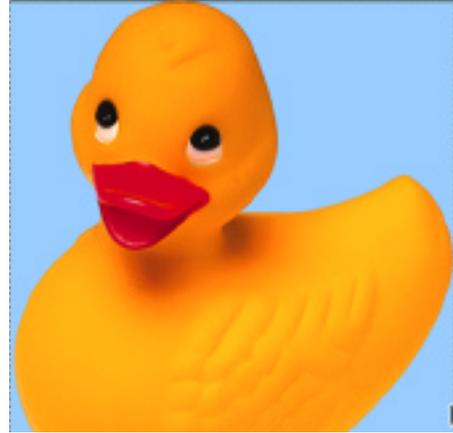


Photoshop 5.5 Tips & Tricks

About This Exercise

As you can see contrary to popular myth, it is possible and easy to put a scalable Photoshop bit map image into a flash file. This exercise shows how to prepare a scalable photoshop bitmap image for use in Falsh files.

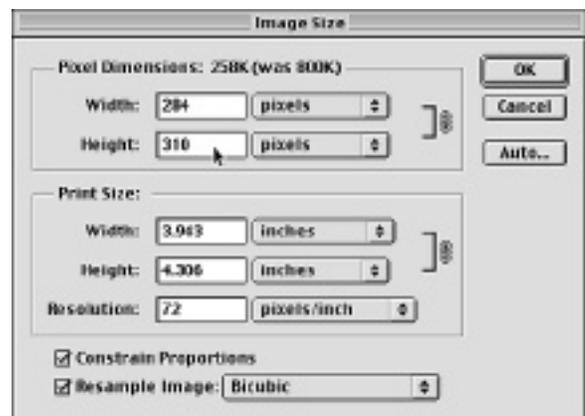
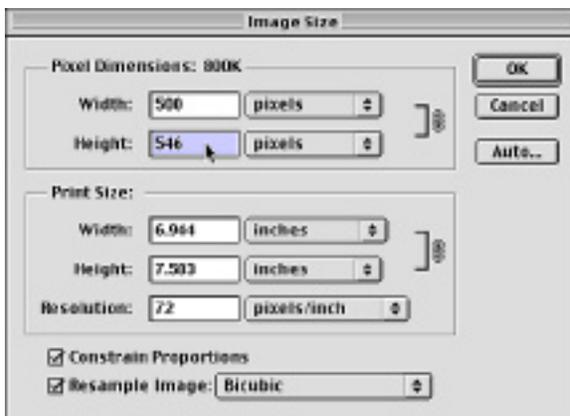
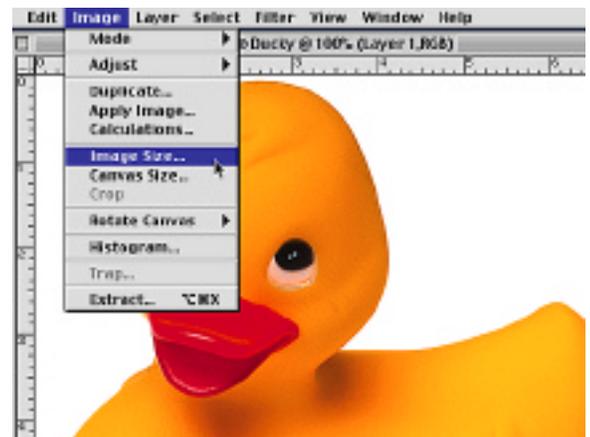


1. Open File and Resize Duck

The original duck file used in these instructions came from the Photoshop 5.5 cd. Its original size was 500 pixels wide and 546 pixels high (72 dpi.) or 6.944 x 7.583 inches.

This is a good bit larger than needed for this example, In Photoshop reduce the image,

in the **Edit Menu** choose **Image Size**
Size
When the Image Size dialog Box appears type in new settings:
284 pixels high and 310 pixels high



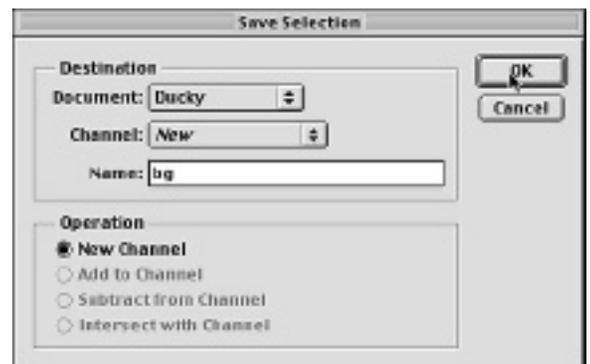
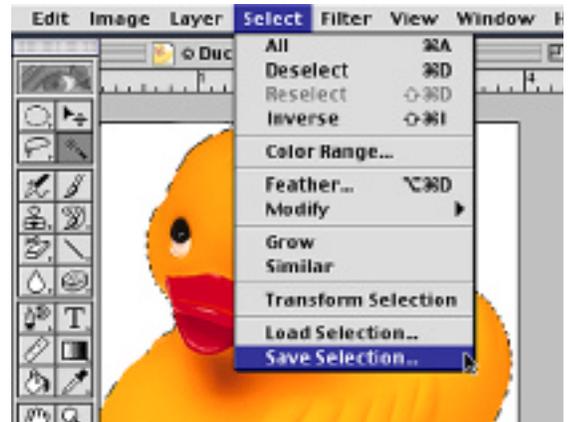
Photoshop 5.5 Tips & Tricks

