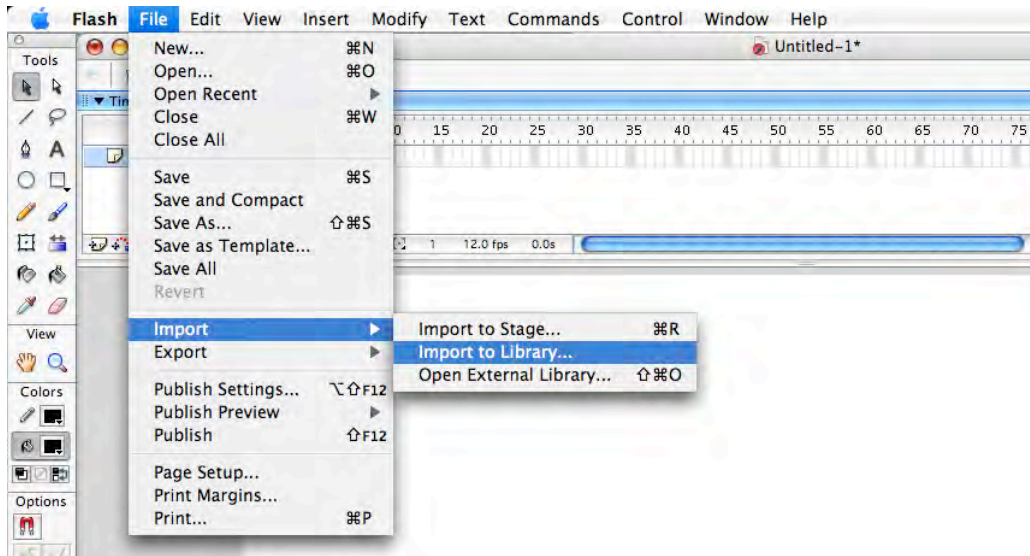
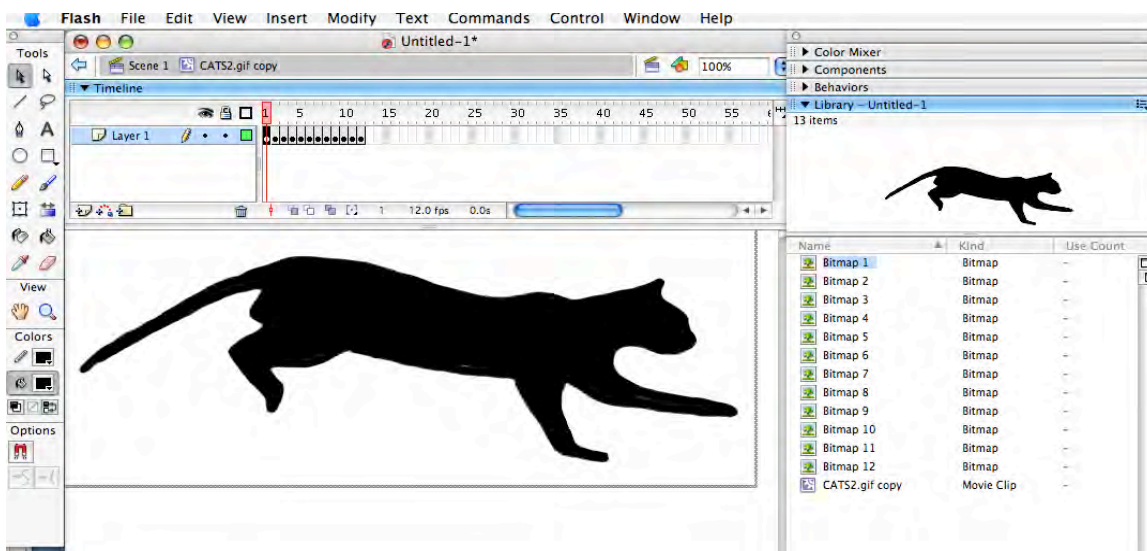


1. Open Flash: File -> New
2. Modify stage size and background colour in the Properties inspector.
3. Import GIF animation to the Library: File -> Import -> Import to Library

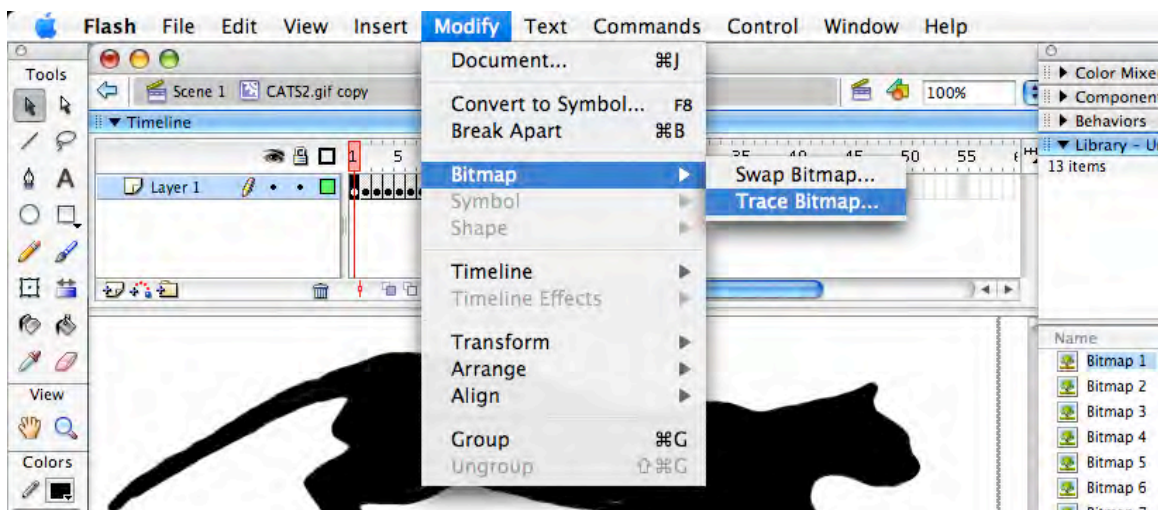


In the Library palette it will appear as 1 movie with the frames as individual pictures. You need to keep them all!

