

LAB NO: 01

TITLE: ILLUSTRATION OF MORPHING TECHNIQUE USING MACROMEDIA FLASH.

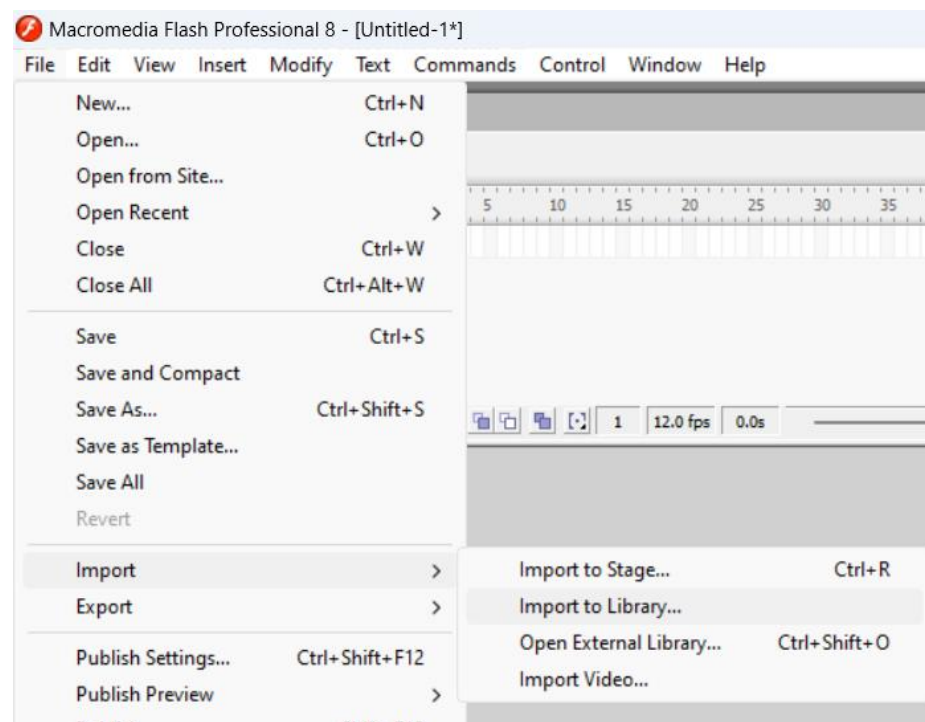
CONCEPT:

Morphing is an image processing technique used for the metamorphosis from one image to another. The idea is to get a sequence of intermediate images which when put together with the original images would represent the change from one image to the other.

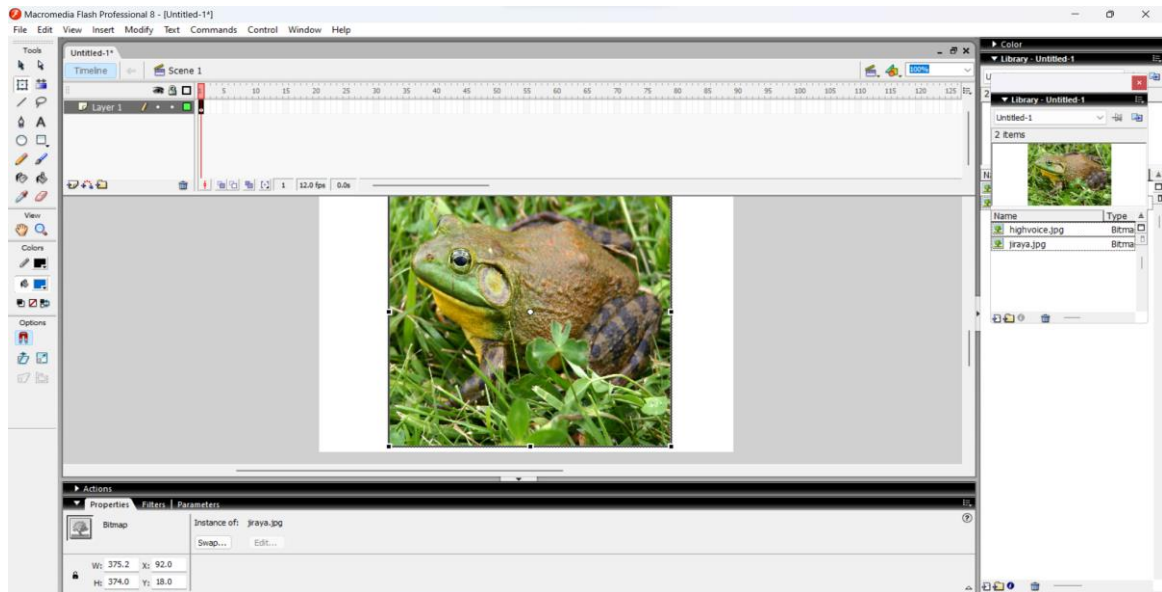
Macromedia Flash Professional 8 offer web designers and developers a range of tools including graphic effects, animation, text, video and audio to create engaging users experiences delivered from desktops to mobile phones.