2. Select Background and Save Selection.

In order for the duck to appear without the white background in the Flash, you have to select the background, inverse the selection so the duck is selected, and save the selection with the image.

1. In the Tool Bar, Select the **Magic Wand**.
2. Double Click on the Magic Wand Icon to activate the wand controls:
Type 1 into the **Tolerance** to settings
3. Click on the white background to select it.
4. After the background has been selected, in the **Select Menu** choose **Inverse**.
5. Save the selection, by choosing **Save Selection** in the **Select Menu**.
6. The Save Selection dialog box appears. You can name the selection if you like or leave it blank.

Note: Naming selections is very useful if you are saving multiple selections in each image. In this example, the selection is named "bg".

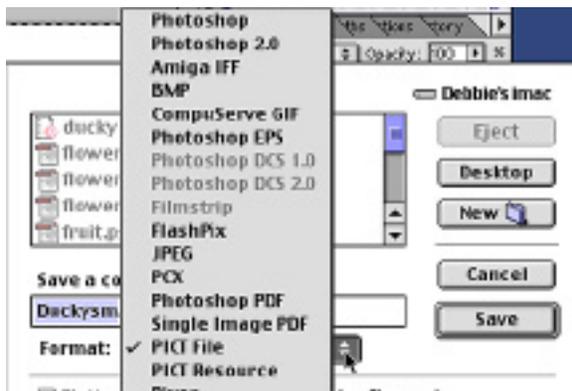
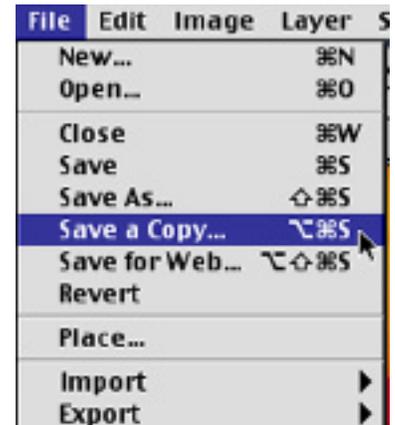


Photoshop 5.5 Tips & Tricks

3. Save File in PICT Format

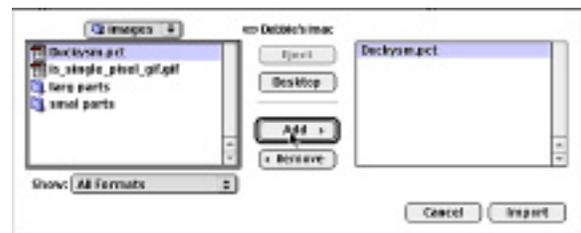
1. Save file as a pict file by going to the **File Menu** and choosing **Save a Copy**
2. Name your new file and **Select** the **PICT** format from the drop down box of Format options.

You can also use the PNG file option.

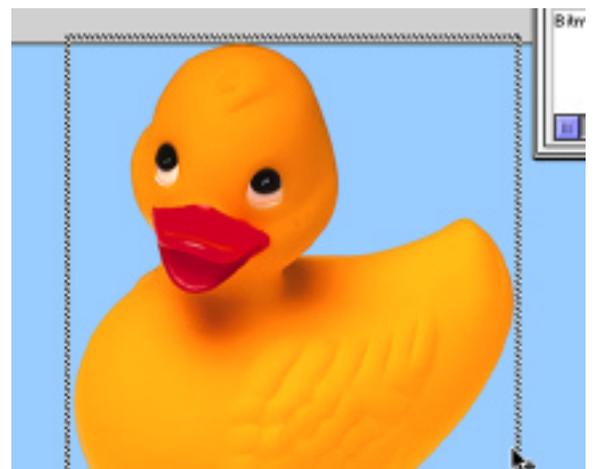


6. Import Your File Into Flash

Import your file into Flash and make your movie.



Note: In Flash this image was reduced 50% to start, moved to its original 100% then enlarged to 150 and finally to 200% See the ducky.swf example



End
Bitmaps