



Using Flash

Shaping Your Scene

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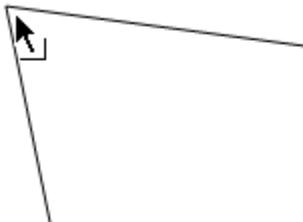
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Exercise 1. Modifying Shapes

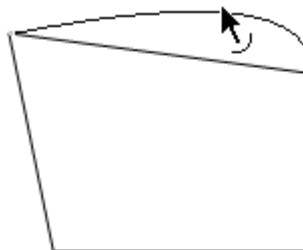
1. Open your *Basic Shapes* file you created in the first section.¹
2. Select the Selection tool.  (shortcut **[v]** or hold down the **[Ctr]** key)

The selection tool can be used to modify the shape of many objects.

3. Move your mouse over the corner of the rectangle shape. Your mouse will change to show a corner next to it. This lets you know that you can drag to modify the corner. 
4. Drag to change the position of the rectangle's corner.



5. Move your mouse over one of the sides of the rectangle. Your mouse will change to show a curved line next to it. This lets you know that you can drag to turn the line in to a curve. 
6. Drag the line to turn it in to a curve.



7. Practice using the select tool to modify the shape of some of the other objects on the stage.



¹ If you didn't complete the basic shapes exercise, you can get a completed copy from the Flash exercises website at <http://www.oneil.com.au/pc/flash.html>

Exercise 2. Creating a Gradient Fill

- Select one of your rectangle shapes (even if it no longer looks much like a rectangle). It doesn't matter if you select the whole shape or just the fill since it is only the fill that we're going to modify.

When you select fill colours from the colour selector, the last few options are for gradient fills. A gradient fill means that the fill will transition from one colour to another, perhaps including several colours. Instead of using one of the preset gradient fills, we'll try creating some of our own.

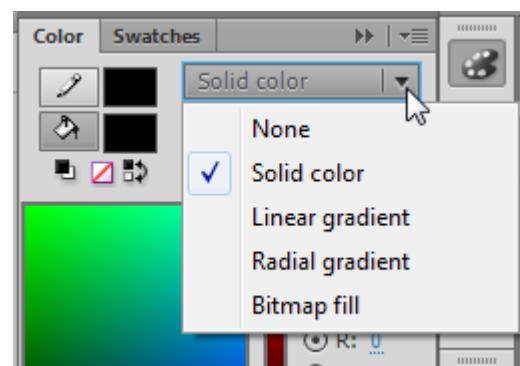


- Make sure the **Color** panel is visible. If it isn't, you can select it from the **Window** menu or press **Shift F9**. You can also click the **Color** icon to the left of the properties panel to open and close it.



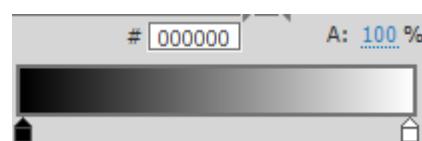
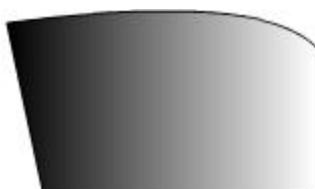
- Display the list of fill types as shown to the right.

- The first option is none, meaning the shape will be empty with no fill.
- Solid means the fill will all be the same colour.
- Linear means there will be a gradient fill where the colours change in one direction.
- Radial means there will be a gradient fill where the colours change starting from the middle and progressing outward
- Bitmap means a picture will be used to fill the shape.



- Select Linear.

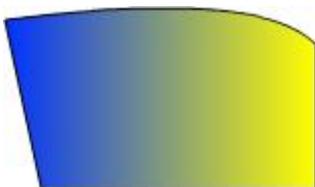
Your shape will now be filled with a gradient that blends from black at one end to white at the other end.



The bottom part of your colour panel will display options which are used for customising the gradient.

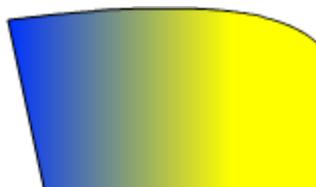
- Double click the white marker on the gradient display.
- Select a yellow colour for that point of the gradient.
- Double click the black marker at the other end and change it to a blue colour.

Your gradient should now start with yellow and one end and transition smoothly to blue at the other end.

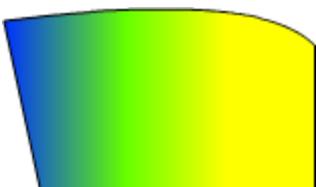


Exercise 3. Modifying a Gradient

1. Click on the yellow gradient marker and drag it to the left a small distance. Now the gradient will start a little further in rather than on the edge of the shape with solid colour up until that point.

