



Phoenix Wrong Tutorial

by evestraw

How to make a phoenix wrong.

Creating a phoenix wrong is actually pretty easy. The hardest part in making a phoenix wrong is getting inspiration and the sound clips. The best clips are of course from show or movie's that everybody knows.

How to get the sprite's

Getting the sprites is really easy there is this site called court records and they supply us with the finest sprites well here I just give you the URL

<http://www.croik.com/PW/>

You can download the sprite sheets.

You may notice that the sprite sheets all have a ugly bright colored background. And yes that is a good thing. Open them in Photoshop or a similar program. Make sure that the sprite sheet is a layer and not a background. Select the bright colored background with the magic wand and delete it. Now all the sprites are loose copy them with the marquee tool and copy them to another file with the same dimensions as the sprites and export all of them in loose transparent gif files. Make sure all the file names are numbered.

Wright01.gif Wright02.gif

As you may have guessed this sequence is repeated for every character you want to animate in flash

Getting the sprites in Macromedia flash

Another easy task in flash create a new symbol, make sure the type of symbol is graphic, select File/import to stage. Select the first sprite you have exported and flash will ask you if you want to import the whole sequence. On stage its handy that the symbol shows single frame, the reason is coming soon.

Getting the Sound in Macromedia flash

Import your sound file to stage. Make sure that the sound event is set on stream. This is important if it is set on start you're animation might get out of sync.

Lip-syncing

When you play your animation now you will see it sucks because the mouths are not moving. Well in this part we are going to fix it. Now you are getting to know why I let you set the symbol on single frame graphic, select a frame and you hear a small fragment of the sound. At the symbol properties select the frame that is best suited with the sound fragment. Repeat this process until you run out of sound. Now you have created you're first scene. Now repeat all previous steps until you got enough skits for a decent submission. Make sure you mail

fanart@evestraw.nl

to have you're submission listed as soon as possible we will check out you're submission and if its decent we list it.

The end

This is the end of my tutorial its version 1.0 if you have troubles then please mail to evestraw@evestraw.nl so I can update my tutorial. I am looking forward for you're flashes

