



# Adobe Flash

## Making a Flip Book with Flash

To create a flip book, the first step is to take some digital pictures. The idea is to photograph something in a series of slight increments in terms of change. For instance, photograph someone walking up the stairs, and each new picture is the next step in the process of walking up the stairs.

1. When you take pictures with a digital camera, the images are numbered in sequence. When the images are downloaded to your computer, unless you change the names of the files, the images retain the numeric sequence. Flash usually notices this when you attempt to import the images by choosing File Menu --> Import --> Import to Stage, and asks if you want to import the entire sequence. If you respond in the affirmative, Flash will import all the images in the sequence. (If Flash does not accommodate then you can import each image, one at a time.)
2. When the image sequence is imported to the Stage, Flash places each image in its own frame. The next step is to resize each image. Keep in mind that smaller images will display more easily on the screen. Most images will not scale up properly, but they will scale down nicely to a smaller size. Use the size of the stage as a template for resizing the images. (You can change the size of the stage by choosing Modify Menu --> Document and then typing new dimensions for the size of the stage.) You can make life much easier for yourself by resizing all of the images at the same time!

Move the Playhead to the first frame. Turn on onion skinning and make sure the onion skin range markers span all of the frames that contain images. In the onion skin button area, select Edit Multiple Frames. Next select all of the items by pressing Command + A on the Mac or Control + A on Windows. Now select the Free Transform tool to resize the image in the first frame. As you resize this image, all of the other images will also be resized at the same time.

3. In addition to resizing the images, you will want to make sure that all the images are aligned to the same place on the Stage, in this case the center. Window Menu --> Design Panels --> Align to open the Align Panel. As with resizing, you can make life much easier for yourself by aligning all of the images at the same time. If Edit Multiple Frames is not already selected, follow the directions above in Step 2 to turn on Edit Multiple Frames. In the Align Panel, select To Stage and then Align Horizontal Center and Align Vertical Center will cause the object to be perfectly aligned in the center of the Stage. (These two alignment buttons are in the center of each group of three in the top row.)

TRY THIS: Use a digital camera to take a series of between 8 and 12 photos and then import them into a Flash movie. Create a Flash Flip Book using the resizing and aligning features mentioned above. Add credits and extend the frames so the credits stay on the "screen" long enough to be read. Save often, and when you have finished Control Menu --> Test Movie.

Here is a sample animation created for this project. [Flash Photo Movie](#)