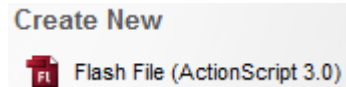


Drawing in Flash


When you finish this exercise you will added to your drawing skills in various ways including:

- Draw lines;
- Rotate and change the size using menu commands;
- Create symmetrical shapes using copy and paste;
- Use the free transform tool and the envelope.

When you start Flash CS3 you will see a welcome screen. Select the first choice in the middle section:



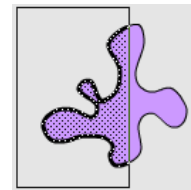
Drawing Lines

- Select the line tool  and draw a few lines.
- Now hold down the shift key and draw a few lines. The shift key constrains the lines to horizontal, vertical, and 45°
- Zoom in to draw a perfect right triangle.

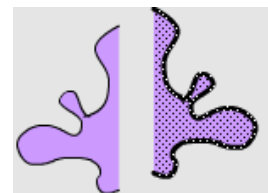


Modify Drawings

- Draw an interesting random shape with the pencil tool and fill it in with a contrasting color using the paint bucket.
- Click the selection tool, and then select half of the shape by dragging the cursor.
- Copy the shape using CTRL+C (⌘+C on the Mac.)
- Paste using CTRL+V (⌘+V on the Mac.)
- Drag the copy to the left a little and paste again. (*If you paste twice the shapes will be on top of each other.*)



(*You can also make a copy of a shape by selecting it, then hold down CTRL and dragging the shape away. This lets you make lots of copies and put them in position quickly.*)



You now have two identical shapes, one is selected.

- From the menu select Modify, Transform, flip horizontal.
- Zoom in, then drag one half to the other to create a perfectly symmetrical shape. Use the arrow keys on the keyboard to nudge the shape into place.

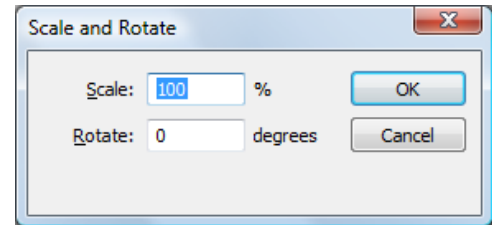
Experiment: Draw a butterfly, a bug or other object that should be symmetrical.




Other Ways to Modify the Shape

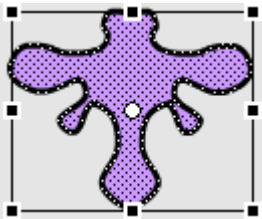
With a shape selected select from the menu Modify, transform, Scale and rotate.

From the pop up you can select a scale and degrees to rotate. Try various settings so that you become familiar with ways you can manipulate the drawing object.



Free Transform

With a shape selected, select the free transform tool from the toolbox.  or select the free transform tool, then select a shape by double clicking it, or dragging around it with the cursor.



The free transform tool lets you change the shape in many ways.

When you move the cursor to the edge of the bounding box, you will see a little parallelogram. This is used to skew the shape.

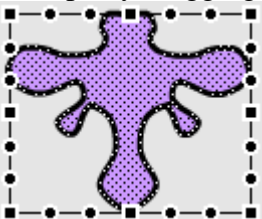
If you move the cursor to one of the black squares (“handles”) you can drag the shape to resize it.

When you move the cursor near the corner you will see a circle. When you see the circle, you can use the cursor to drag the corner and rotate the shape. The rotation uses the white circle as the center to rotate around. This is the registration point. Try moving the registration point and then rotate the shape.

Experiment to make sure you know how to manipulate the shape.

Envelope

Select a shape, then select from the menu Modify, transform, envelope. The envelope tool gives you lots of handles that you can use to change the shape. The handles let you reshape by dragging these handles to modify the Bezier curves that make up the shape.



Experiment: You may get a better understanding of these tools by drawing a simple rectangle or circle to manipulate.