

TITLE: - ILLUSTRATE THE MORPHING TECHNIQUE USING MACROMEDIA FLASH

CONCEPT

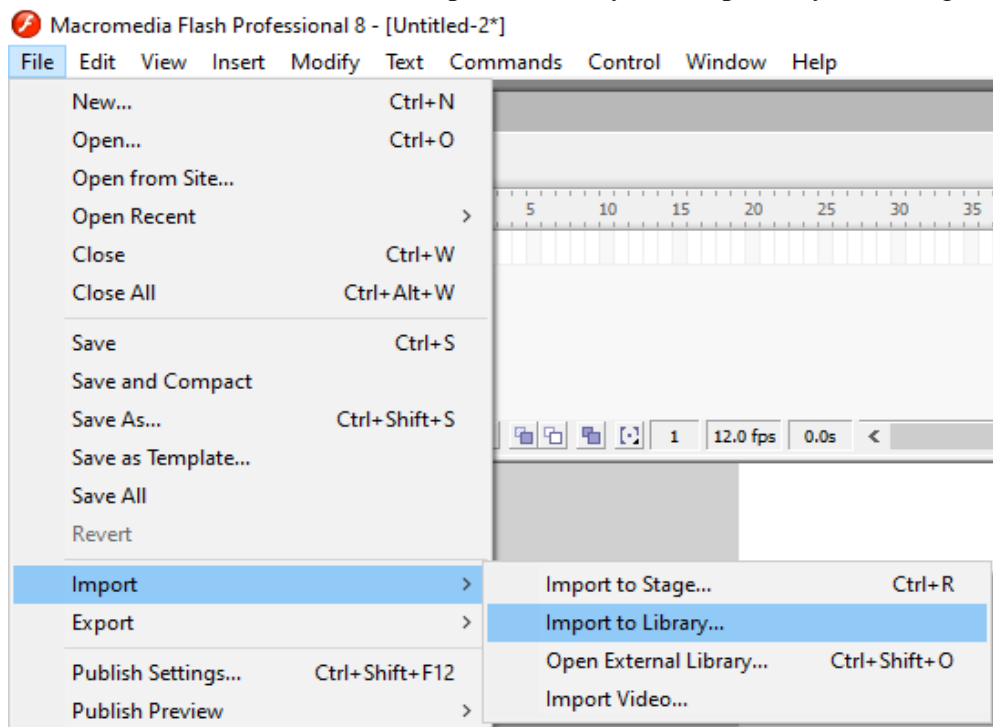
Morphing is a special effect in motion pictures and animations that changes one image or shape into another through a seamless transition. In this morphing technique, we use two images in two different layers. We insert images between keyframes to create the effect of movement. After some frame, we reduce the alpha color of both images. In next frame, we don't reduce the alpha color of second image. In this way, we can perform the morphing technique in macromedia flash.

PROCEDURE

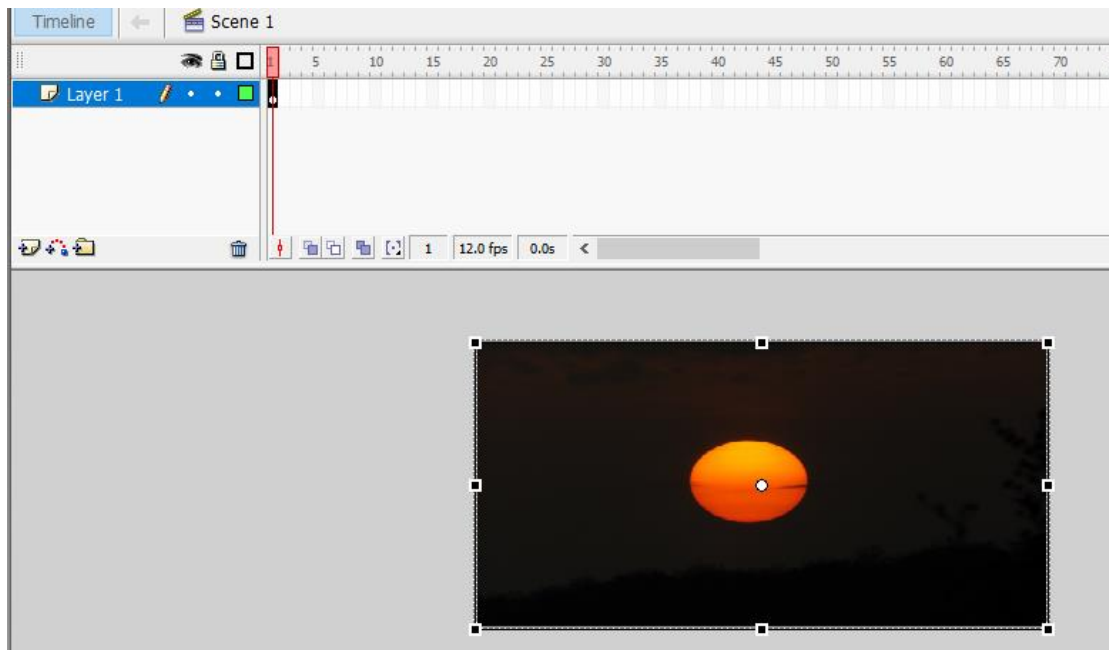
Step 1: Open a new document to work & adjust the stage size of document according to need

