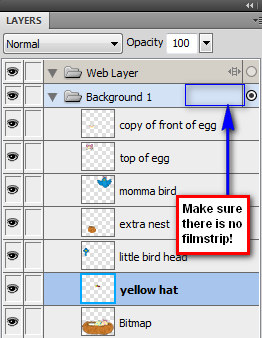
**Fireworks Bird Nest Project--ANIMATION**

**Step 1**—Download the JPG (Bird Nest) from the class website

**Step 2**—Open in Fireworks:

* Remove the background (magic wand; delete)
* Separate parts to layers—top of egg, momma bird, little bird head, yellow hat
* Remove momma bird’s legs and redraw any missing elements (behind the egg hat, more baby bird neck, etc.)
* Copy part of the broken egg/nest to a higher layer so that the blue bird can peek up and out of the egg (move the bird up and down and check it!!!)
* Move things around and make sure they are all going to work!!
* Touch up anything that was moved to a new layer. Watch layers carefully.
* Change the colors of the hat to be more “Eastery-y” ☺
* Change a few spots on the egg below the hat to use some of the hat color.­­
* Make your blue bird a red bird. Didn’t see that coming, did ya? He he he…
* Save in Fireworks PNG format!

**Step 3**—Name your layers

**Step 4**—Make sure the folder that holds your layers DOES NOT have a filmstrip icon beside it (or you won’t be able to animate properly!!)

* *If there is a filmstrip, right click it and UNCHECK Share Layers to States*

**Step 5**—**Click on your “nest” layer**; on the egg with the bow, use a 2 pixel soft paintbrush and paint your initials neatly on the spots, like so🡪

**Step 6**—SAVE AGAIN! Be sure it’s in Fireworks PNG format so your layers will be maintained!!

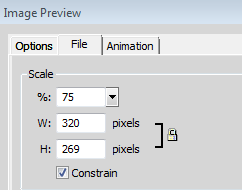
*Personal note… before animating, I like to pull my Layers panel out so I can see both my Layers and States panels at the same time. Since you have to change layers to animate, I think it’s easier.*

**Step 7**—Animate as follows: *see example on my website of my finished one*

1. First state should be with cracked egg and bird as follows and momma bird off the top of the stage:

**Step 7** (cont’d)

1. Over the course of about 20 states, animate momma flying in. She should rotate a little every now and then (you can do the rotation after you’d done all the states; it’s a little easier).
2. During those 20 states, modify little bird to occasionally peek up and down (at least three times).
3. For states 20-30, momma just needs to hover and baby needs to pop up/down another time.
4. For states 30-40, momma needs to fly over and knock the top cracked egg off and in front of the nest and the baby should sit up proudly.
5. For states 40-50, baby needs to wiggle back and forth and mom needs to continue to hover.
6. For states 50-60, baby needs to just straighten up and sit up; mom needs to hover in one spot
7. For states 60-75, mom needs to pick up the hat with her beak (you may need to reorder layers) and put it on baby’s head. NOTE: I copied and pasted a copy of mom’s beak to put in front of the hat for this part.­­­ Also… you can hold SHIFT and click multiple pieces (like beak, momma, and hat) and be able to move them as one item) or group them (Control-G).
8. For states 75-85, baby needs to wiggle around with the hat while mom hovers (group hat to bird boy).
9. For states 85-110, momma needs to fly back off the screen, going BEHIND her little bird boy. (reorder layers as needed!) Bird boy should move a little bit from time to time.
10. For states 110-115, bird boy should move a little bit.
11. The final state should be around 115 or 120. Set the duration for that frame to be 100 (1 seconds).
12. Save!

**Step 8**—Export the animation

1. Export as an animated GIF image using the wizard. Be sure the background remains transparent.
2. Set scale to 75% on export 🡪
3. Save to the ANIMATE folder in your projects folder as:  
   finishedbird.gif

