Next phase:

<table>
<thead>
<tr>
<th>i1</th>
<th>i2</th>
</tr>
</thead>
<tbody>
<tr>
<td>i3</td>
<td>i4</td>
</tr>
</tbody>
</table>

All four play bit
height = \( \frac{h}{2} \)
width = \( \frac{w}{2} \)

These can be simultaneous, our slightly staggered — just so you see all 4 at once.

At the end of the show, automatically navigate to a web page of your own creation on sunny.uniev.edu

Web page navigated to will be specified in future handout — will involve Photoshop and Dreamweaver.

Summary of Classic Text/Graphic Alphabet Changes

<table>
<thead>
<tr>
<th>KF</th>
<th>Symbol</th>
</tr>
</thead>
<tbody>
<tr>
<td>2-3rd KF</td>
<td>1st KF</td>
</tr>
</tbody>
</table>

Phrases:

1. If 3rd KF, then go from 02 to 00.
2. If 2nd KF, then go to 3rd KF.
3. If 1st KF, then go to 2nd KF.
4. Keyframe 2nd KF 1st KF 3rd KF.

For communication purporses, key all images 123, 13, and 4. Each image will have at least 3 sides. Use Photoshop to crop if needed.

Sequence:

Choose 4 images of whatever your will. These can be your photographs, screen shots, etc. Feed whichever is most the same proportion.

Flash assignment.