

## LINES

The Line tool is used in much the same way that you would use a real pencil to draw with a ruler. Simply select the tool and drag on the Stage to draw a straight line between the start and end points.

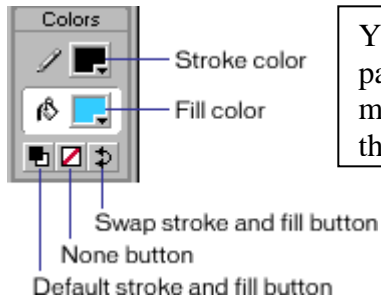


The property panel will have several options for the line tool as shown to the right.

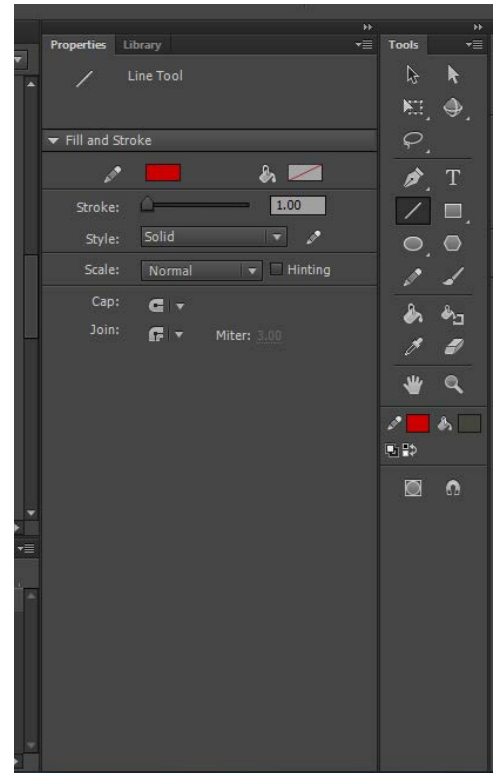
Clicking on the pencil will enable you to customize the line stroke even further.

You can also specify the color with the Color panel as well.

### Color Tools:



You can find this color panel under the Window menu. It will be darker than example.



### SHIFT key: Constrain angles

You can press the Shift key while dragging to constrain possible angles for the line. By default this will only allow for lines that are either horizontal, vertical or 45 degrees between.

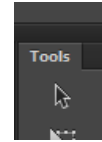
Create the following lines in Flash using the property panel to adjust color, type and end points:

1. Stroke= 1.9  
Style=Dashed
2. Stroke= 11.6  
Style=Stippled  
Click pencil tool to see smoothing adjustments
3. Stroke=38.85  
Style=Solid  
Cap=square  
SAVE  
AS:LastNameLINES



