3D Photo Wall Manual

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About 3D Photo Wall for Flash

Transform your images into a 3D experience that will stun your users. Create an interactive moving 3D Photo Wall directly in Flash.Zoom in to full-size versions of images and add links.

Directly use photos from your camera or hard drive as the build-in image processor will automatically rotate your images and make thumbnails in an eye blink. No external application is needed!

This component is build for the Flash IDE and ActionScript 3. Take a look at the the 3D Photo Wall **ActionScript 3.0 reference**. It is designed for building Flash Applications. There is also a **Dreamweaver version** that is build for use in Dreamweaver websites.

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Features in Detail

A 3D Experience For Your Photos

- **Create a cool 3D Photo Wall in seconds**
  - Build an interactive moving 3D Photo Wall with fluent transitions in seconds that will amaze your audience.

  - Enjoy the smooth transitions and live reflections for the best experience
  - Display large amounts of images while keeping a great overview
  - Add titles to your images

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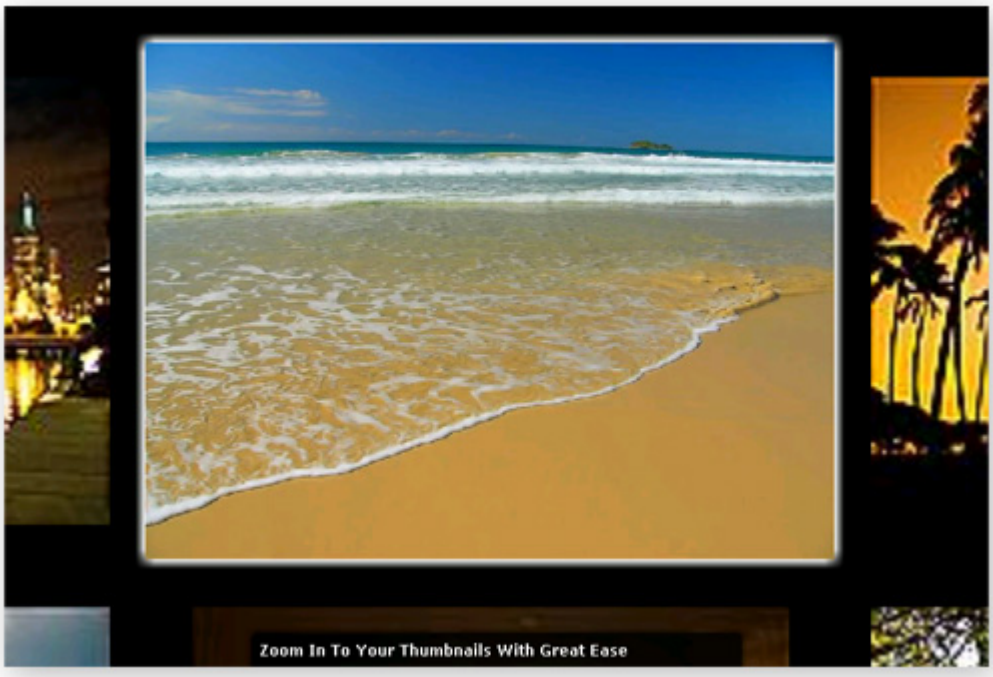
- **Get Creative With Camera Settings**
  Set your camera settings to create your unique 3D Photo Wall.

- **Interactivity**
  - Add clickable links to your 3D Photo Wall.
  - Click on the images for a full sized version with title.



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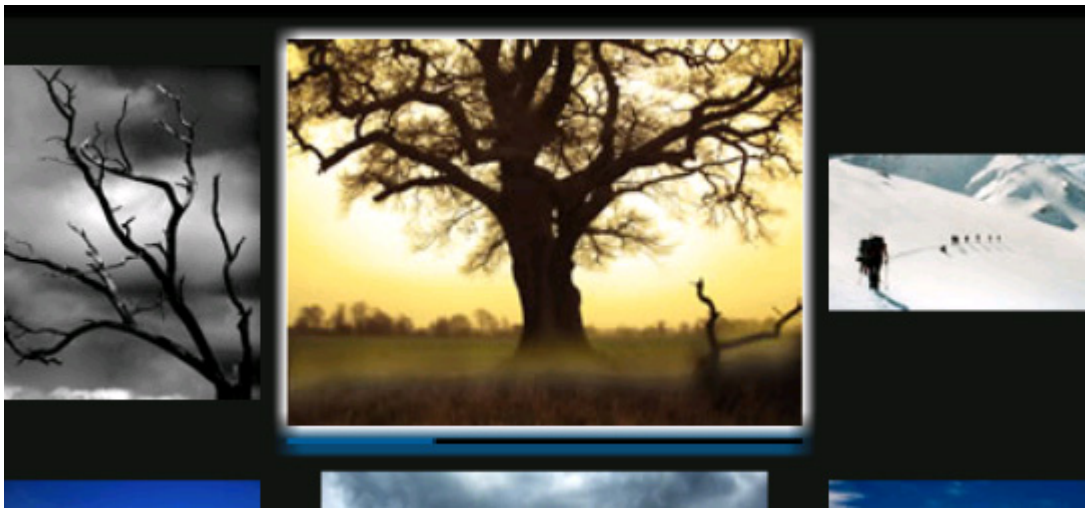
- **Great accessibility!**
  - Full keyboard navigation is at your disposal. Use the arrows to navigate through the photos, Photo Wall and enter to zoom in.
  - Use the mousewheel on your pc for the quickest and easiest navigation.
  - Use the customizable preloader to display the remaining loading time for the thumbnails wall of the 3D Photo Wall
  - Large images are only loaded when needed and have individual preloaders



- **Fully customizable backgrounds and photo descriptions**
  - You can customize the elements in your 3D Photo Wall so they always will fit your site design.
  - Add custom description and links to each image.

- **Amazing photo display in perspective**
  Smooth transitions and fantastic reflections for the best experience.

- **Full control of your 3D Photo Wall and photos positions**
  You decide the spacing, angle and depth of the photos in your 3D Photo Wall.

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- **Images are resized while constraining proportions**
  The extension has a built-in super fast, multithreaded image processor in Flash, that will resize your images and make thumbnails in an eye blink. Original images can be automatically resized to fit the specified size while the proportions are maintained. Without any external applications, no more Fireworks or Photoshop needed.

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- **Fully integrated in Flash**

  - Use the built-in photo manager to add and organise photos, titles, and links in a user friendly interface. No coding is required.
  - Fully PC and MAC (OSX and Leopard) compatible.

- **Fully controllable with ActionScript 3.0**
  Advanced users can customize a rich set of options and interactions. Take a look at the 3D Photo Wall **ActionScript 3.0 reference**.

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Installing the component

Open the .mxp file with your component manager, press accept and restart Flash.

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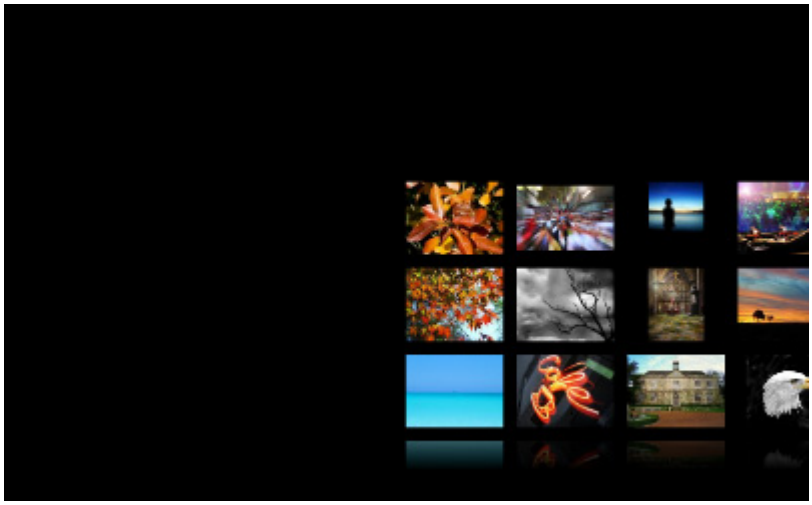
Creating A Basic 3D Photo Wall

Introduction

In this tutorial we're going to show you how easy it is to insert a 3D Photo Wall on to your page, below is an example of the end result.



The 3D Photo Wall on your page.

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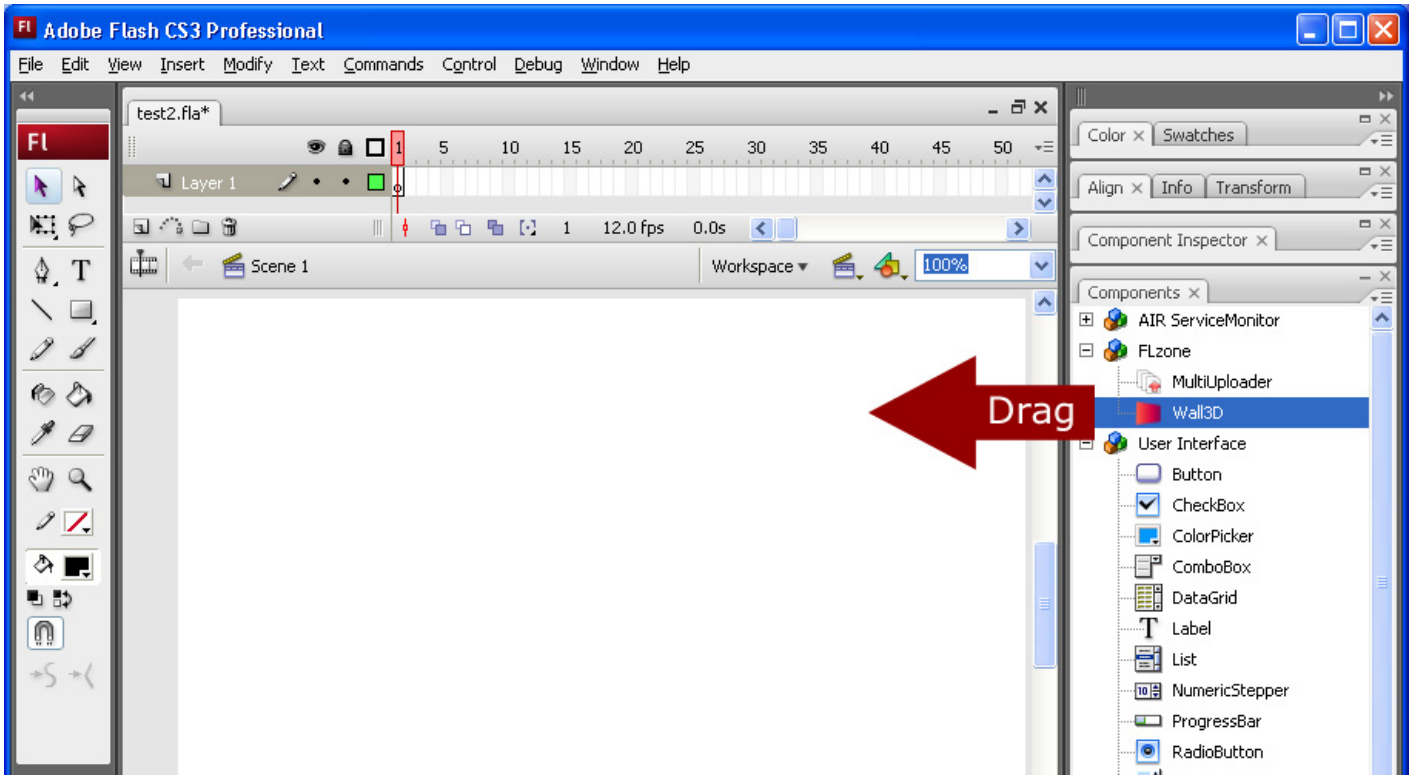
Building the 3D Photo Wall

1. **Create a new Flash page**
   Create a new or open an existing Flash **Action Script 3** page and save the page.

2. **Applying the component**
   Choose the  icon from the **Components window** and drag it onto your stage:



Save your Flash file.

