

FLASH LESSON 1

Drawing with Flash

In this segment you will learn to use the drawing tools in flash by drawing a sailboat. You might be surprised how Flash's drawing tools help you conceal the fact that you "can't draw." With Flash, even scribblers can color inside the lines.

The Pencil tool has modes that change the way it works. In Straighten mode, you can easily draw a straight line; while in Smooth mode you can easily draw smooth curves.

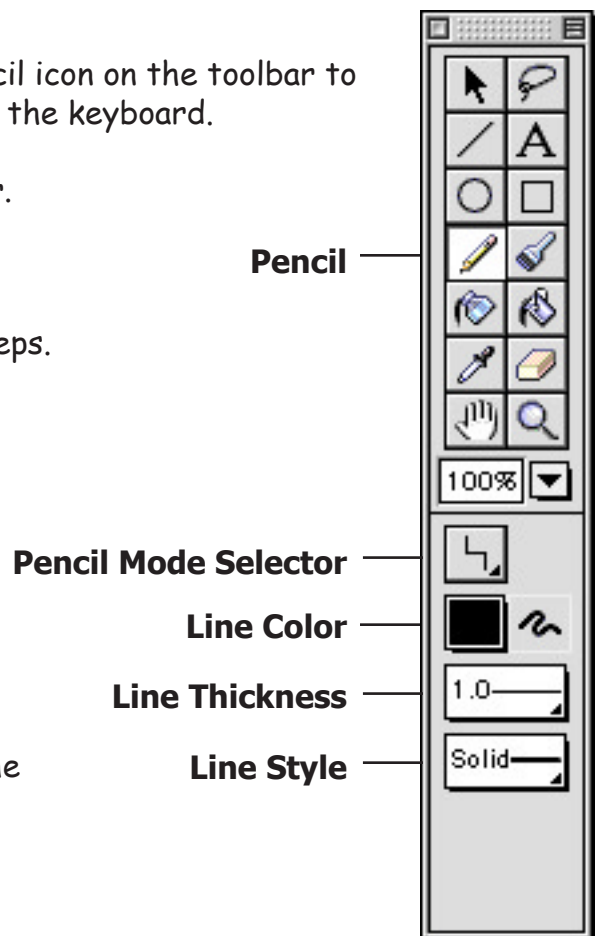
Using the Pencil tool

1. Select the Pencil tool by clicking on the Pencil icon on the toolbar to the left of the screen. You can also press P on the keyboard. When the Pencil tool is selected, a set of Tool modifiers appears at the bottom of the toolbar. (see right)

2. From the Pencil Mode Selector, select the Straighten drawing mode. It looks like stairssteps.

3. Click and hold the mouse button on the Line Color Modifier to open the color palette. Choose any color by moving the cursor to the color and releasing the mouse button. The color you select will determine the color of any line you draw with the pencil tool. Choose black for the line color.

