

# Animating Still Photos

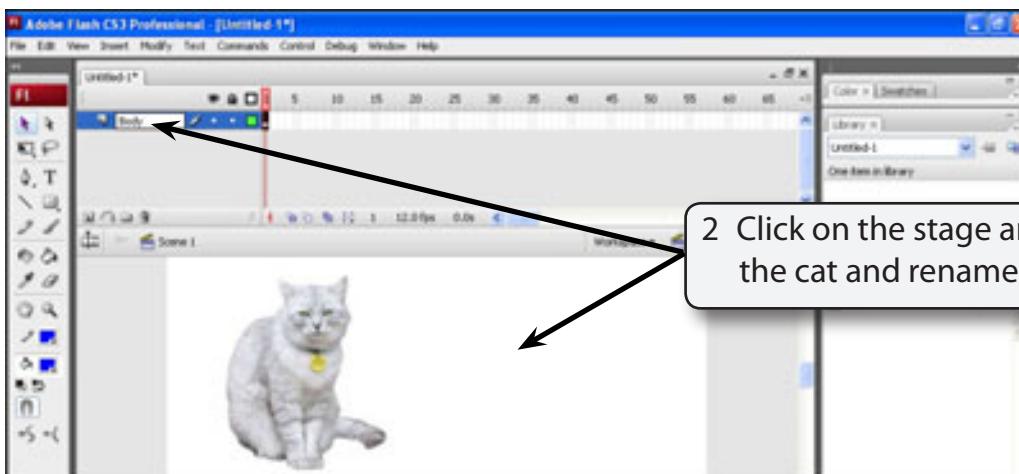
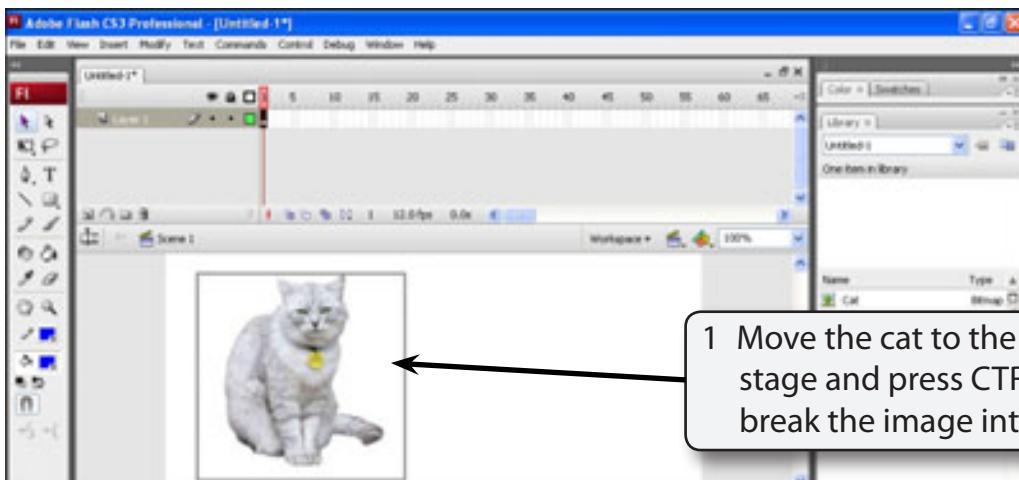
Life can be added to still photos by using Flash to animate parts of them. To illustrate this we will use a photo of a cat and make its head shake and tail wag.

## Loading the Prepared File

- 1 Load Flash or close the current file, and create a new Flash File.
- 2 Display the FILE menu, highlight IMPORT and select IMPORT TO STAGE.
- 3 Access the FLASHcs3 SUPPORT FILES, open the CHAPTER 19 folder and load the CAT image.