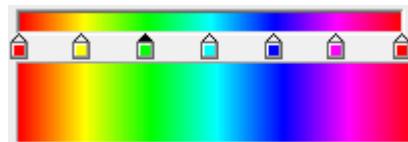
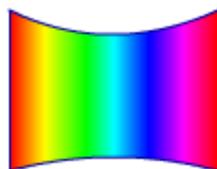


2. Move your mouse to a point between the two gradient markers. A + sign will appear next to your mouse. 
3. Click on this point to add a new gradient marker.
4. Change the new gradient marker to a colour of your choice.



Tip You can have as many different colours on a gradient as you need. To remove a gradient marker, simply drag it downwards off the gradient bar until it disappears.

5. Try creating the following gradients using shapes on your stage (hint - the second one is a radial gradient rather than a linear gradient).



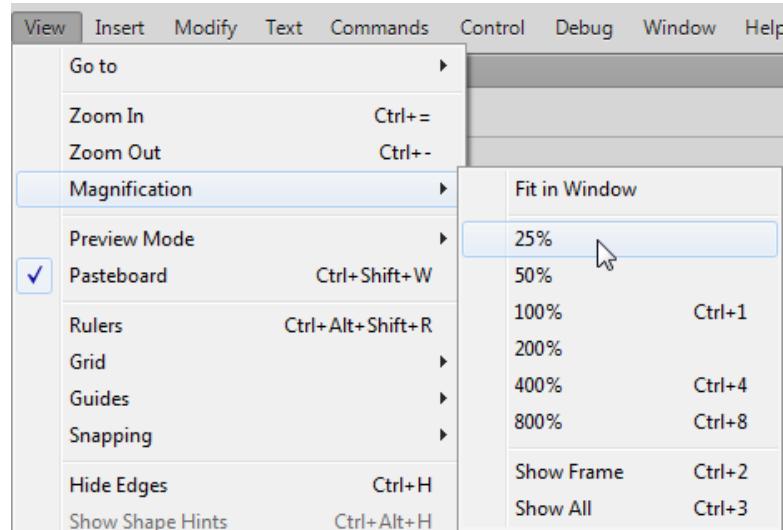
6. Save the changes to your file when done.

Exercise 4. The Zoom and Hand tools

Generally when you open a Flash file the view will be set to see the stage and a small amount of blank space around the stage. If you want to see more or less than that, you can use the zoom tools.

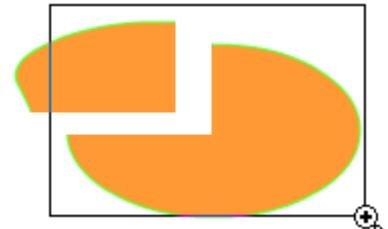
One way to use the Zoom tools is to make use of menu options.

1. From the **View** menu, select **Magnification**.
2. Try some of the options in the magnification menu.
3. Note that some of the options have keyboard shortcuts for accessing them. Try some of the shortcuts shown in the menu.
4. Press **Ctrl +** to zoom in.
5. Press **Ctrl -** to zoom out.
6. Press **Ctrl 1** to return to 100% zoom view.



You can also use the Zoom tool to change the view.

7. Click the **Zoom Tool** icon  from the **toolbar**.
8. Click on the stage to zoom in (the point you click on will become the centre of your view).
9. Hold down **Alt** and click to zoom out.
10. Drag your mouse around an area of the stage (as shown to the right) to zoom with that area fitting in your screen.
11. Double click on the Zoom tool icon to return to 100% view.
12. Click on the **Hand Tool** icon  from the **toolbar**.



13. Drag the stage to move it around your screen.

You can also temporarily select the hand and zoom tools while other tools are active.

14. Click the Selection Tool  so that the hand tool is no longer active.
15. Hold down the **Spacebar**. As long as your spacebar is held down the **Hand Tool** will be active so you can move around your stage.
16. Hold down the **Control key** and the Spacebar at the same time to activate your **Zoom** tool.
17. Hold down the **Control** key and the **Spacebar** at the same time, and then hold down the **Alt** key as well to activate your **Zoom Out** tool.

Exercise 5. Using the Ink Bottle and Paint Bucket tools

The Paint bucket tool will take a fill or gradient that you have prepared and then apply it to objects you select.

1. Use the colour panel to create a linear gradient similar to the one shown below (make sure you don't have any objects selected first, otherwise you'll be changing them).



2. Click the **Paint Bucket** tool.

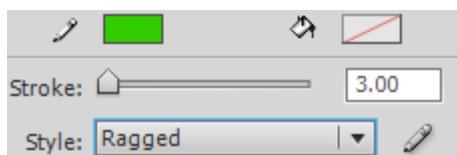
3. Click on one of the shapes on your stage to fill it with your gradient. You could also click on additional objects to fill them with your gradient if you wish.