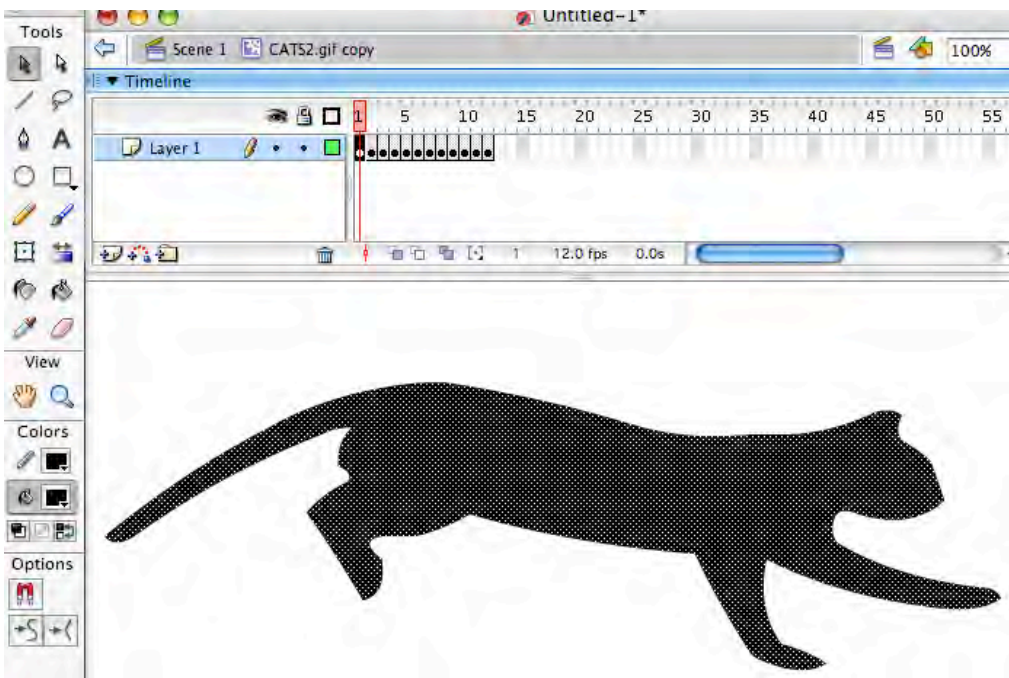
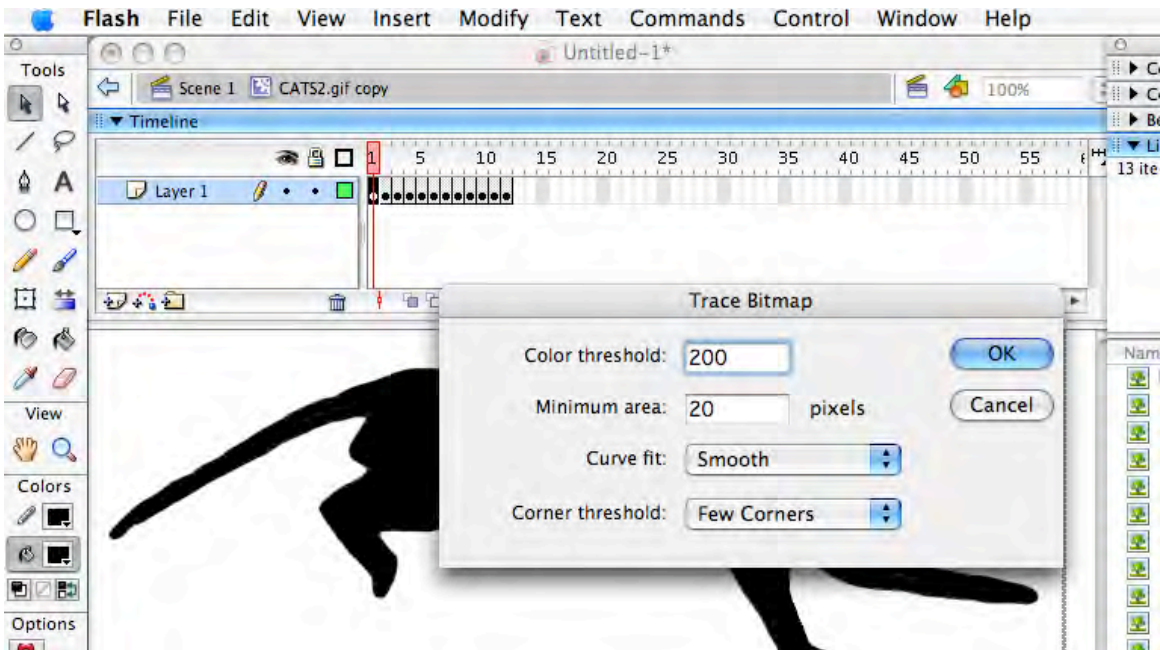
4. Double click on the .mov symbol in the Library. This will open it in the symbol editing view. Select the picture for frame #1 in the Library:



5. Select Modify -> Bitmap -> Trace Bitmap

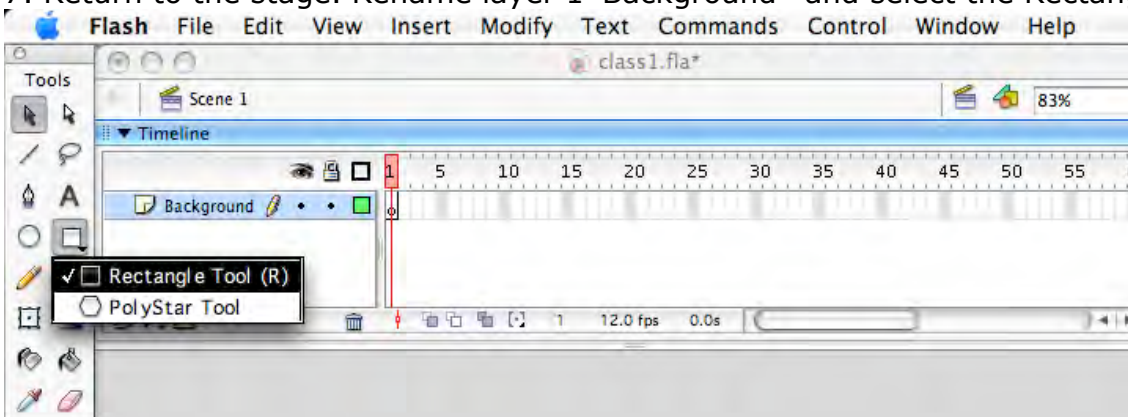


6. Select preferences; the smoother you make the object the smaller the file size.

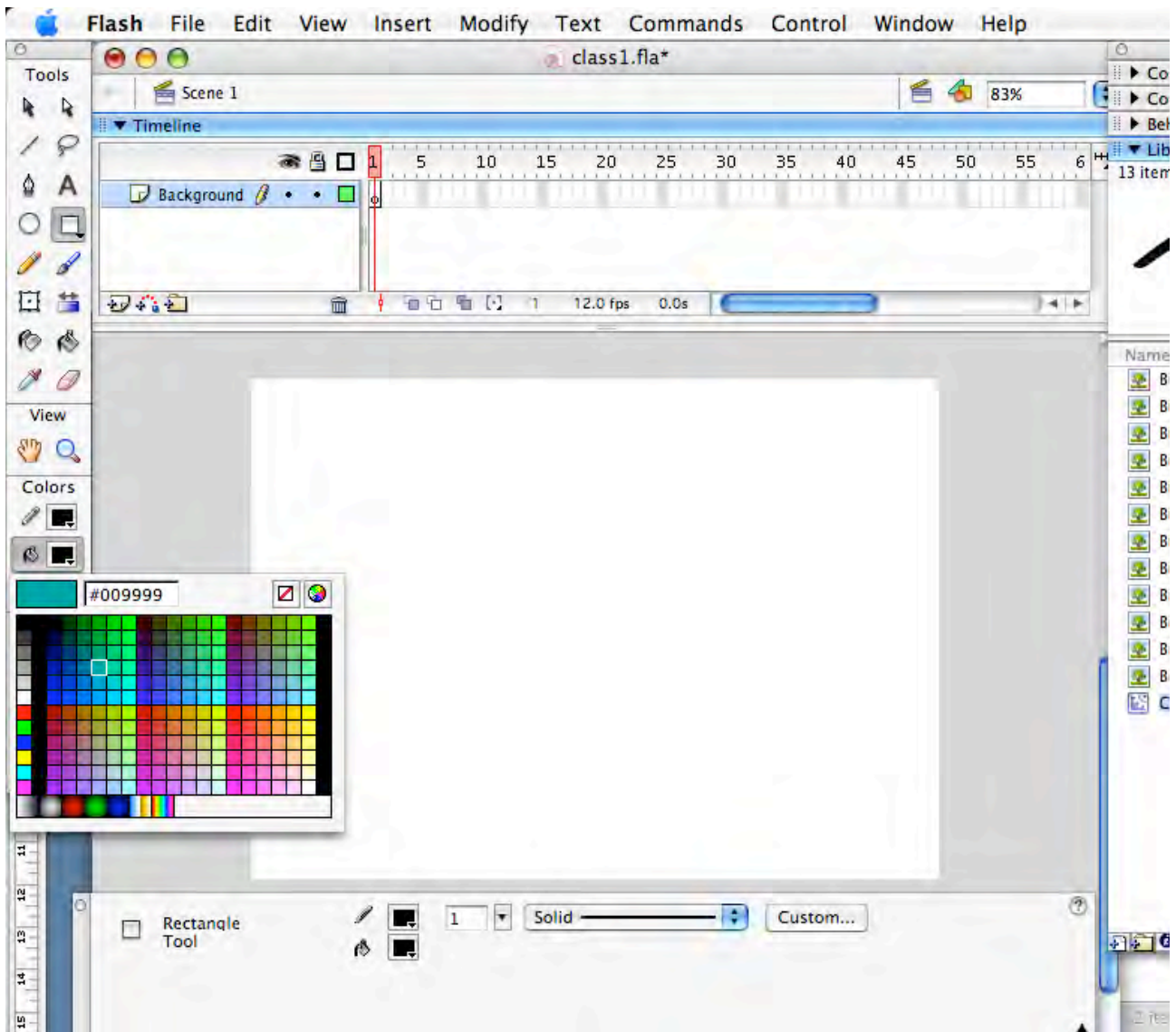


Continue for all following frames.

