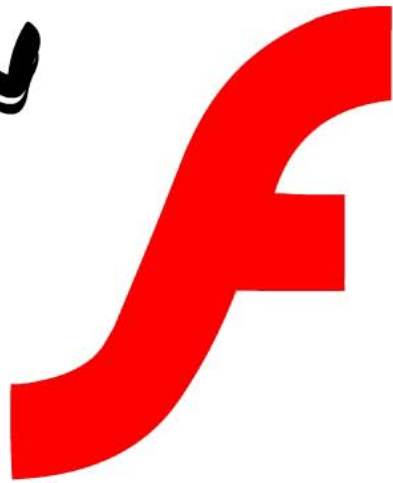


CARTOONING

in



macromedia
FLASHMX

Ted Fuller Jeremy MacDonald Cody Masson

Getting Started - Drawing Characters

Tools

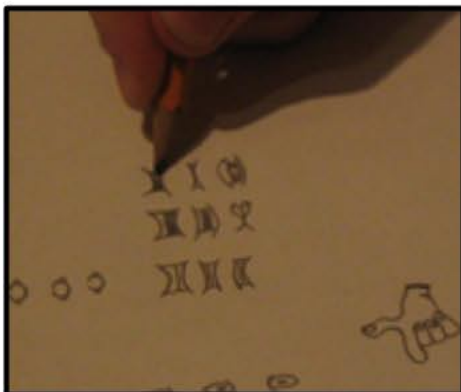
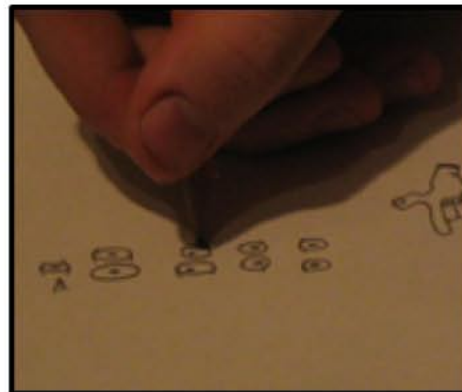
Sharp Pencil or Ballpoint Pen

Thick White Paper

Picture/ Photo Reference

Drawing Technique

Draw each portion of your character separately. This will allow you to animate more than one part of your character.