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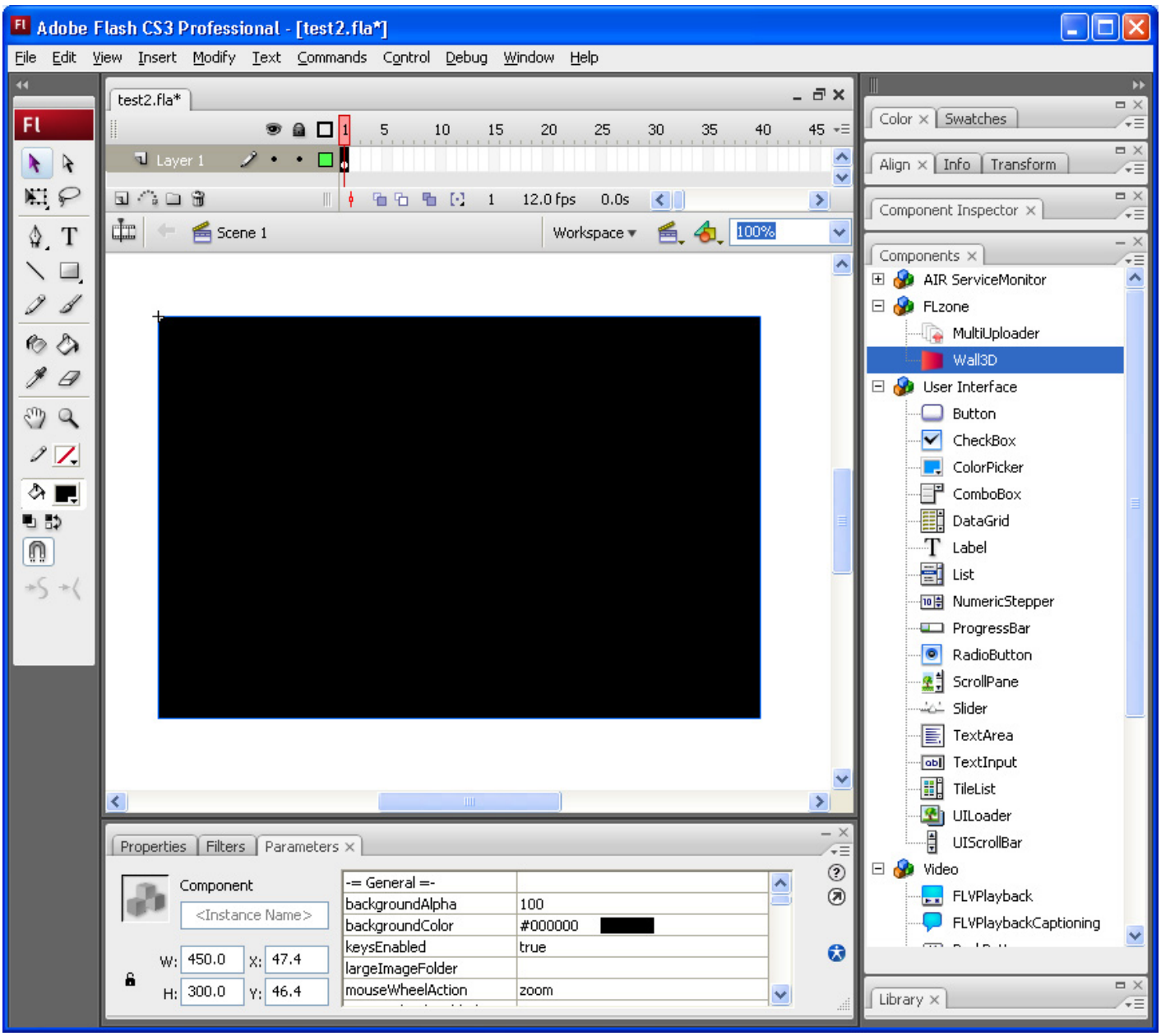
Select the preview that is now visible on the stage and switch to the parameters screen in the bottom of the page:



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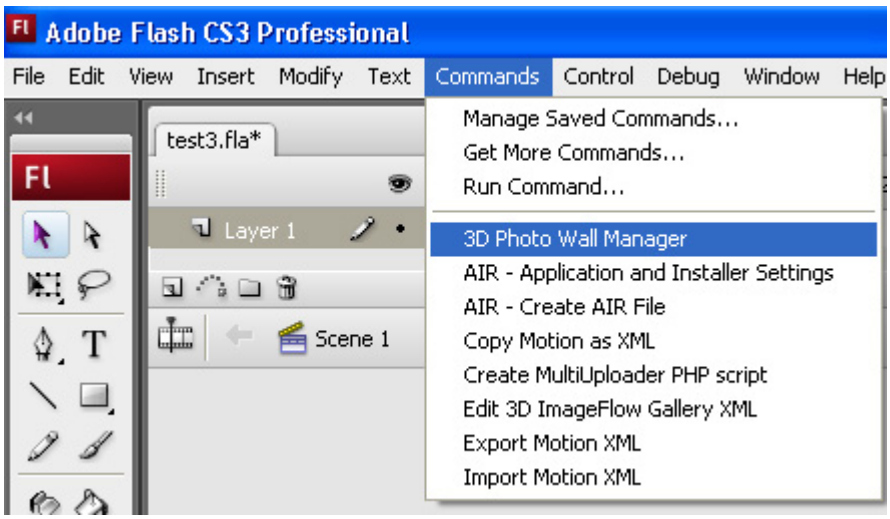
3. **Adding Images**
   Go to the **Commands** menu and select **3D Photo Wall Manager**.



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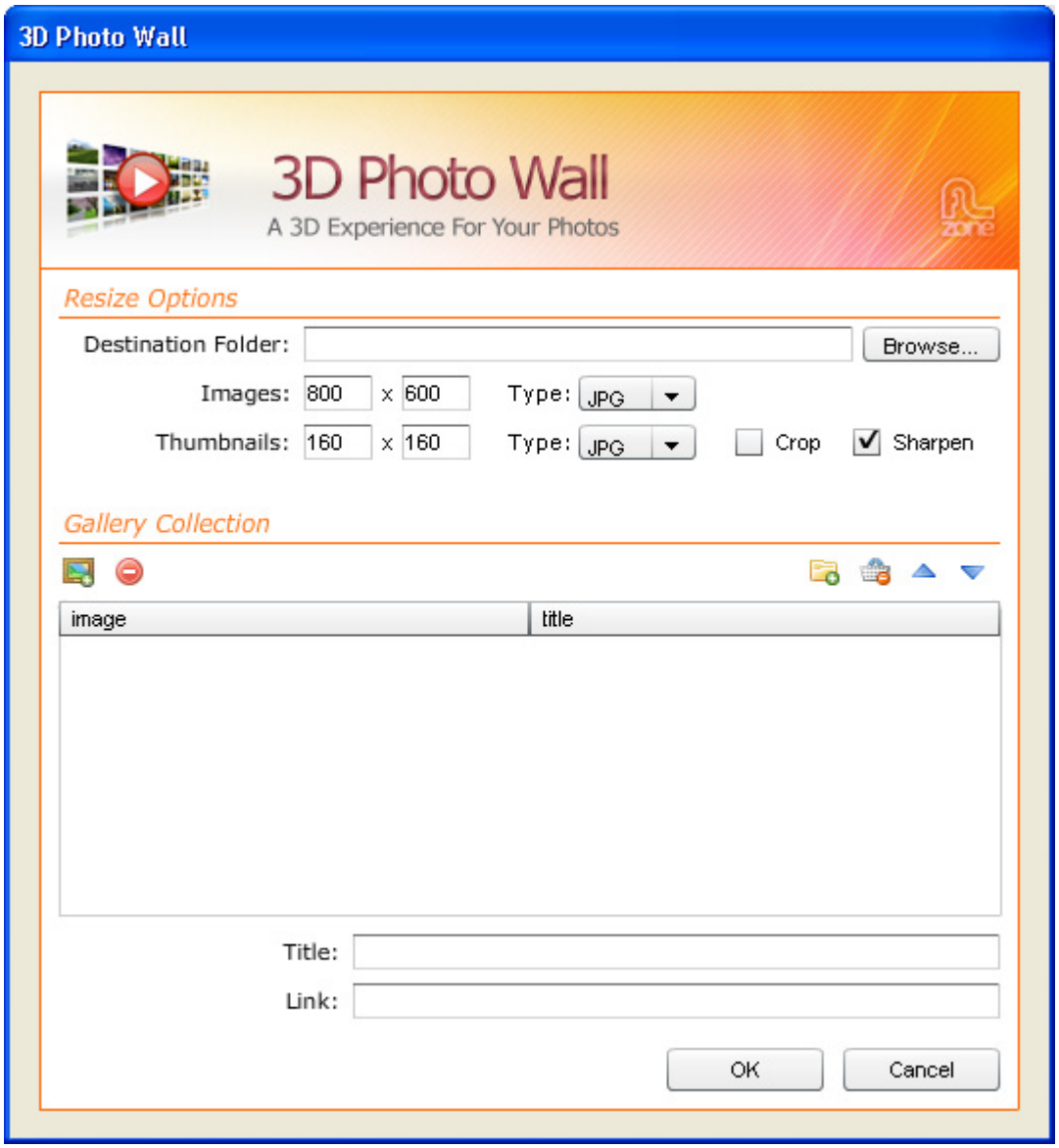
A new popup appears:



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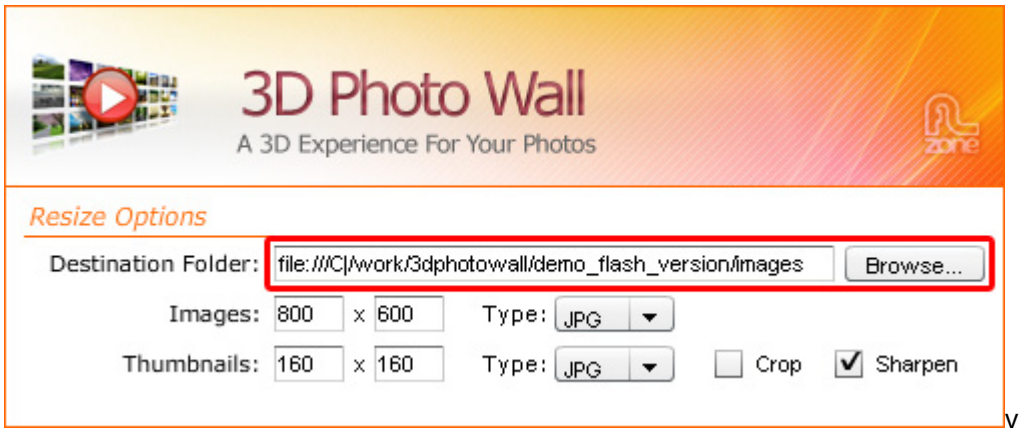
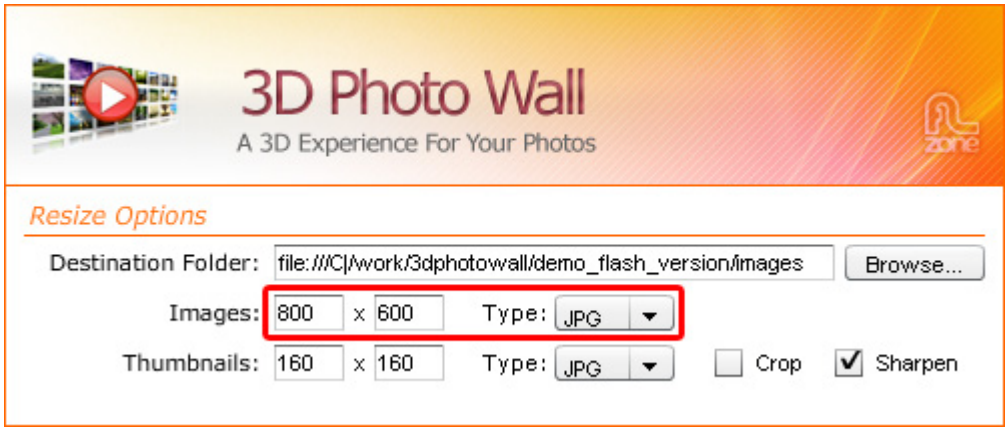
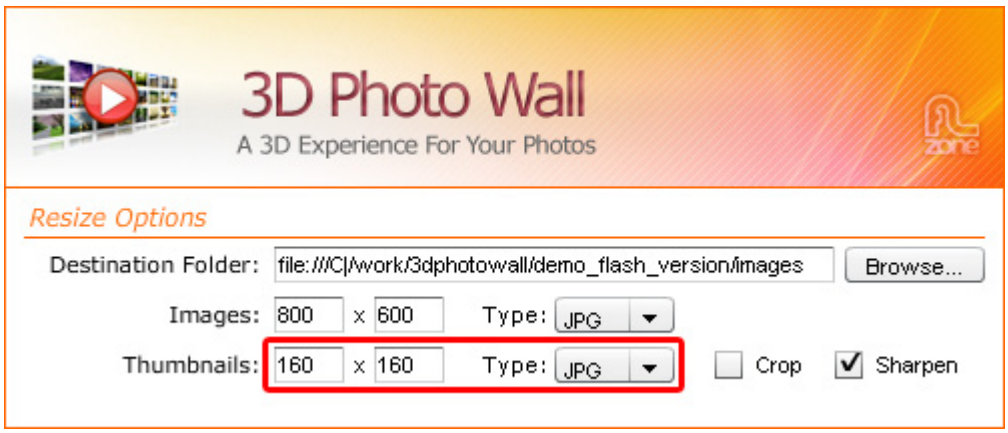
4. **Setting the resize options**
We set the **Destination Folder** using the **Browse...** button to specify where our images should be saved. Make that the destination folder is in the same (sub)folder as your FLA file.