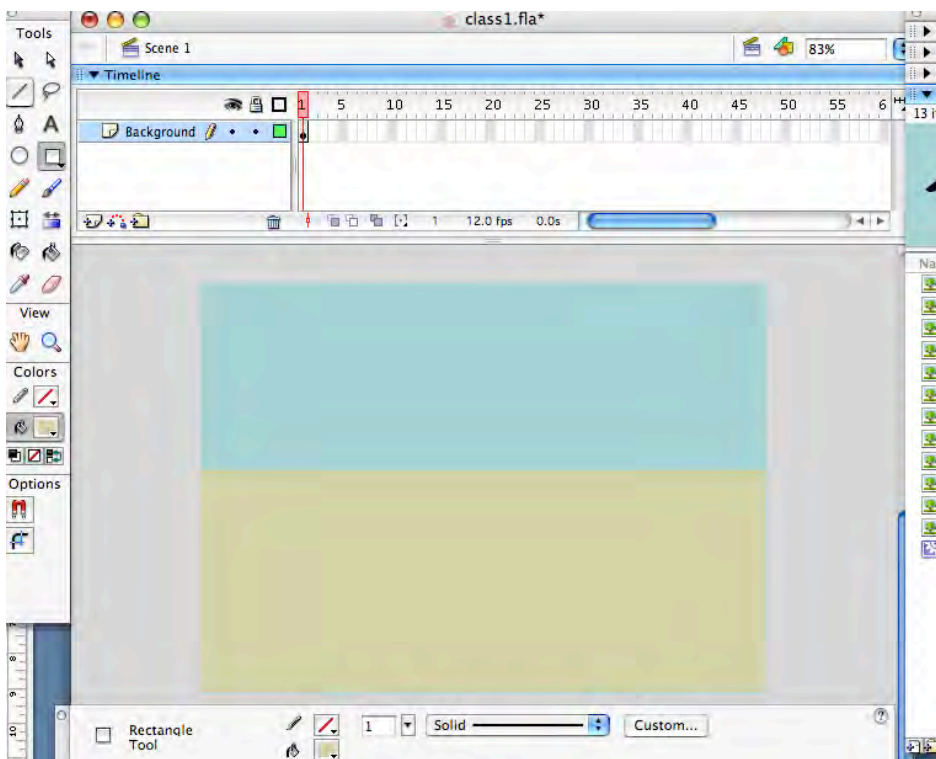
7. Return to the stage. Rename layer 1 'Background' and select the Rectangle Tool.



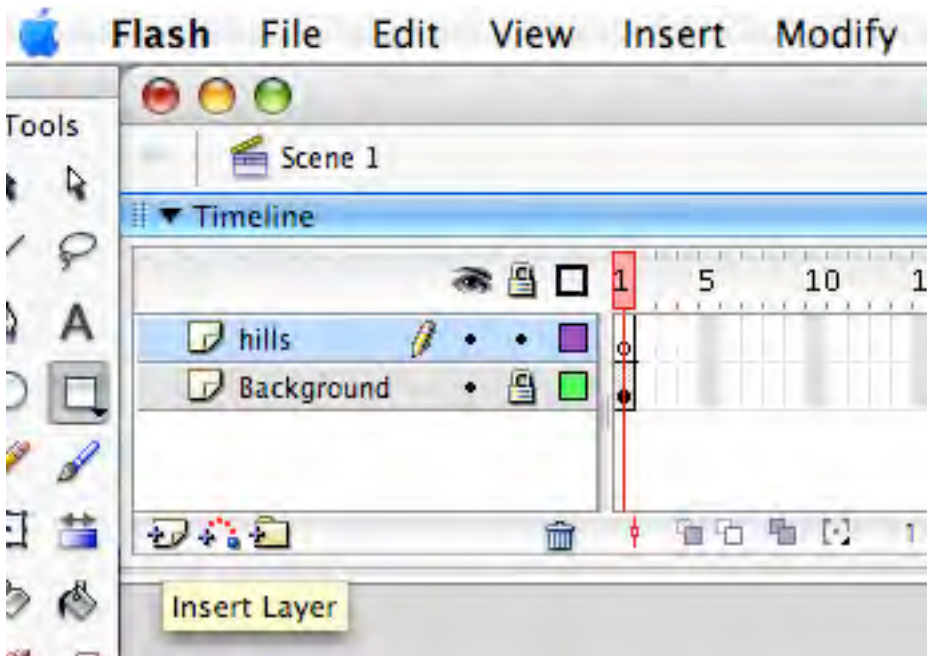
Select fill and stroke.



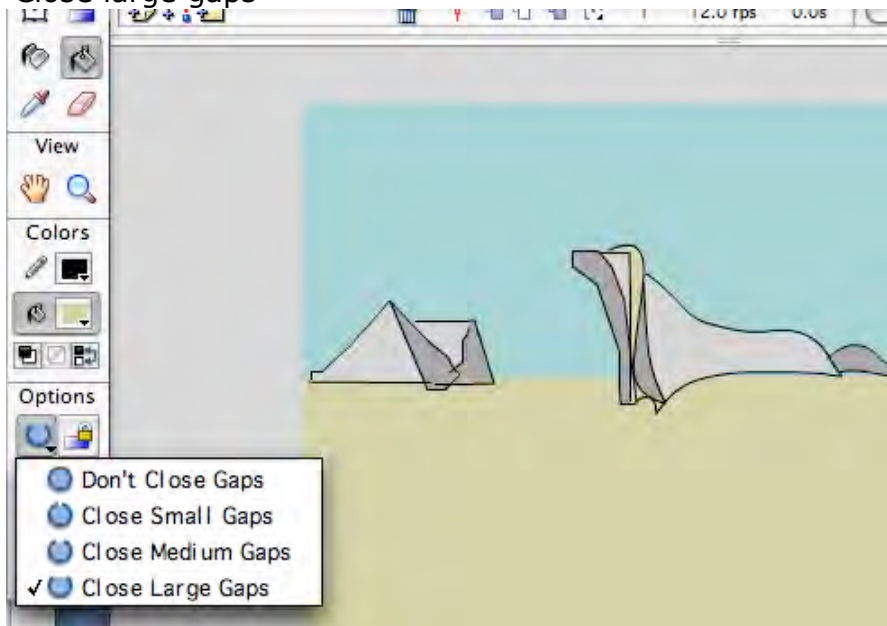
8. Draw a rectangle for the ground.



