

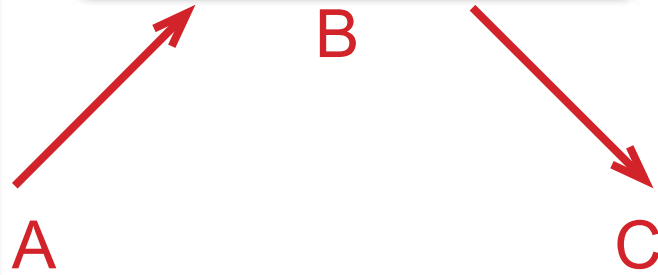
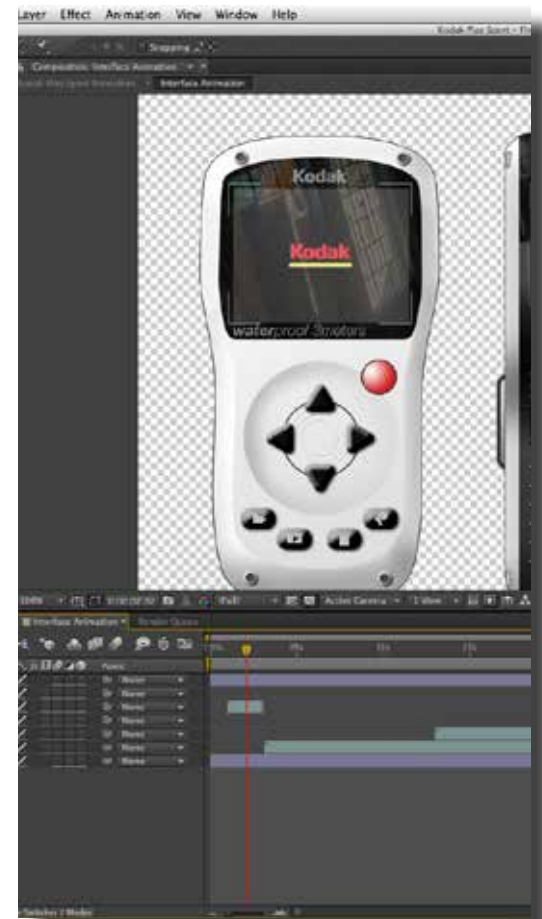
# Flash - Exporting Video

This tutorial will cover how to export an animation sequence from Flash (A) to a video format (B) so it can be used in other programs such as AfterEffects (C).