Going Digital - Scanning

Tools

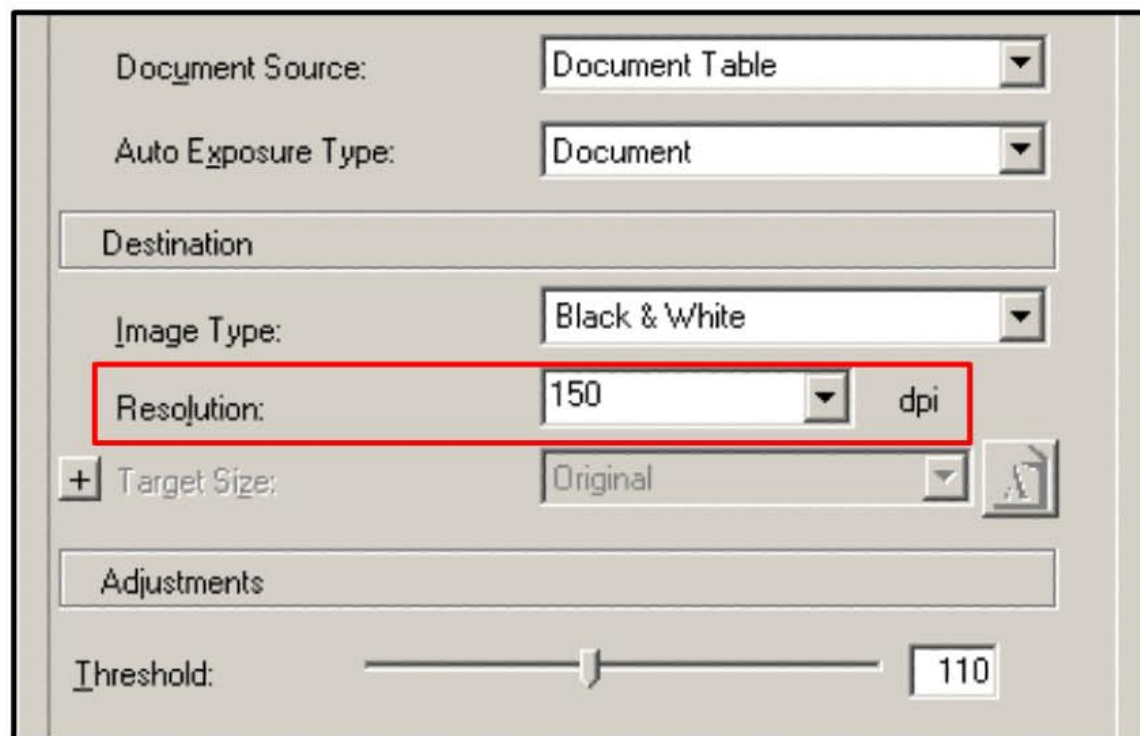
Basic Scanner

Scanner Software

Your Drawing

Scanning Process

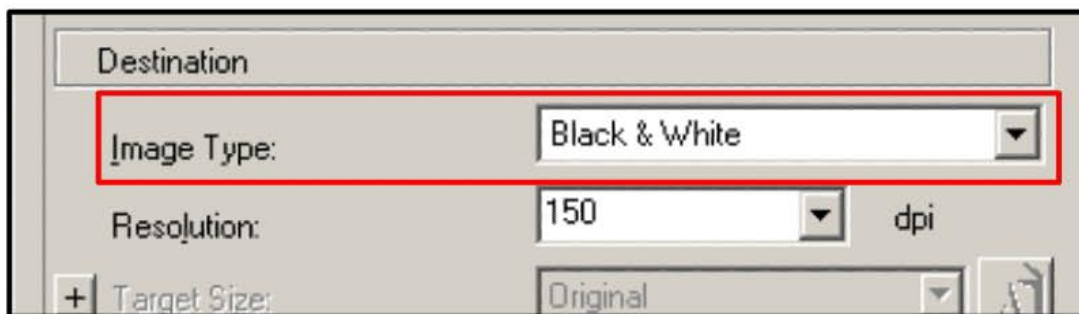
Scan in your drawing at 150 dots per inch so that you have a large image that can be manipulated easily. Scanner software varies, so you'll have to search for that particular setting.



Going Digital - Scanning Cont'd

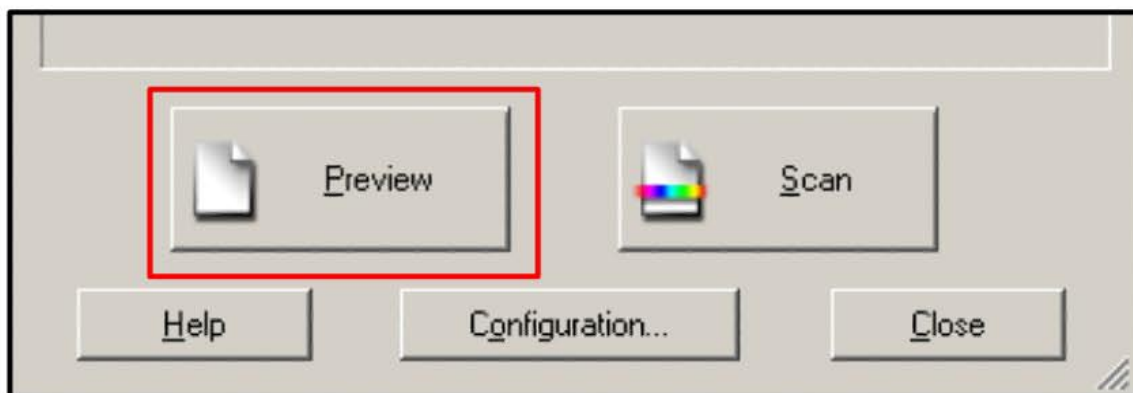
Choosing Document Type

Choose the Black & White setting. You'll be coloring your characters in Flash so color should be avoided at this point.