We use the **Images** fields to specify the width and height of the large images of the wall (these are displayed when a user clicks on one of the thumbnails). You can also specify the file type. We leave them at their default values.



Then we set the values in the **Thumbnails** fields to specify the width and height of the thumbnails of the wall. You can also specify the file type. We leave them at their default values.



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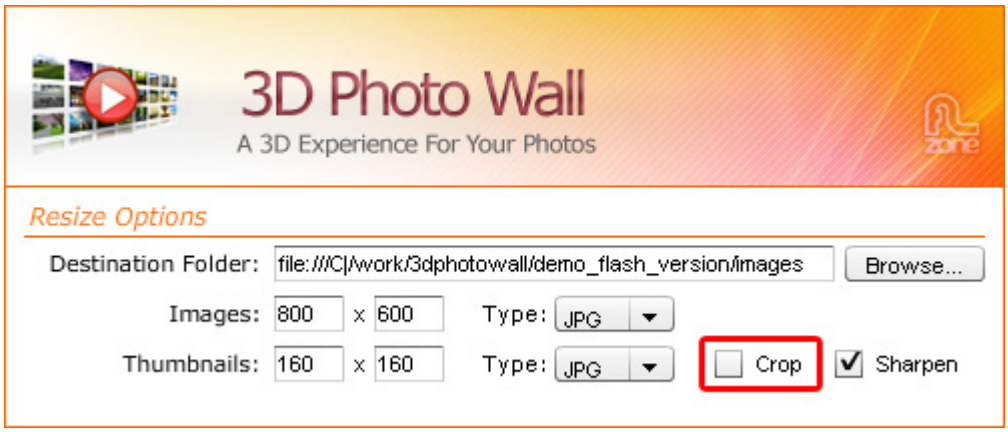
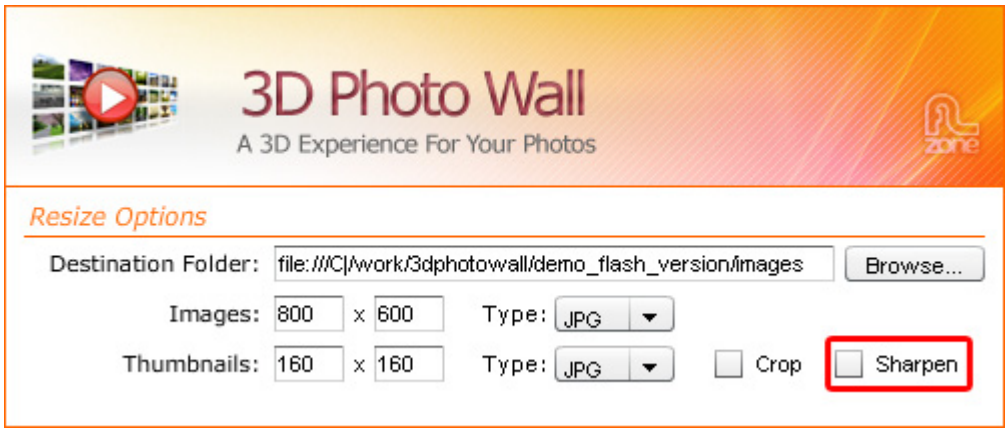
We disable the **Crop** option as we don't want to crop our thumbnails to have exactly the same size. If you disable this option, the thumbnails will be scaled proportionally to the maximum specified dimensions.



We disable the **Sharpen** option to use our original thumbnails.



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5. Select the **Images** tab and select the icon to add a complete folder of images or the icon to insert the images one by one. We'll add our images using the icon. You can arrange the order of your images with the and buttons and delete images from the 3D Photo Wall with the button.

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6. **Adding a Title**
We add a title to the image by selecting it and entering a text in the **Title** field.

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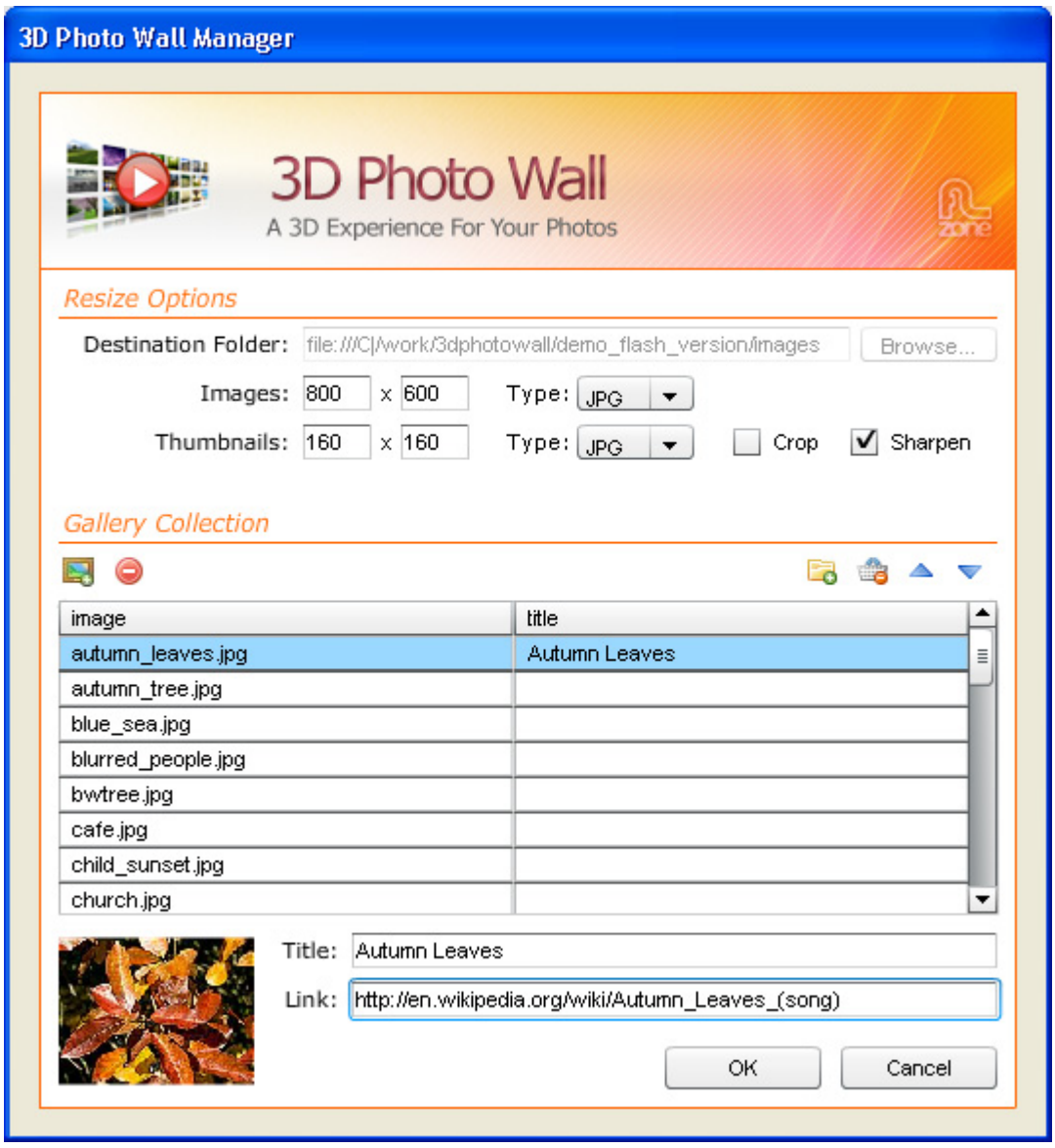
7. **Adding Links**
   Add links to your images using the **Link** field.



8. **Final Steps**
   Press **OK**, save and preview the result in your browser.

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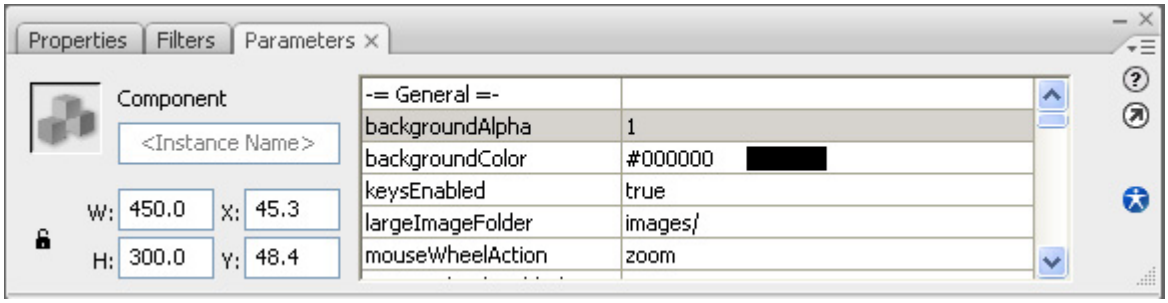
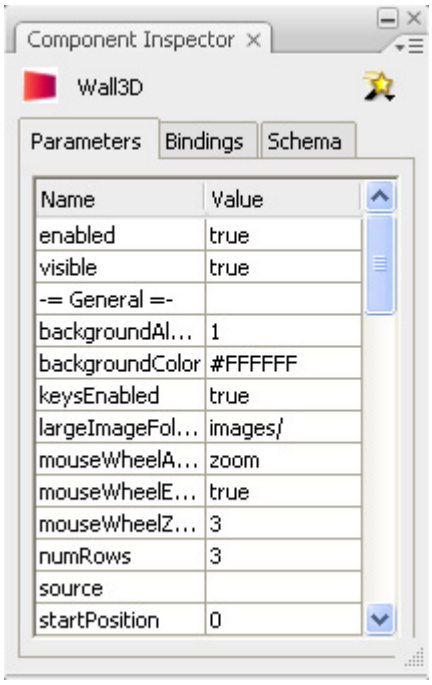
Editing the 3D Photo Wall with the Property Inspector

Introduction

In this chapter we're going to edit the properties of the 3D Photo Wall using Flash parameters. Click on the preview of the 3D Photo Wall in the design view to display its parameters. Below is a screenshot of the Flash Parameters before we've edited them. Read the component reference for all properties.



You can also use the component inspector to edit the settings.