4. Leave the Line Thickness at 1.0 and leave the Line Style Solid.

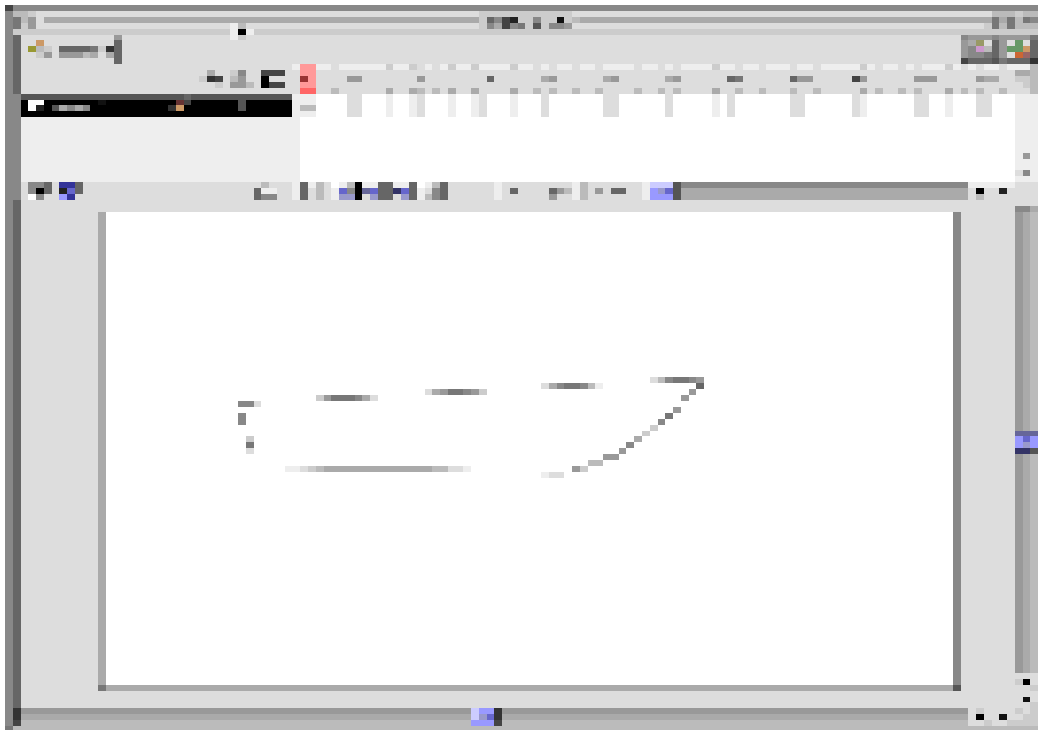


5. Move your cursor to the work area. The cursor looks like a pencil.

6. Hold down the mouse button and drag to draw the hull of the boat (see below). If you release the mouse before you complete the drawing, don't panic, simply hold down the mouse button again and drag the pencil to continue the line.

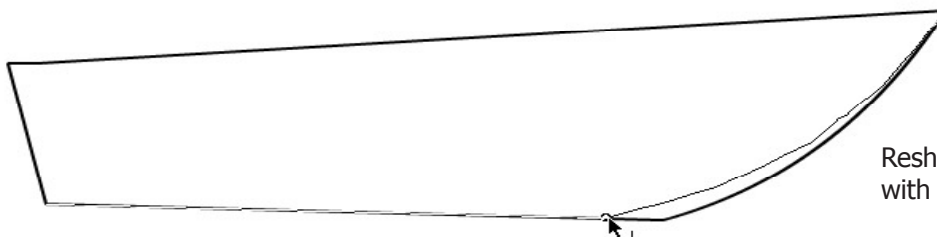
I like to draw things in sections; it lets me concentrate on small areas instead of the entire drawing.

Don't worry if your boat does not look perfect yet. We will reshape it next.



Shape up or Ship out

The Arrow tool can be used to correct or improve the lines of your boat. Use the Arrow tool to stretch a line or change the line's direction, or use it to stretch a curve, change the curve's direction, or enlarge or reduce the size of a curve (see below).



Reshape your drawing with the Arrow tool.

To reshape your drawing:

1. You may need to zoom in on an area to help you reshape it. If so, Select the Magnifier tool from the toolbar and click the drawing to enlarge it.

Note: the Magnifier tool has two modes: the enlarge mode and the reduce mode.



2. Select the Arrow tool. As you move the Arrow tool toward your drawing the icon will change. You can click and drag the line to change the lines shape. Use the Arrow tool to reshape the hull of the boat.

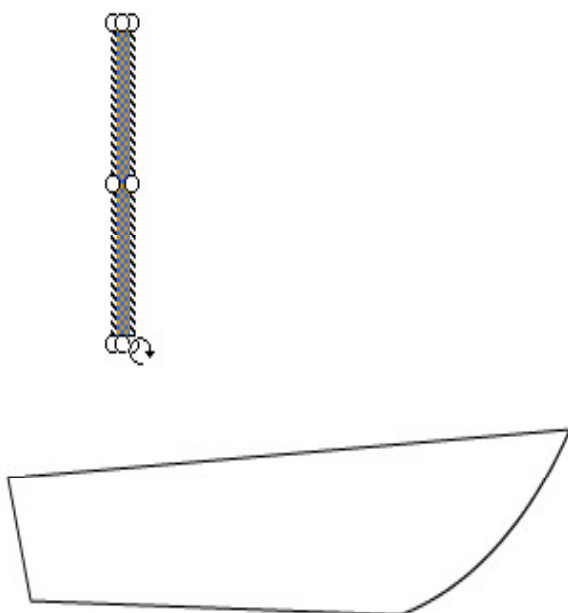
3. Choose Edit - Undo from the menu bar or press Z to erase changes that are not improvements.