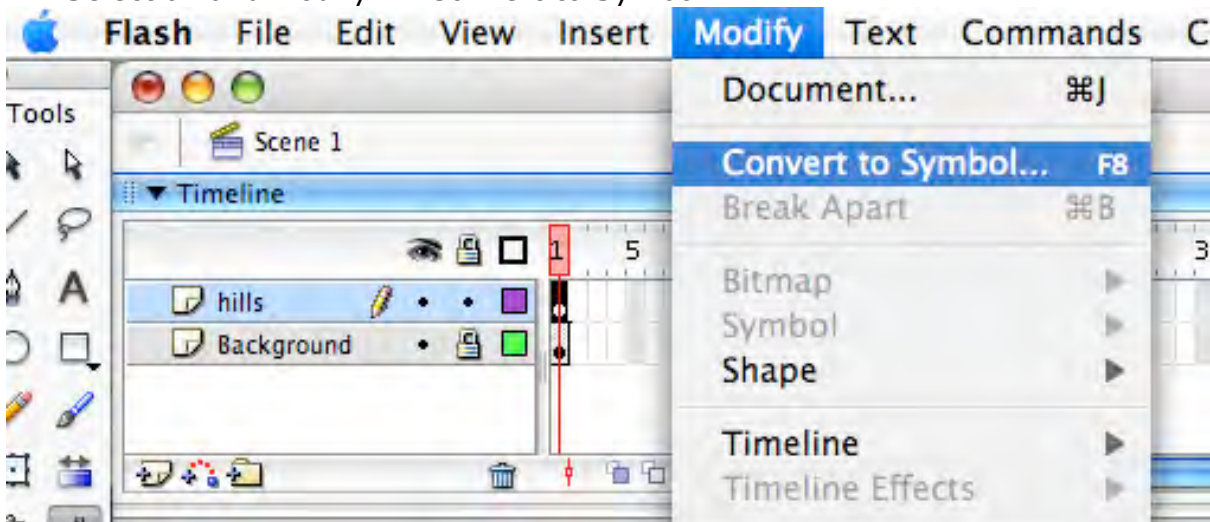
9. Lock the layer. Make a new layer and name it 'hills'



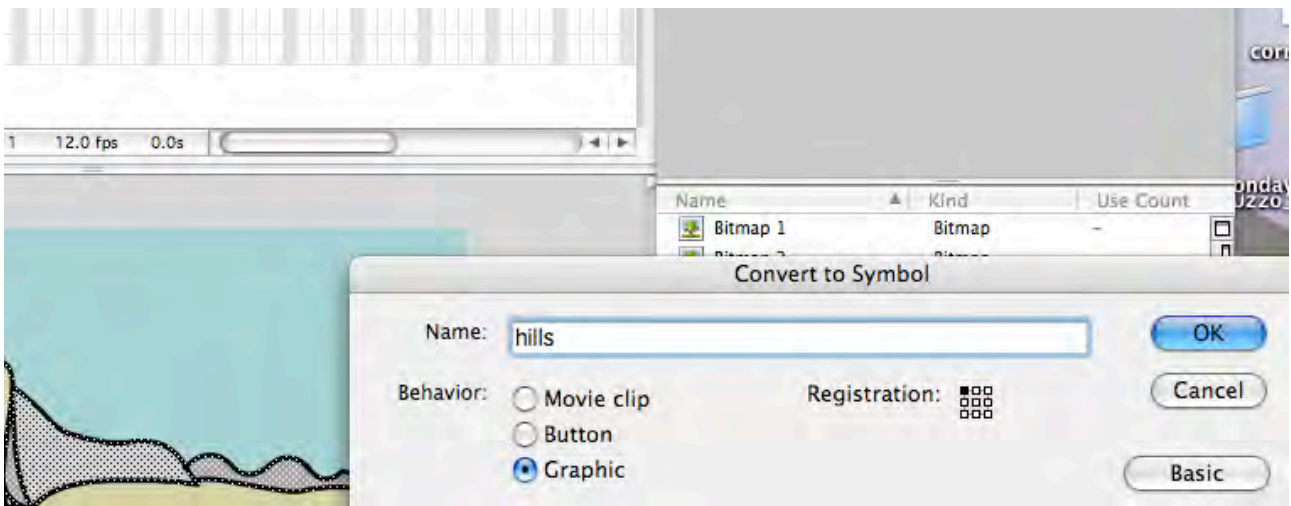
10. Use the brush or Pencil tool to draw distant hills. Fill using the Paintcan. Select 'Close large gaps'