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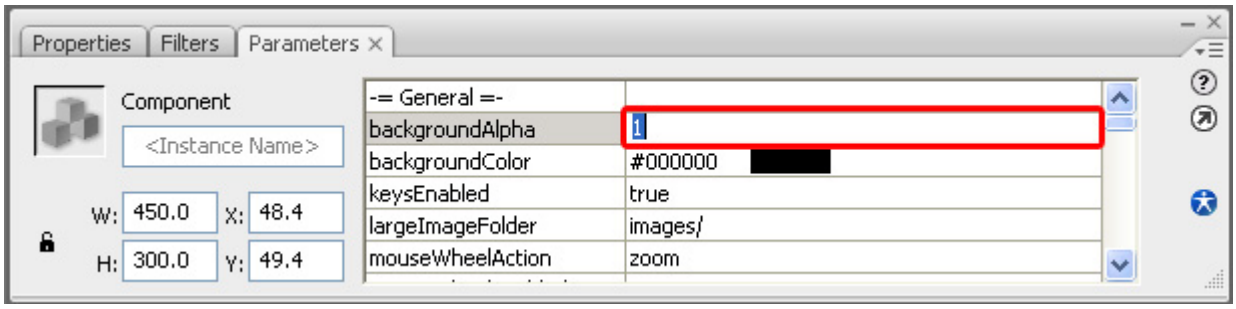
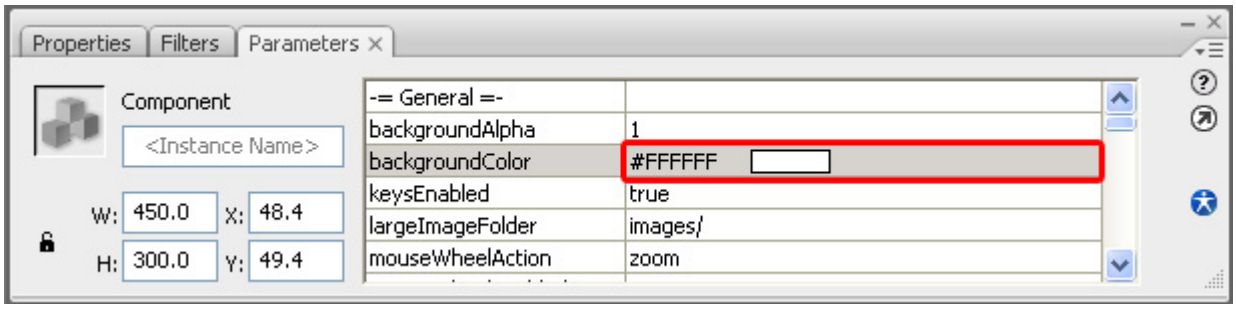
Editing the parameters

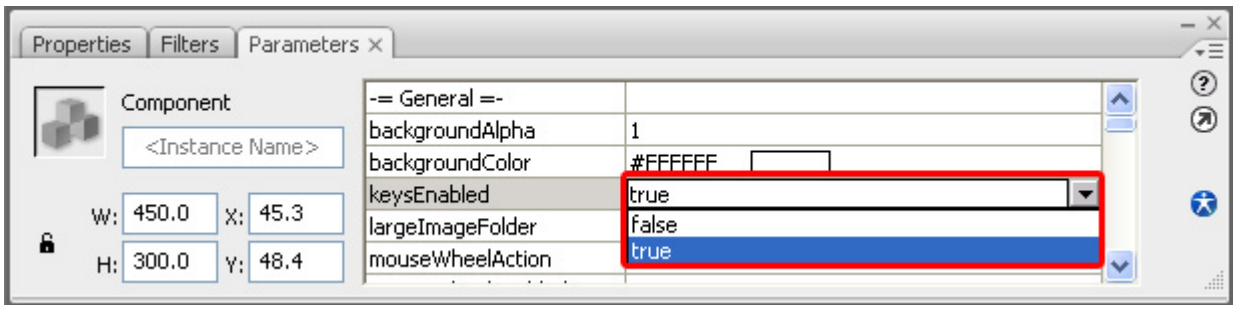
1. **Setting the general options**
   backgroundAlpha sets the transparency of the background of your 3D Photo Wall, we'll leave it to **1**.



backgroundColor enables you to choose the color of the background of your movie. We set it to white (#FFFFFF).



keysEnabled determines if you can navigate with the keyboard (it only works if the focus is set on the component, search for **Working with FocusManager** in the documentation of Flash to see how it works). We set it at **true**.



The path to your images is displayed in the **largeImageFolder.** We leave it at its default value. We recommend using relative paths.

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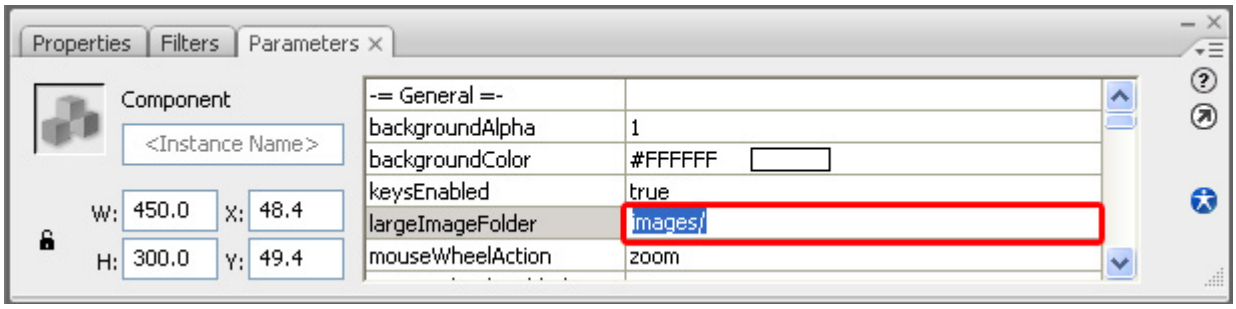
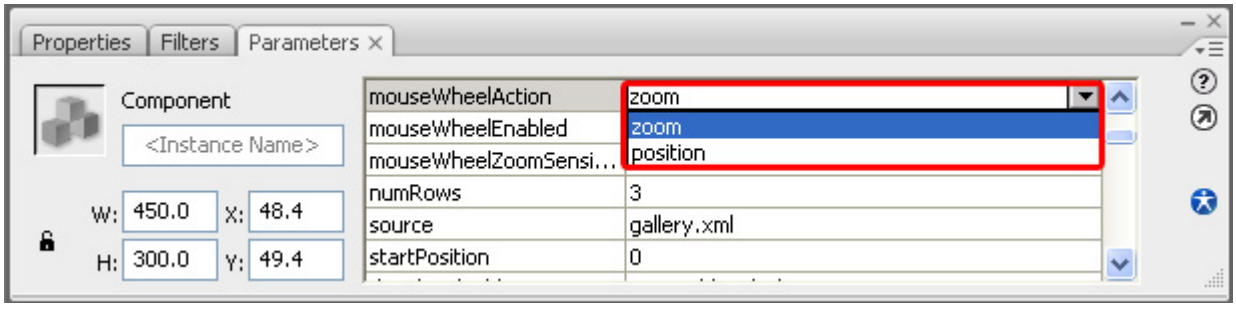
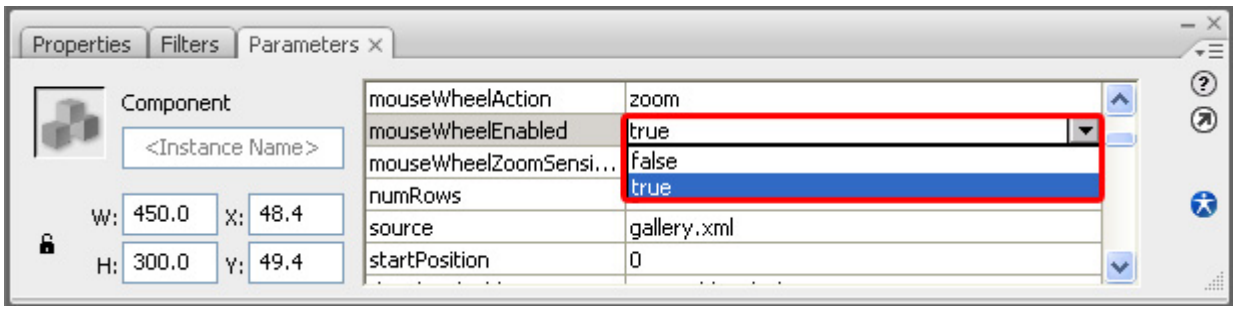


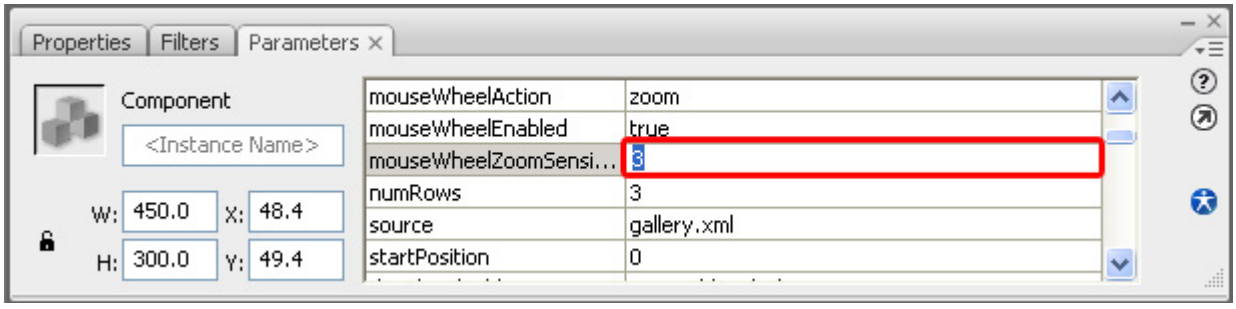
We set the **mouseWheelAction** to **zoom** to enable zooming in and out with the mousewheel. You can also use it to change scroll left or right trough the wall by setting this parameter to **position**. We'll leave it at **zoom.**



If you want to use this option, make sure to set the **mouseWheelEnabled** to **true** otherwise the mouseheel would be disabled.



If you set **mouseWheelAction** to **zoom** you can set the zoom sensitivity of the mouse with the **mouseWheelZoomSensitivity** option, we'll leave it at **3.**



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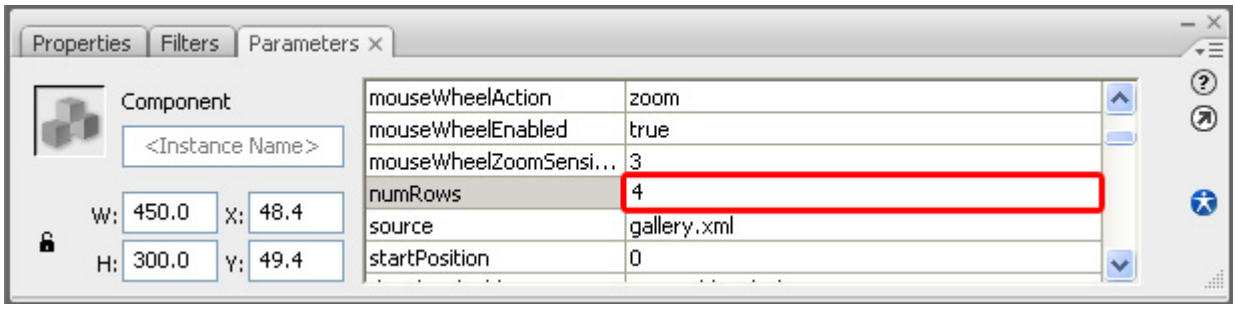
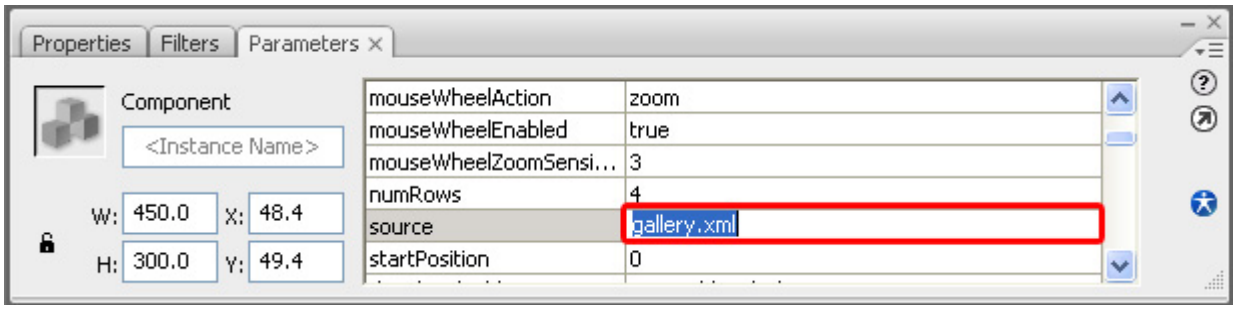
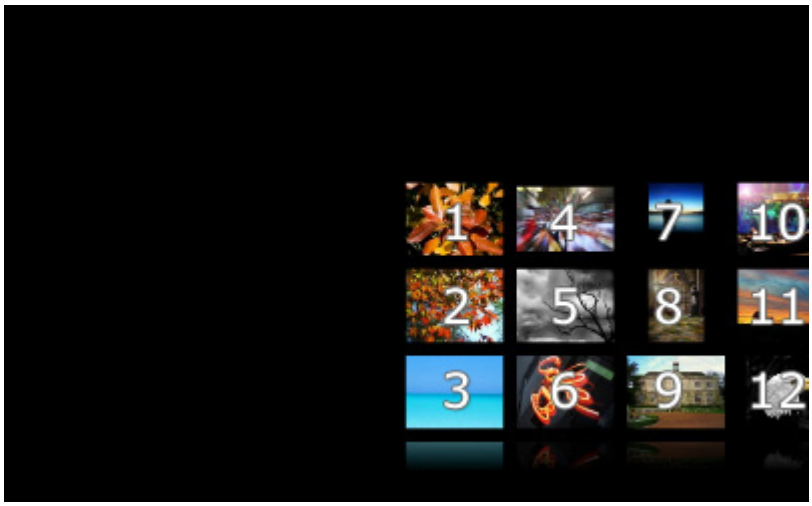
numRows sets the number of rows on your wall, we'll set it at **4.**



The path to your XML file is entered in the **source** parameter. We leave it at its default value. We recommend using relative paths.