Step 2: Import images from the computer

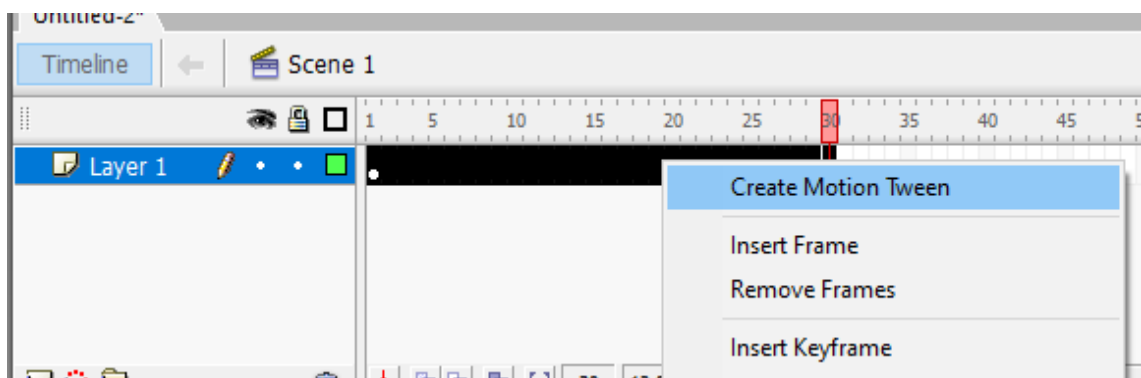
- Click on File then click on import to library and import any two images



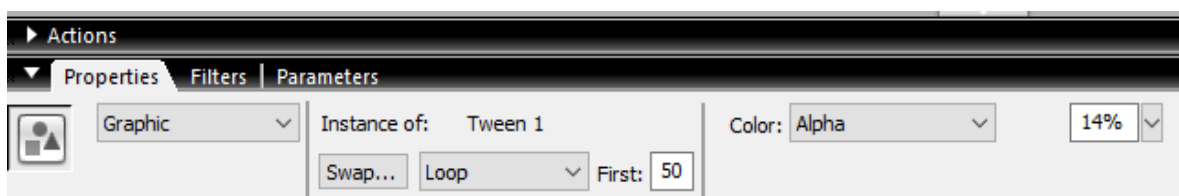
Step 3: On the first frame of layer 1, drag the first image from library the stage. Adjust the size of image using free transform.



Step 4: Insert the keyframe on 30th frame of the same layer (i.e., layer 1). Click on layer 1 and right mouse click on frame 1 and select create motion tween.

