



MAKING AN ANIMATED WALLPAPER FOR YOUR MOBILE PHONE WITH FLASH CS3

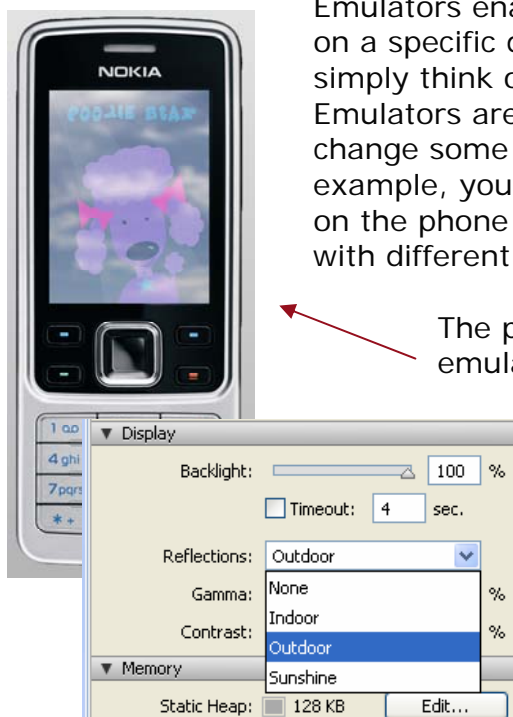
Ever thought about creating your own animated wallpaper or screensaver for your mobile? With Adobe Flash CS3 and Adobe Device Central, it's simple to do. Infact, if you have a mobile with the Flash Lite Player installed, by following this tutorial you should be able have your own unique animated wallpaper or screensaver with a character running on your phone in about an hour.



Part A - Checking that the Flash Lite Player is installed on your mobile device.

Most mobile phones now ship with the Flash Lite Player installed, which means that your mobile phone probably has everything it needs to display Flash content. If you're not sure, there are two easy ways to check.

1. Open up **Adobe Device Central CS3**. This application is part of the Adobe Creative Suite and can be found in the same section of your programs menu that you launch Flash from.
2. Adobe has included Device Central CS3 in the Creative Suite collection to make it easy for developers to build and preview content for mobile devices. The application has emulators for all mobile devices that can run the Flash Lite Player. Adobe releases quarterly updates for the software to ensure the latest devices are included in Device Central.



Emulators enable us to preview what content will look like on a specific device. When you select and use an emulator, simply think of it as a virtual version of your mobile. Emulators are fantastic because they even allow you to change some of the parameters relating to the device. For example, you can reduce the amount of battery power left on the phone or even preview what the phone will look like with different reflections.

The pictures to the right show the Nokia 6300 emulator in Device Central showing a preview of how my animated wallpaper looks when the phone has an outdoors reflection.

Create a new Flash File in Adobe Device Central by selecting **File > New Document In > Flash**.





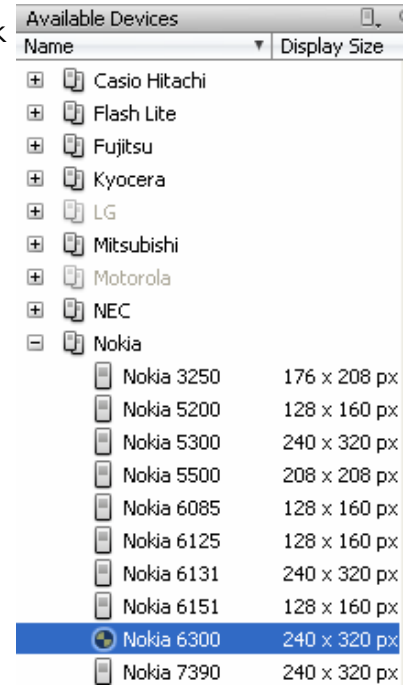
- Now that you have Adobe Device Central open, look through the Available Devices panel on the left and try to locate your mobile.