Flash Program

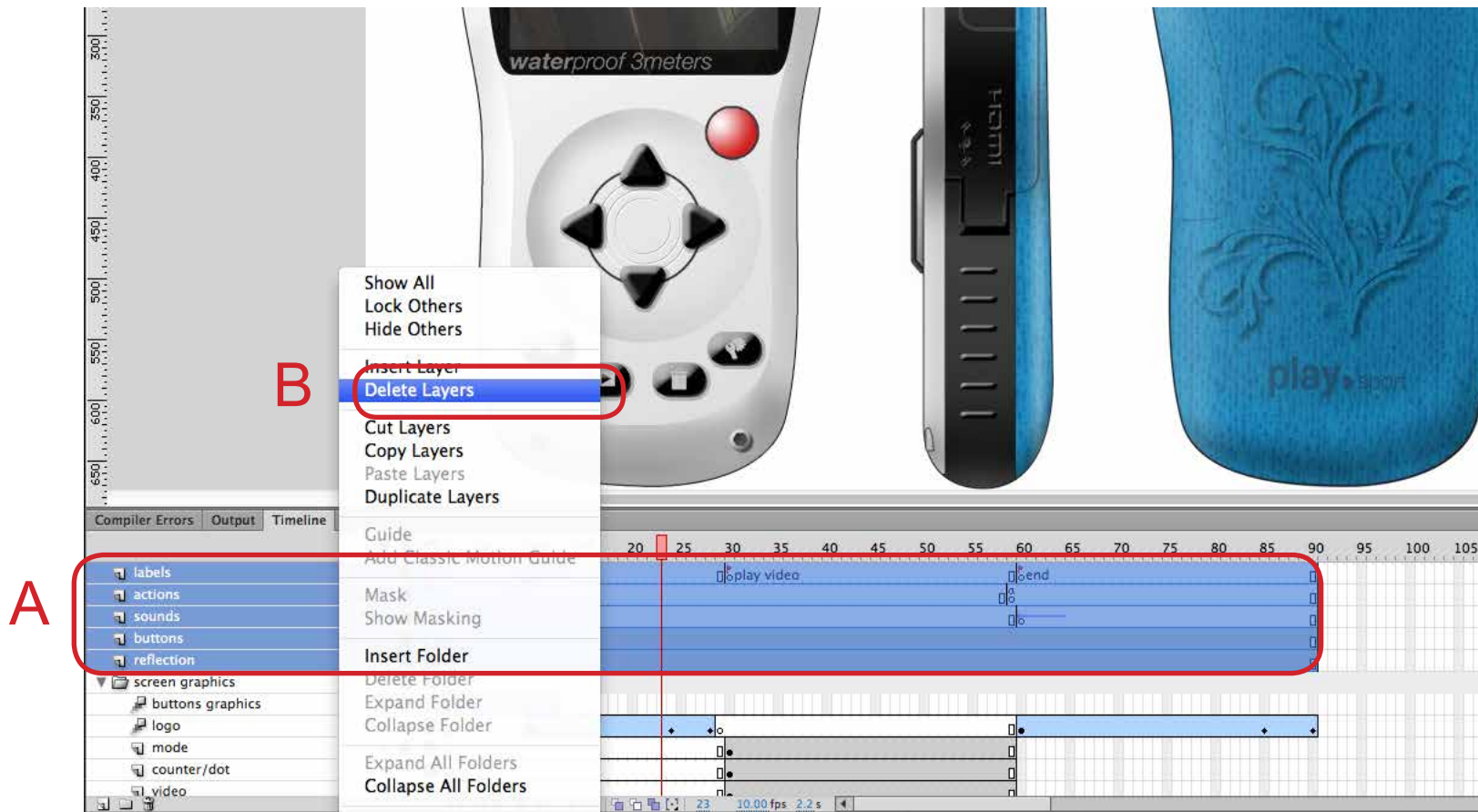


AfterEffects Program



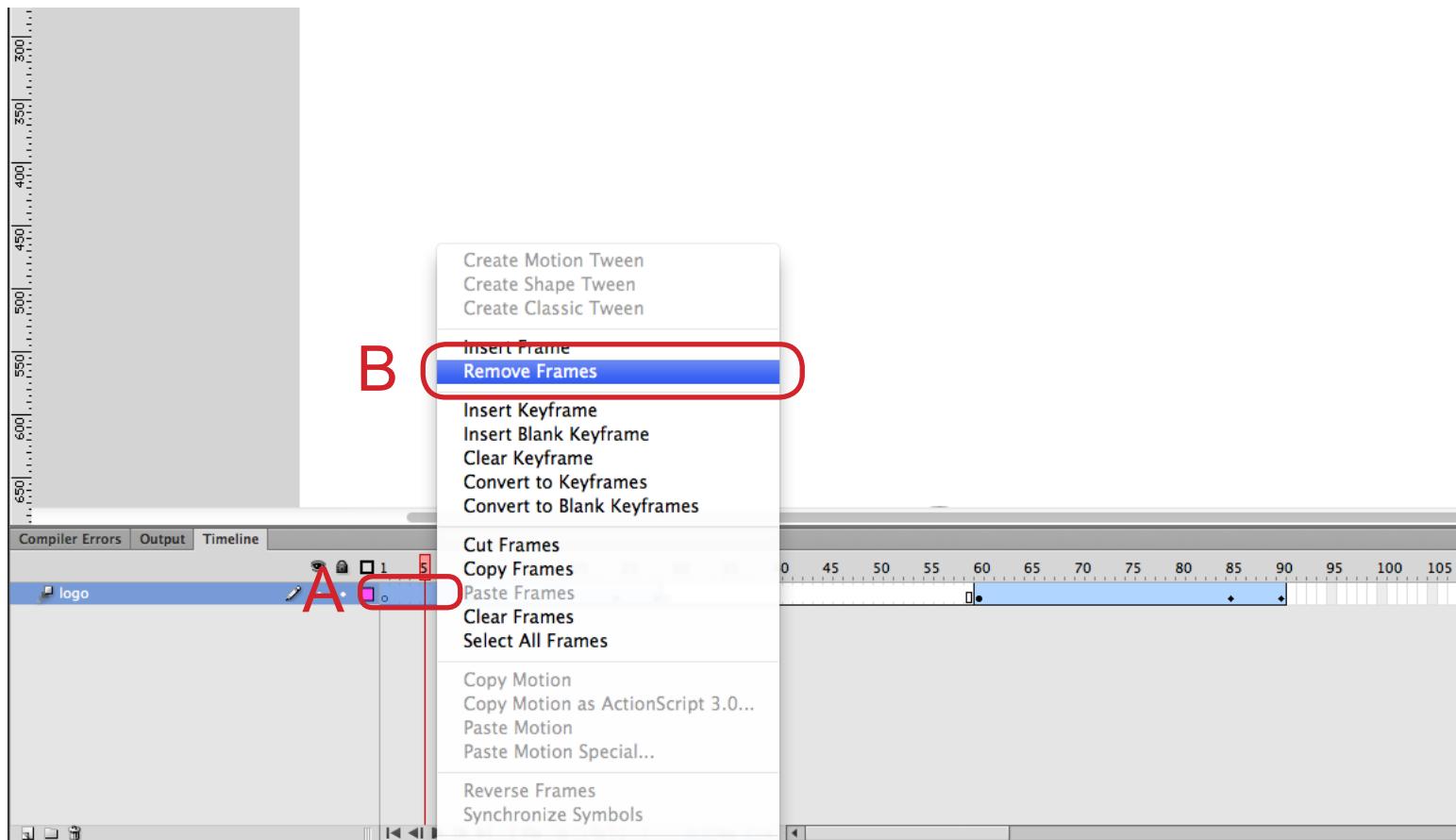
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**Step 1** The first example will cover how to export an animation on the main scene timeline. See Step 12 on how to export an animation sequence that is contained within a MovieClip. To start, make a copy of the Flash file because you will need to modify it. Open the file and then select all layers except the one with the animation sequence (**A**). Right mouse click on the layers and choose Delete Layers (**B**).