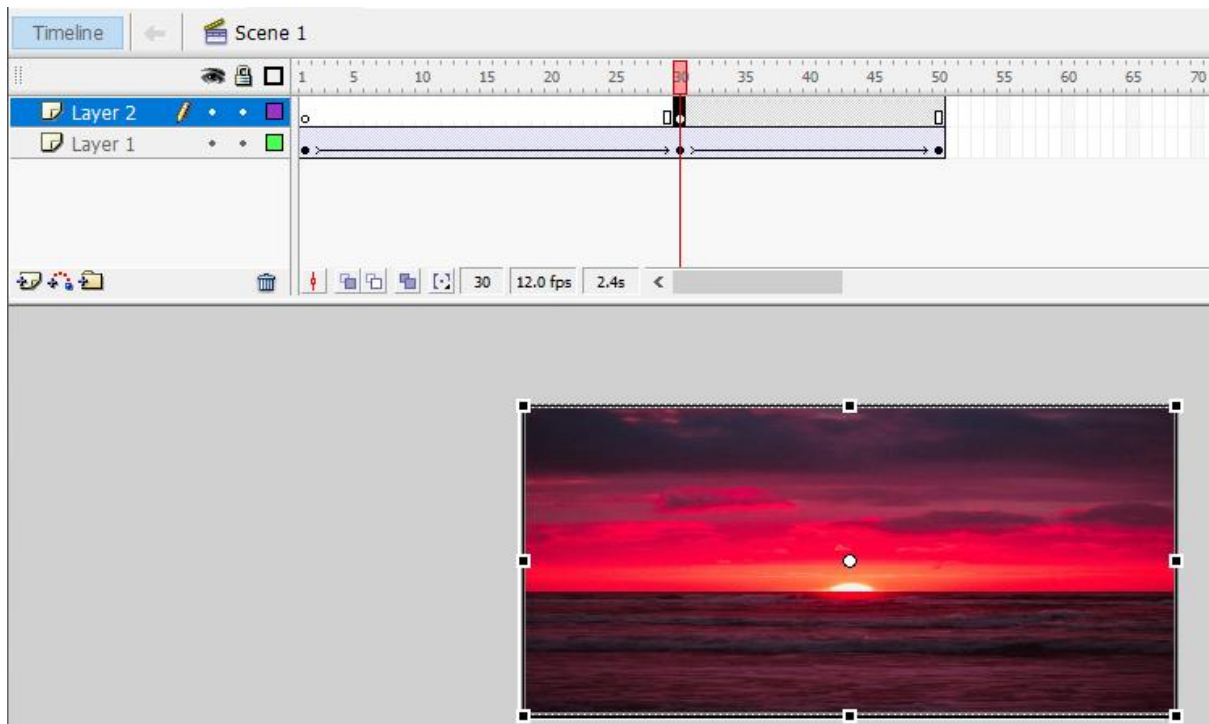


Step 5: similarly insert keyframe on 50th frame of the layer 1. Using alpha we can give animation so, click on that 50th frame and then click on image. Click on color and choose alpha and then reduce the value of alpha.

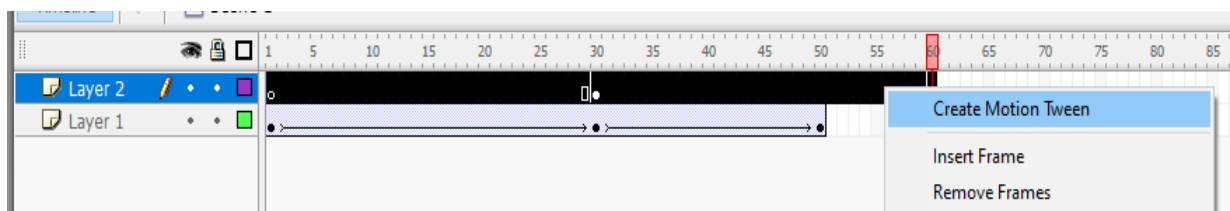


Step 6: Click on insert layer button to add second layer.

Step 7: Insert the keyframe on 30th frame of second layer. Now drag the second image on the stage and adjust the size of image according to need.

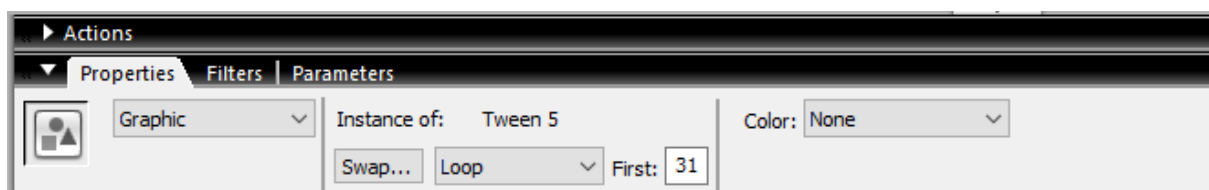


Step 8: Similarly insert the keyframe on 60th frame of second layer. Click on layer 2 and right click on frame and select create motion tween.



Step 9: On 30th frame of second layer, we reduce the value of alpha color of second image.

Step 10: on 60th frame of second layer, we don't choose alpha.

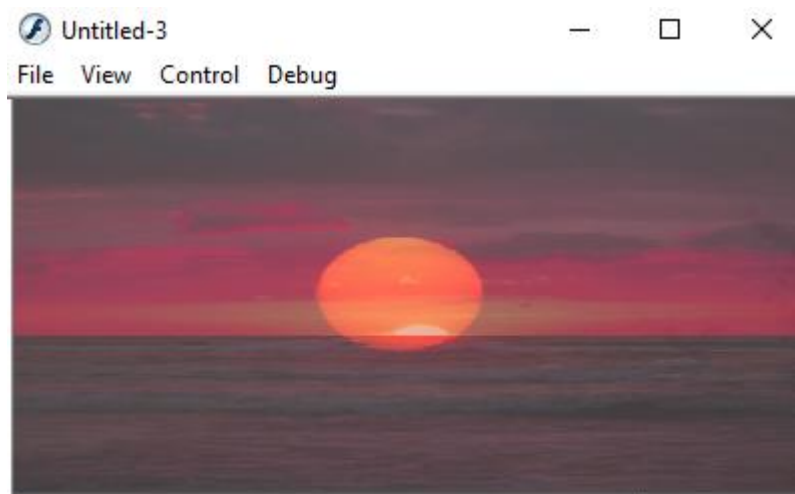


OUTPUT

1) In the first 30 frame, we see the first image very clearly & we can't see second image.



2) From the 30th frame, the first image starts to dim and second image starts to appear.



3) On the 60th frame we can clearly see the second image and first image is disappeared.



CONCLUSION

From the above experiment, we concluded that we can smoothly change one image to another image using macromedia flash.