Preview Scan

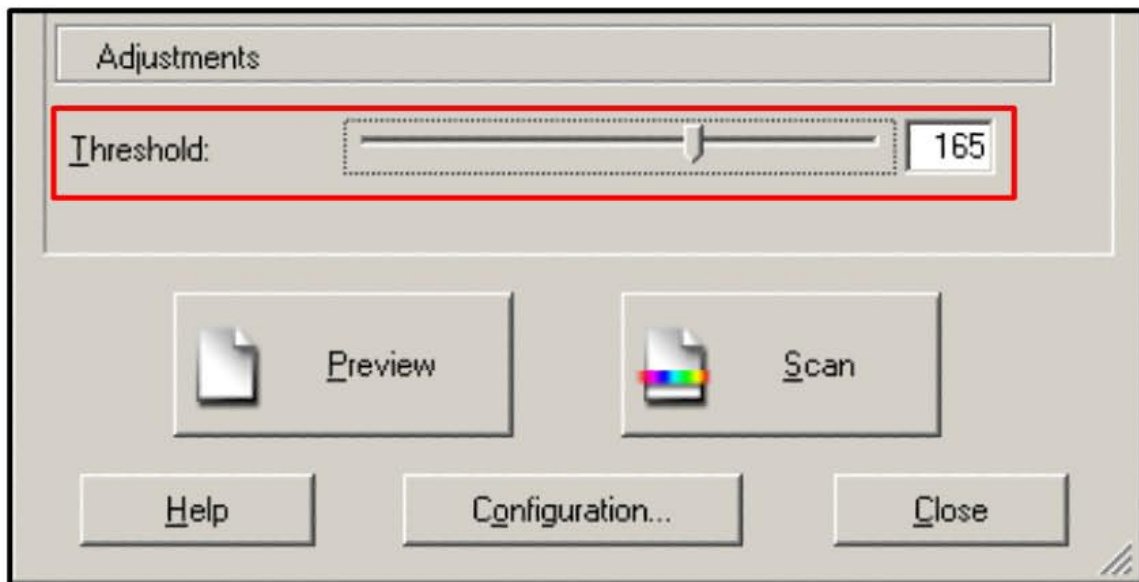
Click on the preview button to view what is going to be scanned.



Going Digital - Scanning Cont'd

Thresholding

Adjust the threshold slider so that your lines do not have gaps and are at your desired thickness. Lines that are close together may overlap in Flash and are harder to manipulate.



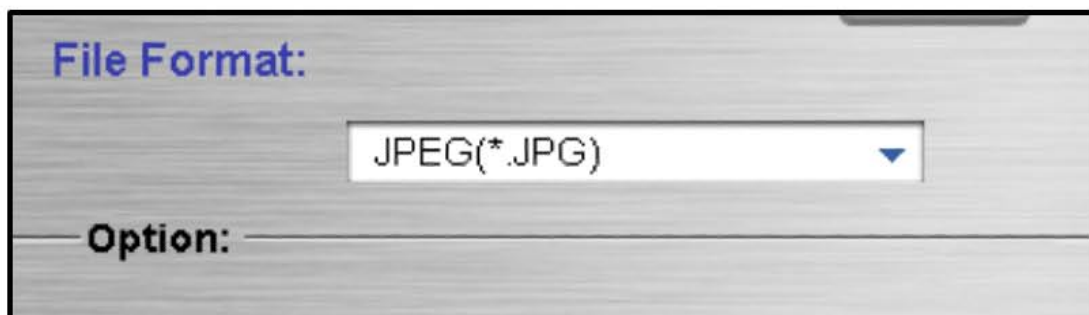
Tip Try scanning several times at different thresholds to get the right look.

In A Flash - Vectorizing

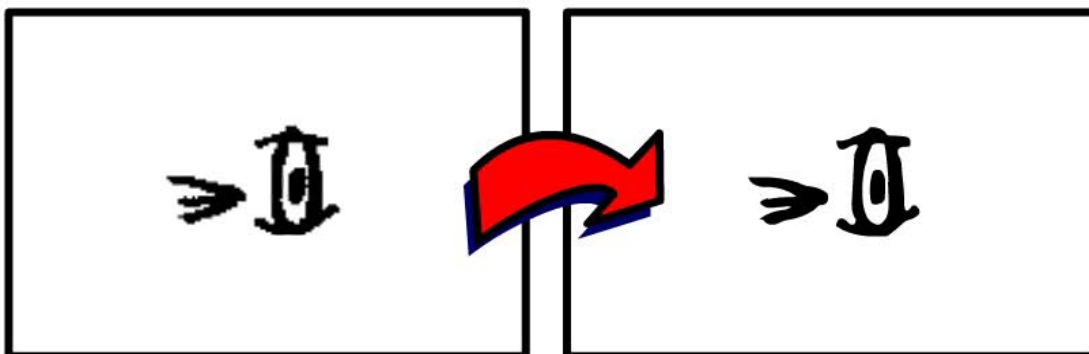
JPEG Only!

