images.google.com is a good choice), and search for one. Save the Santa in your folder. Search for Santa gif. By inputting both words, you have a higher chance of finding a cartoon drawing.
      i Once you have the image saved, open Fireworks (or another graphics editing program) and cut off the head of the Santa. Save the head as one image and the body as another image
      ii Import both images into the Flash Library
   b. Or draw one yourself. Here are the steps:
      i Select Graphic and name the symbol Santa Head. When you press [Enter], a new symbol window will open. Draw a Santa Head.
      ii Repeat by drawing a body



Example Santa images

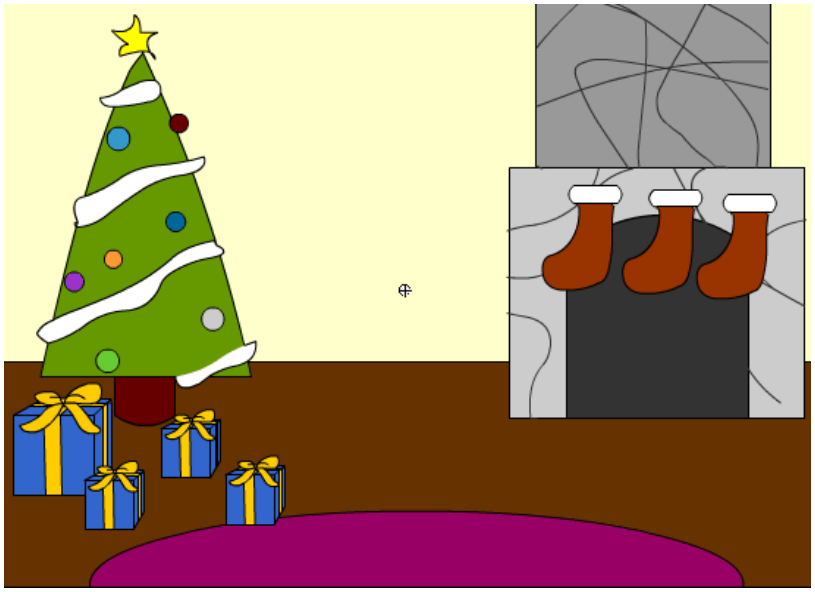
5. Also add new *Graphics* symbols, designing the following words:
   a. Seasons
   b. Greetings
   c. Ho!
   d. Merry Christmas!
6. Add a new *Button* symbol, designing the following:
   a. Play Again button - make it appear as you want to, just make it a *Button*
   b. Remember that adding a Keyframe within the **Over**, **Down**, or **Hit** frames will enable you to change the appearance of the button, depending on the movement of the mouse over the button.
7. You should now have all symbols necessary to create the electronic greeting.
8. Leave the default document settings as they are:
   a. 12 fps
   b. document dimensions: 550 width 400 height
9. Rename the first layer Curtain and drag a copy of **redandgreen.gif** to the stage, resizing it as necessary to cover the stage. Don t make the image larger than the stage.
10. At Frame 15 of the Curtain layer, insert another keyframe.
11. At Frame 34 of the Curtain layer, insert another keyframe.
12. Create a Motion Tween between Frames 15 and 34.
13. Single click on the keyframe at Frame 34, and then single click on the red and green image. If the Properties window doesn t display (most likely at the bottom of the program), click *Window, Properties*. Change the *Color* to **Alpha** and drop the %age to **0**.

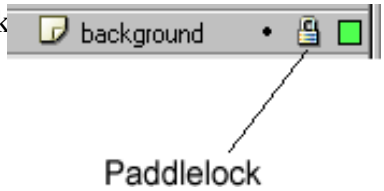
Here is a screen shot to clarify:

. Changing the Alpha to 0% will give the image the appearance of fading away to reveal the background and egreeting, lying *behind* the curtain. Think about it the curtain and the background are both on the stage, but one fades out to reveal the background, creating the look of exchanging places.

14. Insert a new layer to the movie and name it: **Seasons**
15. Insert a new layer to the movie and name it: **Greetings**
16. Make sure the **Seasons** and **Greetings** layers are above the **Curtain** layer within the movie. (Simply drag the layers.)
17. Within the Frame 1 of the **Seasons** layer, insert the *Seasons* graphic.
18. Within Frame 1 of the ***Greetings*** layer, insert the *Greetings* graphic.
19. Within the **Seasons** and **Greetings** layers, insert Keyframes at the following frames: 5, 10, 15, 20, 25, and 30.
20. On each keyframe, rotate each word, opposite directions, rocking them back and forth for the duration of 30 frames. Use your own discretion and make them look good, not too rocky.
21. Note: If there are any gray frames beyond Frame 35 within the **Seasons** and **Greetings** layers, highlight them, right click, and select: **Clear Frames**
22. Within the ***Seasons*** and ***Greetings*** layers, insert a BlankKeyFrame at Frame 35 (within each layer). Inserting the BlankKeyFrame will remove the words from the Stage.
23. Insert a new layer into the movie (click on the insert layer icon or click in the Menu bar: ***Insert, Layer***). Name the new layer: ***Background***
24. Insert a keyframe at Frame 15 and drag a copy of the bg.gif image from the Library to the stage. Within the ***Background*** layer, insert a keyframe at frame 34 and motion tween the frames (Right click between the two frames and select Create Motion Tween.
25. You want the background image to replace the curtain (red and green) image on the screen, and you want it to do so gradually, which will happen when the curtain (green and red image) fades away. However, sitting behind the curtain all of the time is the background image. You are about to assemble this background image, which is the living room scene complete with a fireplace and hanging stockings, Christmas tree, rug, and presents.
26. Within the ***Background*** layer, insert a *Blank Keyframe* at Frame 111 (this will leave the background up on the screen for that many frames).
27. Insert the images onto the canvas, recreating the following image, or something similar. *Note: Simply drag the images from the canvas to the stage.*