Use the **startPosition** to define the image to start with, the counting starts at 0 and goes by column (as displayed in the screenshot below).



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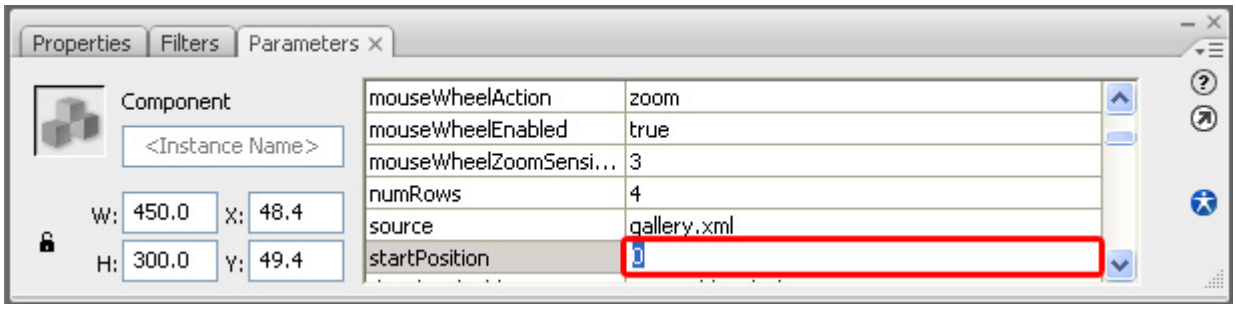
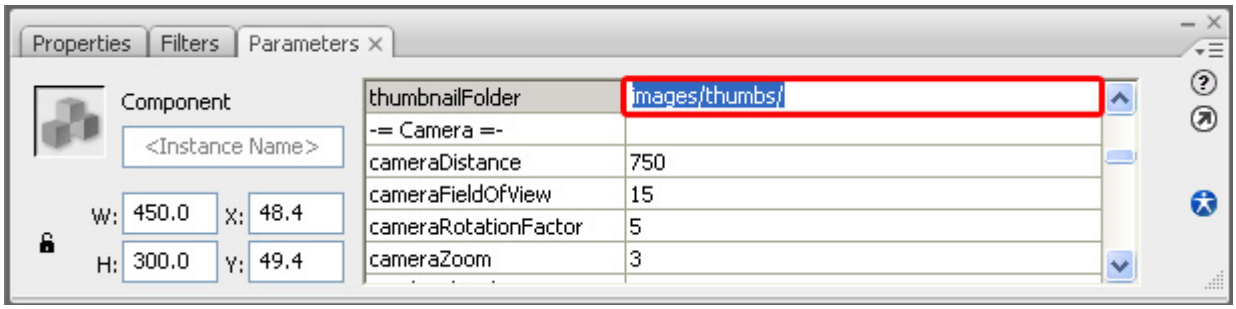
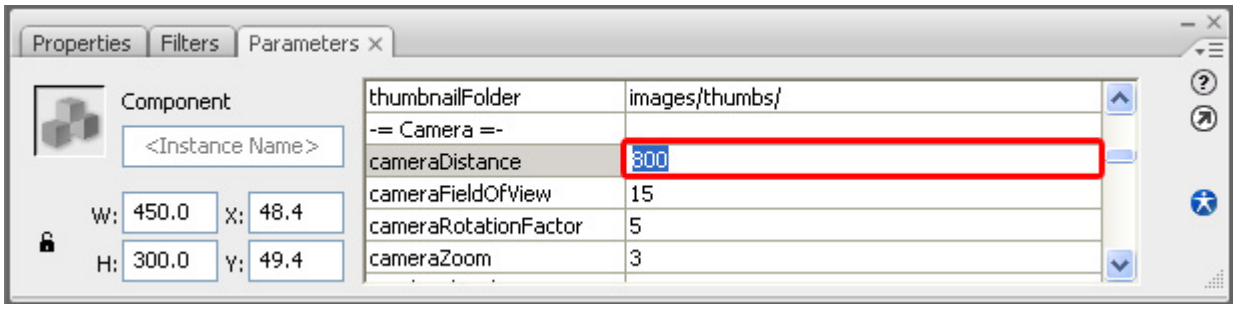
We'll leave it at **0**.



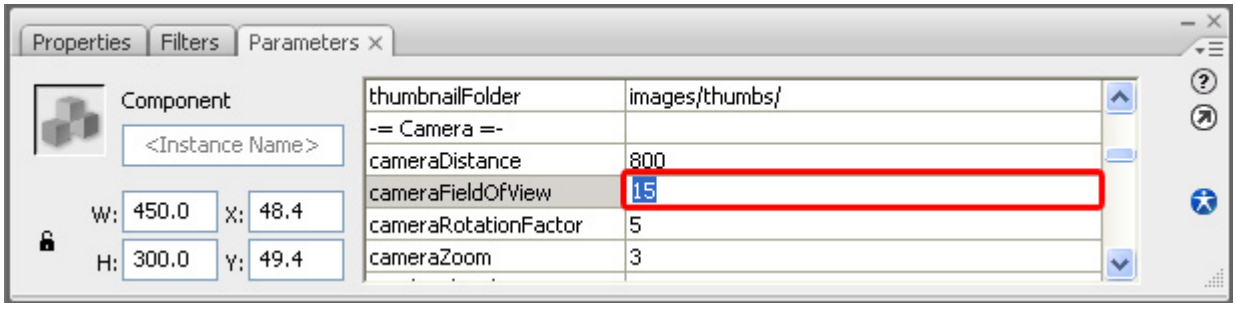
The path to your thumbnails is entered in the **thumbnailFolder** parameter. We leave it at its default value. We recommend using relative paths.



Setting the Camera options
We set the **cameraDistance** to **800** to increase the space between the photo wall and the camera.



We leave the **cameraFieldOfView** to **15**.



Check out the screenshot below to see how these settings work.

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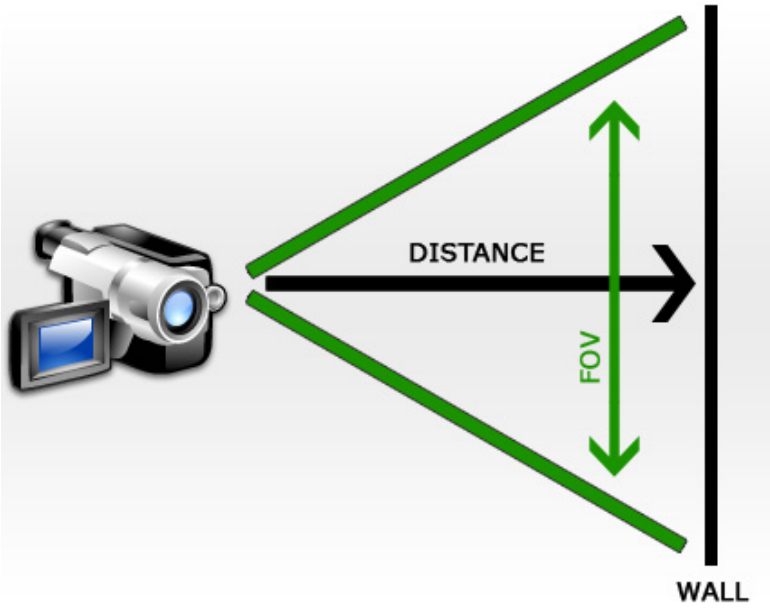
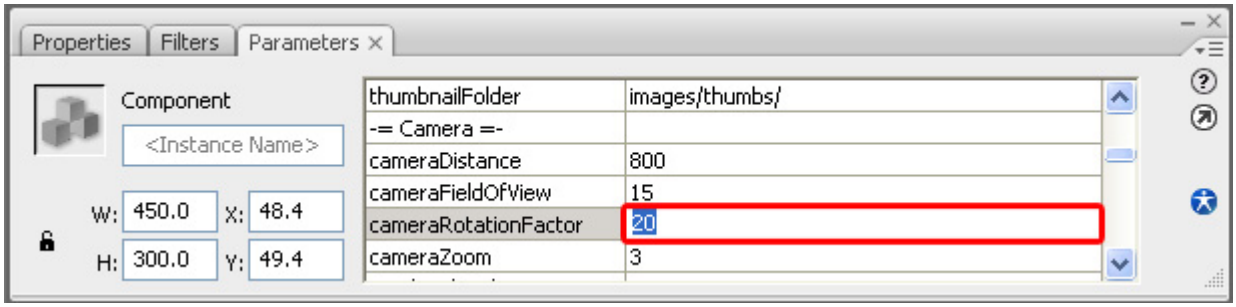
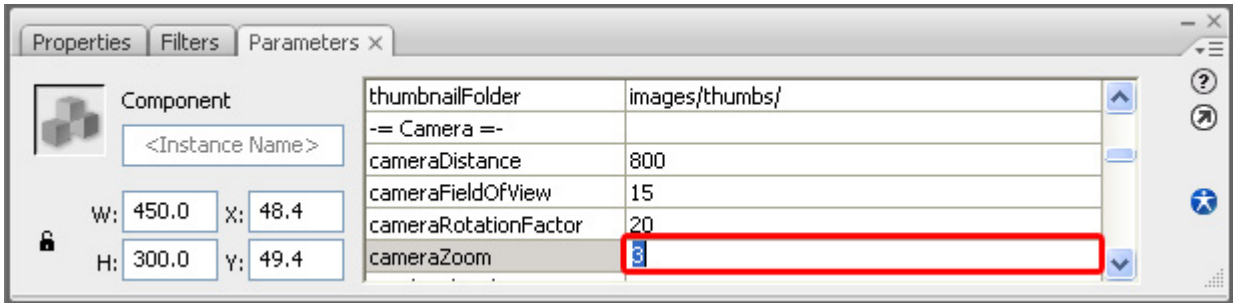


We'll set the **cameraRotationFactor** to **20** to increase how much the camera rotates when the wall moves to the left or the right**.**



We leave the **cameraZoom** at **3** so we can maintain the same zoom factor.



2. **Setting the Thumbnail parameters**
We set the **Size** of our thumbnails with the **thumbnailMaxHeight** and **thumbnailMaxWidth** options. We set them both at **140** to make the maximum dimensions a little bit smaller.