If you find your mobile, **double click on it to select it**. If not, it could mean that your mobile phone isn't compatible with the Flash Lite Player. The Adobe site contains a full list of compatible devices at:

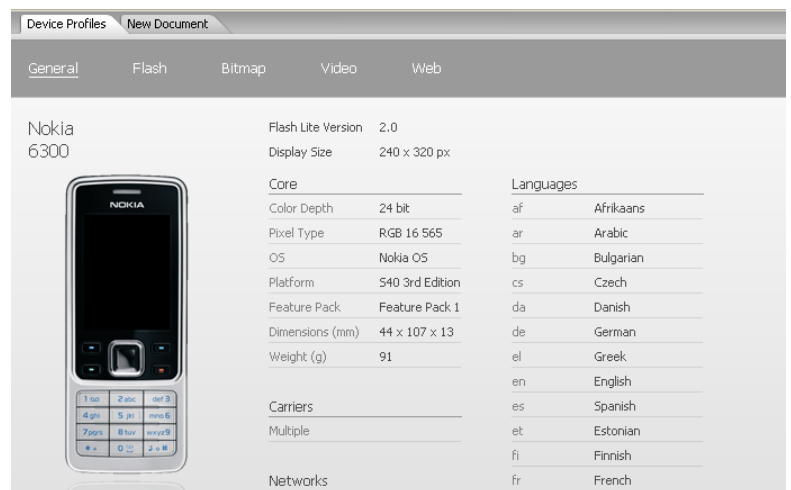
http://www.adobe.com/mobile/supported_devices/

Check through the list of devices to see if your phone will run the Flash Lite Player.

- Once you've found a compatible mobile phone in the list and have selected it, it's time to begin creating the animation that you will use for your wallpaper or screensaver.

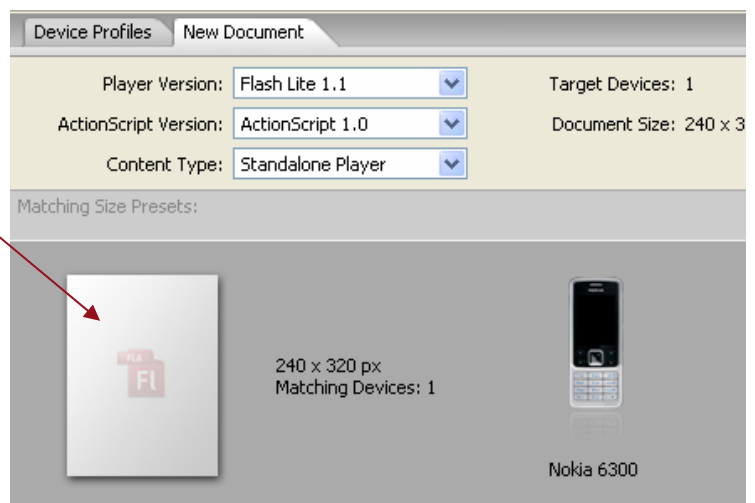


There are two tabs at the top of the middle panel of Device Central. The first is named **Device Profiles**. This section contains heaps of information about your phone and the file formats it can accept.



The second tab is the **New Document** tab. Click on this tab and then **double click** on the white page image that has the faint Flash logo. This launches **Flash CS3** and opens a file that is the correct size for a wallpaper or screensaver for your mobile.

- Select **Control > Test Movie** and you'll see that Flash displays your file in the emulator of your mobile in Device Central.




Return to Flash CS3 to begin your animation.

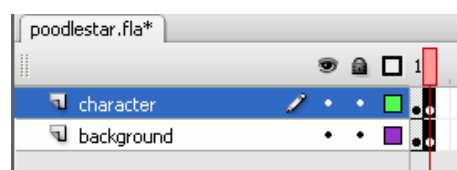
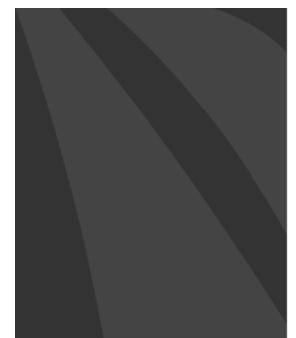
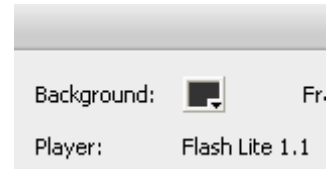




Part B - Creating the Animation

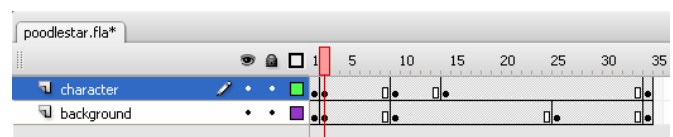
In this section of this tutorial, we will cover how to create a simple animation using the traditional method of manually inserting keyframes and changing the contents of each keyframe. Whilst you can use motion tweens and more advanced animation techniques to create animations for mobiles, these techniques are more memory intensive and experts recommend that you should stick to using simple keyframing wherever possible.