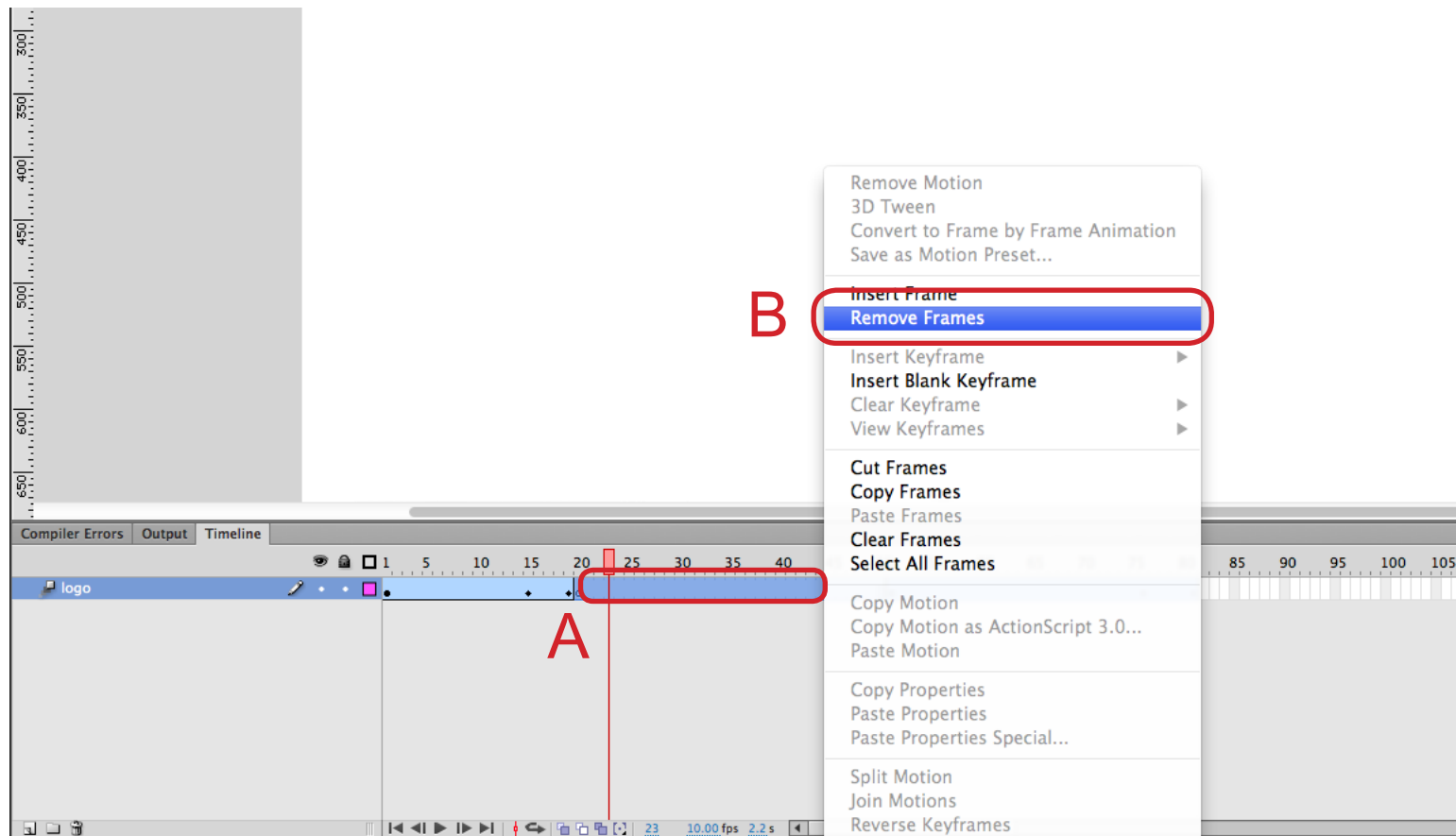
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**Step 2** Next, remove any blank frames in front of the animation sequence. Double click on the blank frames (**A**) and choose Removes Frames (**B**) from the pop-up menu (Right mouse click).



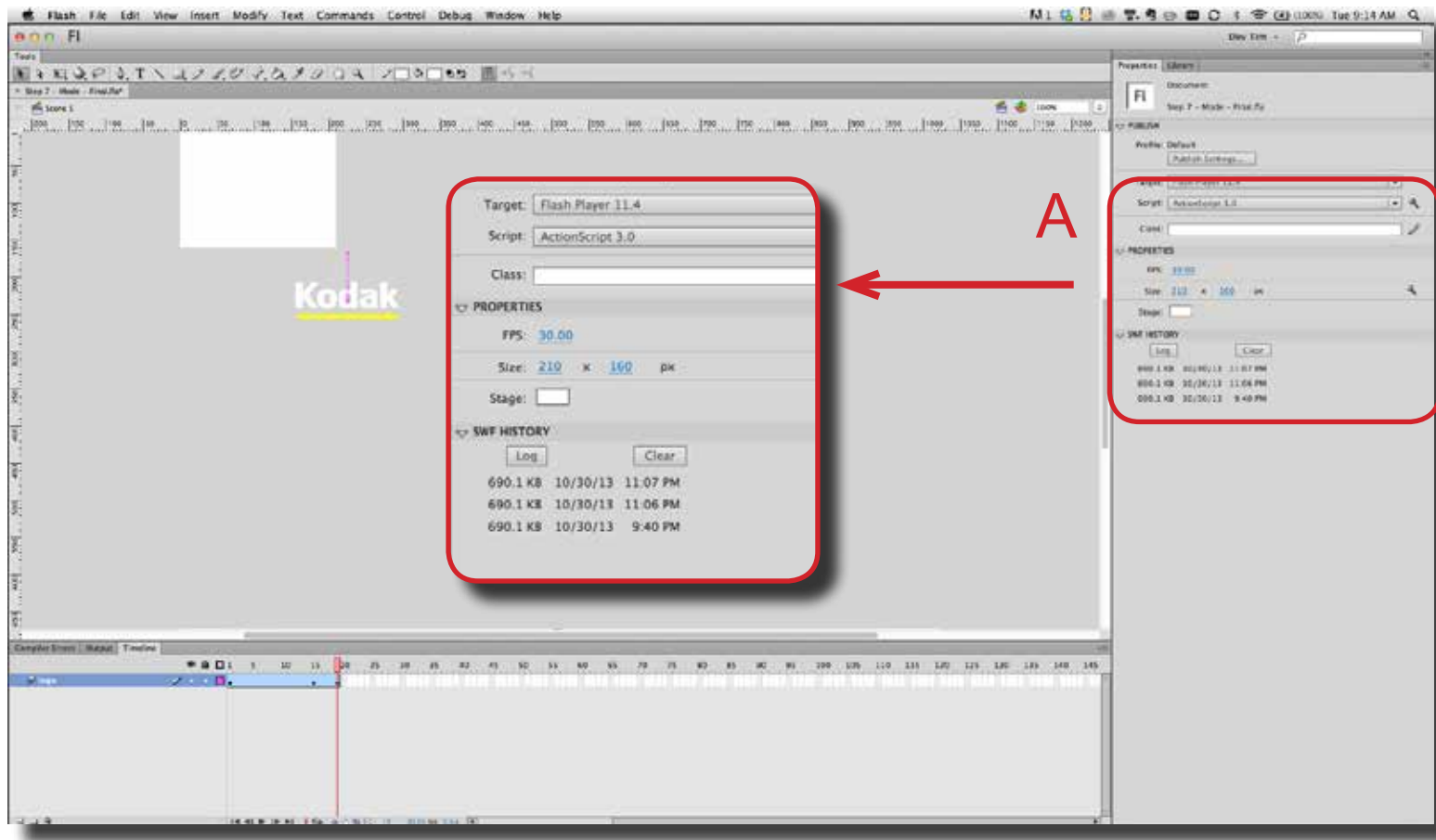
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**Step 3** Repeat the process for any frames after the animation sequence (**A & B**).



