

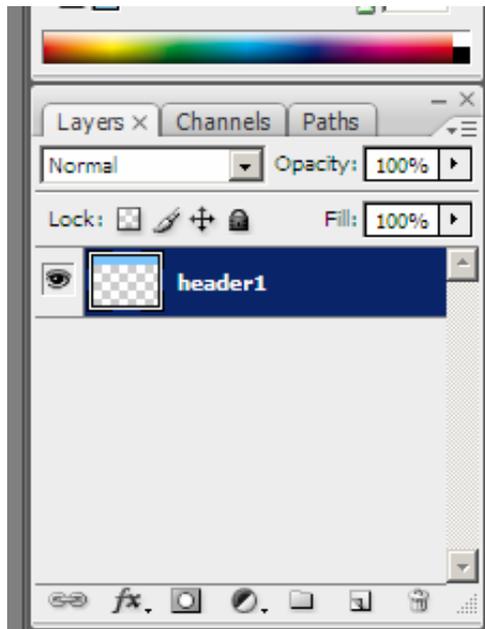
Photoshop to Flash

Step 1: Open a new photoshop file and with a size 800x600.

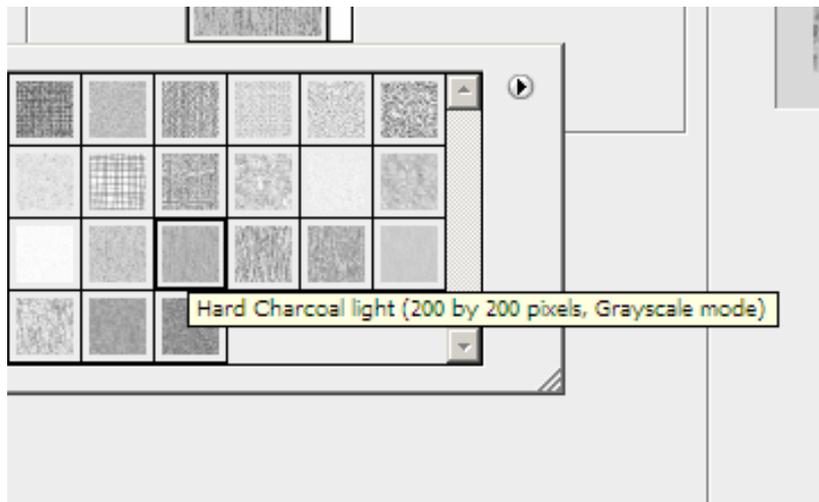
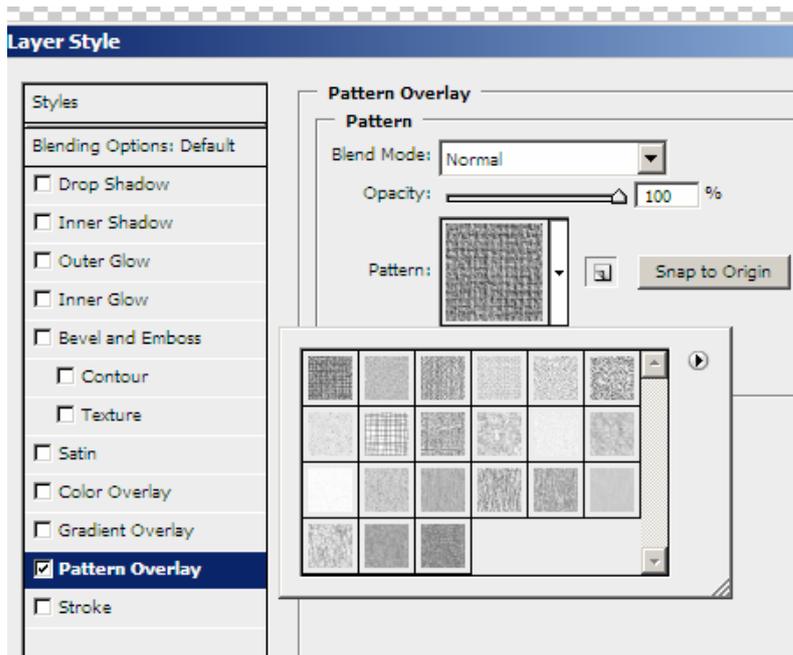
Step 2: Select the rectangular marquee tool, change its properties to fixed, give it a width of 800 and height 100.