Good job so far. Now lets finish drawing the rest of the ship.

Create the mast:

1. We will create the mast with the Rectangle tool. Instead of drawing the mast in its correct place on the hull, we will draw it off to one side and move it later. To draw the shape, hold down your cursor and drag down and slightly to the right. When the mast looks like it is the correct size and shape, release the mouse button.

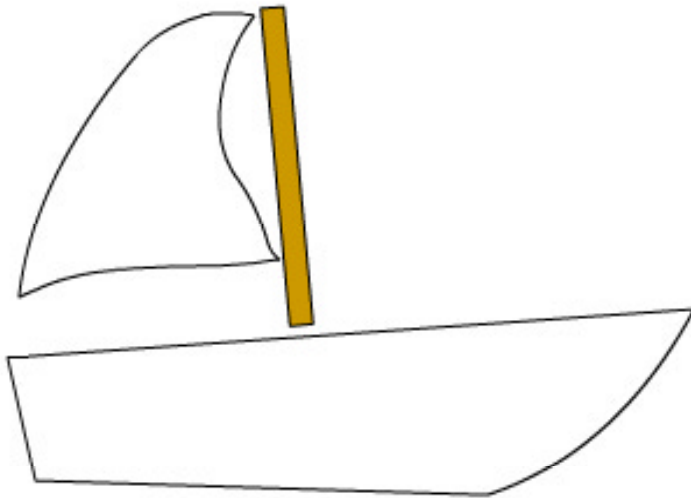
2. Before you can move and rotate the mast you must select it. Select the Arrow tool from the tool bar. Draw a marquee around the mast by placing the cursor to the left and above the mast. Hold down the mouse button and drag it diagonally to the right and below the mast. Release the mouse button.



3. With the mast selected, select the Rotate tool from the bottom left of the toolbar.

4. When you move the Arrow cursor over one of the corner circles, the cursor will change to a circling arrow (see right). Click and drag the hollow circle handle in the direction you wish to rotate the mast. When you have reached the desired rotation, release the mouse button.

5. Select the Arrow tool. Click and drag the mast into position.



To create the sail for your boat:

1. Use the Pencil tool in Smooth mode to draw a sail for your boat (see right).
2. Use the Arrow tool to reshape the sail.
3. Use the Arrow tool to draw a marquee for selecting the sail.
4. Rotate the sail if necessary and move it into place.

Before you draw or fill a shape, it is a good idea to choose a tool and color you want to use for drawing or filling. You can select colors for lines or fills from the color palette.

To fill the hull with color:

1. Choose the Paint Bucket Tool. Look at the Fill Color to see which color is currently selected for fills.
2. Click and hold on the Fill Color Modifier - a color palette will appear. Select a wood type color for the hull and release the mouse button.
3. Click and hold on the Gap Size modifier. From the pop-up menu, select Close Small Gaps. This selection will allow you to fill in the hull even if your drawing has small gaps.
4. Move the Paint Bucket cursor to the ship and click inside the hull of the boat. The hull will magically fill with color. If you do not like the color of your ship, repeat steps 1-4.
5. Fill the mast with color (see steps 1 - 4 for help.) Dark brown and black are good colors for the mast.