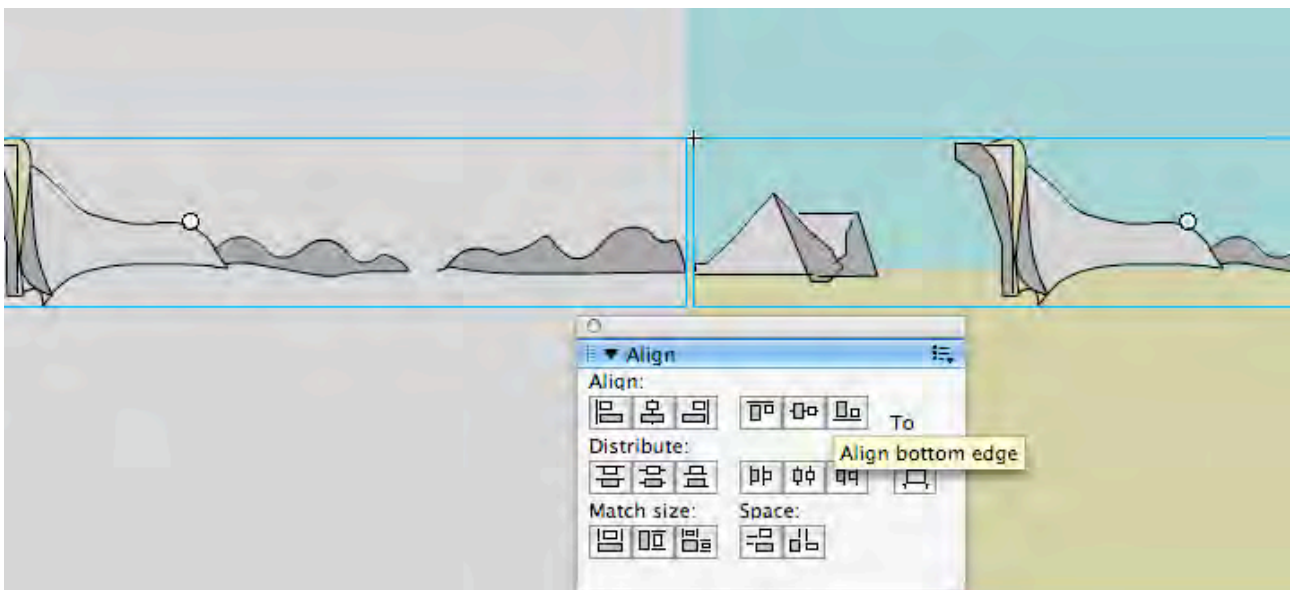
11. Select all and Modify -> Convert to Symbol.



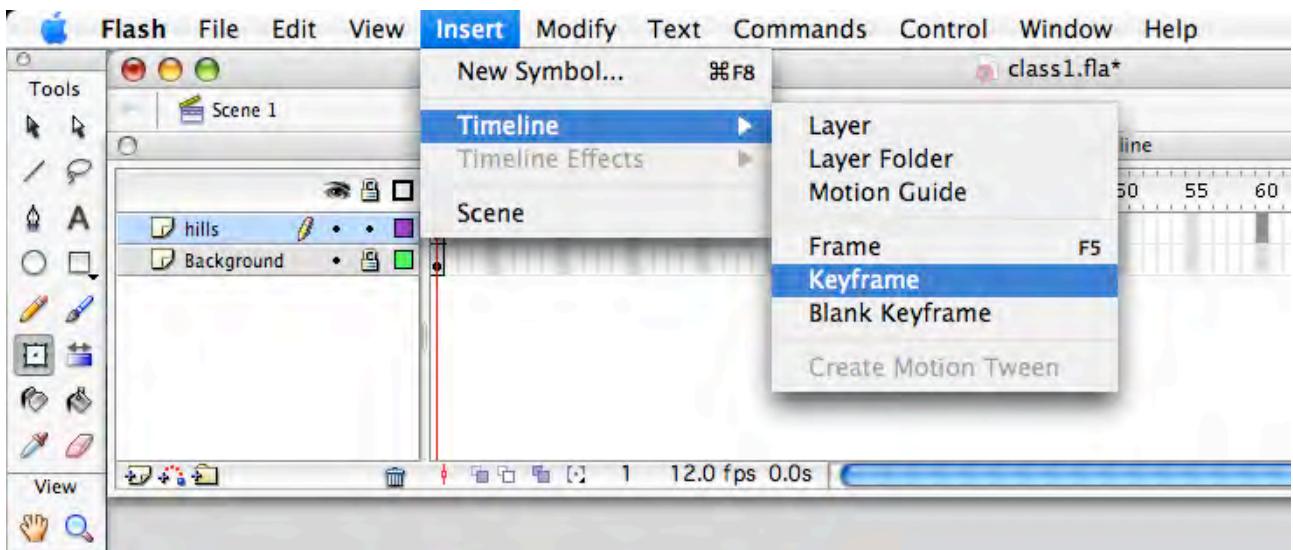
12. Name it and select Graphic Symbol.



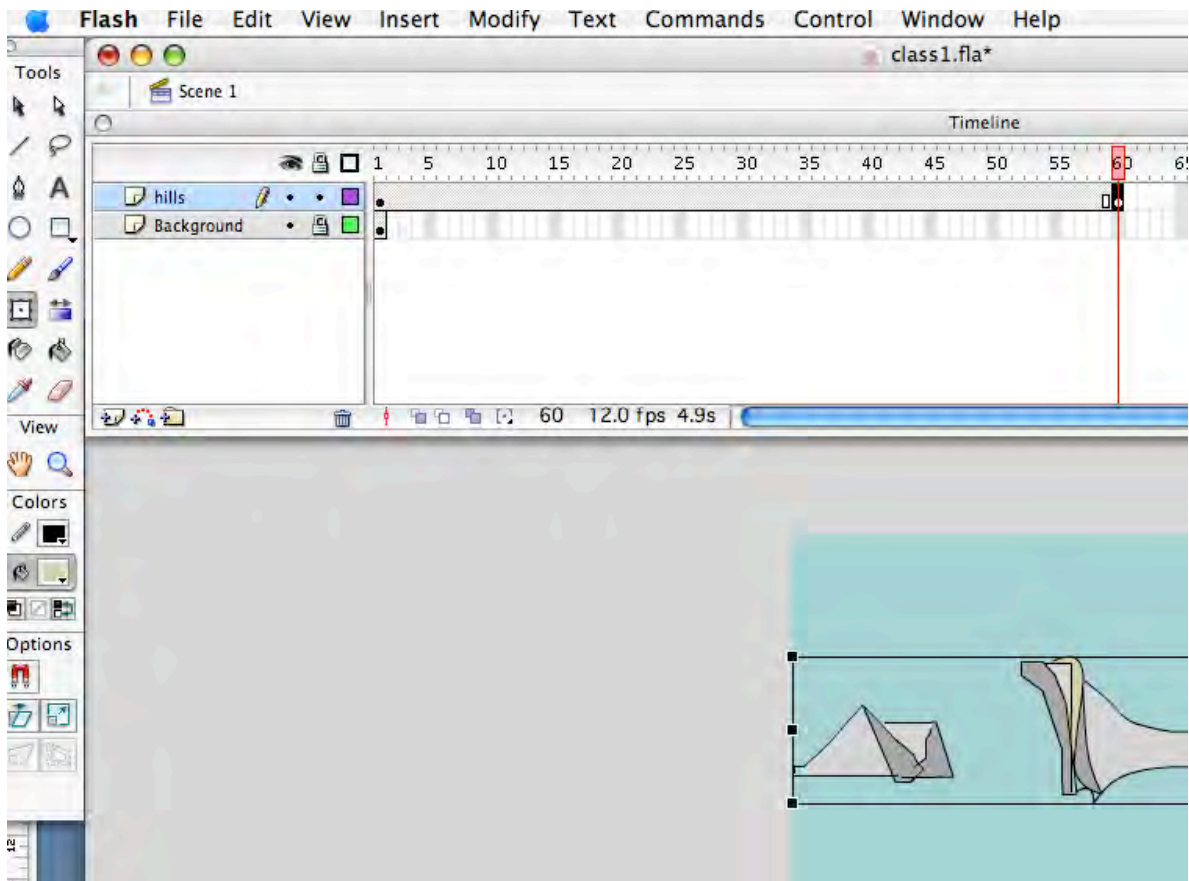
13. Command-Option click and drag to make a copy or drag another instance of the 'hills' graphic symbol from the Library. Put it next to the first one, select them both and use the Align palette.