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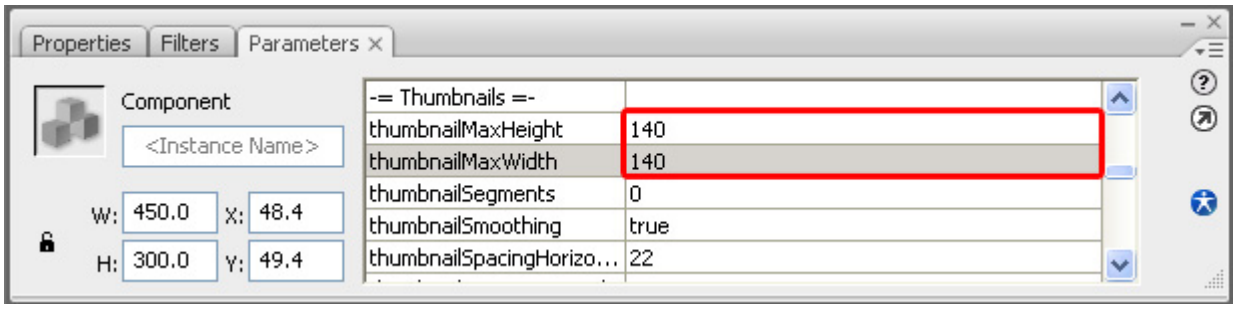
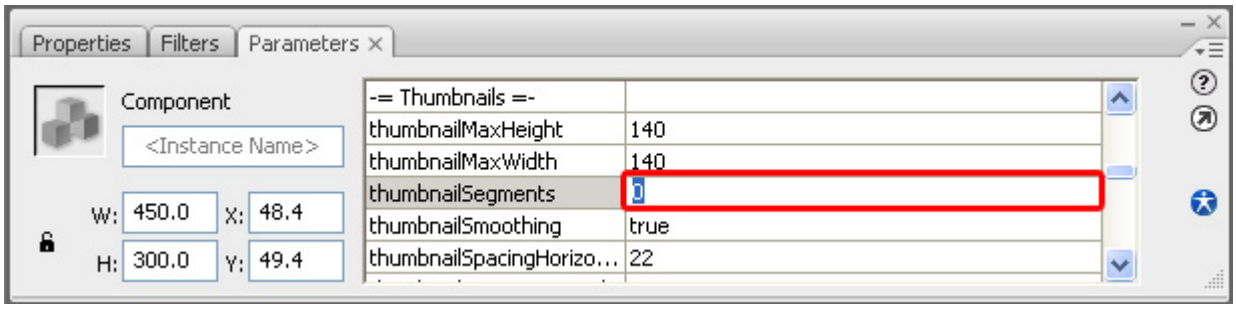
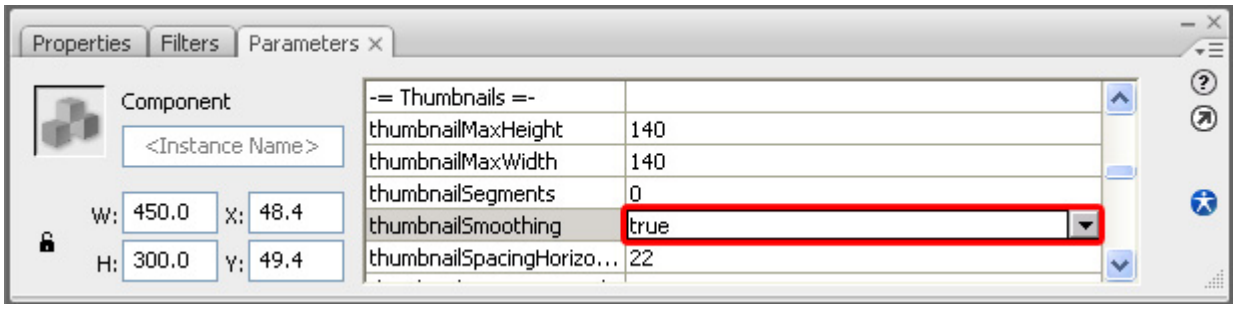


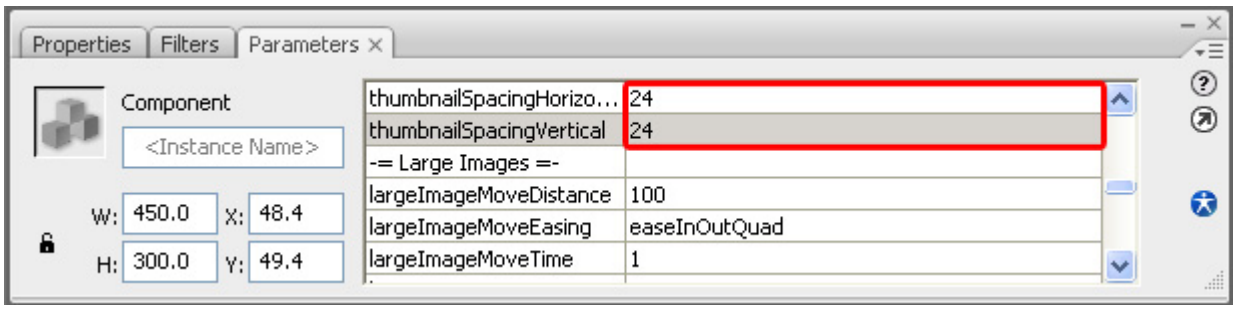
thumbnailSegments set the quality of the thumbnails of the wall, the higher the number of **Segments,** the lower the deformation. We leave it at its default value.



We set **thumbnailSmoothing** to **true** to enable smoothing, this makes our thumbnails less jaggy, it means you lose a little bit sharpness but since the thumbnails are small it will often give better results.



Then we set the **thumbnailSpacingHorizontal** and **thumbnailSpacingVertical** to **24** to increase the spacing between our thumbnails a little bit.



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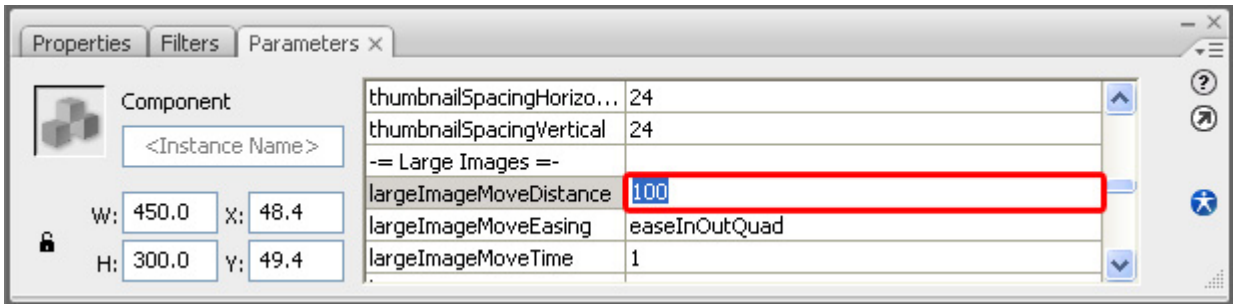
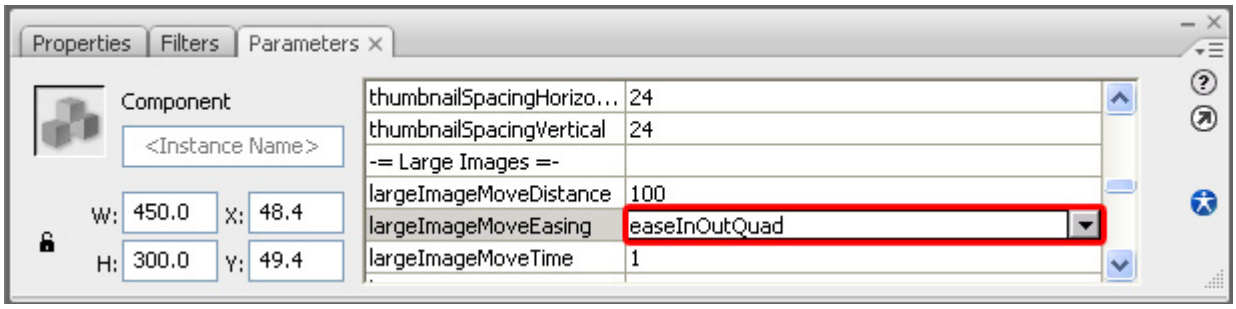
3. **Defining the Large Images parameters**
The **largeImageMoveDistance** sets how far the thumbnail will move forward after the user has clicked on it. We'll leave it at **100**.



largeImageMoveEasing determines the camera movement behaviour when a user clicks an image. Download this file to see the available settings. We leave it to **easeInOutQuad**.



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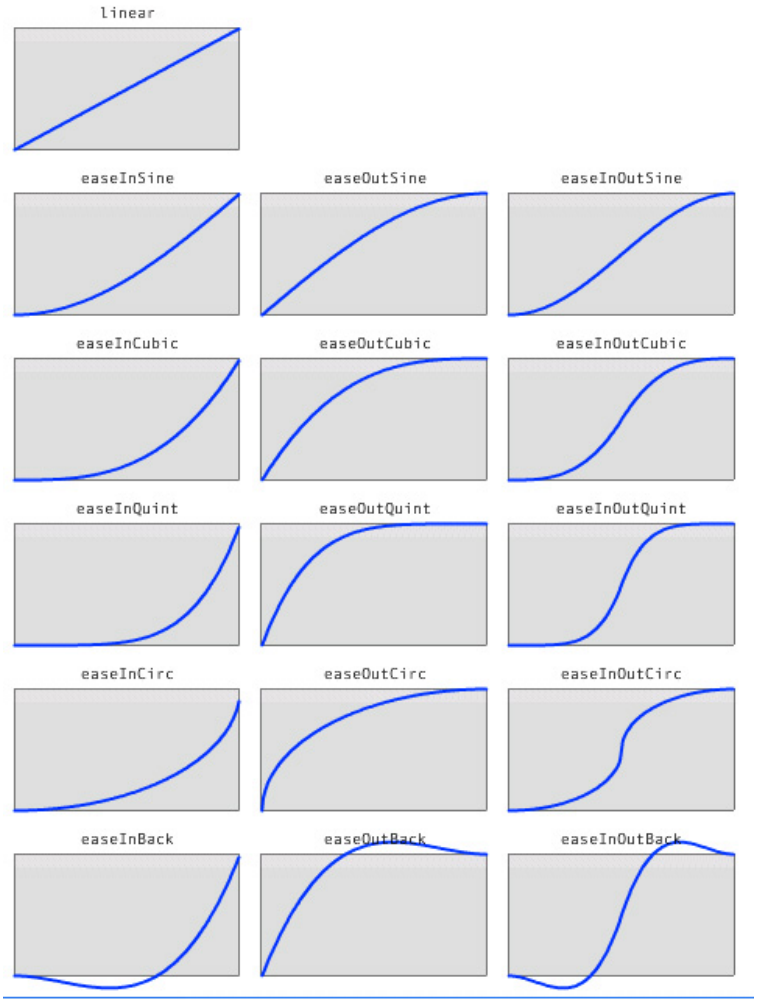
You can choose from the following easing settings:



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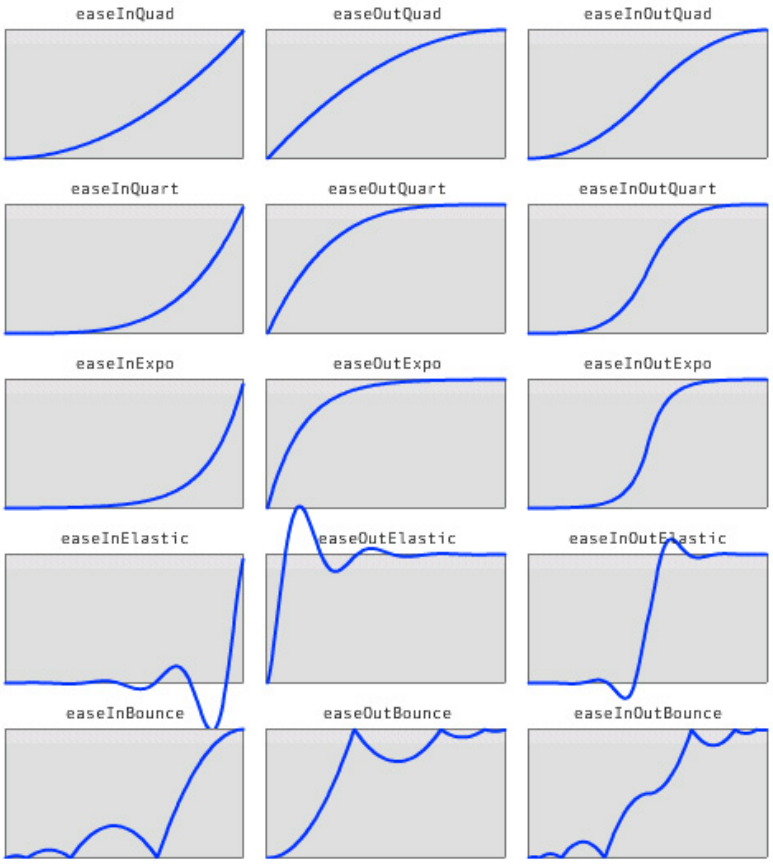
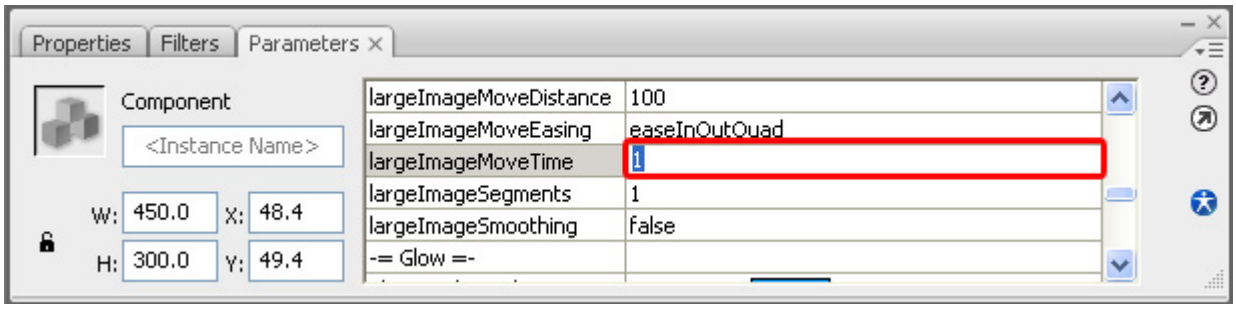
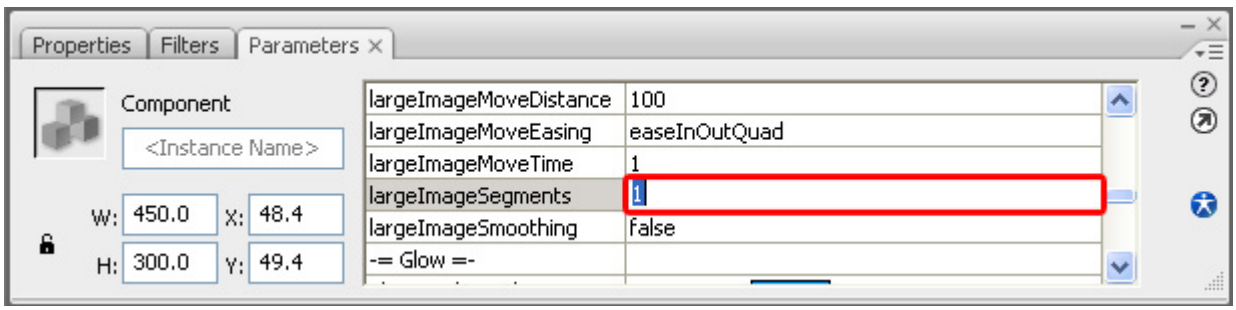


largeImageMoveTime sets the number of seconds it will take to move the image towards the camera. We'll keep it at **1**.



largeImageSegments sets the quality of the images of the wall, the higher the number of **Segments,** the lower the deformation. We'll keep it at **1**.