Step 3: Click in the top left hand corner of the canvas to make the selection.

Step 4: Change the foreground colour to 7bc3fb, and then use the paint bucket tool to fill the selection. Double click on the text in the layer panel and name it header 1.

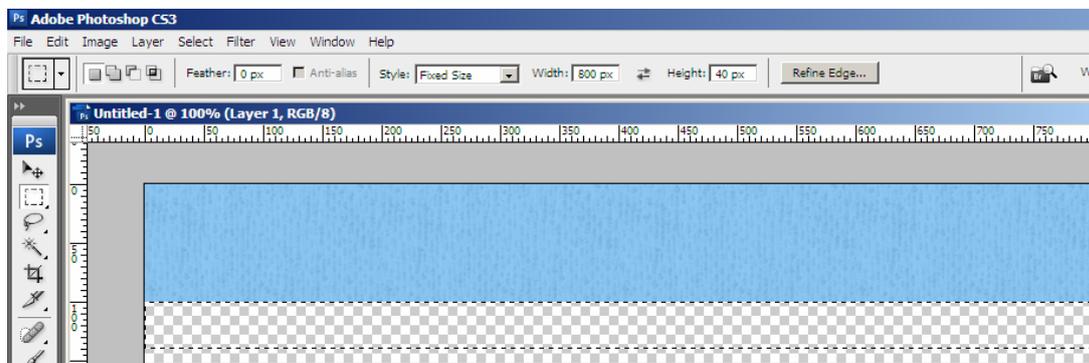


Step 5: Click on the add layer style at the bottom of the panel (fx icon) and select pattern overlay. Click on the arrow next to the pattern to bring up more options. Select the arrow on the right and select artistic surfaces from the drop down list. Select hard charcoal light



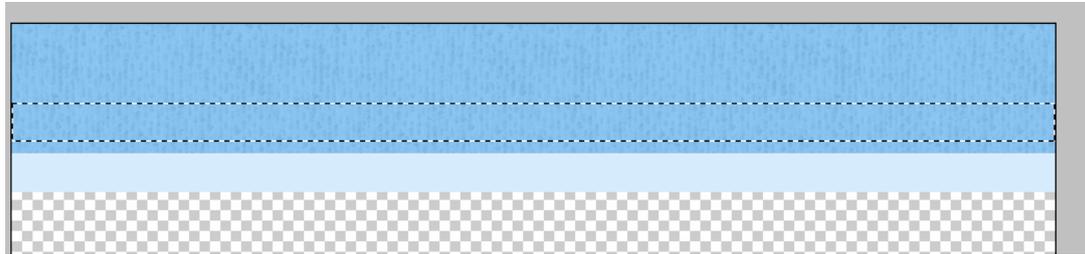
Step 6: Adjust the opacity to 20% and then press ok.

Step 7: Create a new layer and select the rectangular marquee tool, change the height to 30. and click just underneath the blue strip on the canvas.



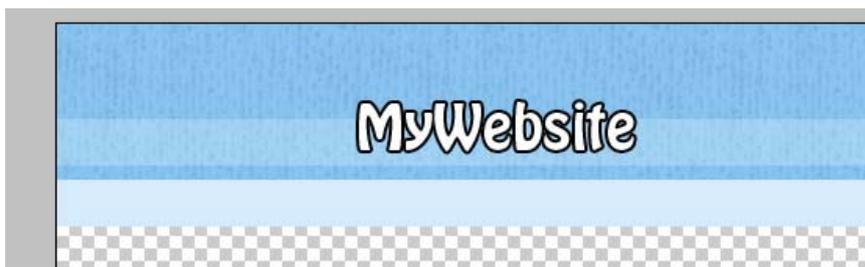
Step 8: Change the foreground to blue d5ebfc and fill the selection. This will be used for creating a menu panel in flash.