Choose the JPEG format because Flash works best with this file format. Save the scanned image at 100% quality.

Flash has a built in Bitmap (JPEG) to Vector convertor utility. JPEG's don't store any unnecessary information making image imports and conversion to vectors easy.



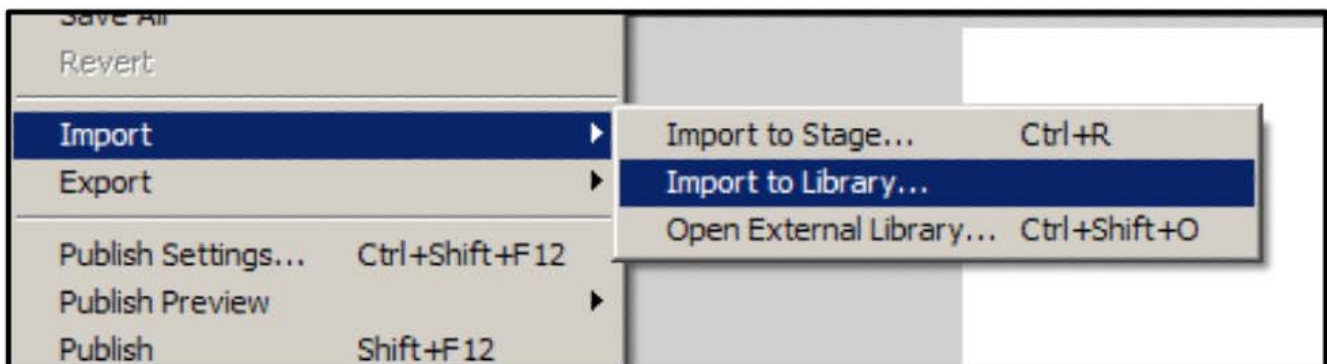
JPEG to Vector



In A Flash - Importing Your JPEG

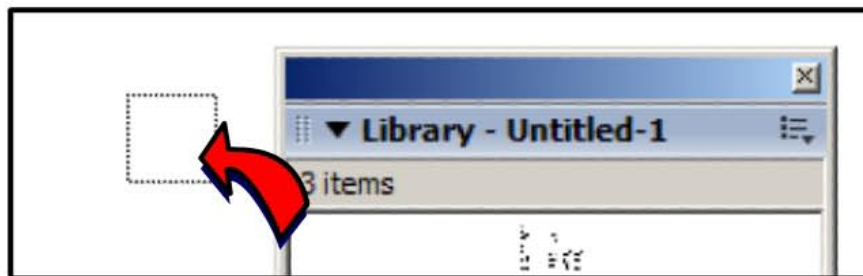
Importation

Find and import your JPEG image. Choose File > Import to Library.