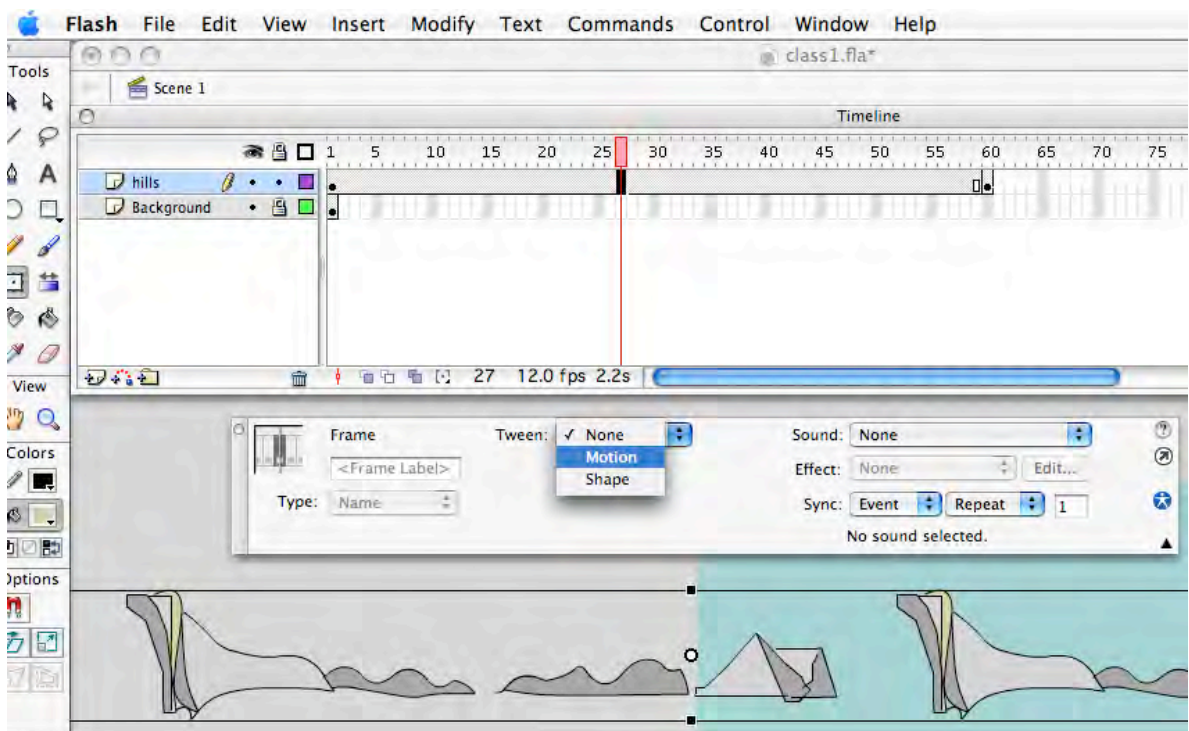
14. Make a Keyframe at frame 60 (aprox) F5 or Insert -> Timeline -> Keyframe



