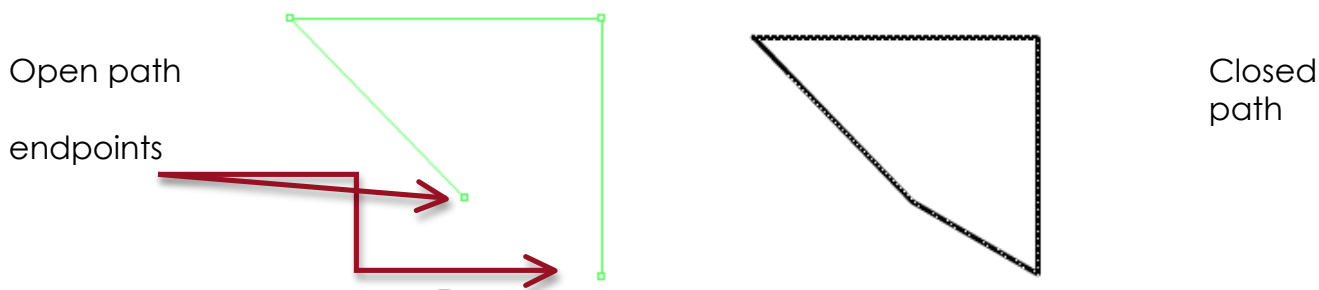


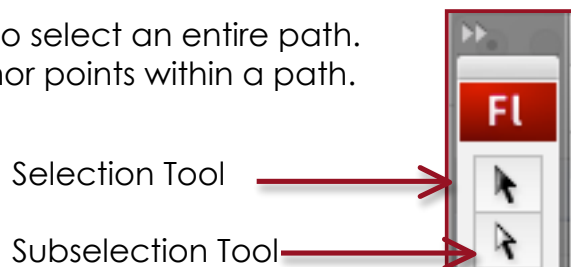
Flash – Lesson 2 – Drawing Tools, The Basics

Flash is a program that relies on vector graphics. “Vector graphics are essentially mathematical formulas that tell the computer what to draw.” (Schaeffer). Vector graphics allow for smooth lines and easy construction of images using a variety of shapes and the Selection tool.

The Path - The most basic element in vector drawing is the path. Paths can be open or closed. An open path has a beginning and an ending marked by anchor points called endpoints. A closed path completely encloses an area – no beginning or end.

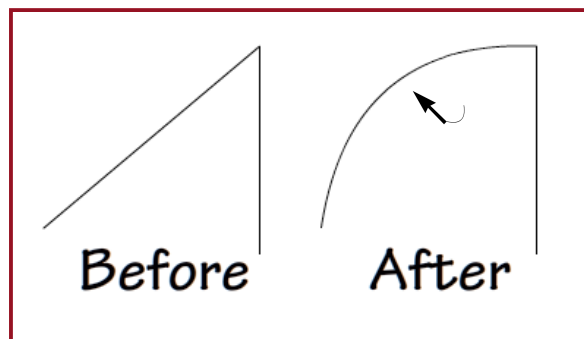


The Selection Tools – The Selection tool is used to select an entire path. The subselection tool is used for individual anchor points within a path. We will be using primarily the selection tool.



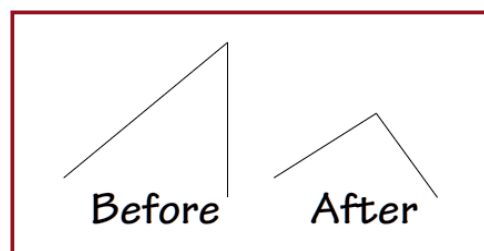
Using the arc cursor – Position

the point anywhere between two anchor points. A small curve or arc appears next to the pointer, alerting you that dragging from this point will