Bring Image to Stage

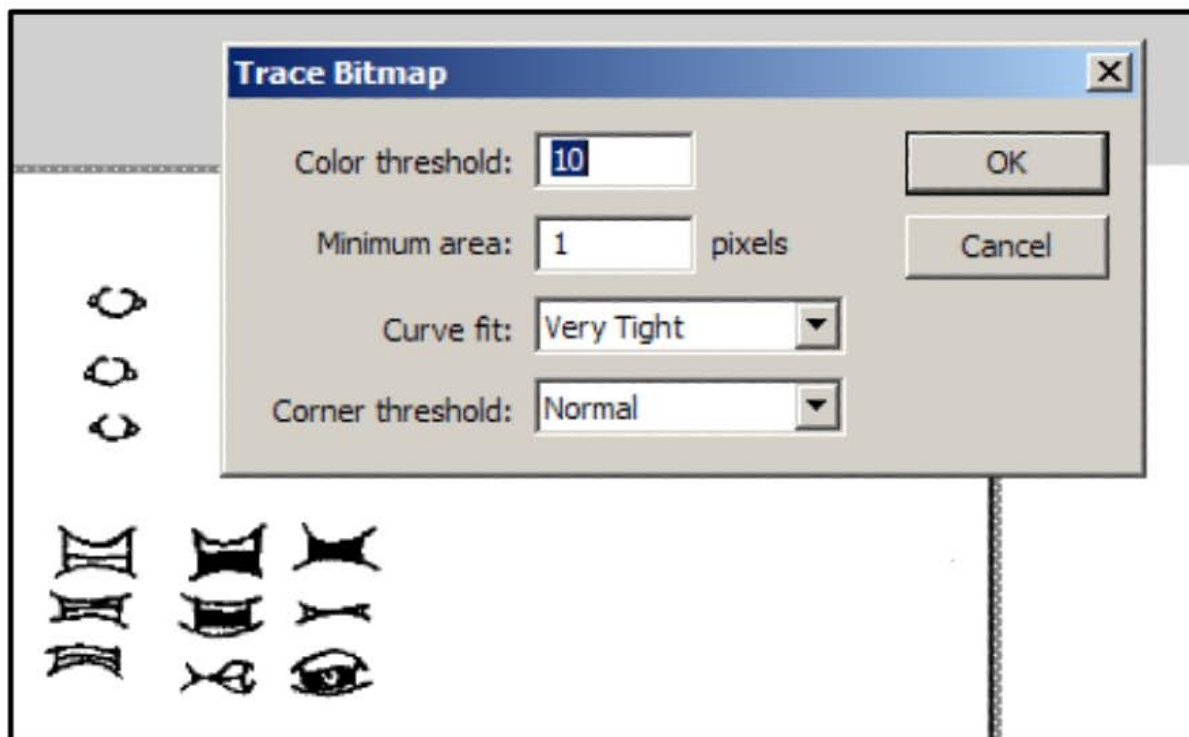
Press CTRL-L to open your library in Flash. Click and drag the image on to the stage. Now you are ready to vectorize the image!



In A Flash - Vectorizing

Trace Settings

Select your image on the stage. Go to Modify > Bitmap > Trace Bitmap. Choose whichever settings give the desired results. If you want to color your image you might not want a lot of gaps in the lines or you'll spend a lot of time in Flash correcting that.

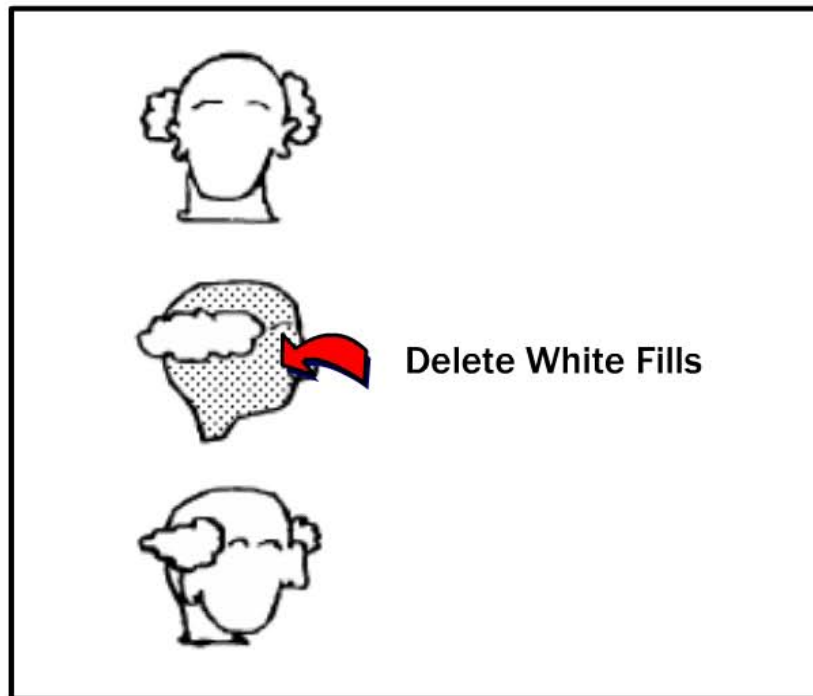


Tip Try several trace options before making a choice.

In A Flash - Clean Up This Mess

Selection Tool

Once you're happy with the vector output, it's time to clean up the image. Flash considers the white space between lines to be a fill. You'll need to remove those fills by pressing V for the selection tool. Then select and delete the white fills. Now you are ready to animate.



