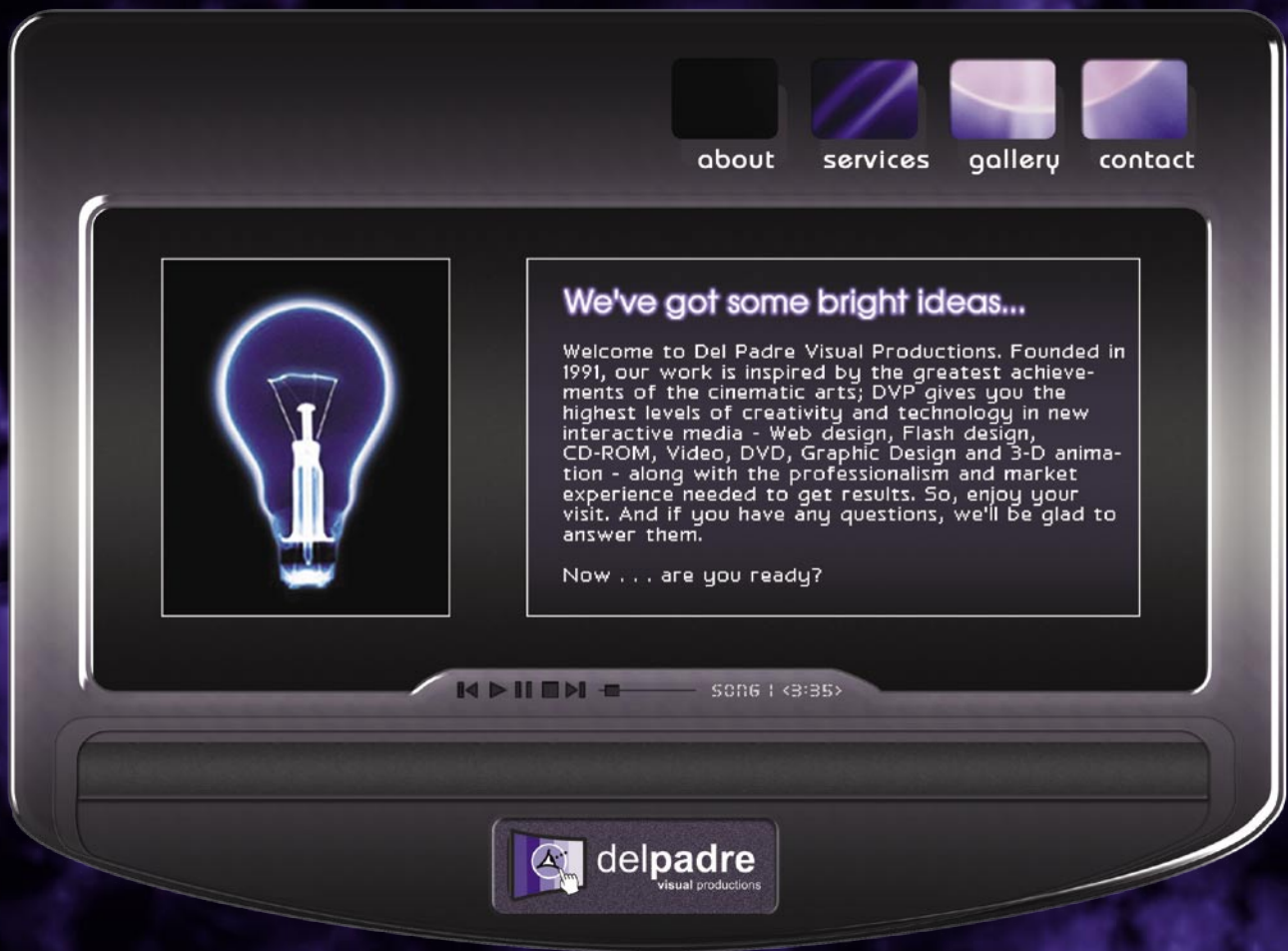


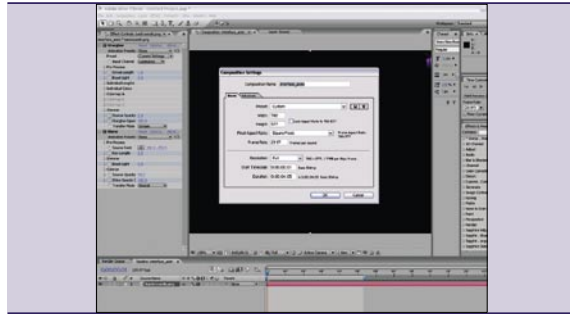
Deconstructing delpadre.com



I get a lot of emails from around the world with one simple question I love your website, how did you do it? or How did you do this or that in Flash Well this simple question unfortunately does not have a simple answer however I will attempt to outline the basic workflow and techniques used to create the site. A site like this usually takes several programs to create. In this case I used Adobe Photoshop, Adobe After Effects, Adobe Flash and Autodesk Maya. I will outline the basic steps in creating the Del Padre Visual Productions 5.0 Flash site.



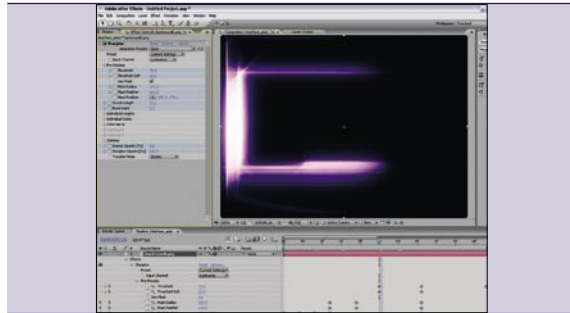
01 Create the site layout in Photoshop
After you plan out your site structure, links, pages and colors you can start creating the mockup in Photoshop. I created the interface with Photoshop's Freeform Pen Tool, Vector shape tools and layer effects like bevel, satin and gradient overlays. I started creating and transforming primitive shapes to create a slick looking interface.



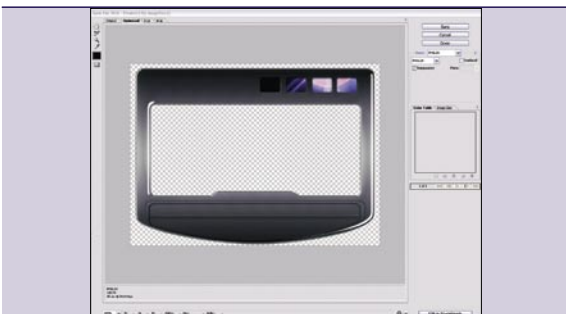
04 Start a new after FX comp