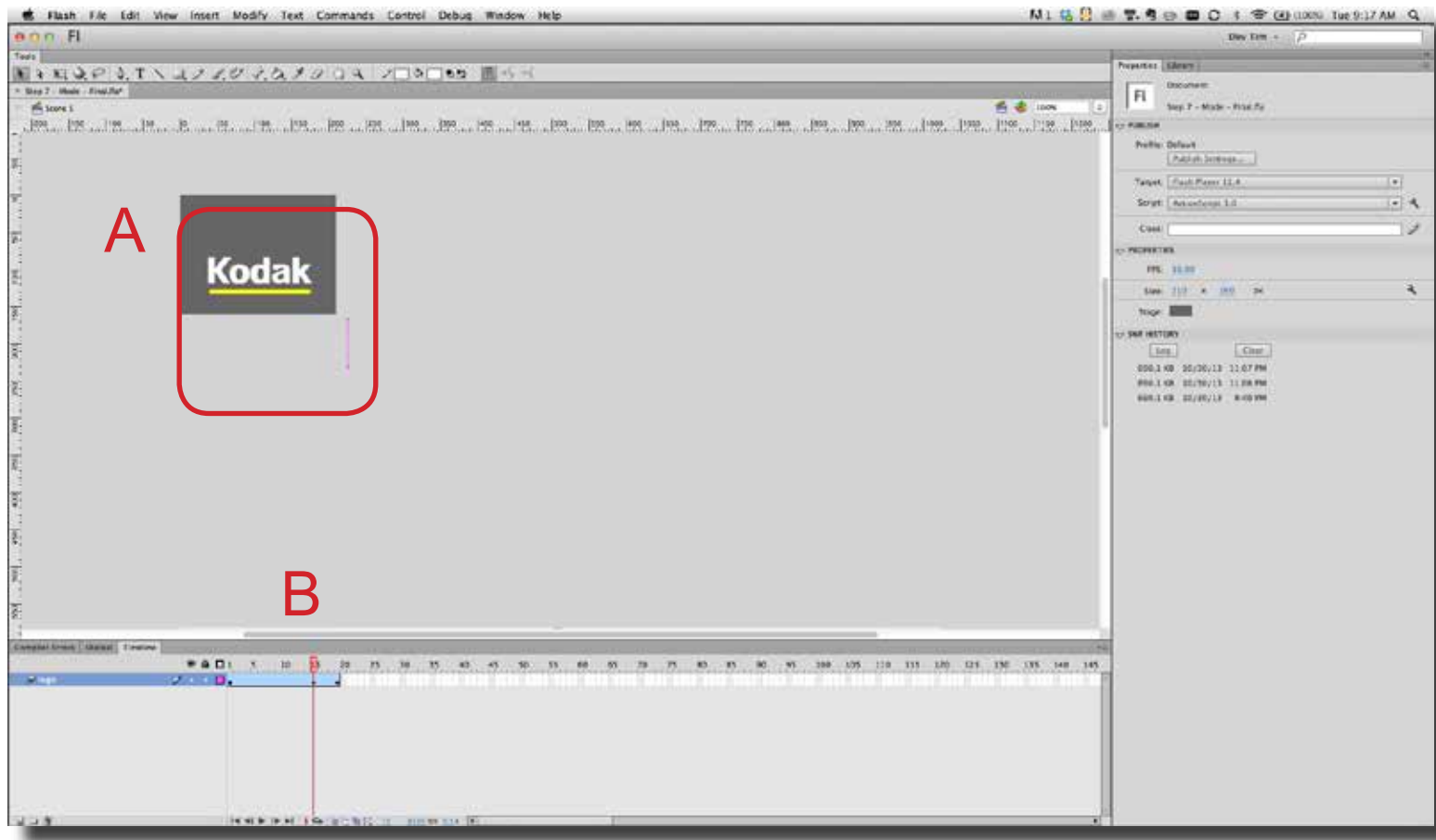
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**Step 4** Next, modify the scene settings (A). In this example, the Frames Per Second have been changed to 30 to match the AfterEffects file. Also, the scene size was changed to represent just the “screen” area of the interface display.



