

# Animating Still Photos

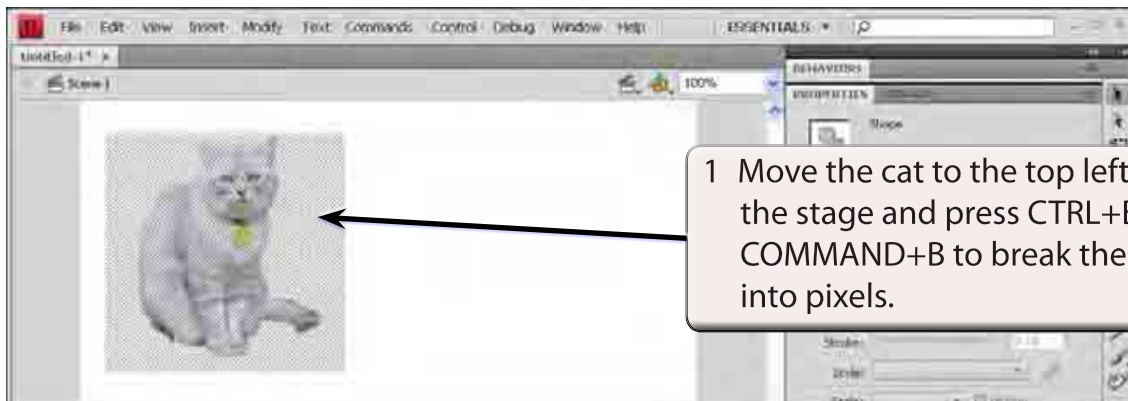
Life can be added to still photos by using Flash to animate parts of them. To illustrate this we will use a photo of a cat and make its head shake and tail wag.

## Loading the Prepared File

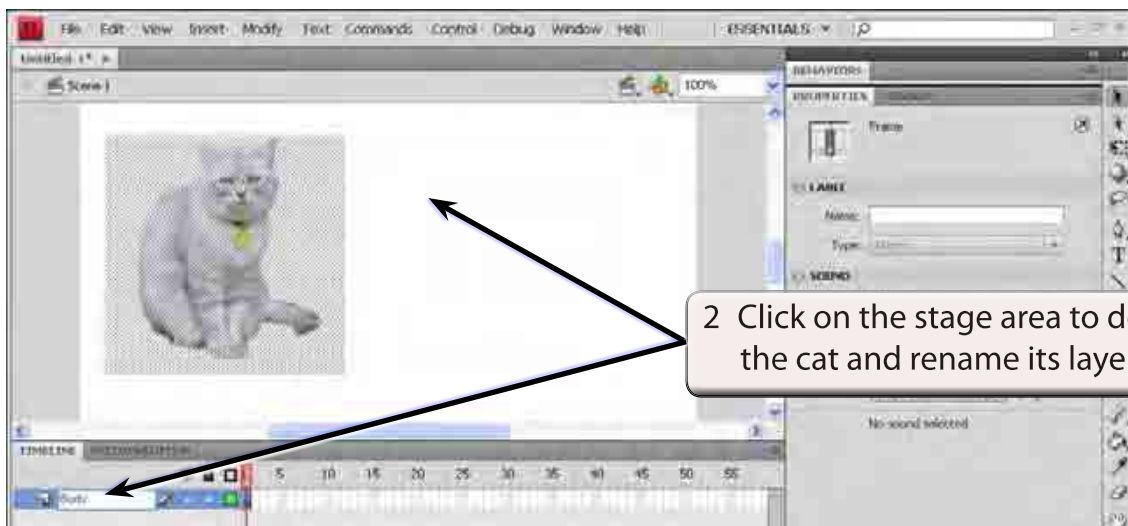
- 1 Load Flash or close the current file, and create a NEW FLASH FILE.
- 2 Display the FILE menu, highlight IMPORT and select IMPORT TO STAGE.
- 3 Access the FLASHcs4 SUPPORT FILES, open the CHAPTER 19 folder and load the CAT image.