The next step is to create the animation of the interface in Adobe After FX. I am using several Plug-ins by Trapcode (www.trapcode.com) Starglow, Shine and Particular. Create a new After FX composition the same size as your interface *png* and add it to your new composition.



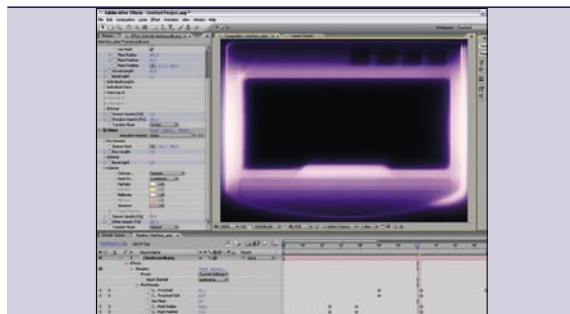
02 Building the interface
Continue to create sections of the site to accommodate your navigation and content areas. I added shapes with a pillow emboss to create more depth to the interface. I set the layer fill transparency to 0% and set the pillow emboss to smooth, depth to 1000, direction down, size of 1 and an angle of 14 degrees and an altitude of 48 degrees.



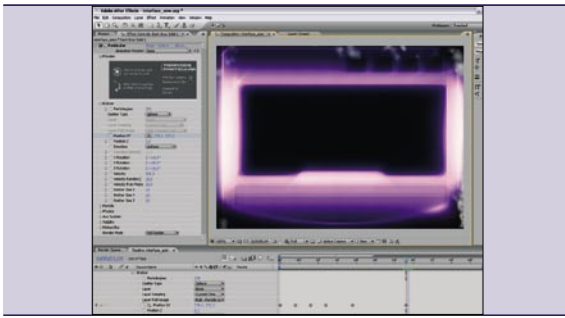
05 Animate the Starglow mask
Play around with Starglow until you get the look you want. I am using Luminance as the input channel and I checked the use *mask button*. I animated the mask radius and position to animate the interface from the top right of the screen clockwise. I also keyframed the Threshold, Streak Length, Boost Light and the *Opacity* to achieve the final effect. To keyframe attributes in After FX you click on the clock icon and set your value at say the first keyframe and then move to the frame 30.