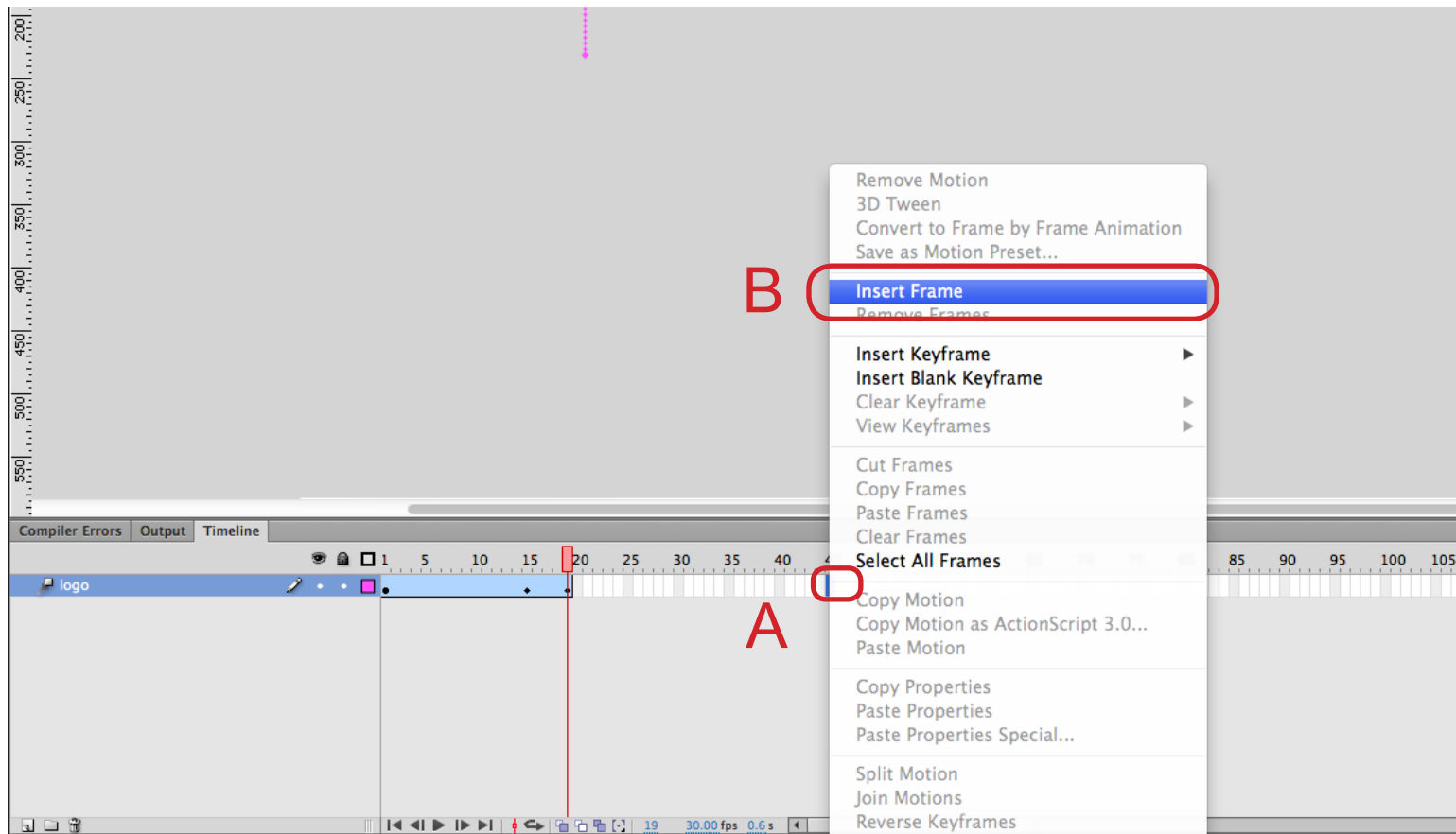
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**Step 5** Since the scene size was changed, the animation sequence needs to be reposition so it fits into the stage area. On the stage, drag select all of the graphics and move them on the stage (**A**). Sometimes, individual keyframes need to be move. Select a single keyframe in the timeline and move the graphics (**B**). Repeat for each keyframe in the sequence.



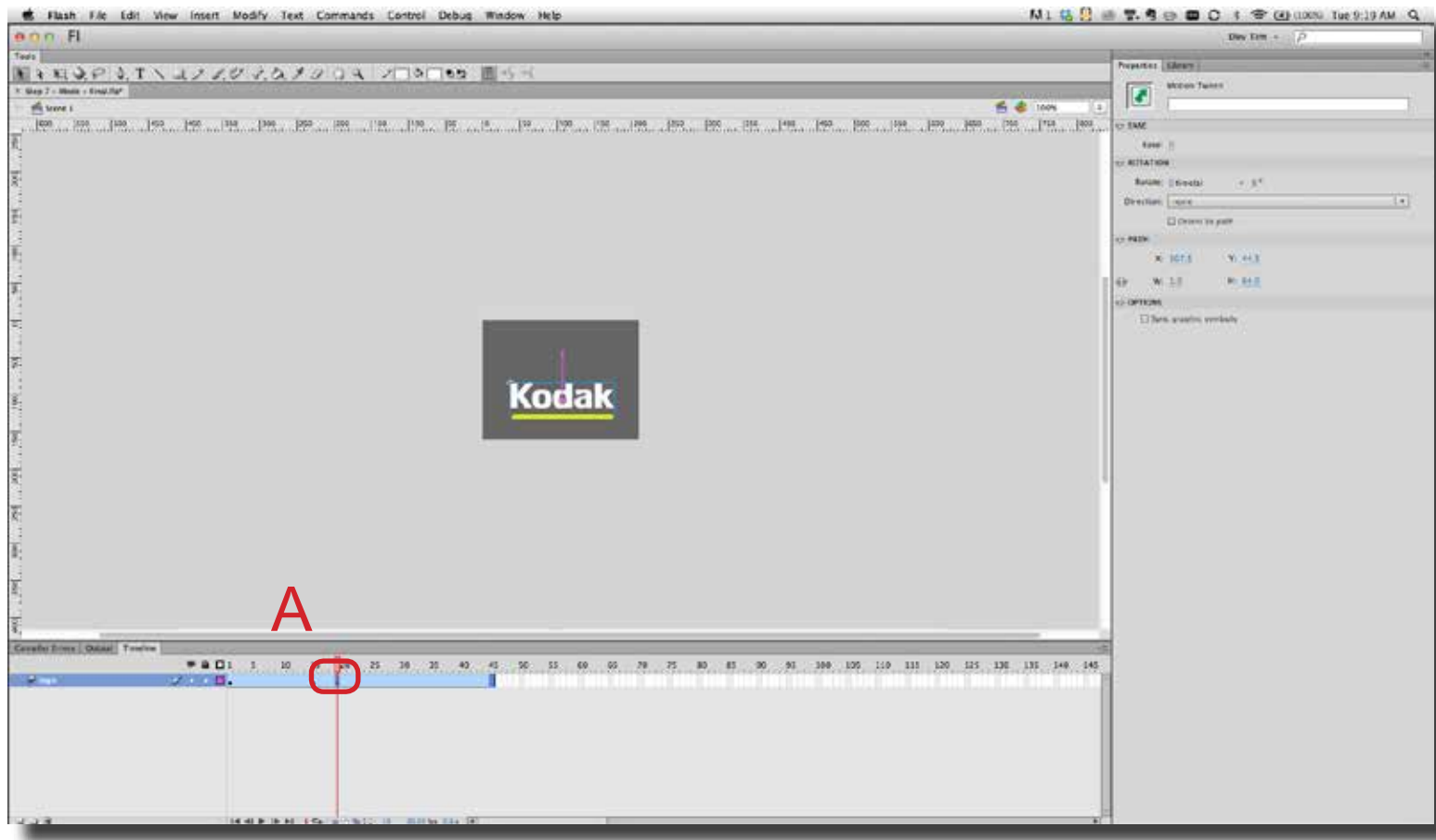
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**Step 6** Since the Frames Per Second (FPS) were modified, the length of the animation sequence needs to be adjusted on the timeline. If the original FPS was 10 and the new FPS is 30, then all the animation sequence should be extended by 3X. On the scene timeline, right mouse click on the new frame (**A**) and choose Insert Frame (**B**).