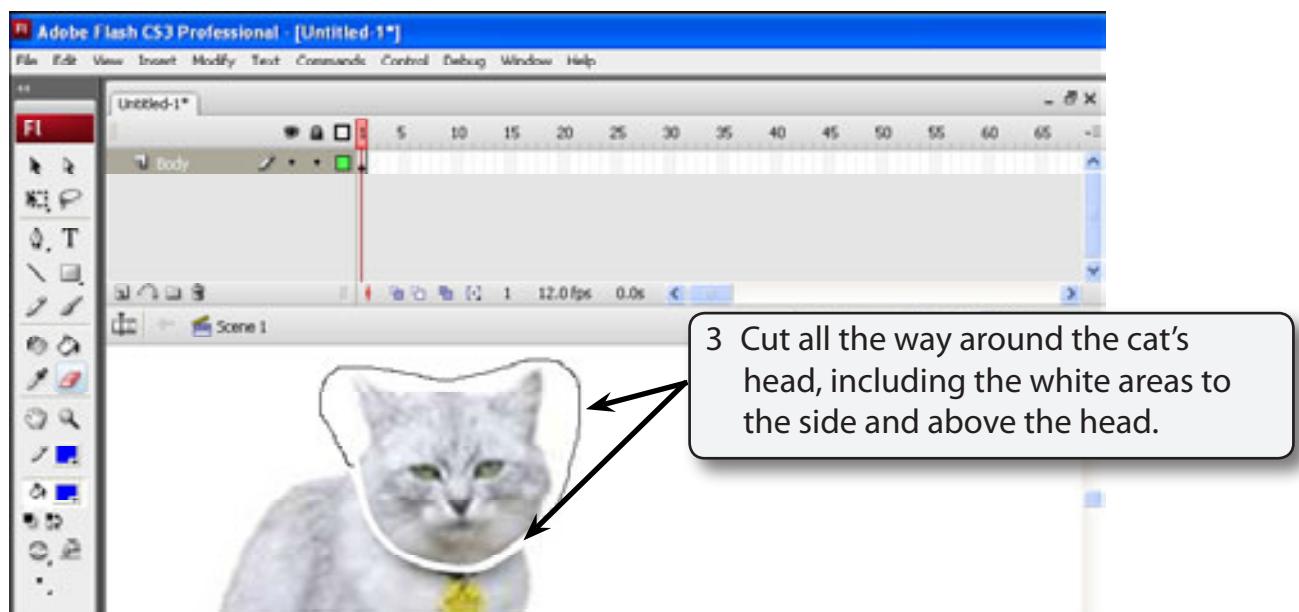
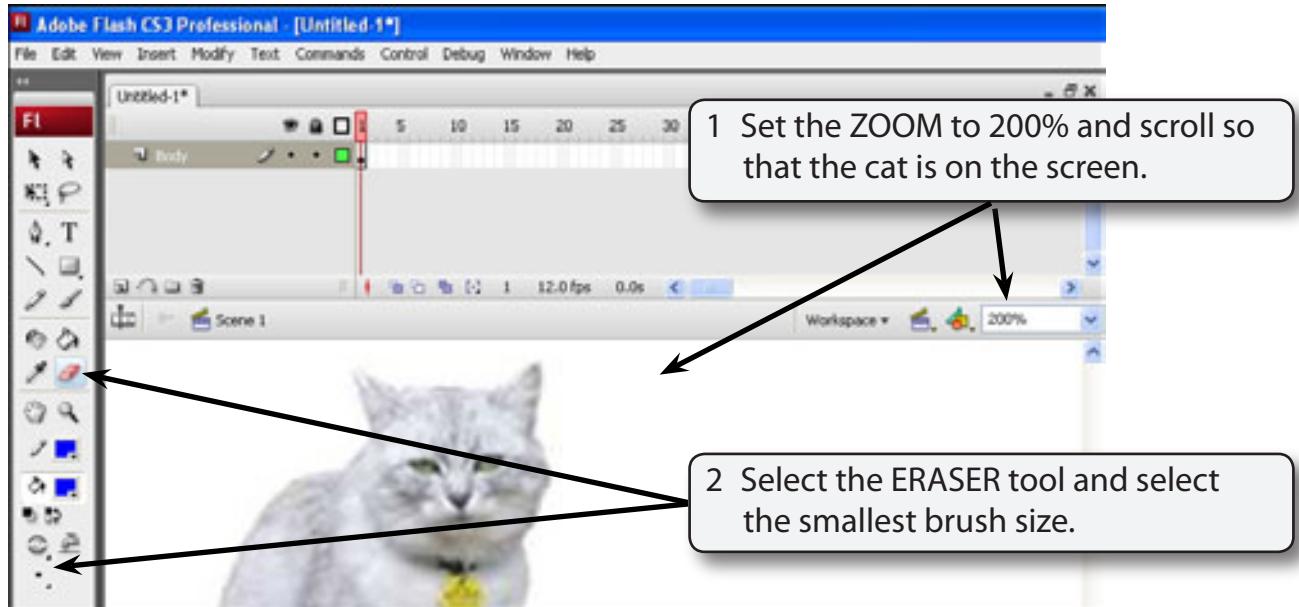
## Breaking the Photo Apart