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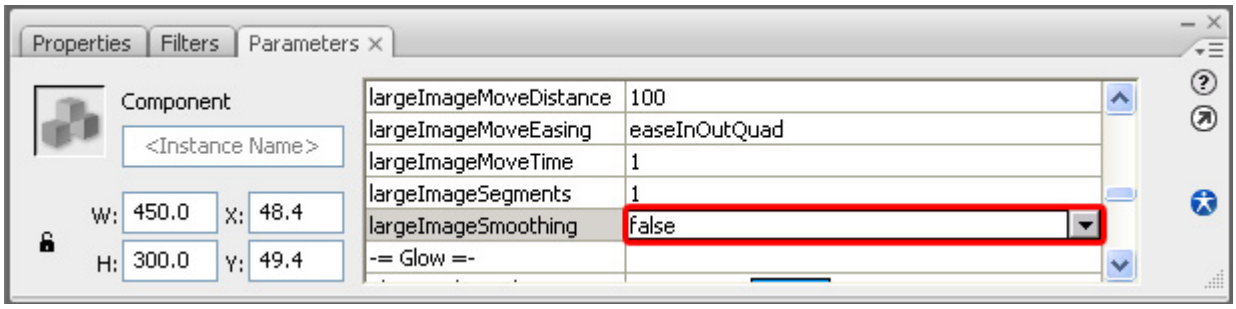
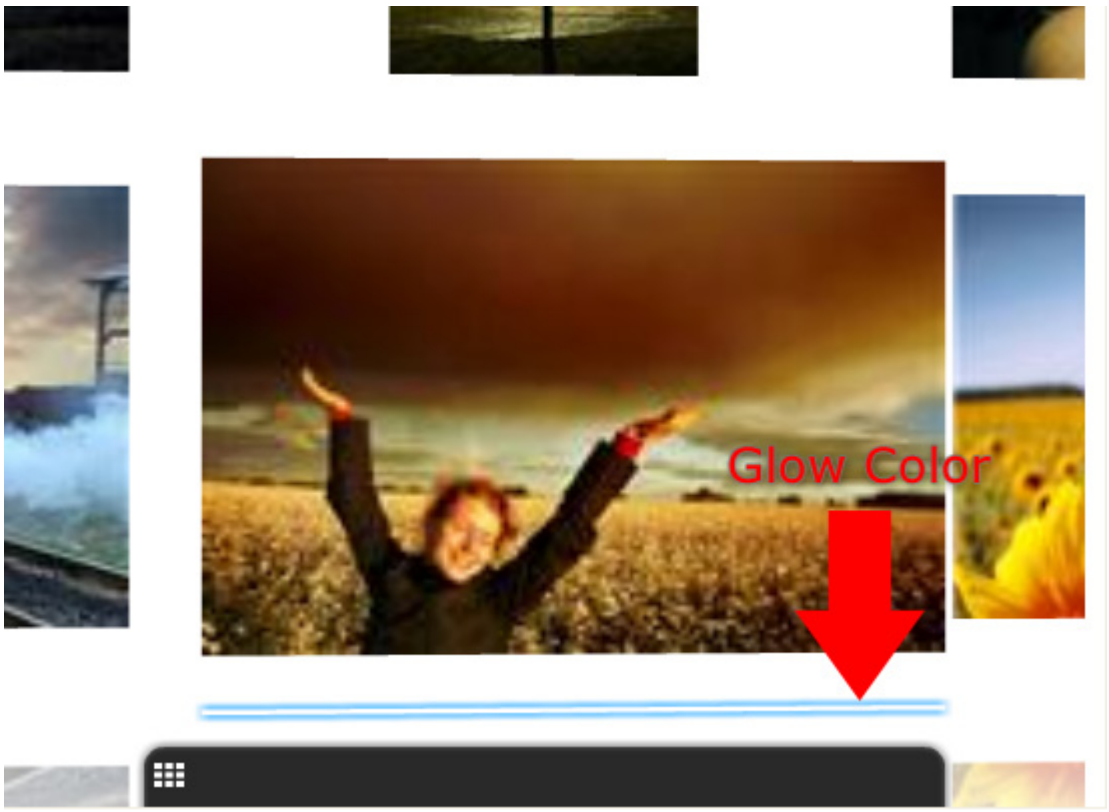
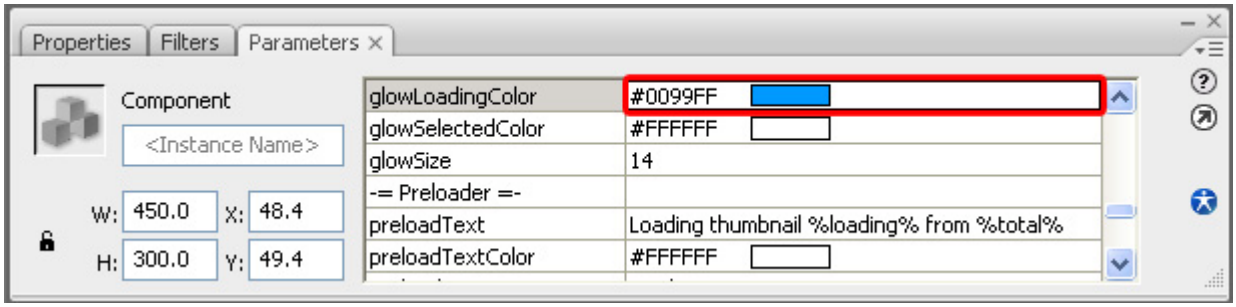
We leave **largeImageSmoothing** to **false** to keep the image as sharp as possible.



Setting the Glow options
We leave the **glowLoadingColor** to its default value, this is the color of the loading bar below the large images.





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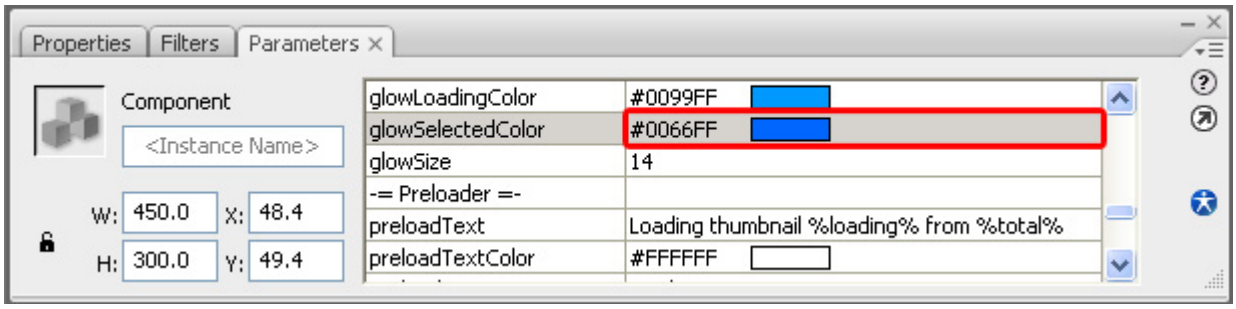
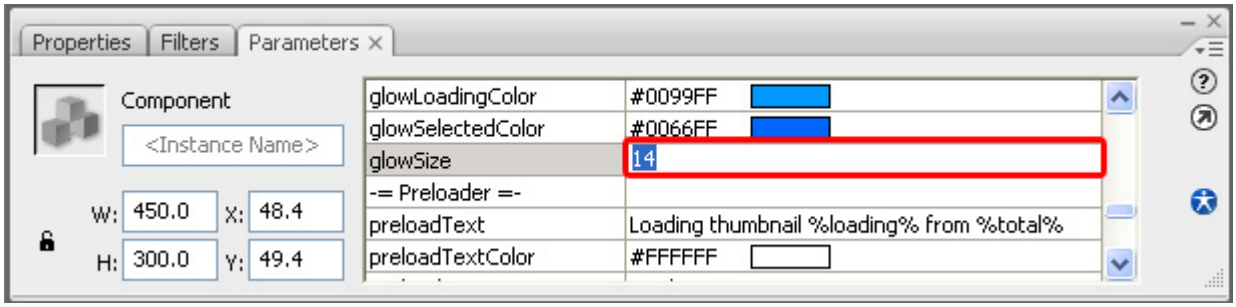
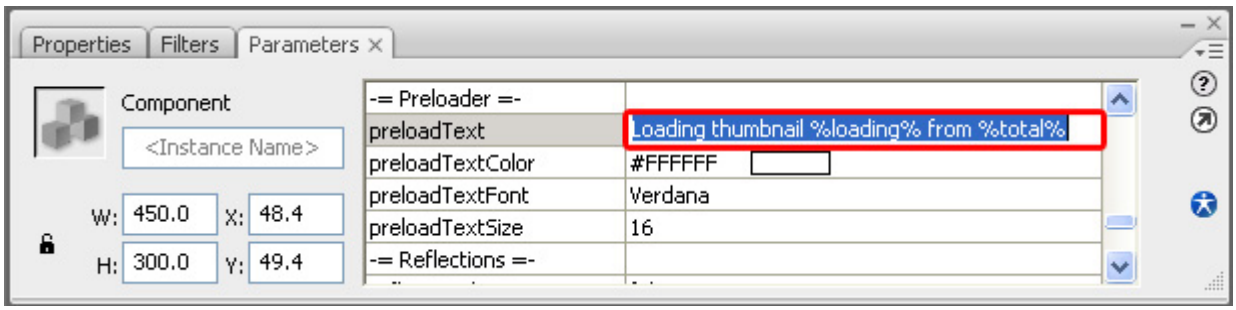
The **glowSelectedColor** sets the color of the glow when a thumbnail is selected. We set it to #0066FF.



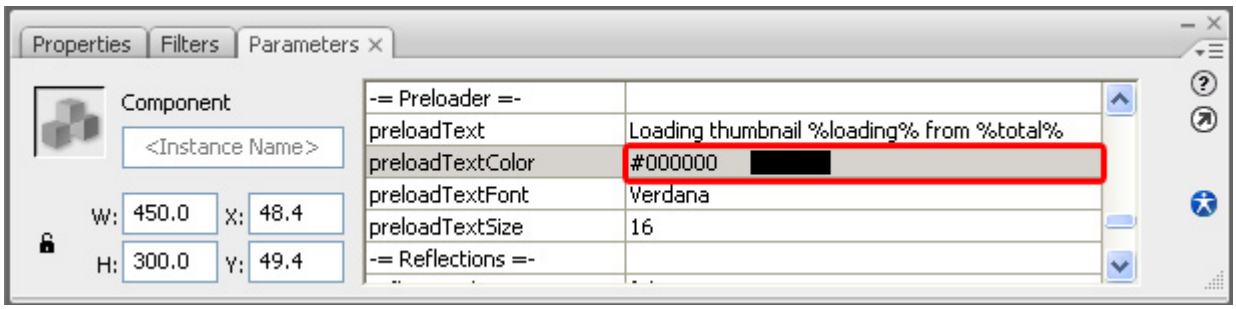
We set the **glowSize** to **14** to make the glow a little bit smaller.