## Breaking the Photo Apart

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



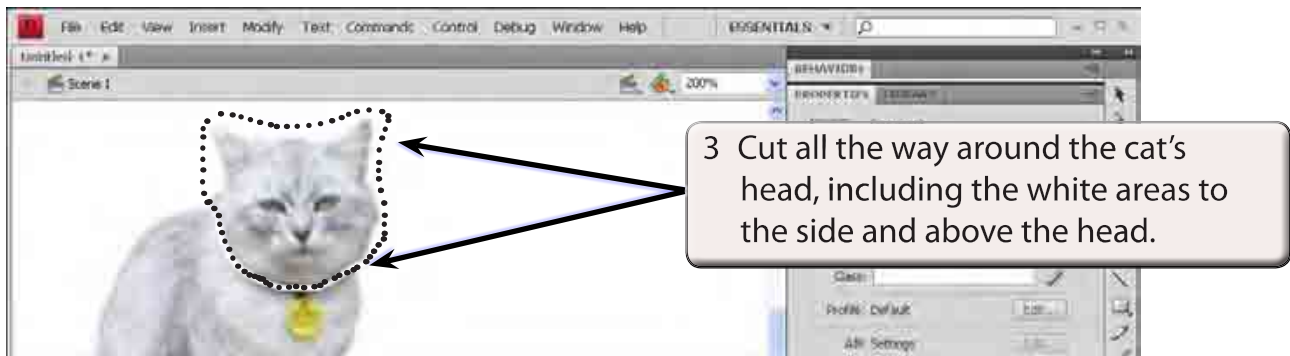
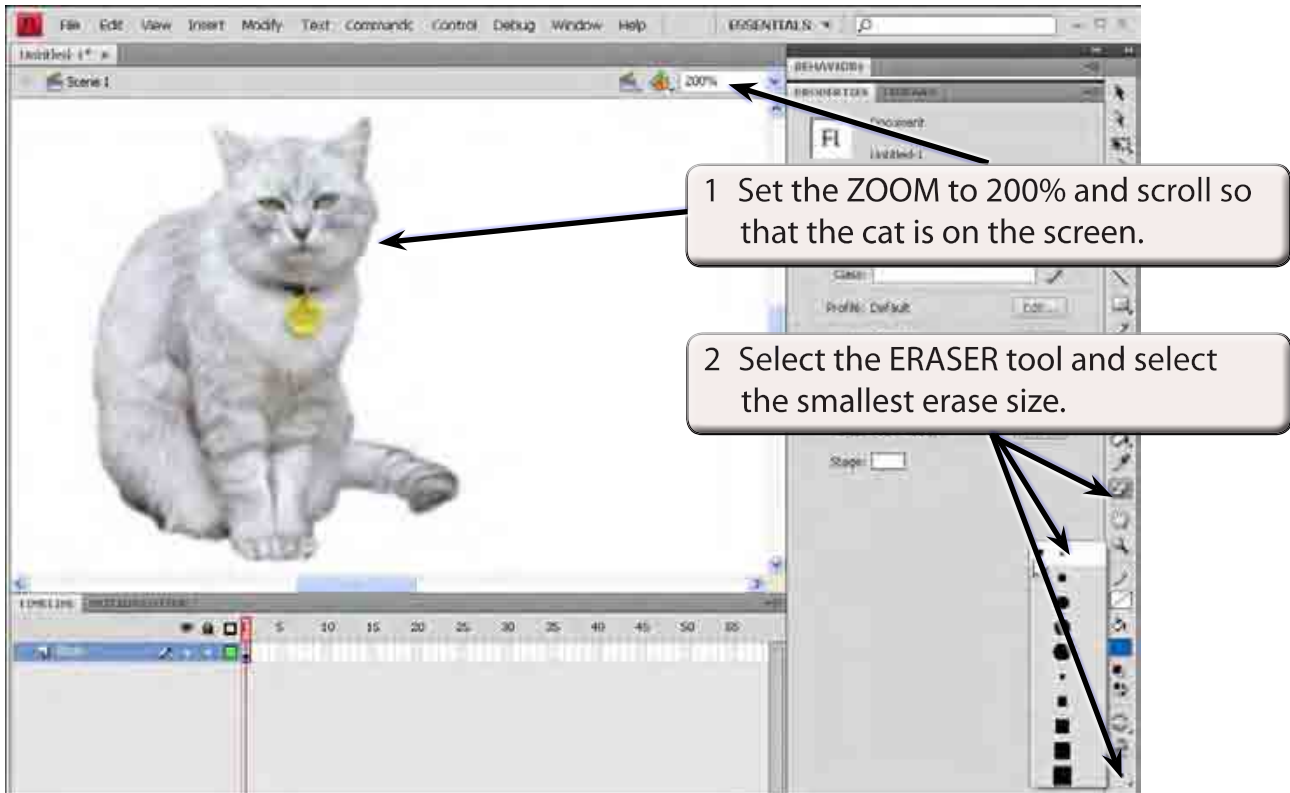
- 1 Move the cat to the top left of the stage and press CTRL+B or COMMAND+B to break the image into pixels.

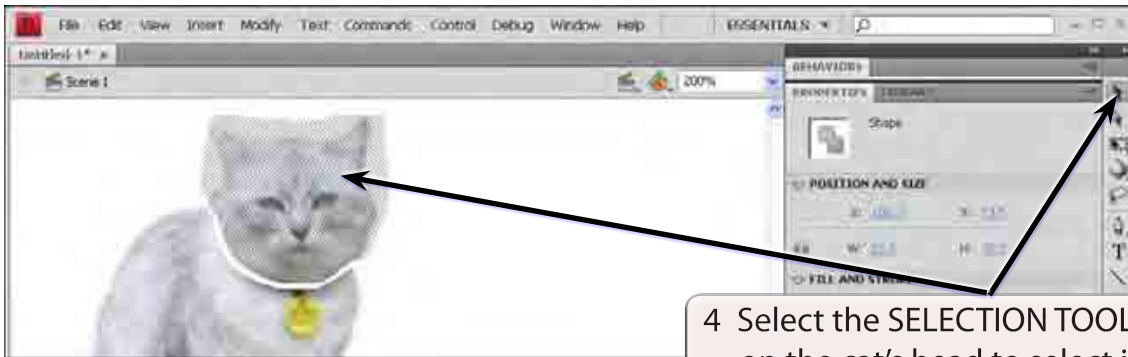


- 2 Click on the stage area to deselect the cat and rename its layer as BODY.

