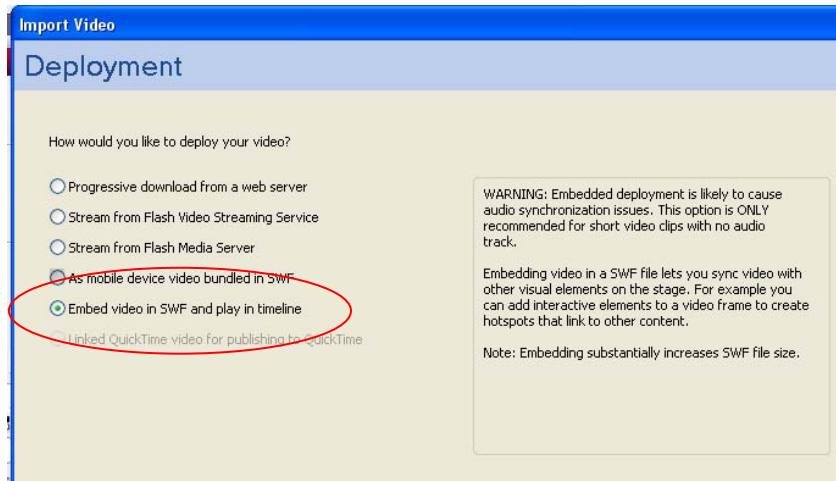


Rotoscoping Flash Tutorial

Rotoscope Definition: Rotoscoping is an animation technique in which live action video is traced to create animation that mimics the live action. The action is traced just to get the lines needed to capture the image, attempting to keep consistent line work from frame to frame while following the live action video's motion.

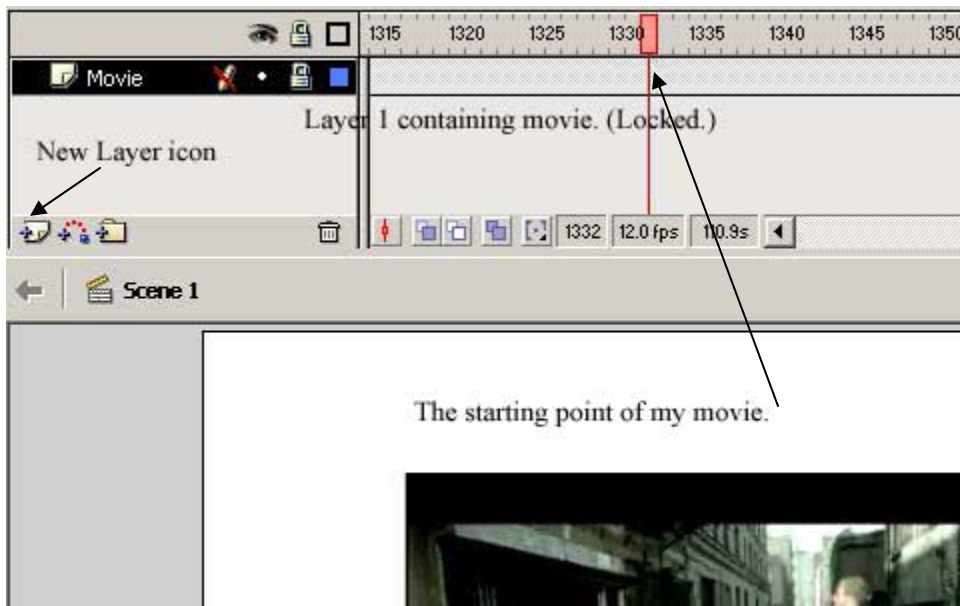
1. Open up a new Flash file, and go to File > Import > Import Video. Pick a movie from your selection,



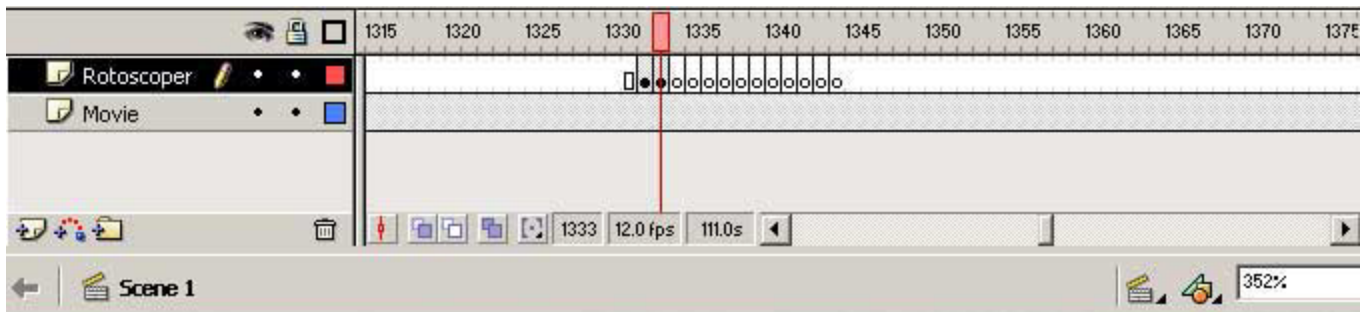
and **embed it**. Leave most of the settings as they are, and click open. Don't worry about the size, we'll be throwing away all the video at the end. Once it's finished importing, lock the layer the movie's in.