4. **Defining the Preloader options**
preloadText defines the text that is displayed below the preloader. We'll leave it to its default value.



We set the **preloadTextColor** to black to define the text color of the preloader.



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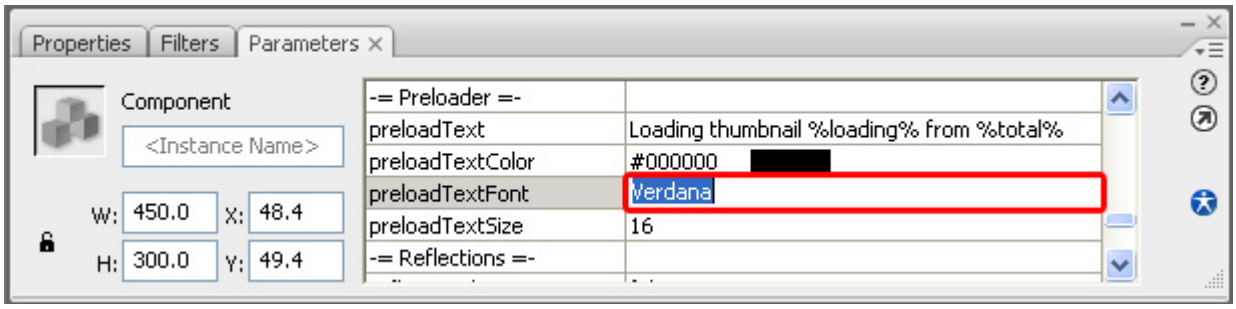
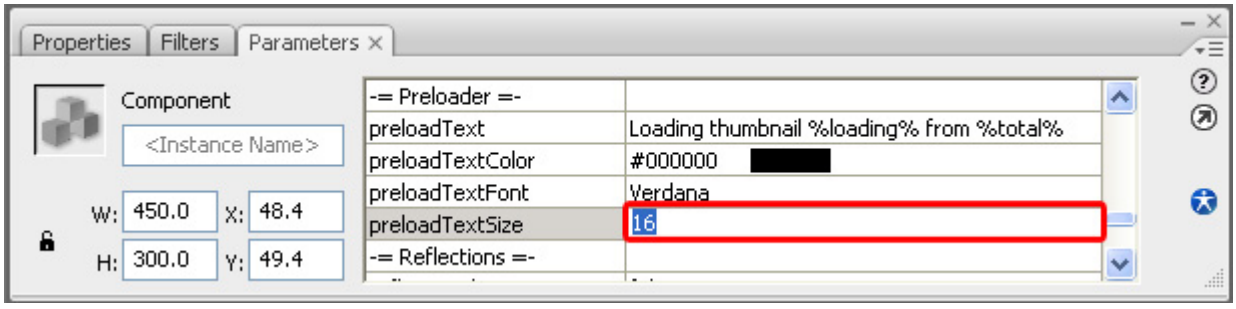
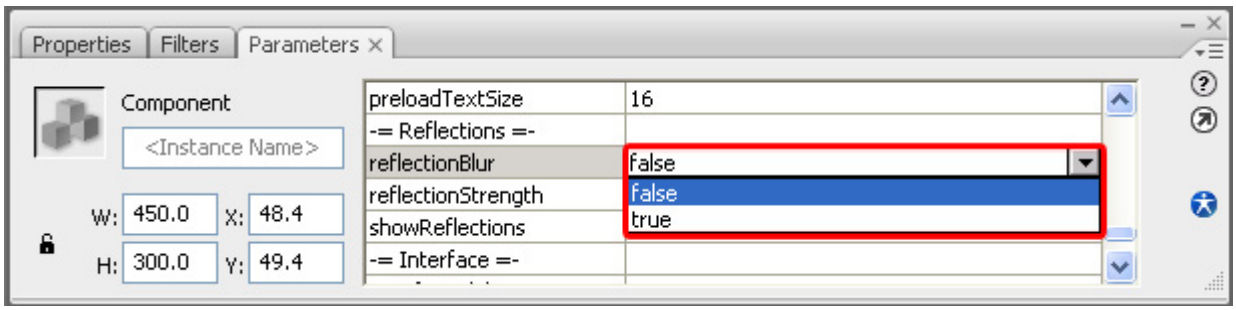
We leave the **preloadTextFont** at **Verdana** to define the font of the preloader.



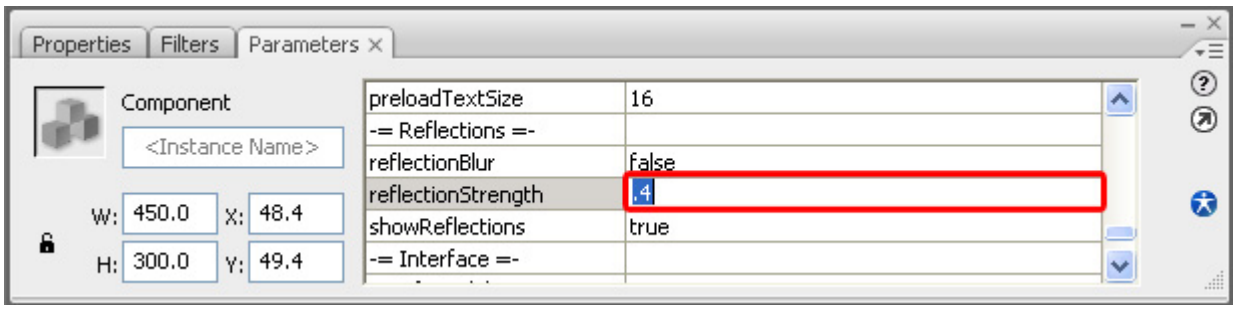
The **preloadTextSize** at **16** to maintain the same preloader font size.



5. **Setting the Reflections options**
We set the **reflectionBlur** to **false** to maintain maximum detail at our reflections.



We leave **reflectionStrength** at **.4** to keep the same strength and transparency of our reflections.



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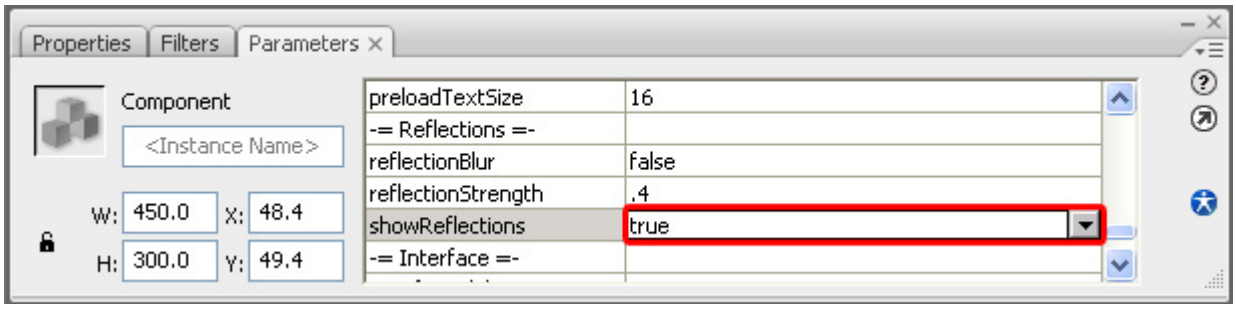
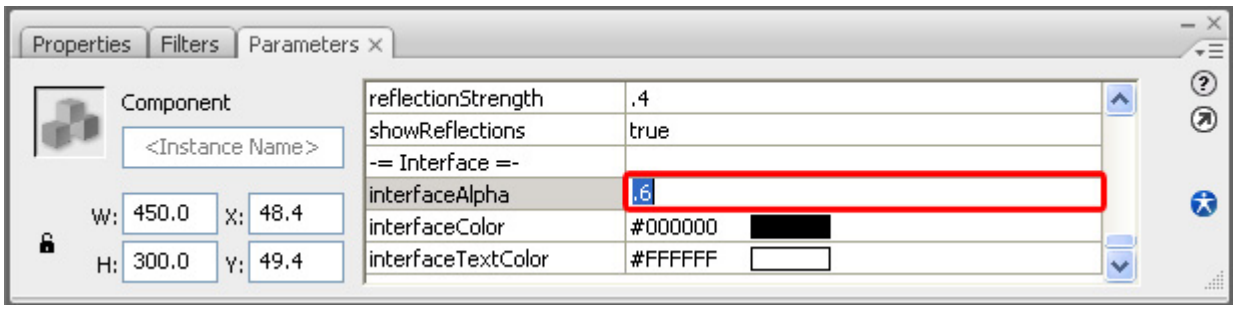
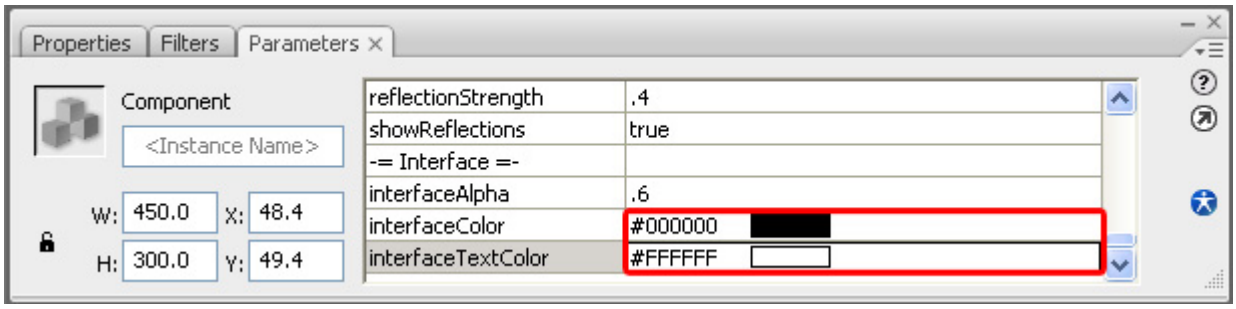
We set **showReflections** to **true** to keep our reflections.



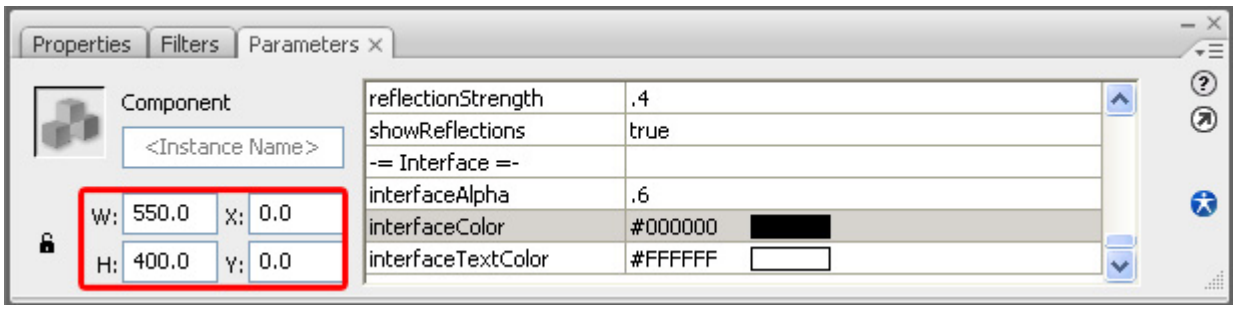
6. **Defining the Interface options**
We leave the **interfaceAlpha** to **.6** to keep the same transparency of the interface bar that is visible when viewing a large image.



We leave the **interfaceColor** to black and the **interfaceTextColor** to white.



7. **Changing the Movie Size and the Frame rate**
We make our movie a bit bigger, we change the Width to **550** and the Height to **400**. We set the **X** and **Y** to **0.**



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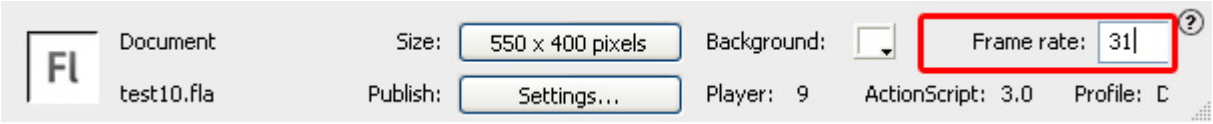
We switch to the **Properties** tab and set the **Frame rate** to **31 fps** for a smoother display.



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