The ink bottle tool can be used to apply a stroke style to objects you select.

4. Select the **Ink Bottle** tool (it is grouped with the paint bucket tool).

The properties panel at the bottom of your screen will show stroke options.

Change the stroke options so that they look similar to the example below.



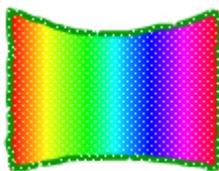
5. Click on one of the shapes on your stage to apply the selected stroke options.

Tip If you are adding a gradient fill using the paint bucket tool, you can hold down the mouse and drag across an object to set the direction and length of the gradient.

Exercise 6. Using the Eye Dropper tool

The eye dropper tool can be used to copy either **Fill** or **Stroke** settings from one object to another.

1. Select an object on your stage which you want to format with fill and stroke settings from another shape (make sure you don't still have the **Ink Bottle** tool selected – you may need to click on the **Select** tool first .
2. Make sure that both the fill and stroke of the object are selected (remember you can double-click with the selection tool to select both the fill and stroke)



3. Click on the **Eyedropper** tool. 
4. Move your mouse over the middle (fill area) of the object that you want to copy the fill settings from. Your mouse pointer will change to show a small paint brush next to it 
5. Click to copy the fill settings from this object. Your mouse will change to the paint bucket tool. 
6. Click on another shape that you want to copy the select fill to.

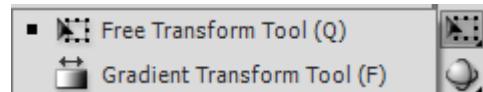
You can copy the same fill settings to additional objects if you want to.

7. Click on the **Eyedropper** tool again. 
8. Move your mouse over the edge (stroke) of another shape that you want to copy stroke settings from. Your mouse will change to show a small pencil next to it. 
9. Your mouse will change to the ink bottle tool
10. Click on another shape to copy the selected stroke settings to that shape.

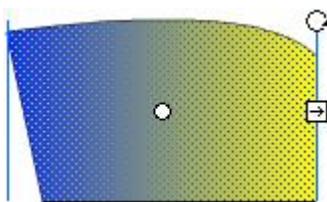
Exercise 7. Using The Gradient Transform tool

The **Gradient Transform** tool in flash can be used for modifying the shape, size and position of gradient fills in an object. This can be especially useful if you have copied a gradient fill from another object since that often results in a gradient that isn't positioned the way you want it to be positioned.

1. Click on one of the shapes on your stage. Make sure it is a shape which uses a gradient fill.
2. Click the **Free Transform Tool** icon and hold your mouse over it until the **Gradient Transform Tool** icon appears.
3. Click on the **Gradient Transform Tool** to select it (you can also press **F** on your keyboard).



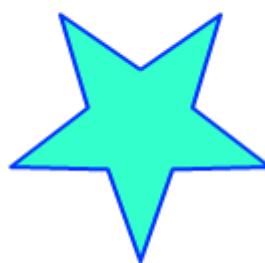
Your selected shape will now have three symbols on it.



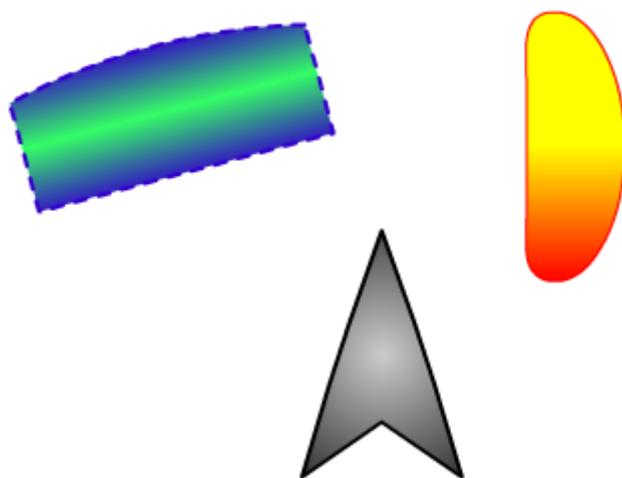
4. Drag the dot symbol to adjust the position of the gradient's centre.
5. Drag the circle symbol to rotate the direction of the gradient.
6. Drag the arrow symbol to adjust how far the gradient extends.
7. The way these symbols work varies slightly between a linear gradient and a radial gradient. Once you have tried it on one type of gradient, try it again with the other type.
8. Save the changes to your Flash file.

Exercise 8. Shape Modification Practice

1. Start a new Flash file.
2. Use what you have learned to create shapes that look as much as possible like the ones shown below.



3. Modify those same shapes so that they look like the ones below.



4. Save your file as *Shape Modification*.