Step 9: Create another new layer and select the rectangular marquee tool, keep the setting the same and click just above the new area as below:

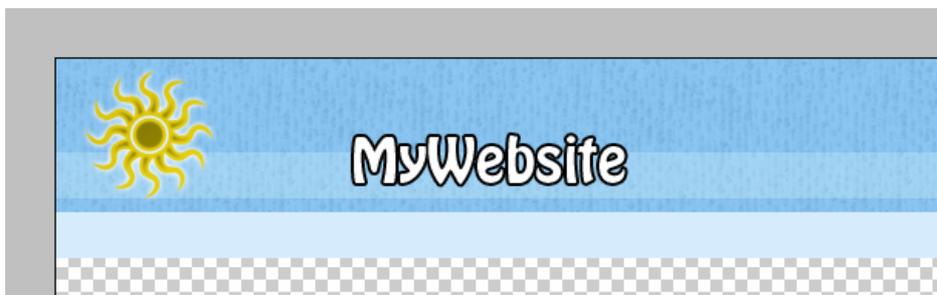


Step 10: Fill this area with the same blue and in the layers panel change the blending option to blue and then drop the opacity to 70%.

Step 11: Select the type tool and then change the font to Hobo Std, font size 36 and colour white. Type MyWebsite. Position it to the left hand side then select add layer style, select stroke change the colour to black and the size to 2.