Here is a screen shot of the background you are duplicating:

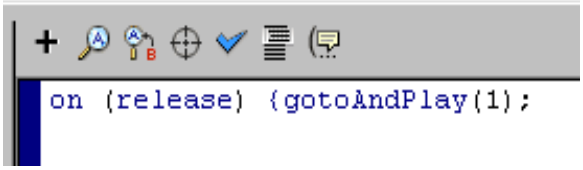


28. Once you have the images on the stage, lock 

the background, so you can t accidently move it as you create your movie. This will prevent the background from jumping as the movie plays. *To lock the background, click the paddlelock icon in the ***Background*** layer.

29. Add another layer to the movie and name it: **Santa Head**. Make sure the **Santa Head** layer is listed above the ***Background*** layer, but below the **Curtain** layer.
30. Also add another layer to the movie and name it: **Santa Body**. Make sure the **Santa** *Body* layer is listed right below the ***Santa Head*** layer, but also above the **Background** layer and below the **Curtain** window.
31. Within the ***Santa Body*** and ***Santa Head*** layers, drag the Santa head within Frame 1 of the ***Santa Body*** layer, and reassemble the body of Santa within Frame 1 of the ***Santa Body*** layer.
32. Within the ***Santa Body*** and ***Santa Head*** layers, insert keyframes at Frame 34 and Frames 65. Create a Motion Tween between Frames 34 and 65 in both layers.
33. Within Frames 65 of each layer, Scale the items to give the appearance of the Santa coming closer to the screen. *Note: If you enlarge the image larger than the stage, what is off of the stage will appear to be gone within the published file.*
34. Within the ***Santa Body*** layer, clear Frames 66 +.
35. Within the ***Santa Head*** layer, insert another Keyframe at Frame 110, which will extend the movie to 110 Frames.
36. Insert a new layer within the movie by the name of **Mouth**. Make sure the mouth layer is above the ***Santa Head*** layer.

37. Within the ***Mouth*** layer, insert a Keyframe at Frame 66.
38. Single click on the Keyframe at Frame 66 and then drag the mouth image to the right side of the Santa Head image.
39. Now add additional Keyframes at Frames 78 and 90, which will leave the mouth in the same spot and the same size as the one in Frame 66, which is what you want.
40. Now insert Keyframes at Frames 75, 87, and 98.
41. Insert BlankKeyframes at Frames 76 and 88
42. At Keyframes 75, 87, and 98, enlarge the mouth a little and move the image closer to the left side of the head.
43. Clear Frames 99 + within th Mouth layer.
44. Insert a new layer within the movie by the name of: **Ho! Ho! Ho!**. Place the layer above the ***Curtain*** layer.
45. Within the ***Ho! Ho! Ho!*** layer, insert a Keyframe at Frame 68, and add one *Ho!* to the stage, to the left side of the stage, and rotate the *Ho!* so that it is tipping up.
46. Still working within the ***Ho! Ho! Ho!*** layer, also do the following:
    a. A Keyframe at Frame 80, and add another *Ho!* to the stage within that frame. Have the second *Ho!* straight, in the middle of the stage.
    b. A Keyframe at Frame 91, and add another *Ho!* to the stage within that frame. Tilt this *Ho!* so that it is also tilted up, but the other direction. In other words, the Ho! s should appear in the following shape:
    c. Insert another Keyframe within Frame 110, to keep the *Ho! Ho! Ho!* displaying until Frame 110.
    d. Add a Stop( ); action within Frame 110 of the ***Ho! Ho! Ho!*** layer. Complete the following steps within Flash MX® to add the Stop( ); action:
        Right click on Frame 110 and select *Actions*
        Select: +, Actions, Movie Control, Stop.
47. Add a new layer to the movie by the name of: *Play Again.*
48. Insert a Keyframe at Frame 110 of the *Play Again* layer and single click on the keyframe to select it.
49. Drag an instance of the **Play Again** button to the stage at Frame 110 of the *Play Again* layer.
50. The movie should now play, actually look good, and then stop at the end of the movie. To test the movie, press [Ctrl][Enter] on your keyboard.
51. You will now add the Action Scripting to the **Play Again** button to make the movie play again. Here is a screen shot of what the script will look like:



Instructions for both Fireworks MX (and earlier versions) and Fireworks MX 2004 are included >

52. In Fireworks MX, complete the following steps:
    a. Right click on the **Play Again** button and select **Actions**.
    b. Then select: **+, Actions, Movie Control, on**
    c. Then double click on: **release**
    d. Then click within the second set of brackets and select: **+, Actions, Movie Control, gotoAndPlay**
    e. Then between the parenthesis, enter a: **1**. (This tells the movie to return to Frame 1 and play again).
53. In Fireworks MX 2004, complete the following steps:
    a. Press [F9]
    b. Press: **+, Global Functions, Movie Clip Control, on**
    c. Then select ***release*** from the menu options that display
    d. Then within the 2nd set of brackets, click and select: **+, Global Functions, Timeline Control, gotoAndPlay**
    e. Then between the parenthesis, enter a **1**. (This tells the movie to return to Frame 1 and play again).
54. Save your work and show an instructor. You are finished.