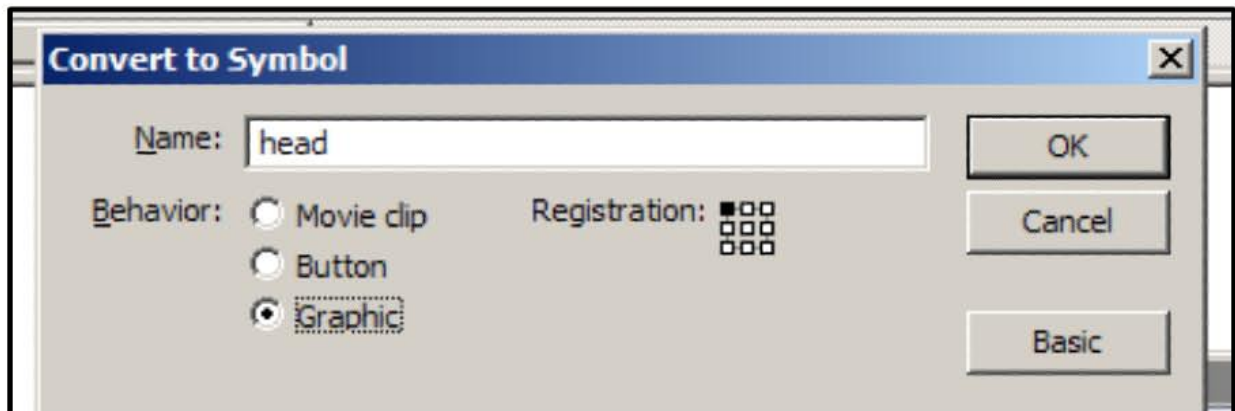
Tip Your objects in the drawing should still be separated. You won't be joining them until they are all animated.

In A Flash - Animation

Graphic Symbol

Select one of the objects on the stage. Press F8 and convert it to a Graphic Symbol. Remember to name it so that you can modify it later in the Library.

Double-click that object to enter it. Open your Timeline and add a few keyframes to the existing layer. Only add as many objects as you have. For example, if there is 5 mouth shapes, add 5 keyframes with those mouth shapes inside.



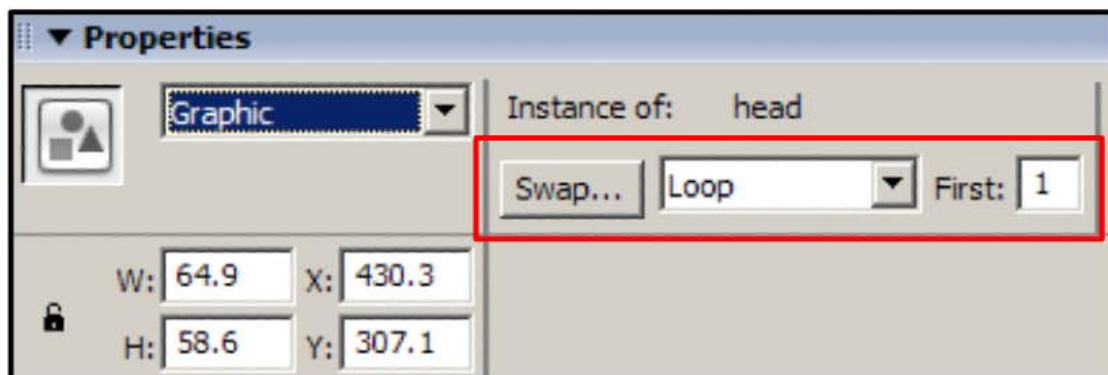
Tip Use the Onion Skin feature to see how smoothly the objects transition with each other.

In A Flash - Animation

Animating on the Main Timeline

Select one of the objects on the main timeline. Insert frames for that object's animation. Click F6 to insert keyframes along those frames. Select the object at one of the keyframes and open the properties panel.

The properties of a Graphic Symbol lets us animate in three ways. Choose Single Frame and enter the number of the frame inside the object that you want to display. (If that sounds confusing, just enter a 1,2,3, etc.)



Tip Try playing your Flash files at 24-30 frames per second.

Web Links - Inspiration

More Tutorials & Examples

Animation in Flash: <http://www.macromedia.com/devnet/flash/>

Mudbubble: http://www.mudbubble.com/mad2005/main/mad_2005.htm

KeyFramer: <http://www.keyframer.com>

Joe Cartoon: <http://www.joecartoon.com>