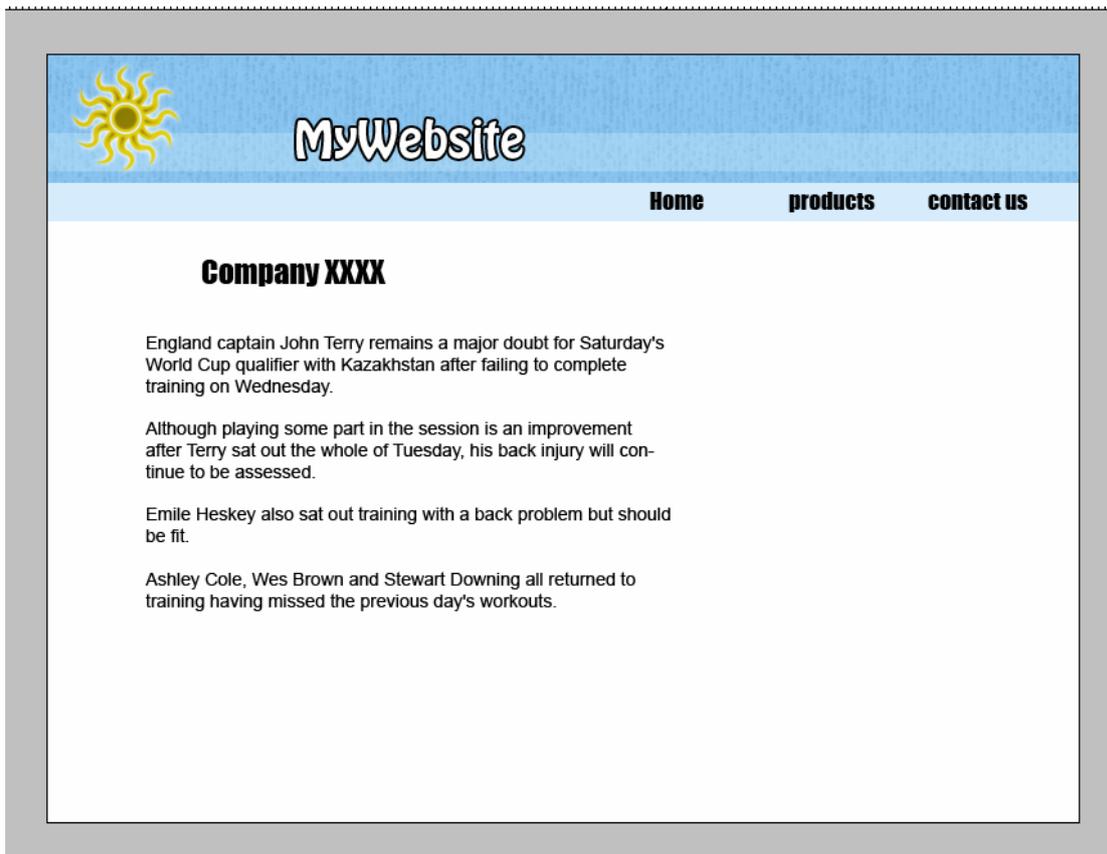


Step 12: If you like you can use the custom shape tools to create a logo, I used sun1 from the nature options.



Step 13: create a new layer and then fill this with white and drag this to the bottom of the layers panel.

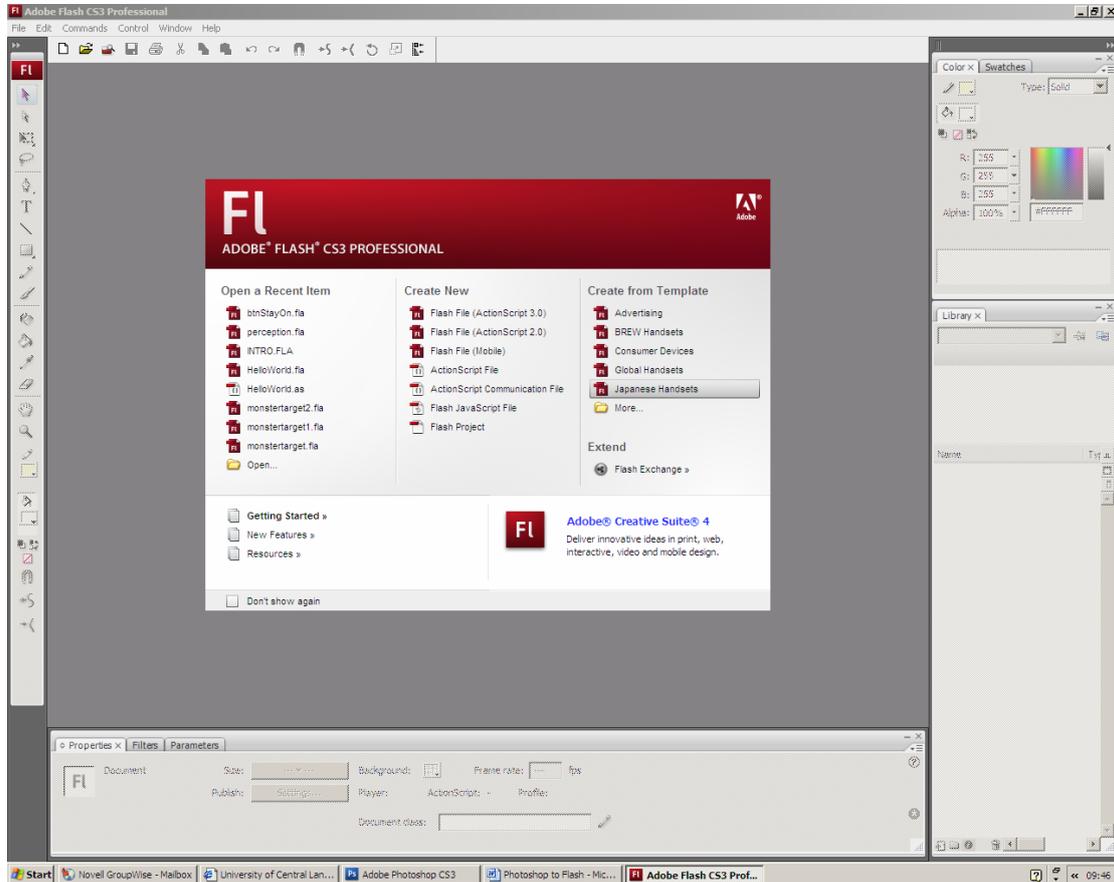
Step 14: Use the text tool to add menu items, home, contact us, products. You can then add additional content to see the overall layout. The finished layout should resemble below:



Step 15: Save the file as interface.psd.

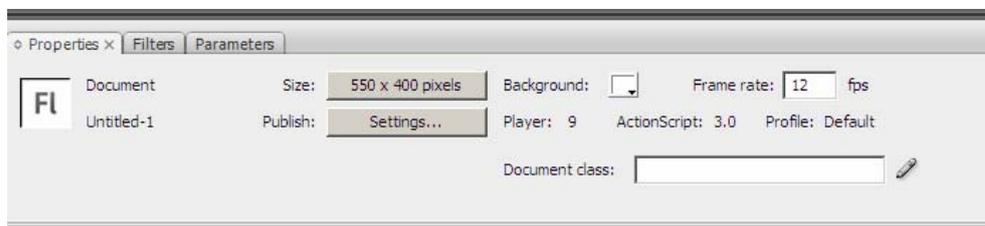
Flash CS3

Here we will just look at some of the basics of flash we will not add any functionality to the interface at this stage.



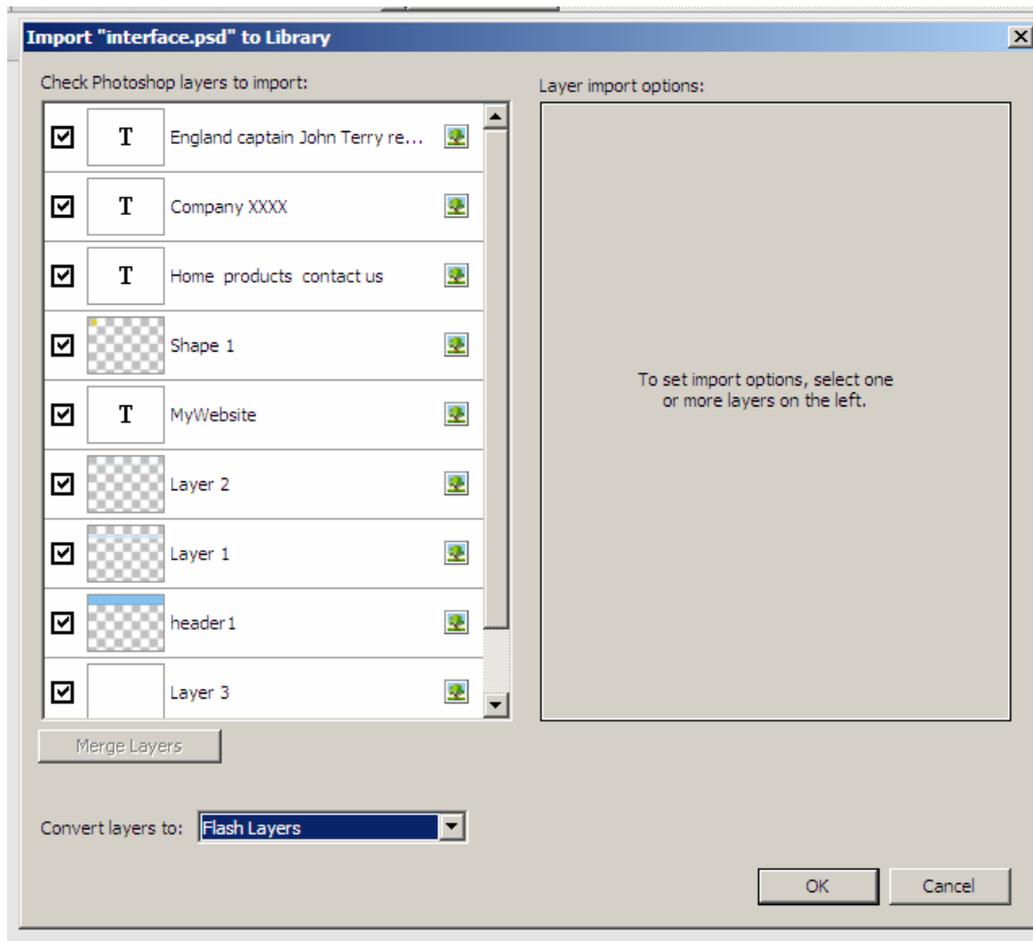
Step 1: Create a new Flash file AS3 version.