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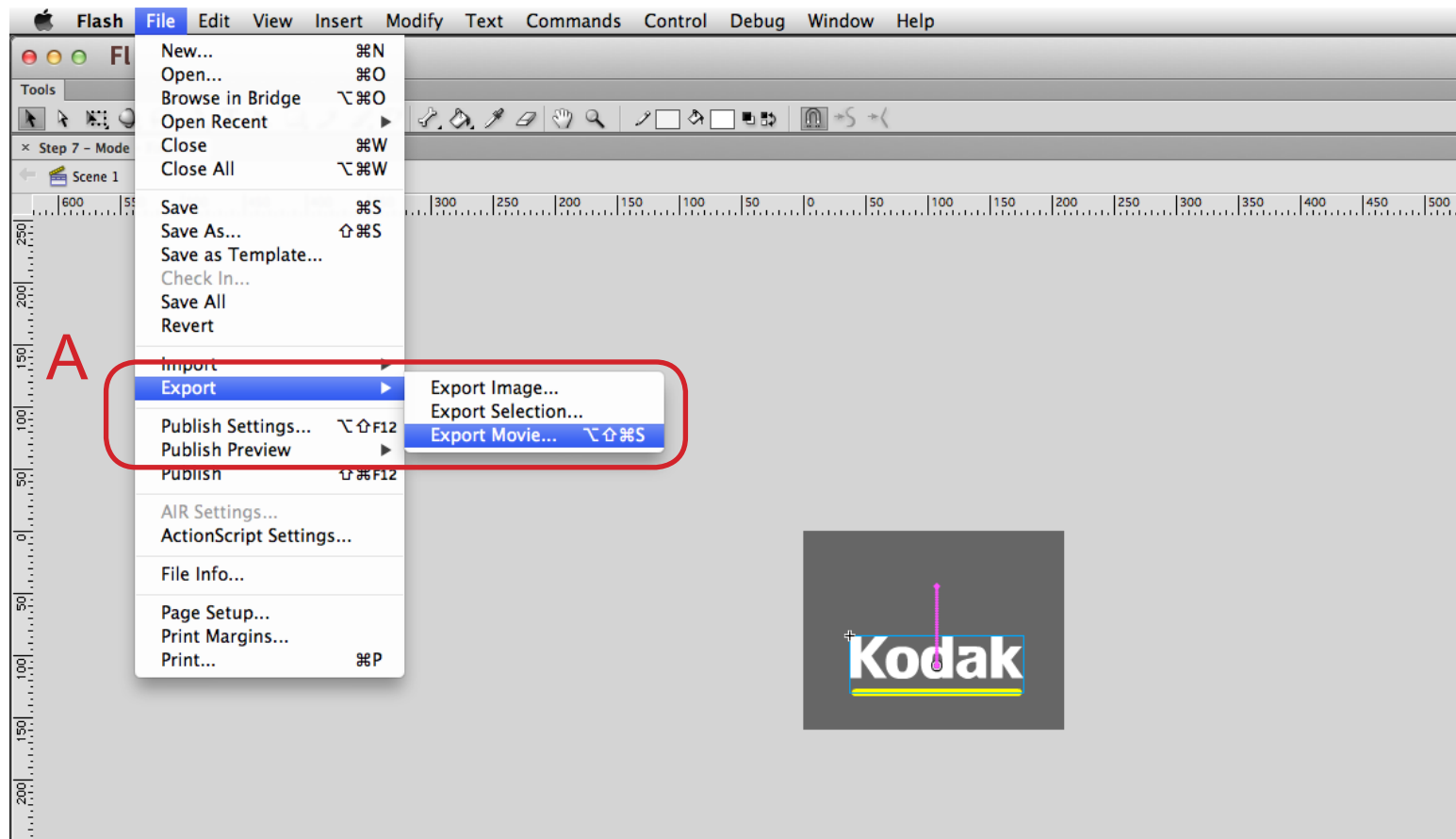
**Step 7** Adjust keyframes on the timeline by single clicking on a keyframe to select it (A). Click and drag to move it to a new position.