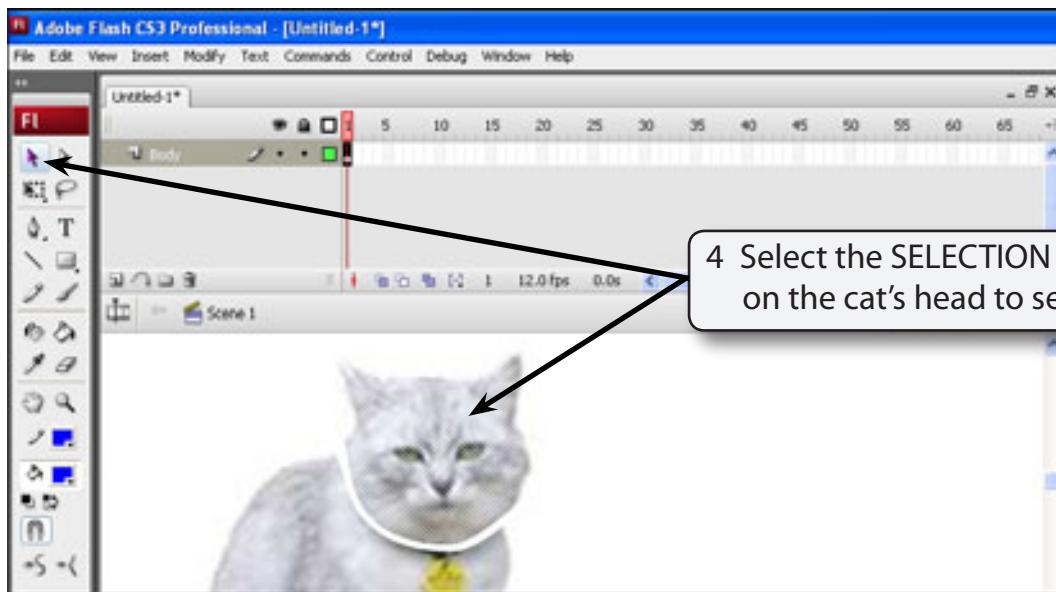
In order to edit the photo it must be broken apart into individual pixels.



## Separating the Head

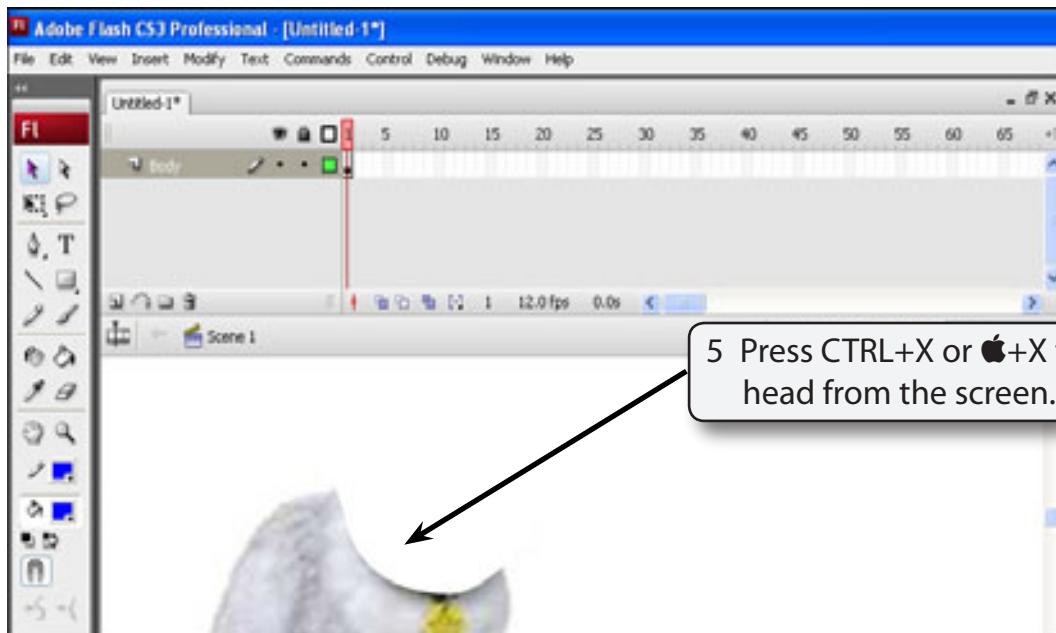
To animate the head it needs to be separated from the body and converted to a symbol. It is also good practice to place the head in its own layer.