1. Select the black arrow Selection Tool from the tools menu and then **select a background colour** for your animation from the **Properties** menu.
2. Double click on the text Layer 1 in the timeline and rename this layer **Background**. On this layer draw any additional items you want for your background. In my Poodle Star example, I have added some simple grey curved stripes to add some interest to the background.
3. Add a second layer by clicking on the **Insert Layer**  button at the bottom of the timeline. Rename this layer **character**.
4. On this new layer, use the draw tools to **create the character** that you will animate. As we are only going to use traditional keyframing techniques for this animation, you can place text and any other elements on this layer too.
5. We are now going to **add a new keyframe on each of the two layers** in the second frame. Click on the second frame on each layer and **press F6** to create new keyframes. Your timeline should now look like this.



6. Ensure the second keyframe on the character layer is selected and in this frame make some changes to your character. You could change the colour of part of your character or move certain parts of the character e.g. change the position of the eyes or the shape of the mouth.
7. **Repeat steps 5 and 6** until you have built up a short animation sequence. Note that keyframes do not have to be placed right next to the previous keyframes. You can make the contents of a keyframe appear for a longer amount of time by making the next keyframe further down the timeline.

The screenshot to the right shows the timeline for my animation.





- Once you are happy with the animation you have created, select **Control > Test Movie** to preview your animation in Device Central.

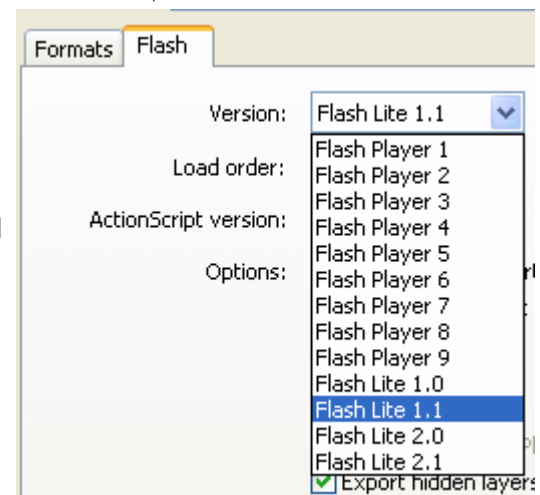
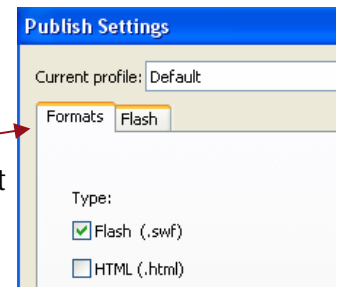
As this is only a simple animation, there is no need to adjust any settings. However, take a moment to look through the options in the right hand panel. Note that this panel also shows the file size and the version of the Flash Lite Player that is compatible. Note that Flash Lite 1.x files can be played on all of the Flash Lite Players available. The most recent mobile phones are coming with Flash Lite 3 Players installed.



Part C - Publish your animation to Flash Lite 1.1

- Return to Flash CS3 and save your file. Then select **File > Publish Settings**.
- From the **Formats tab** (shown on the right) ensure that the **Flash (.swf)** box is ticked.
- Select the **Flash tab** and look at what version of the Flash Player your animation will run on. Don't make any changes. We have simply opened this up to show you how you can make changes to control the Flash Player your file can run with. Note that anything you publish to Flash Lite 1.0 or Flash Lite 1.1 will run on the Flash Lite 2.0 and Flash Lite 3.0 players.
- Click on the **Publish** button at the bottom of the Publish settings box and press **OK**.

Your published .swf file will now be ready to put on your mobile.



Part D - Transferring your animation to your mobile and setting it as a Wallpaper or Screensaver.

- This is the part that sounds tricky if you haven't copied a file to your mobile before. However, it is fairly straightforward. Most mobiles these days come with a USB cable you can connect to your phone. This will allow you to simply copy your file into a folder on your mobile just like you would if you were putting the folder on a CD.





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Alternatively, if you don't have a USB cable, you may be able to use Bluetooth to move the file from your PC to your mobile. If you are unsure, read through the manual for your mobile to find out the best way to move your file.

2. Once your file is on your mobile, locate it (look for the Flash logo). Once the file is selected, you will be provided with some options. These options will include the option to use your file as a **wallpaper** or **screensaver**.

Select the option you want and press **OK**.

You should now have your own unique wallpaper or screensaver on your mobile.

Learn More

If you'd like to learn more about developing content for mobile phones and devices, the Adobe Mobile and Devices Developer Centre has heaps of information and resources. The url is <http://www.adobe.com/devnet/devices/>.

The Flash Classroom site is also being updated regularly with new content including tutorials and demonstrations on building content for mobiles.