TECHNIQUE:

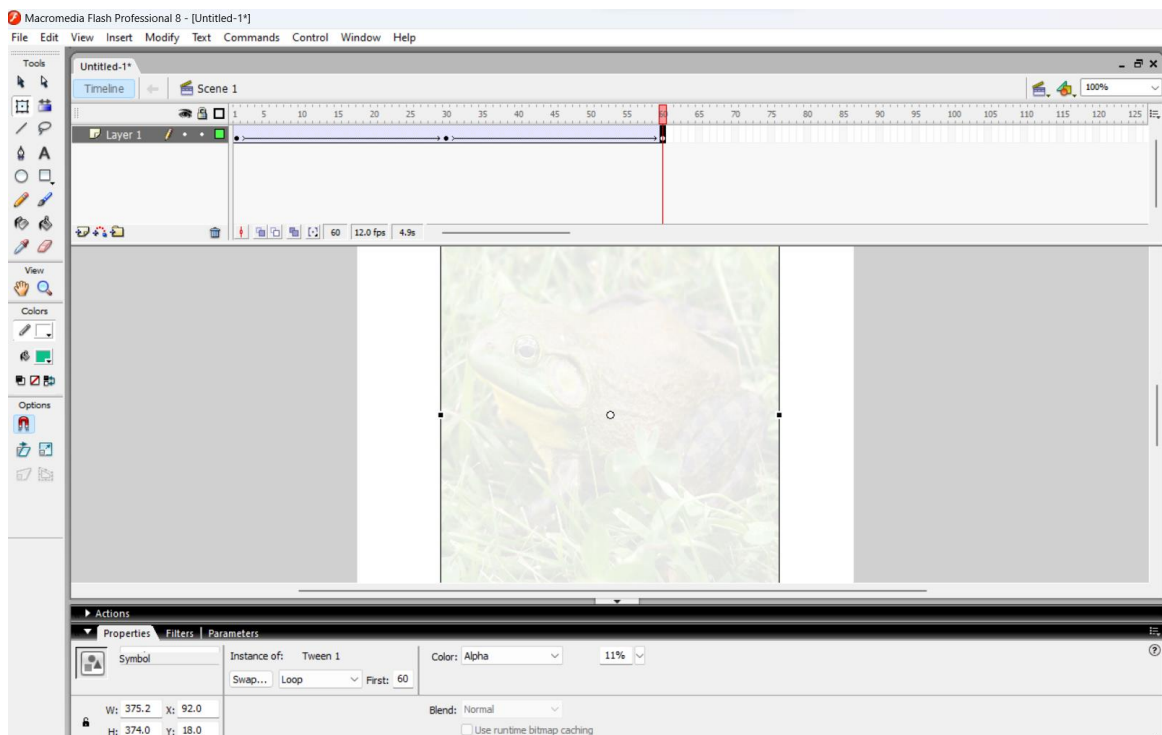
Step 1: Open Macromedia Flash and create a new Flash Document. Go to the file and import to library. Then select the required images needed for the morphing.