**Paint
Bucket**

Fill

Gap

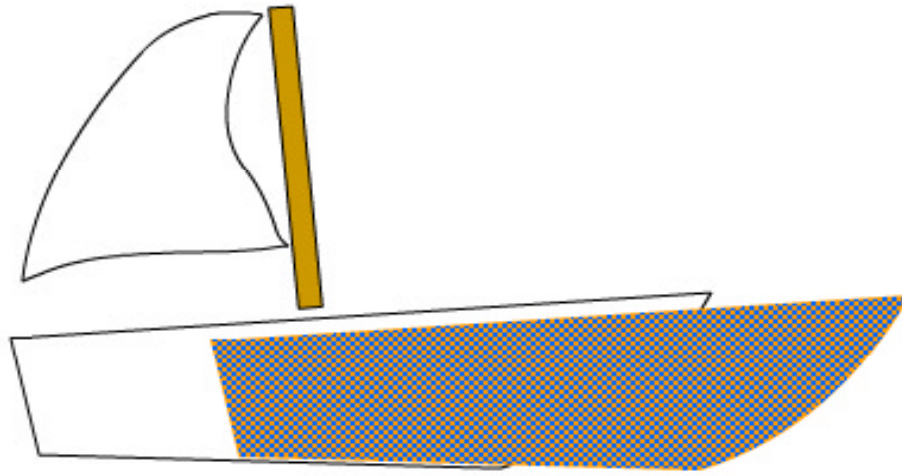


Moving a Filled Object

Moving a filled object can be frustrating. Even in a shape created with the Rectangle tool or the Oval tool, the fill and the lines are separate elements. It is easy to find you have only selected and moved the fill, leaving the outline of the shape behind.

To move a filled object:

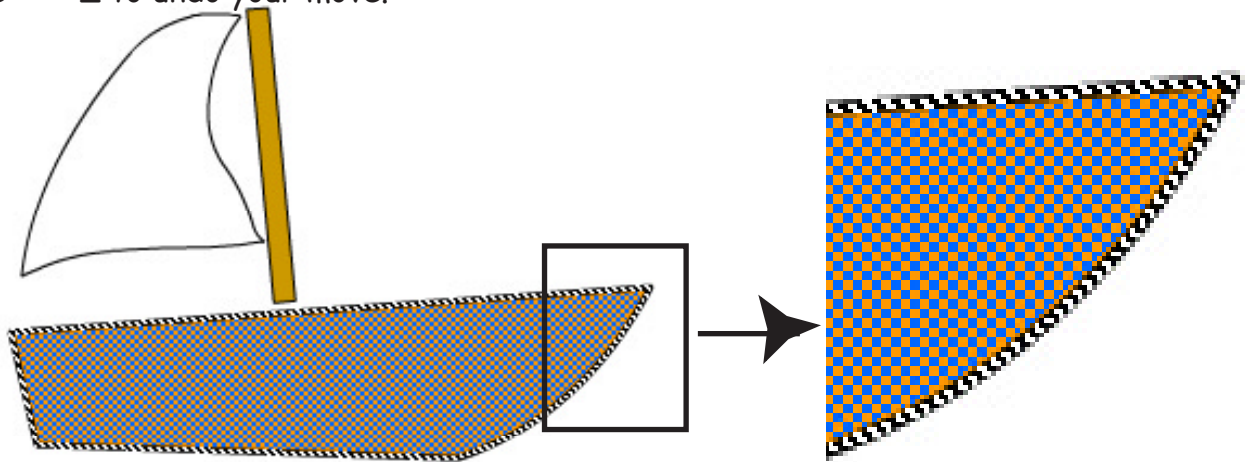
1. Click inside the hull to select it. Then click and hold the mouse button and drag the hull to the right. Notice that only the fill moves and not the outline. Hold down +



A single click on the hull selects only the fill; when you move the shape, the outline is left behind.

2. Double click on the hull. Be sure the fill looks checkered and the outline looks striped (see below). Hold down the mouse button and drag the hull to the right. The object has been temporarily grouped as one.

3. Use + Z to undo your move.



Double clicking the hull selects both the fill and the outline.

Enhancing the Drawing

Now that we have created a basic boat, we will customize it. First you will use the Brush tool to easily add a stripe to the boat hull. Then will make and apply a gradient fill to the sail. Finally we will add portholes.

To customize your hull:

1. Using the Arrow tool, double click the hull to select it.

2. Choose the Brush tool from the toolbar (see below).

3. Click and hold on the Brush Mode modifier in the lower part of the toolbar and choose Paint Selection from the pop-up menu.

The Paint Selection mode guarantees that you can color inside the lines of the hull.

4. From the Color Fill modifier choose a color that contrasts with the color of the hull of your boat.

5. Select one of the smaller brush sizes. To see the available sizes, click and hold on the down arrow on the Brush Size modifier to open the pop-up menu.