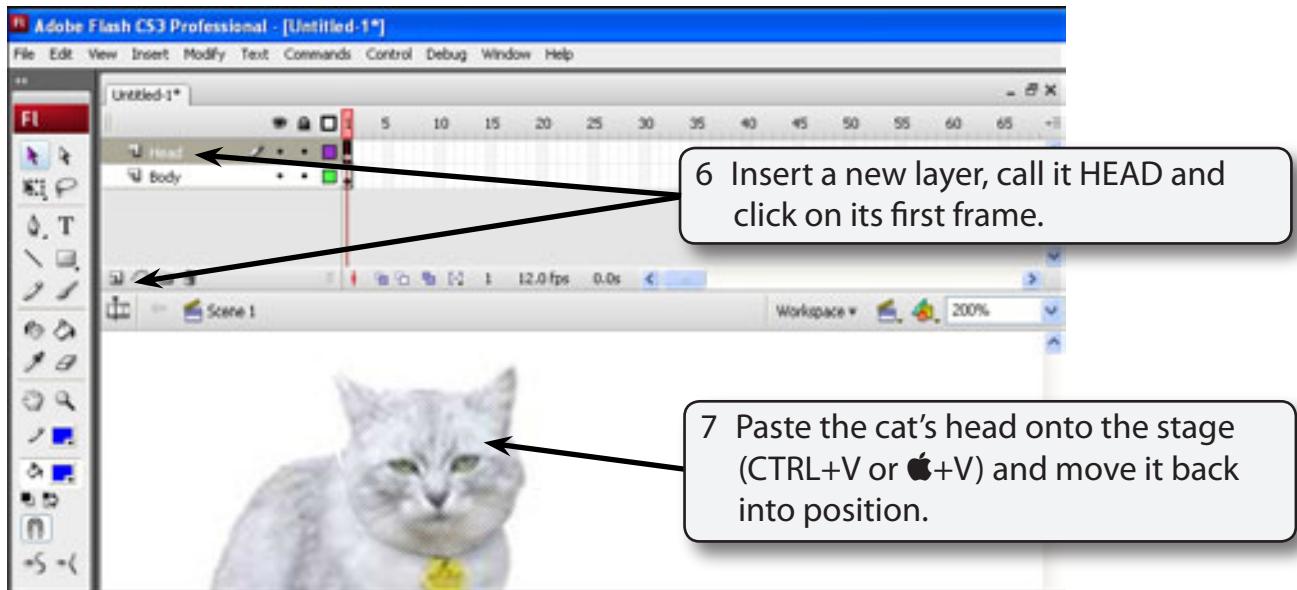


4 Select the SELECTION TOOL and click on the cat's head to select it.

**NOTE:** If the whole cat's body is selected you need to erase around the cat's head again.



5 Press CTRL+X or ⌘+X to cut the head from the screen.

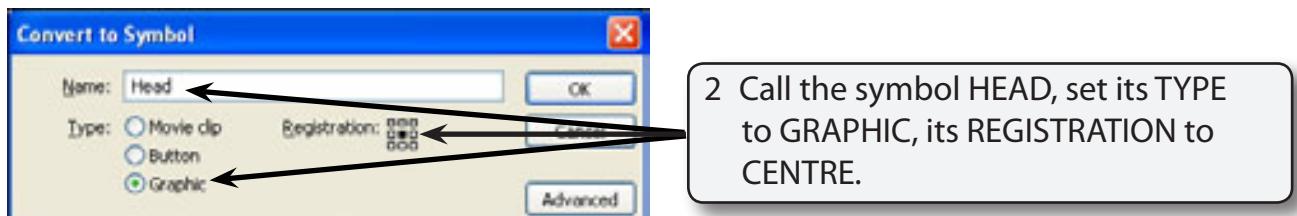


**NOTE:** The arrow keys on the keyboard can be used to nudge the head into position.

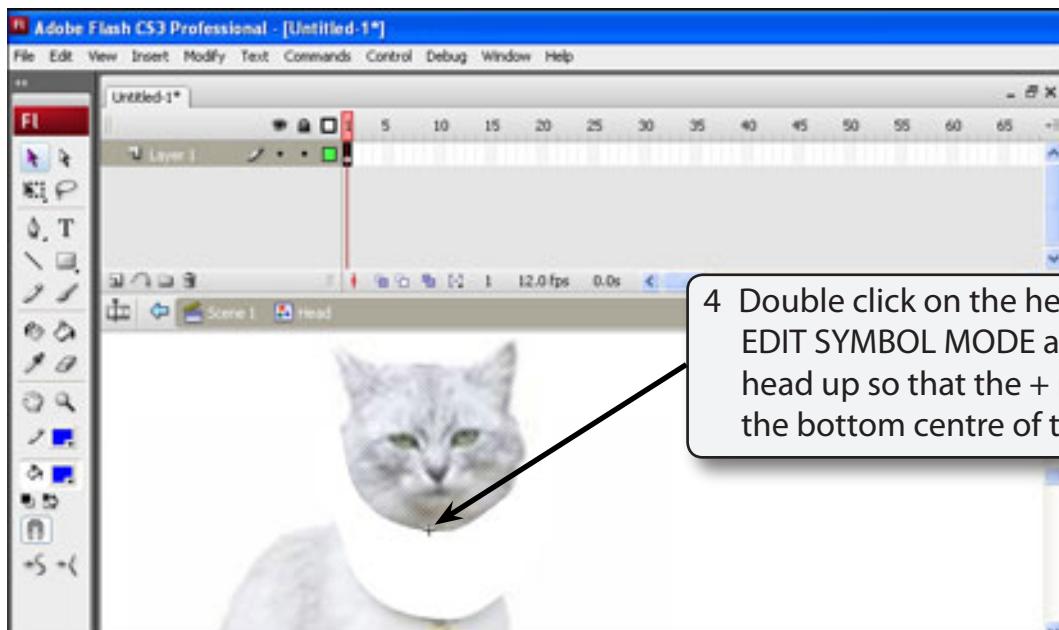
## Converting the Head to a Symbol

To animate the head using a motion tween it needs to be converted to a symbol and its reference (or rotation) point set to the base of the head.