15. Shift-Drag the symbols so that the 2<sup>nd</sup> one takes the place of the first.



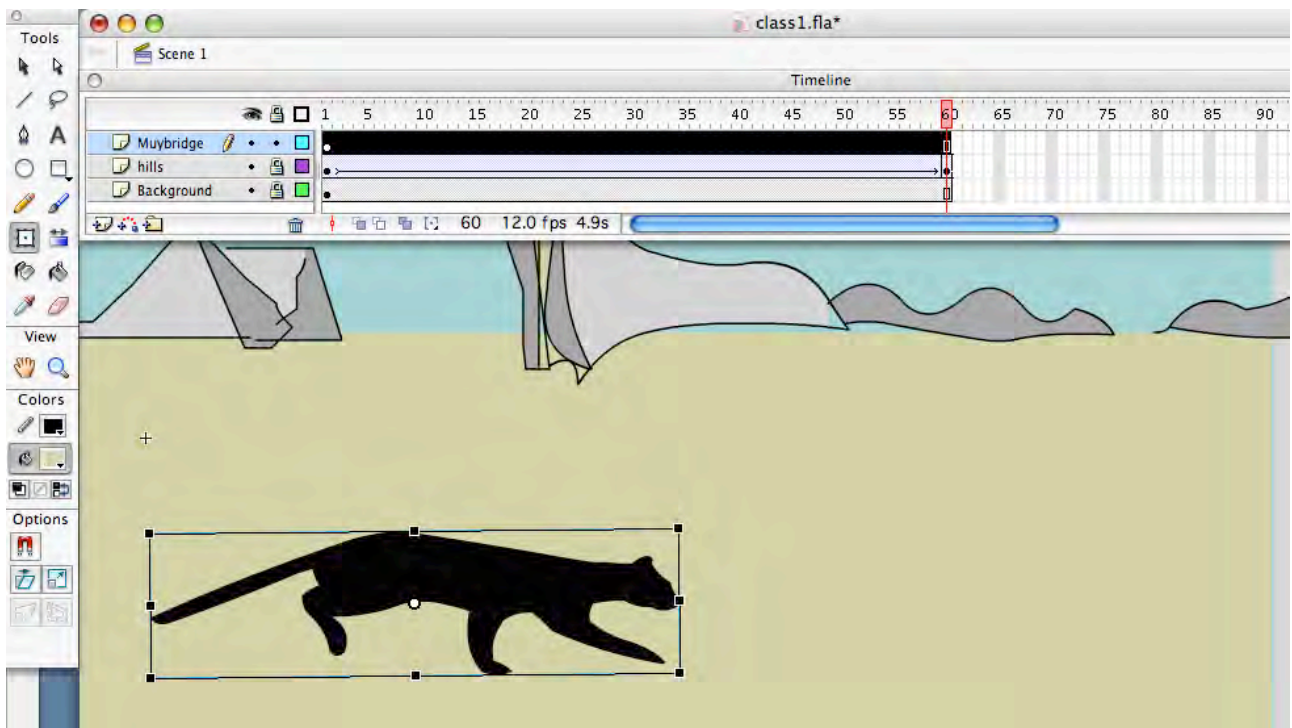
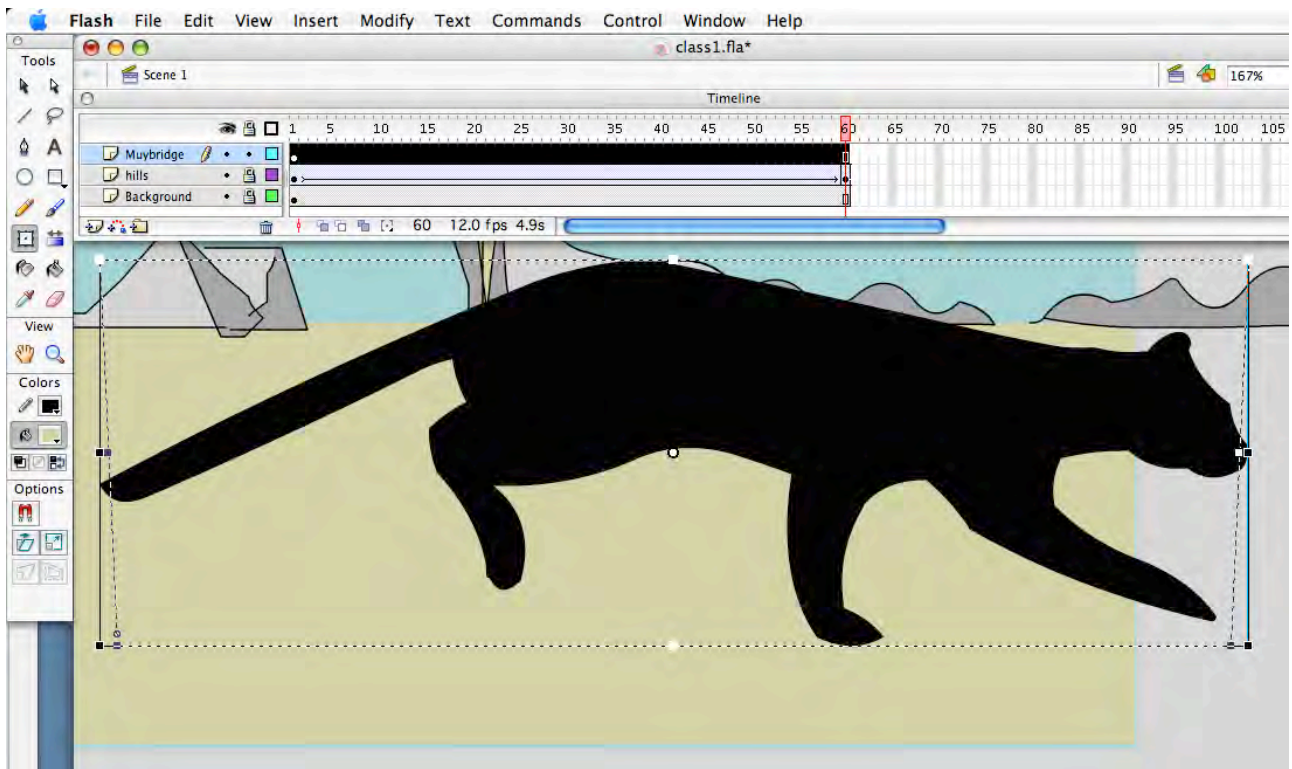
16. Click anywhere on the timeline for the hills layer. Select 'Motion Tween' from the properties inspector.



17. Background layer keyframe at frame #60 and hit Return to play. Adjust timing if you think it is too quick by increasing the number of frames.

18. Lock Background and Hills layers. Insert new layer and name 'Muybridge'.

19. Drag instance of your muybridge animation to the layer. Position and resize.



20. Test movie Control -> Shift Return.