Step 2: Open the properties panel and change the size to 800 x600 to match the interface you just created. You can give it a title and a description if you like and this will be used by screen reading software.



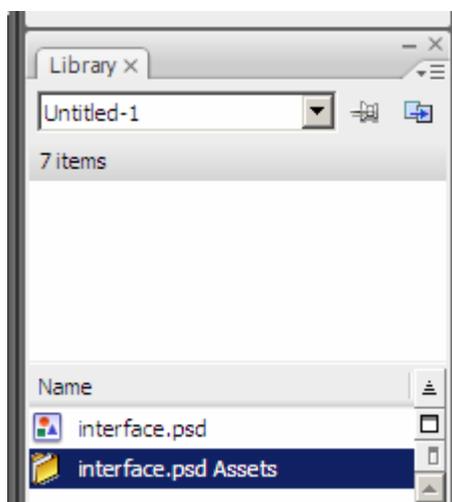
Step 3: Select file import to library and locate your interface.psd file.

Step 4: The following box will appear

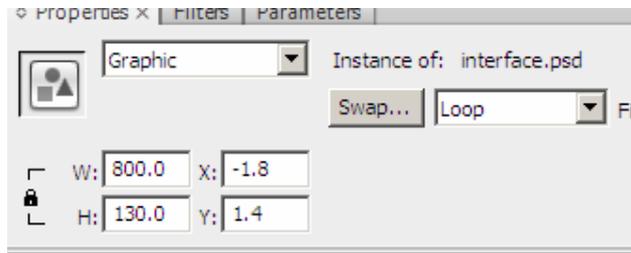


Step 5: Keep the Convert layer to Flash layers and deselect any text other than the myWebsite and the white background layer (your canvas is already white in flash). It is easy to recreate the text and buttons in Flash. Then press ok to import the interface into the library within flash.

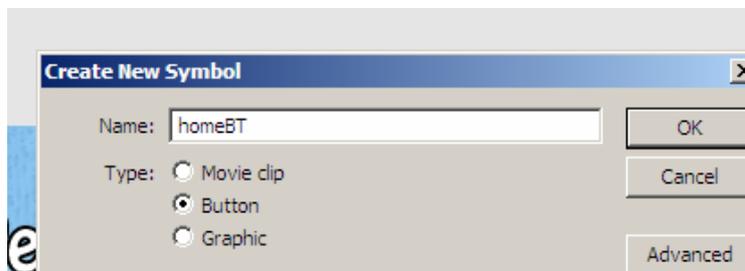
Step 6: Open the library panel (F9 if not visible) and you will see the imported psd file. You will see two items the interface.psd which is a flash graphic symbol and a folder containing the elements that make up the symbol.