2. Pick the section of movie you want to animate. This is clearly up to your discretion, but don't be too ambitious the first time. **Pick a small section**, with not too much detail for now, and make it better another time.

3. Make a new layer by clicking the 'New Layer' button in the bottom left of the timeline area.



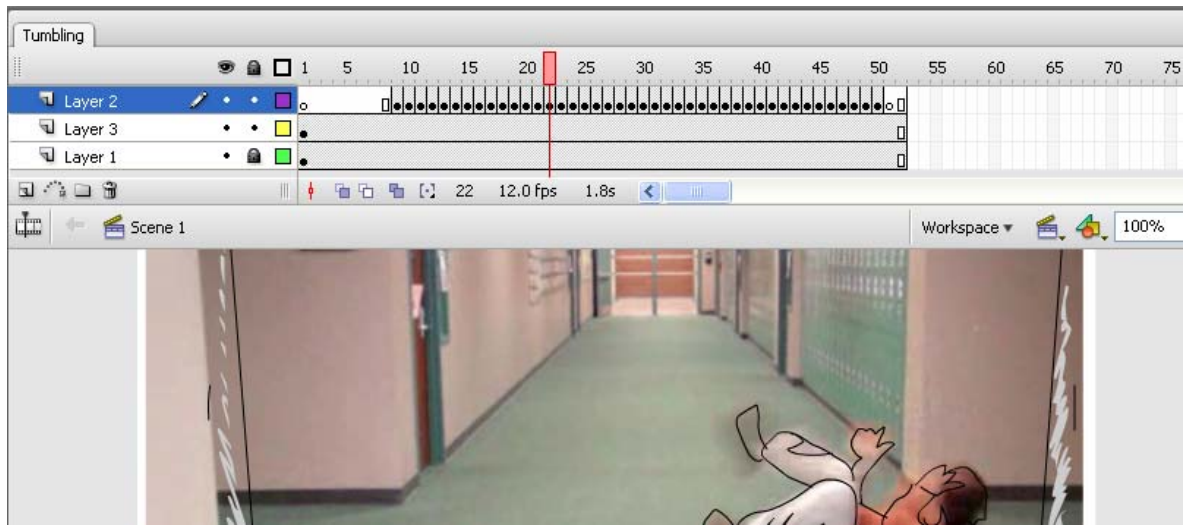
3. Drag the play head to the place where you want to begin. Highlight all the frames in the new layer from that point to the end of the clip. Press F6 to insert keyframes in all of the highlighted frames. They will be blank keyframes right now.
4. Select the first keyframe. Trace the character in the video for that frame. Move to the next keyframe and repeat, by tracing the new video frame. I used the pencil tool, and changed it to 'smooth' by selecting smooth from the drop-down menu in the 'options' box in the toolbar. Use small strokes for the smaller areas where you need more detail. Use a new keyframe for each relative frame of the movie.



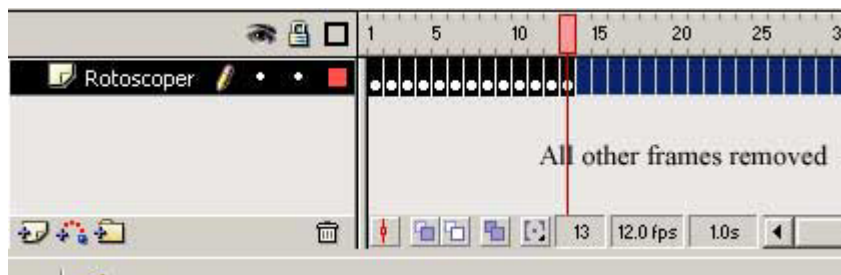
5. Do not worry if it looks a bit messy. You will have to make some assumptions when the video is blurry. Look at the example below.



6. You have to draw every frame individually, and there's no short cut.



7. SAVE IT, don't lose all your work, **#_lastname_rotoscope**
8. Now for the moment of truth. All frames drawn, unlock and delete the original movie layer, and remove all the frames you don't want on layer 2 by highlighting them, right-clicking and selecting 'delete frames'. Zoom back out to "fit in window". Hit Ctrl+Enter and the movie will play as a test, defaulting to loop. Sit back and enjoy.



9. If the movie looks good, publish it and turn the movie in to the S:Complete/.../Rotoscope folder.