

## Froggin Flash Assignment

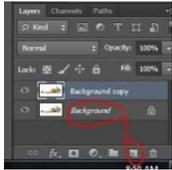
Using the concept of nesting an animation inside of a flash symbol create the following scene:

A frog is sitting in his natural habitat. A fly comes by and annoys him. The frog uses his tongue to capture the fly. This will be a repeating action.

The main animation will have a background layer, a frog symbol layer and a fly tweening layer.

First find a frog image on the internet. Use Google, then click on images. When you find the one you want click on it to get the original. Then right click and save the jpeg.

Now, if the image is a jpeg and not real clean you probably have to take it into Photoshop to clean it up and convert it to a png file. First make a copy of the background. Open the layer area and drag background to the new layer symbol.



Then select background copy and turn off background.



Now use either the select or quick select tool to remove the white background. When you make a selection you will delete it and reveal the checkerboard blank layer below. Control D gets rid of the marching ants. You can also use the eraser tool. Make the eraser tool larger with "]" and smaller with "[". This lets you work quickly. If you need to erase in a straight line place the eraser next to the straight part you want to keep and click. Then move the eraser to a second point and shift click. This will erase in a straight path between the two selections.

When you get the image separated "Save image as" and choose "png" as the file size. This will let you use the cutout image with none of the accompanying original deleted background. This gives you many more options for animating in Flash.

You will want to separate your fly the same way or you could draw an original fly, turn it into a symbol and give it a flight path.

Good Luck

Web links on separating images from background:

<https://www.youtube.com/watch?v=zbT2tHx-fcM>

<https://www.youtube.com/watch?v=R5Z3WiGrzTA>

<https://www.youtube.com/watch?v=OIY4YFs3d9k>