- 1 With the head selected press F8 to convert it to a symbol.

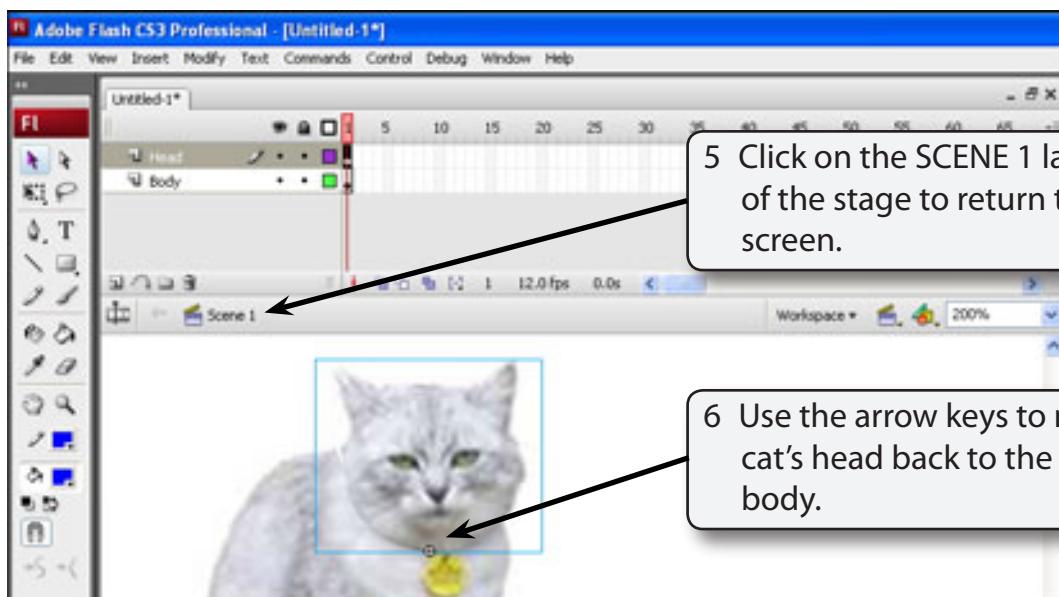


- 3 Select OK to create the symbol



- 4 Double click on the head to open EDIT SYMBOL MODE and move the head up so that the + marker is at the bottom centre of the head.

**NOTE:** You can use the UP arrow key on the keyboard to nudge the head straight up



- 5 Click on the SCENE 1 label at the top of the stage to return to the normal screen.

- 6 Use the arrow keys to nudge the cat's head back to the top of the body.