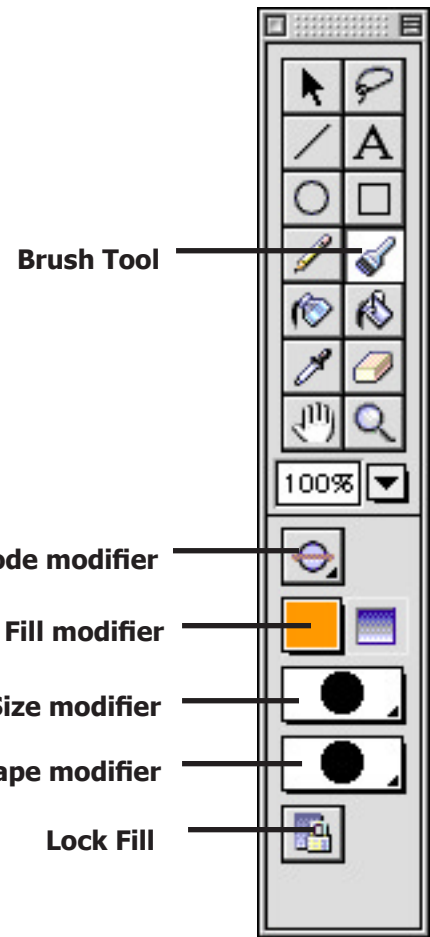
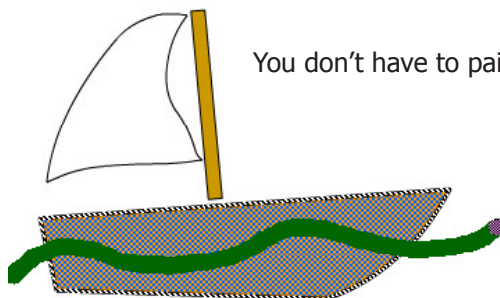
6. Select a Brush Shape. Click and hold on the down arrow on the Brush Shape modifier and choose a brush shape you like - the round shape works fine.

7. Move your Brush on the stage next to the boat.

The size and shape of the cursor reflect your choices of brush size and shape.

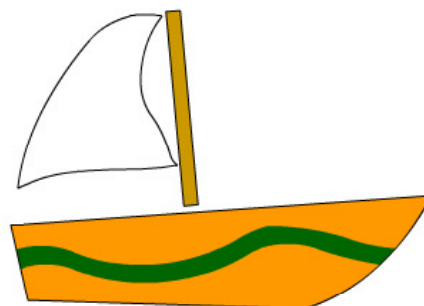
8. To draw the stripe, hold down the mouse button and drag. Draw a decorative stripe on the hull, starting before the hull and letting your brushstroke continue past the edge of the hull (see below).

9. Release the mouse button and watch Flash tidy up your work.



You don't have to paint within the lines.

In the Paint Selection mode, Flash deletes any marks that go beyond the selected shape.



Gradients

In this exercise, we will apply a gradient fill to the sail. A gradient fill shades from one color to another. There are two types of gradient fills, the radial gradient and the linear gradients. In a radial gradient, the change of color moves away from a center point. Linear gradients move along a straight line from one color to another.

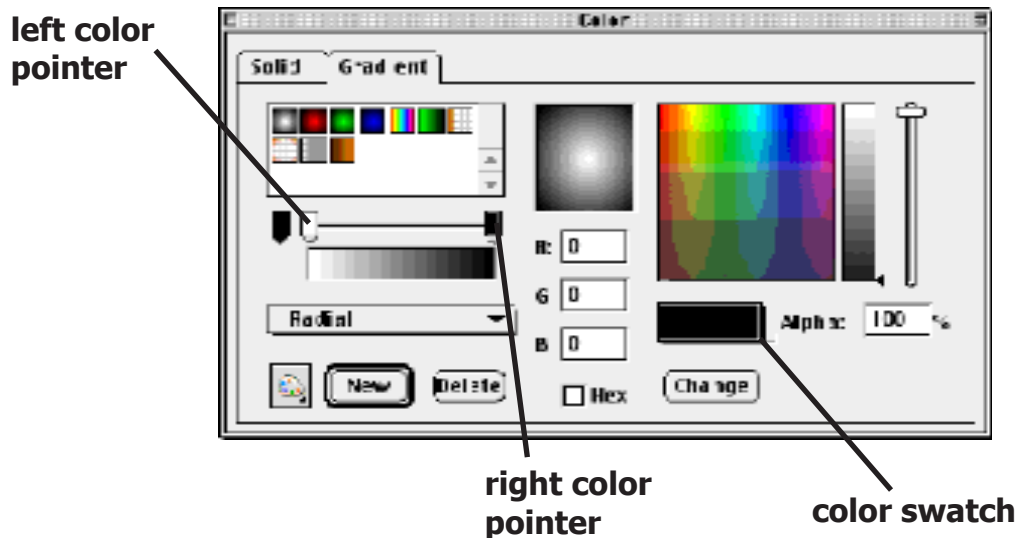
To make a gradient fill:

1. Select the sail by double clicking it with the Arrow tool.
2. Select the Paint Bucket tool and choose **Window > Colors**. The Color window opens.
3. Click on the **Gradient** tab and then click on the **New** button.

Now you will modify this new gradient

4. Click on the left color pointer (see below) to select it.
5. Next, click the color swatch (see below) to see the color palette. Select a brown color from the color palette.

The color of the left color pointer changes to brown.



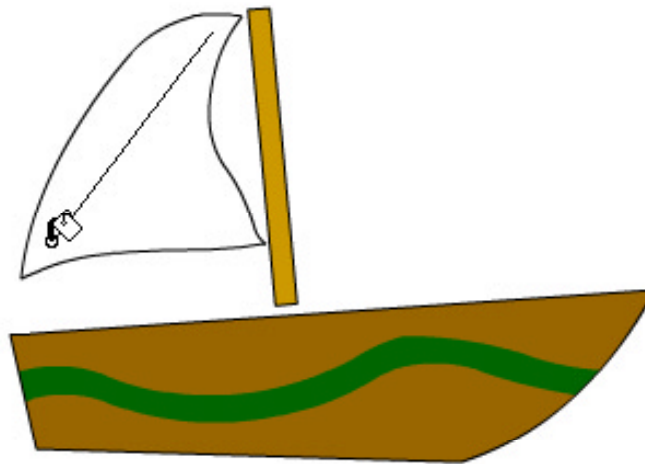
6. Click on the right color pointer. Then click the color swatch button and choose a gold color.
7. Make sure the pull down menu reads "Linear" and not "Radial"
8. Click the change button to make your new gradient. Close the color window by clicking the box in the upper right hand corner.

Congrats, you've just created a gradient color! Now lets use the gradient.

To use your gradient:

1. Select the paint bucket. Click and hold on the color fill modifier to open the color palette.
2. Select your gradient at the bottom of the palette.
3. Your cursor should look like a paint bucket. Move the cursor on the STAGE. Beginning at the top of the sail, hold down the mouse button and drag a line to the lower left of the sail (see below).

This line specifies where the gradient will start and stop and sets the angle of the linear fill. Release the mouse button to fill the sail with color.



Because this is a luxury sailboat, we will add portholes. We will make transparent and empty portholes just to show you some of flashes options.

To draw an "empty" porthole:

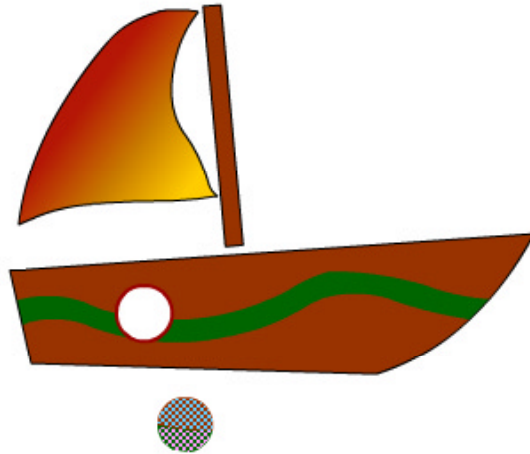
1. Choose the OVAL tool. Select a dark brown for the line color and 2 points for the line width.
2. Click and hold on the fill color modifier to open the Color palette. Instead of choosing a color, select the empty square at the top left corner of the palette.

If you did step 2 correctly, the fill modifier now has a X through it instead of a color.

3. Move the oval cursor to the hull. It looks like a crosshair. Hold down the Shift key and drag to make a perfect circle.

It should look like you have drawn a dark brown circle on the hull, but that's not

4. Click inside the circle. A round shape is selected.
5. Click and hold down your mouse button and drag the round shape outside the boat (see below). You have "cut out" a section of the hull and created a porthole. Yes!!!