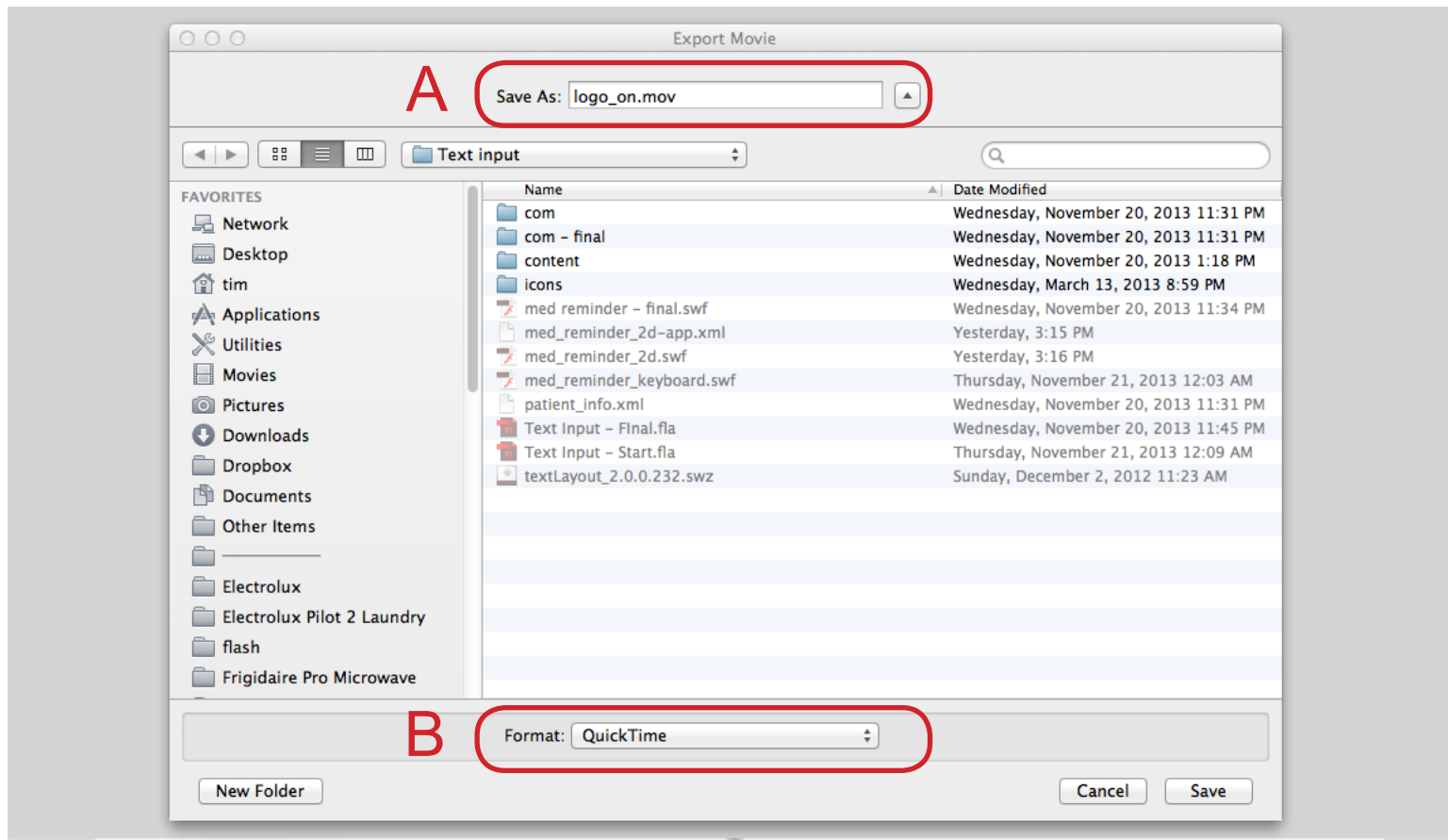
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**Step 8** The animation sequence is now ready to export. Choose File > Export > Export Video (A).



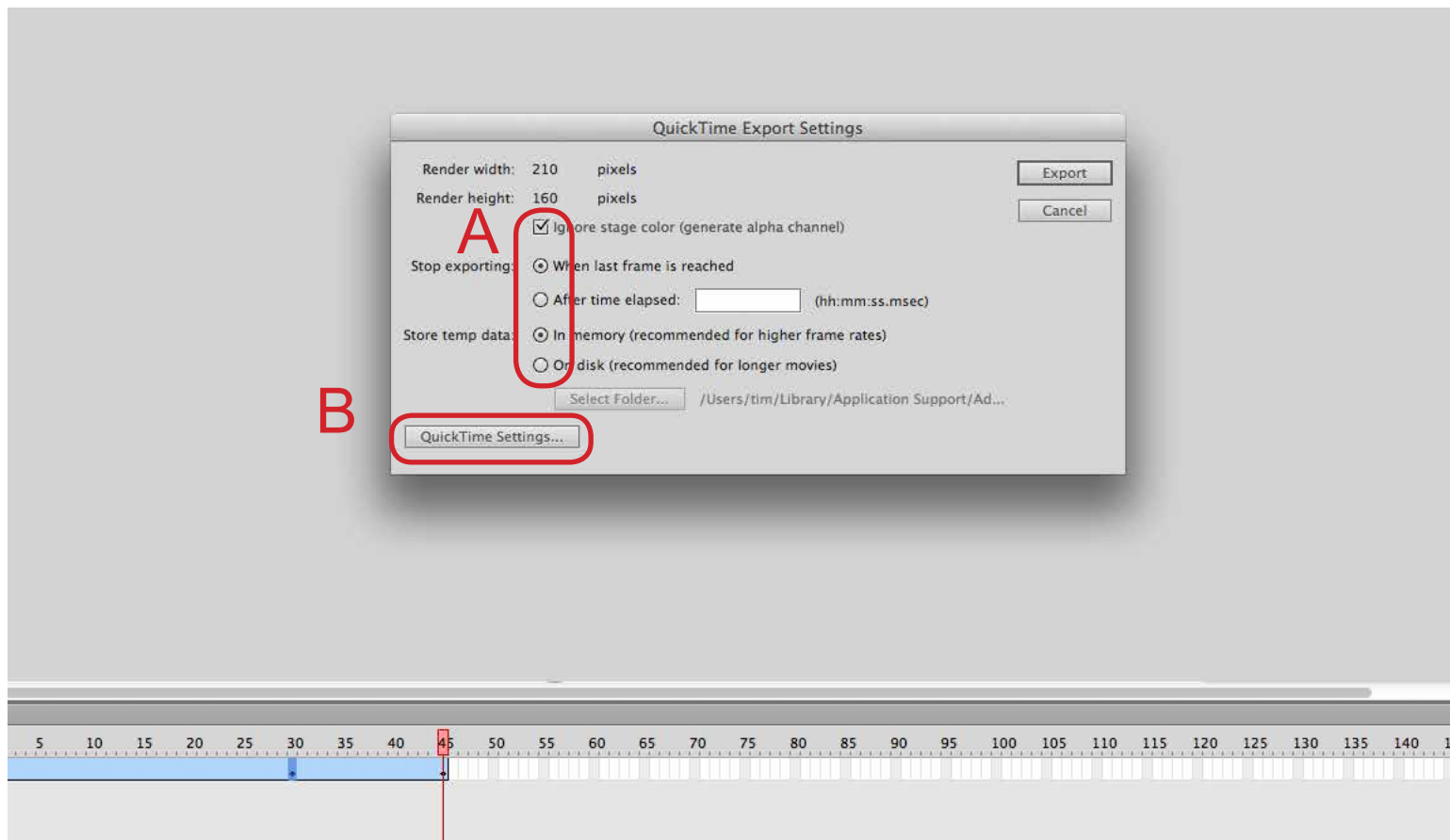
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**Step 9** Give the file a name (A) and choose Quicktime as the Format type (B).