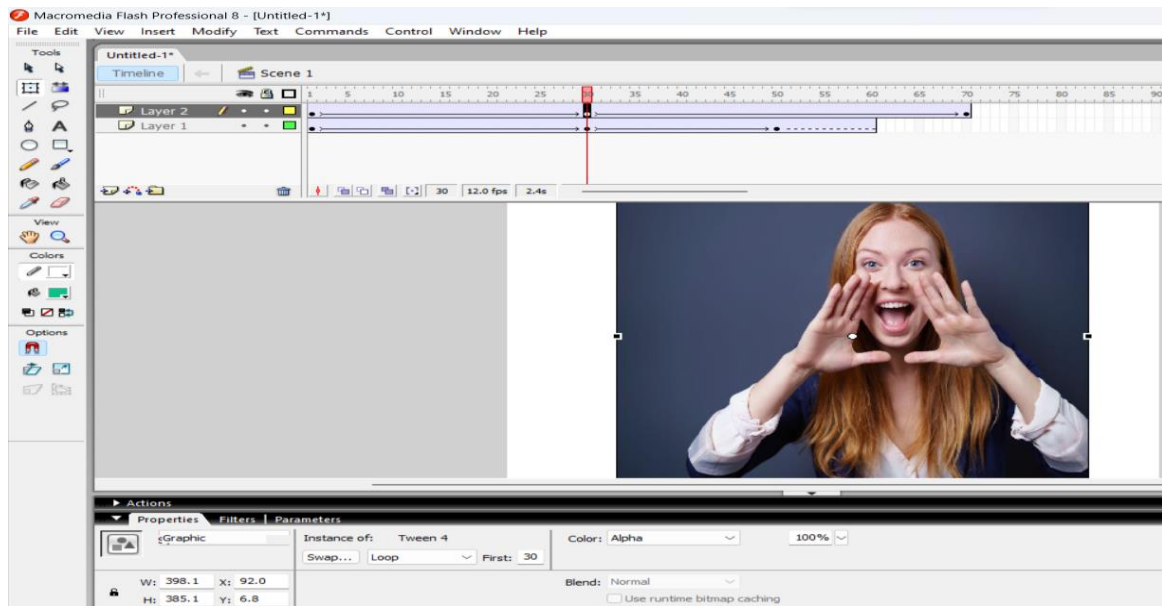
Step 2: Modify the document from the modify option to the desired dimensions. Then drag and drop the first image to the document.



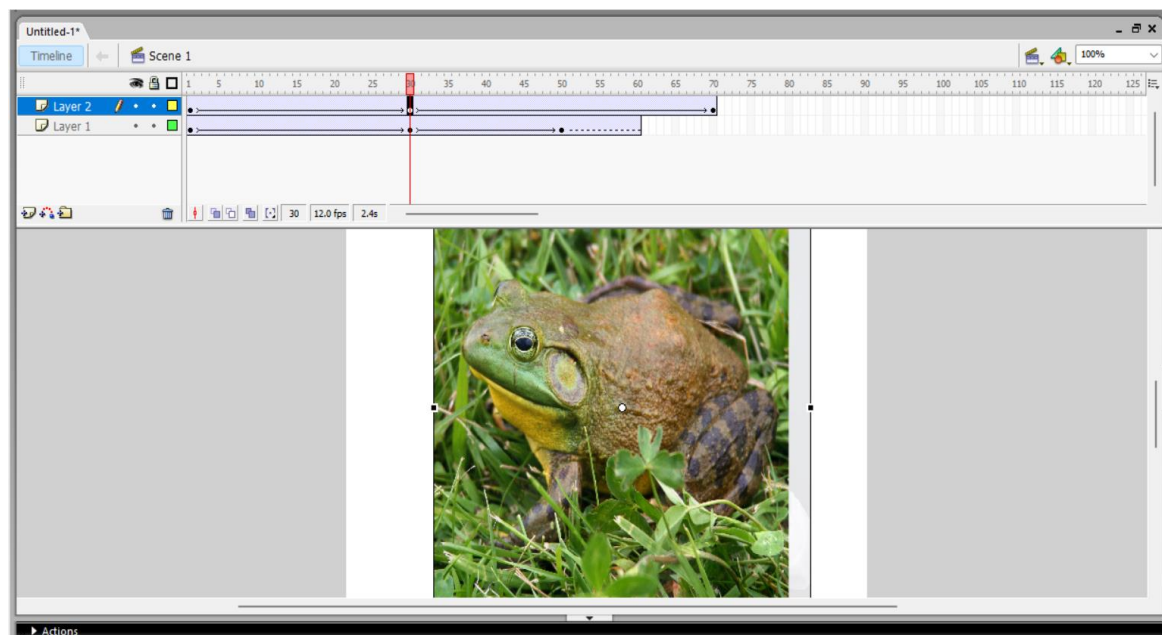
Step 3: Click on 30th frame and insert a key frame or click f6. Also create a motion tween. Similarly on 60th frame insert a key frame and change the color to alpha as shown below:



Step 4: Insert a new layer and insert the key frame in 30th frame and drag the second image in frame. Then adjust size of the image using free transform.

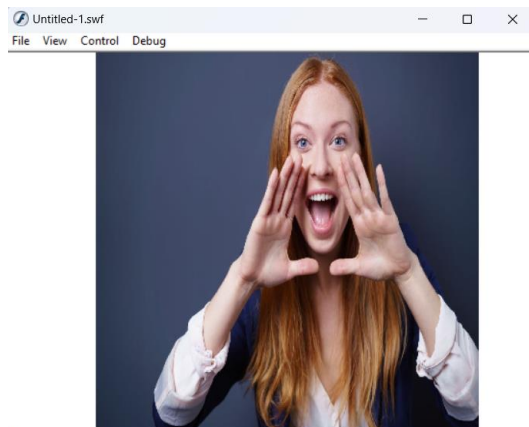
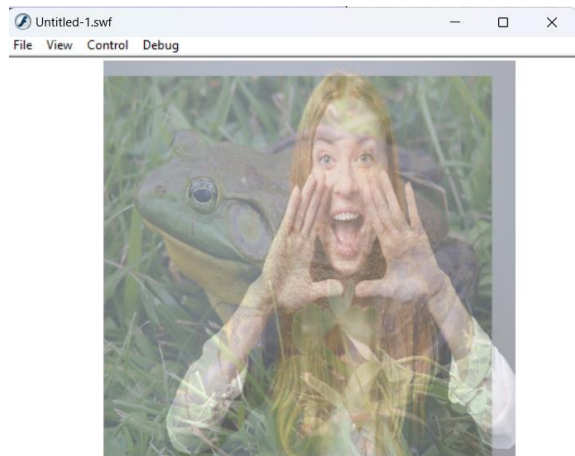
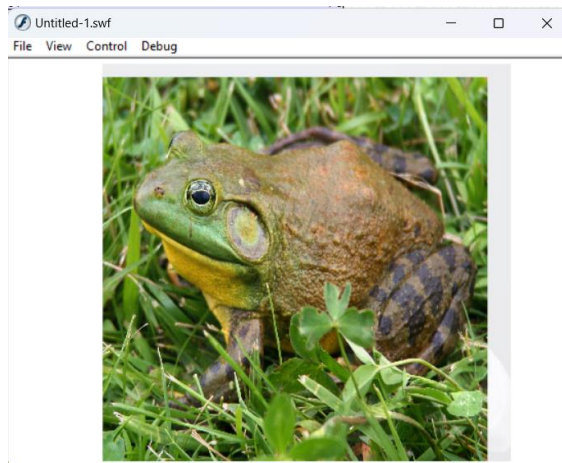


Step 5: Select 70th frame, insert key frame and add motion tween. Then in 30th frame of 2nd layer change the color to alpha.



Step 6: We can check the motion by clicking control button and play button. And save the document and publish.

Output:



Conclusion:

Therefore, macromedia can be used in the morphing of any image (i.e. change one image to another image).