## Separating the Head

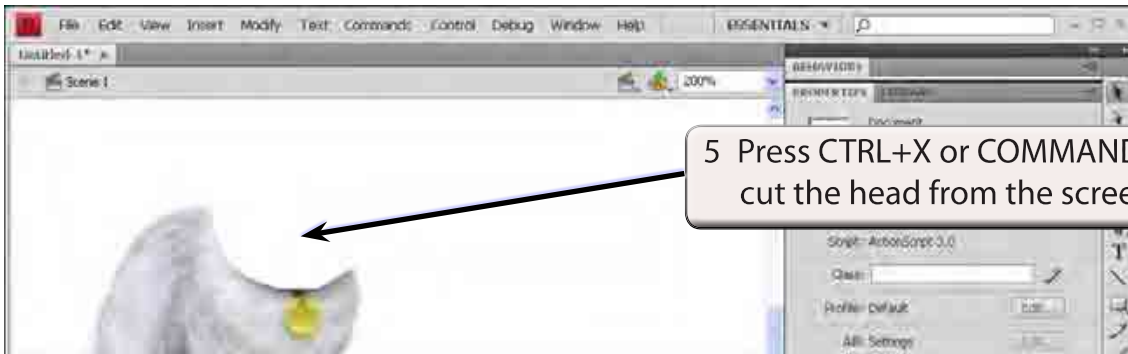
To animate the head it needs to be separated from the body and converted to a symbol. It is also good practice to place the head in its own layer.



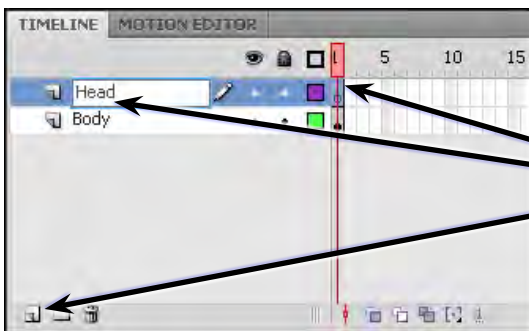


4 Select the SELECTION TOOL and click on the cat's head to select it.

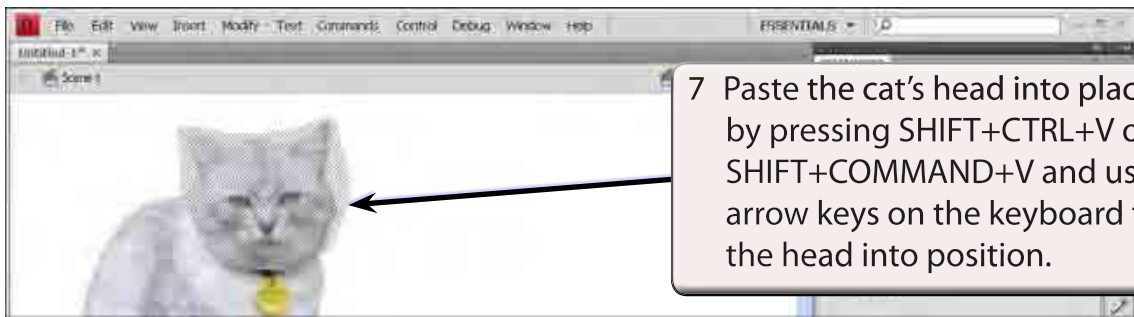
**NOTE:** If the whole cat's body is selected you need to erase around the cat's head again.



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



6 In the TIMELINE panel insert a new layer, call it HEAD and click on its first frame.

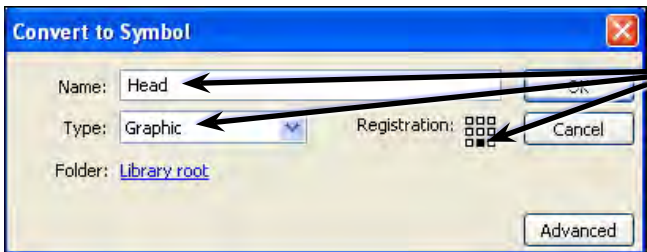


**NOTE:** You can also select **PASTE IN PLACE** from the **EDIT** menu. **PASTE IN PLACE** inserts the copied item in exactly the same position that it was cut from.

## 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 point set to the base of the head.

- 1 With the head selected press F8 to convert it to a symbol (or select **CONVERT TO SYMBOL** from the **MODIFY** menu).



2 Call the symbol **HEAD**, set its **TYPE** to **GRAPHIC** and its **REGISTRATION** to **BOTTOM CENTRE**.

- 3 Select **OK** to create the symbol