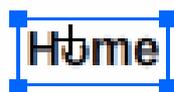
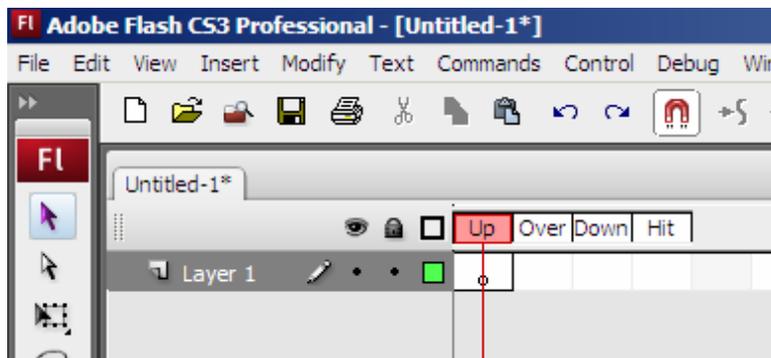
Step 7: Drag the interface.psd symbol from the library and position it at the top of the stage. To get it accurate change the x and y values in the properties panel to 0.



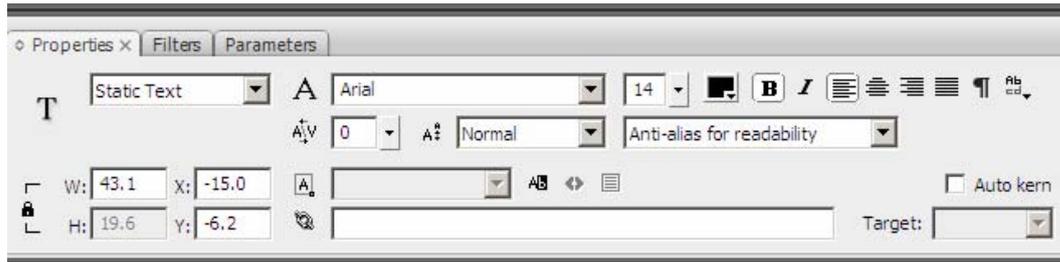
Step 8: You can then create the buttons. Select insert / new symbol select button, give it an instance name of homeBT and press ok.



Step 9: The buttons time line will appear indicating the four possible states and select the text tool and type Home (ensure that you type near the little cross on the stage).



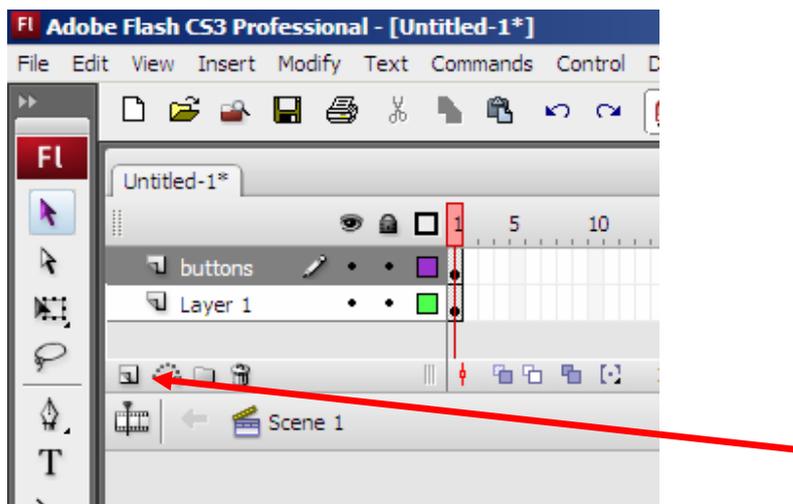
Step 10: To change the font colour, style and colour with text selected you can open the properties panel and change the appearance.



Step 11: Press F6, 3 times to insert key frames in each of the four states. If you want you can select the text in the over layer open the properties panel and change the colour this will create a rollover effect.

Step 12: Click on Scene 1 just underneath the buttons time line to return to scene 1 timeline.

Step 13: Create a new layer as you would do in photoshop and rename this buttons. Drag a copy of the button from the library to the menu panel in your image.



Step 14: Now create another two buttons, products and contacts us. Placing them to the left of the home button on the buttons layer.

Step 15: Select file / save as interface.fla. We will look at adding functionality to this in a few weeks time.