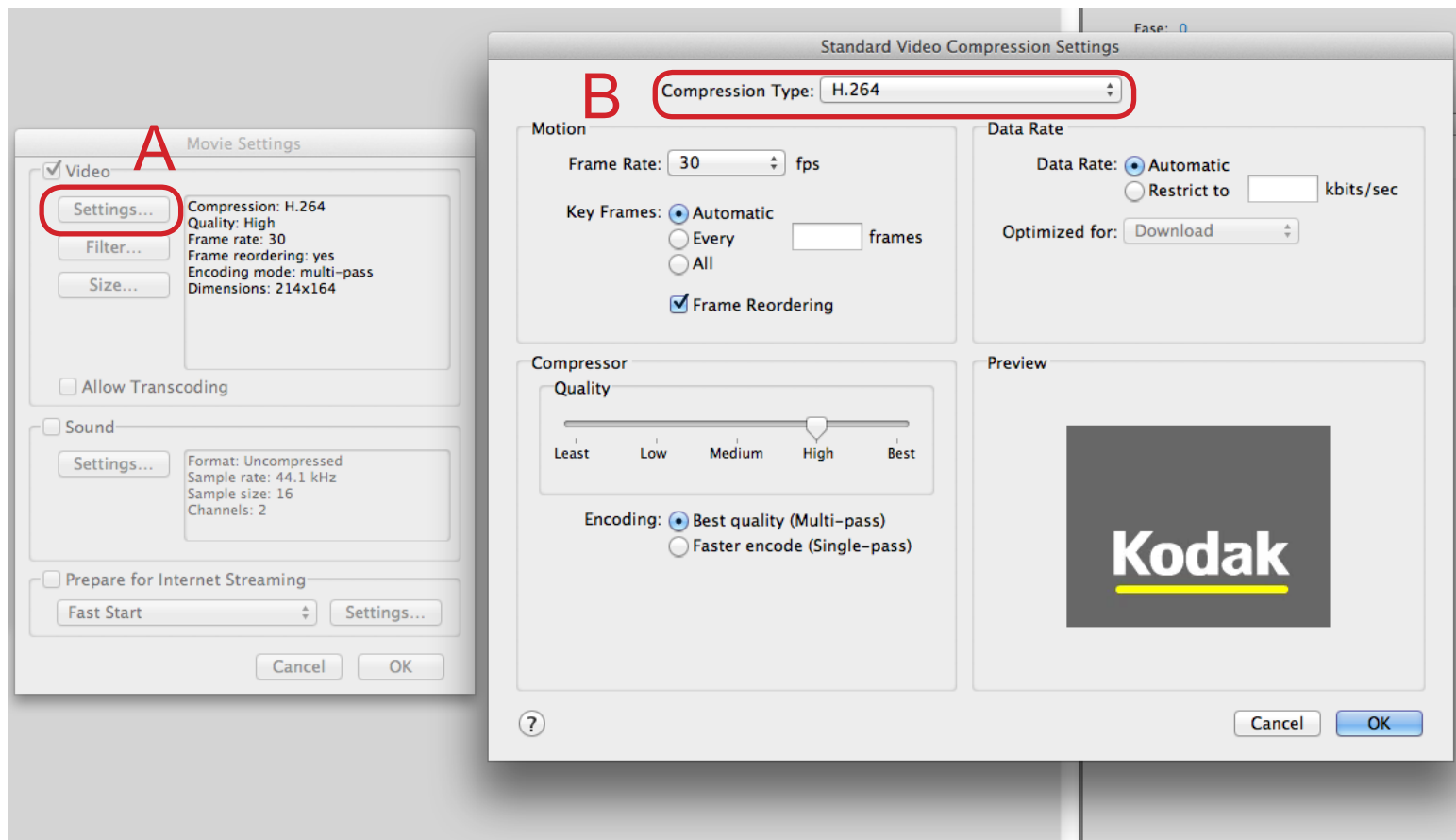
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**Step 10** In the Quicktime Export Settings window, make sure the indicated options are selected (A). Then choose the Quicktime Settings button (B).



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**Step 11** In the Movie Settings window, choose the Setting button (A). In the Standard Video Compression Settings window, choose H.264 as the Compression Type and make sure the indicated options are selected (B). Choose OK to conform this window and the next window. Finally, choose the Export button in the Quicktime Export Settings window to make the video.



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**Step 12** Animations that are contained within a movieclip can be exported as well (A). Place the movieclip on the stage and make sure to extend the scene timeline to same length as timeline in the movieclip (B). Follow steps 8 thru 11 to export the animation sequence.