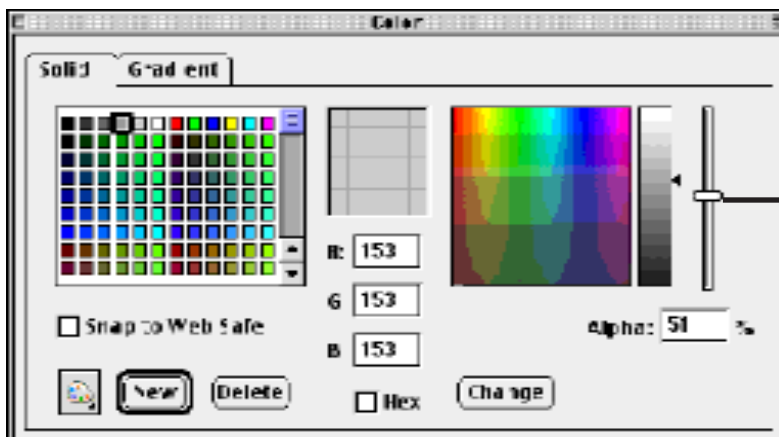
Cutting out a section of the hull to create a porthole.

6. You do not need the round shape. Click on it and press the DELETE key to delete the shape.

You will be able to see through your empty porthole to see waves behind the boat. Just for fun, you are now going to make two portholes with transparent windows.

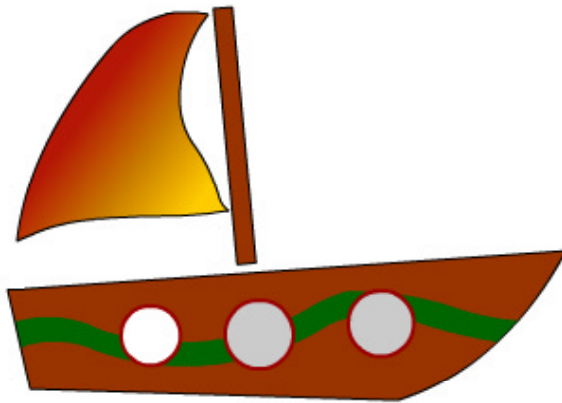
To draw a porthole with a transparent window:

1. Select the OVAL tool. Choose a 2-point, dark brown line and a grey fill.
2. From the menu bar, choose Window -> Colors. The color window opens.
3. At the right of the color window is the alpha slider. This slider (or the alpha % text box) controls the degree of transparency of your color. As you move the slider down, the color becomes more and more transparent. Move the alpha slider to 51%.



alpha slider

4. Draw two more portholes on the hull (see below). Later, when you place an ocean behind the boat, you'll be able to see through all three portholes, but you'll only get splashed through the open porthole you drew first.



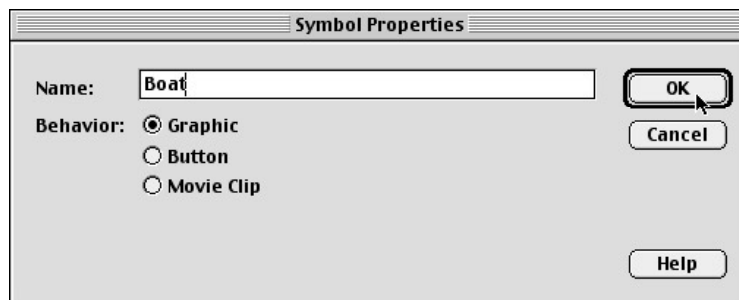
Draw two transparent portholes on the hull

Grouping Objects

Because we'll be moving the boat around, it might be more convenient to group all the objects so that they are easy to select and move.

To group the objects:

1. Select the whole boat by dragging a marquee around the entire boat. A striped line will appear around each part.
2. Choose Insert -> Convert to Symbol from the menu bar. The symbol properties window opens.



3. Name the object boat. Make sure the graphic button is pressed and then click the OK button.

4. Save your boat!!! Choose File->Save As and name the file **"boat"**. Be sure to save your work in your folder.

Congratulations - You've completed Lesson 1 - jump up and down and wave your hands in the air to celebrate.

In Lesson 2 you will add an ocean and a background to your boat.