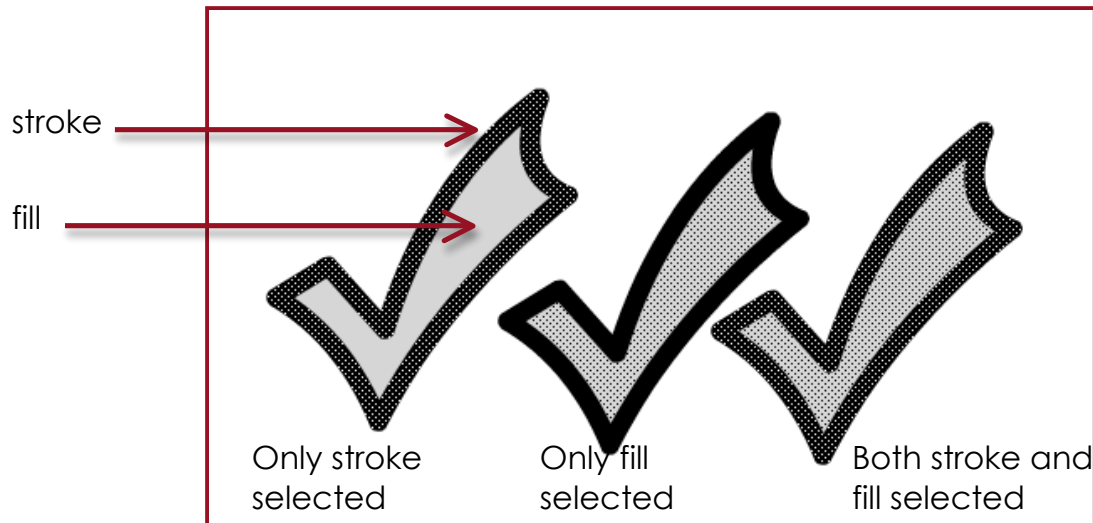


reshape the line or curve.

Using the corner cursor – When you position the point of the selection tool at an anchor point where two anchor points connect, as in a corner, a small right angle will appear. You can now move that anchor point.



Working with Strokes and Fills – A *stroke* is an outline; a *fill* is what occupies the space enclosed by the stroke. A stroke has both weight (thickness) and color; a fill has only color.



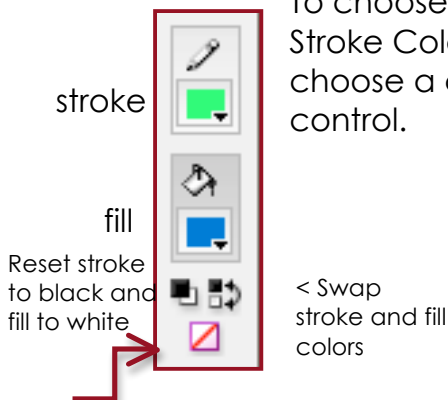
When selecting the stroke or fill, or both, Flash covers it with a dot screen to show that it has been selected. Flash considers both the stroke and fill – even if created at the same time, as separate objects.

Some things to remember:

- If two filled paths overlap each other the fills are different colors, the top path deletes the portion of the bottom path that's directly beneath it.
- If a path has a stroke and you want to add a fill, click the Paint Bucket tool on the tool bar, then click the fill.
- To select an entire stroke, double-click anywhere on the stroke.
- To select the fill, single-click the fill.

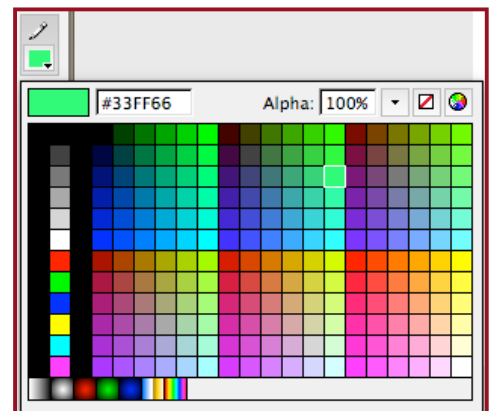
Choosing Colors – A stroke or fill must have a color.

To choose the color for a stroke, click the Stroke Color control on the toolbar. To choose a color for the fill, click the Fill Color control.



The "No Color" icon doesn't create a colorless stroke or fill; rather it causes Flash to omit the stroke or fill entirely.

Once you've selected a stroke or fill color, it will be applied to all subsequent paths you



create until you choose another color. If any paths are selected when you choose a stroke or fill color, the new color is applied to them as well.