

# IMPORTING MEDIA INTO FLASH

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Imagine More

ORIGINATING MEDIA	ORIGINATING FILE SET UP	FILE SAVING	FLASH IMPORTING
<b>Illustrator or Photoshop Graphics for a web page or game.</b>	<b>Use this layer groups system:</b> - common: elements that are always visible. - Page Types: all graphics and art that pertain to each web page type that will be included in the site. You should be able to simulate clicking through the website by turning layer groups on and off.	Save file normally	<b>Preferences &gt; PSD File Importer &gt;</b> Import image layers as Bitmaps w/ editable layer styles  <b>File &gt; Import to Stage</b> , settings: - check only the layers you want to import. - convert layers to: Flash layers. - check: place objects at original pos. - check: set stage size to same size as Illustrator artboard.
<b>Illustrator or Photoshop Illustration for an animation.</b>	<b>Use this layer groups system:</b> - Scenes 1, scene 2, etc. all graphics and art that pertain to each individual scene should be in a separate layer group. You should be able to click through the animation storyboard (with finished art) by turning layer groups on and off.	Save file normally	<b>File &gt; Import to Stage</b> , settings: - check only the layers you want to import. - convert layers to: Flash layers. - check: place objects at original position. - check: set stage size to same size as Illustrator artboard.
<b>Animation created in Photoshop, Aftereffects, Lightwave or any other software.</b>	Set frame rate and pixel dimensions to correct size and speed for the Flash project. Don't scale graphics in Flash.	Save or export as a png sequence into a new folder.	<b>Set up the Flash Timeline:</b> - For frame by frame animation create a new layer - For symbol based animation create a new graphic symbol - For interactive media create a new movie clip symbol <b>File &gt; Import to Stage.</b> - Choose first image file in the pngs folder. Check yes when asked if you want to import the sequence.
<b>Single Image from Photoshop</b>	Crop image down to the graphic you are going to import.	Save For Web > PNG with transparency checked.	Set up a new layer for the image. <b>File &gt; Import to Stage.</b>
<b>Single Image from Illustrator</b>	Turn off all layers except the image you want to import.	Export > SWF or Edit > Copy	Set up a new layer for the image. <b>File &gt; Import to Stage.</b> or Edit > Paste.
<b>Audio</b>	You can work in either: WAV (Windows standard) or AIFF (MAC standard)  Use mp3 or other compressed files only when there is no WAV or AIFF available.	No need to compress file. Flash will compress it when it publishes the final piece.	Set up a new layer for the sound. <b>File &gt; Import to Library</b>  Create a new Blank Keyframe, Then select sound from the pull down menu in the properties inspector.
<b>Video/Animation</b>	Create a "source file" from the originating application (Quicktime, Aftereffects, Finalcut, Lightwave, etc.) - Animation Compression - frames/sec - 5,10,15 or 30 - key frame = automatic - color = millions - quality setting = best - data rate = automatic - audio + 44.1 khz, stereo	Export video as Quicktime	<b>CS3:</b> <b>File &gt; Import Video &amp; choose file</b> - choose > Progressive download from web server - choose Flash 8 - High Quality 700kbps - resize (see file resolution guide) - choose a player skin <b>After Imported:</b> adjust parameter (in property inspector) - autoplay: false  <b>CS4:</b> <b>Choose &gt; Load extern. vid. w/playback</b> - Browse and choose your movie file - Launch Adobe Media Encoder - format > FLV, On2VP6 - bitrate > ,VBR, 2 passes, 700kbps - advanced > quality=best - audio > stereo 128 bitrate - resize (see file resolution guide) - Choose a player skin <b>After Imported:</b> adjust parameter (in component inspector) - autoplay: false
<b>Streaming Audio files in an interactive website,</b>	Create a "source file" from the originating application (Garageband, Soundtrack Pro, Reason, etc.) - stereo - 44.1 khz Save as an .aif or .mov file	Add the source file into the Adobe Encoder and export as an .FLV (In CS4, you will need to uncheck the 'Export Video' box). - stereo - 44.1 khz Save as an .flv	<b>File &gt; Import To Stage &amp; choose file</b> - choose > Progressive download from web server - choose stereo, 44.1 khz, 128 bitrate - choose a player skin <b>After Imported:</b> set size and location  Note: put each audio flv on its own layer or there can be playback issues.