03 Cut it out
After you have all of the elements for your site in position you should start exporting all the elements that you would like to animate in Flash separately. For Instance I wanted the interface to build itself during the intro of the site so I need to hide all the layers except the outer interface, crop the transparent areas around it and go to *File>Save For The Web* and choose *PNG-24* Preset with *Transparency Checked*. Repeat this step for each item like buttons, logo, etc.



06 Add Trapcode Starglow
Add Trapcode Shine to your composition. Try some of the different presets under colorize. I used the heaven preset. I animated the Ray Length, Boost Light and Opacity values. This adds an overall glow to the interface.



07 Add some smoke

Add a new solid by clicking on *Layer>New>Solid*. Click *Make Comp Size* and click *ok*. Add the Particular plug-in by choosing *Effect>Trapcode>Particular*. Choose a smoke preset and animate the emitter around the outer edge of the interface.



10 Create timeline and begin animation

Center the video on your stage and place a blank keyframe when the video is done playing once. On the next frame import your interface image you exported from Photoshop in step 3. Place it in the exact position on the stage that the video is. This will give the appearance of one smooth transition from the video to the still image of the interface animation. Continue to import elements from Step 3 into Flash on separate layers and animate them in various ways.



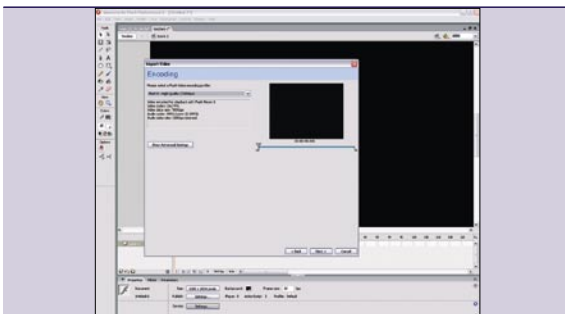
08 Export the comp to video

Now its time to export your composition to video so you can import it into Flash. Go *composition>Add to Render Queue*. Go to your render Queue and click on Output Module and choose *QuickTime* as the format, click on format options and choose none as the compression type and 30 frames per second. Click on *OK*, set your output folder and click render.



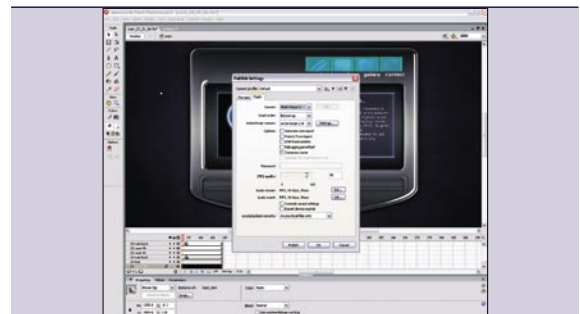
11 Add sound Effects and action scripting

Choose some sound FX that fit your animation style. High quality sound FX are important and can be found in sound FX libraries like Sound Ideas (www.sound-ideas.com) Time the sounds to your animation and choose stream sound time as you want the sound to sync with your timeline. Create interactivity for your buttons and timeline with Actionscript.



09 Import assets into Flash and create new project

Create a new Flash project, set the frame rate to 30 and set the stage size to 1280 X 1024. Go to *File>Import>Import Video*. Choose your After FX output *QuickTime* and choose Embed video in SWF and play in timeline. Choose Embedded video. Choose Flash 8 High Quality (700kbs) preset, choose next and finish. The video will start encoding and will appear on the stage when completed.



12 Optimize and publish your movie

When you're done with your scripting and testing it's a good idea to optimize your Flash movie to make the smallest possible file size while maintaining good quality. Make sure that your data rates on your audio are not too high and that your image quality setting are set high enough to look good but not take up too much file size. That's it! This is a very broad tutorial but get a look at the workflow. The most important thing is to have fun! <<