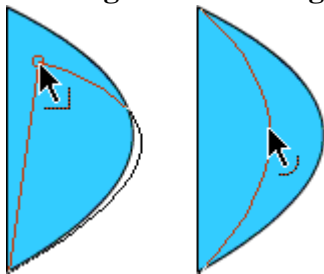
## CURVING LINES

You can turn a straight line into a curve with the selection tool

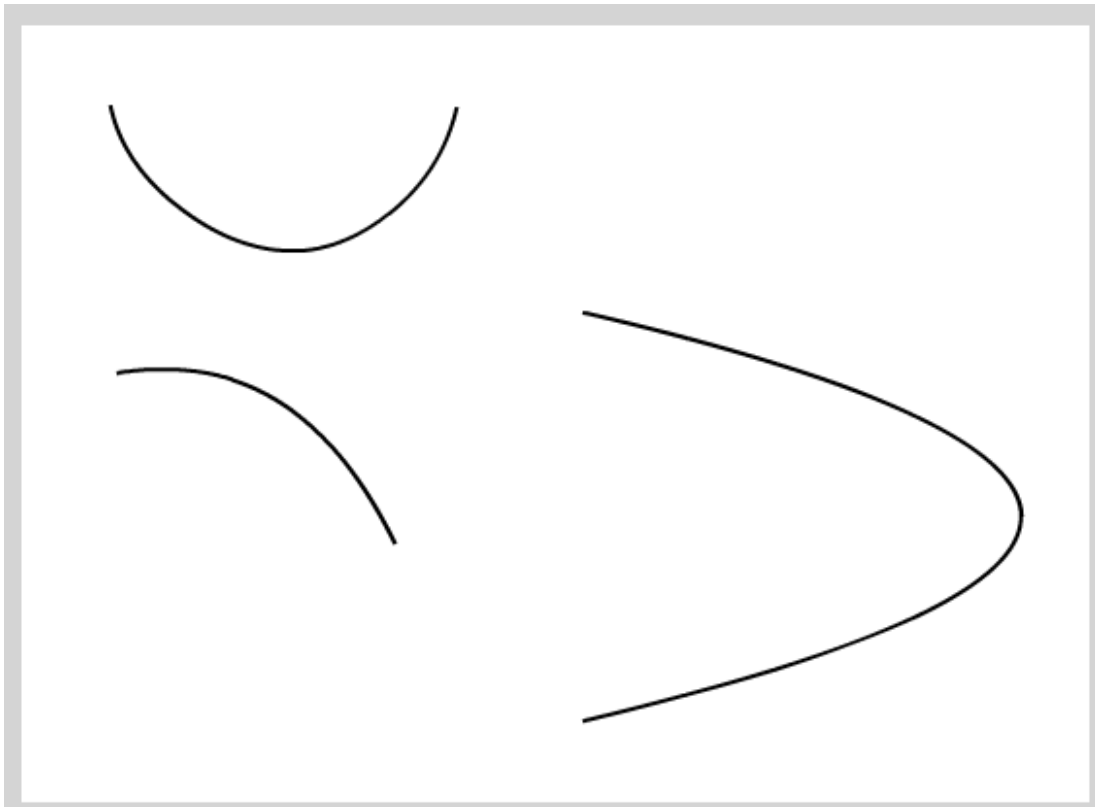


- 1: Make sure the line is not selected (you can do this by clicking somewhere on an empty spot on the stage).
- 2: Click on the selection tool.
- 3: Click on the line, and while holding down the mouse button, drag the curve.
- 4: Release the mouse button and your curve is finished.

### Curving Lines and Edges:



**Create the following bended lines in Flash using the arrow tool to bend the lines. SAVE AS: LastNameCURVES**



## OVALS

The Oval tool is used to make circular objects. Simply select the tool and drag on the Stage to draw a circle that spans between the start and end points.

The property panel will have several options for the circle tool as shown to the right.

You can create a variety of shapes using the start and end angle options.

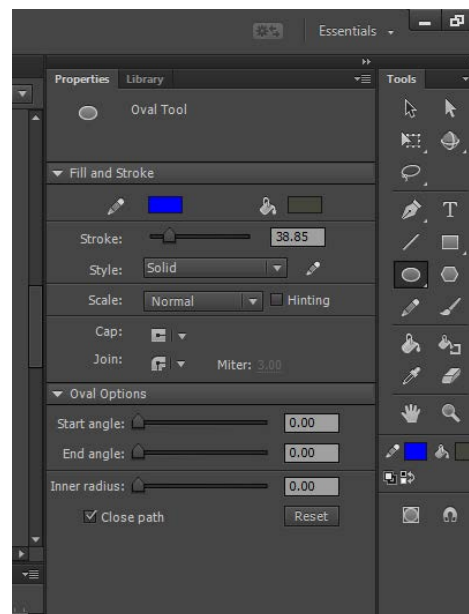
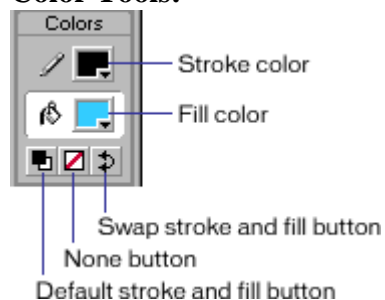
### SHIFT key: Round Circles

You can press the Shift key while dragging to ensure your circle is perfectly round.

### Colors

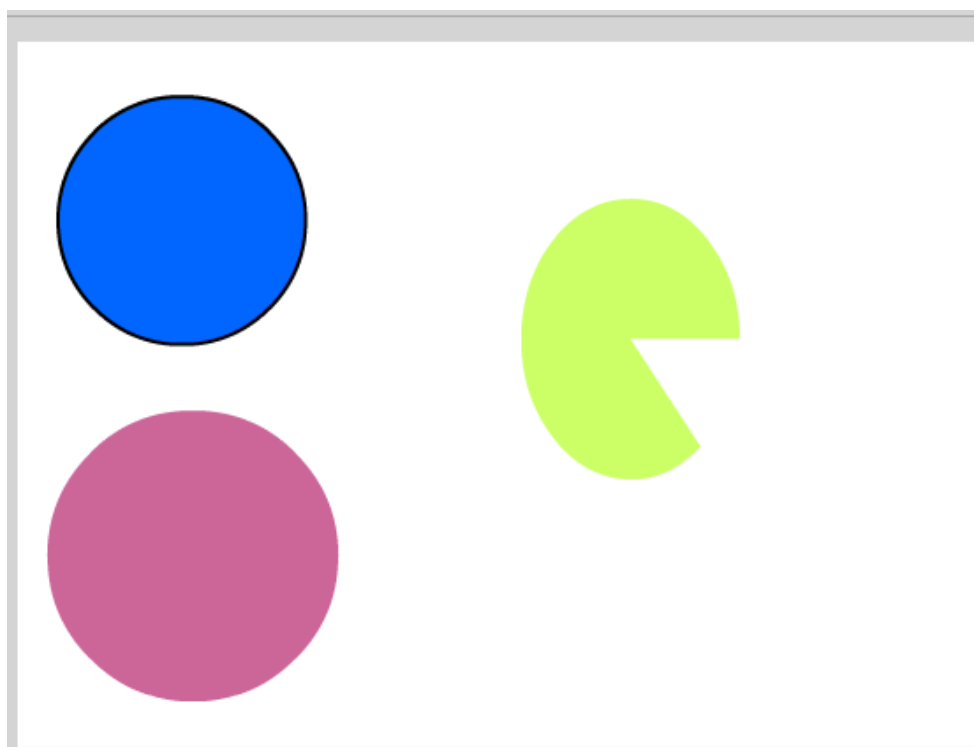
You can specify the colors with the color panel as well.

### Color Tools:



Create the following circles in Flash using the oval tool and the property panel.

1. Blue, black stroke
  2. Hold down shift, Pink, no stroke
  3. Yellow, no stroke, start angle= 50
- SAVE AS:LastNameO  
VALS

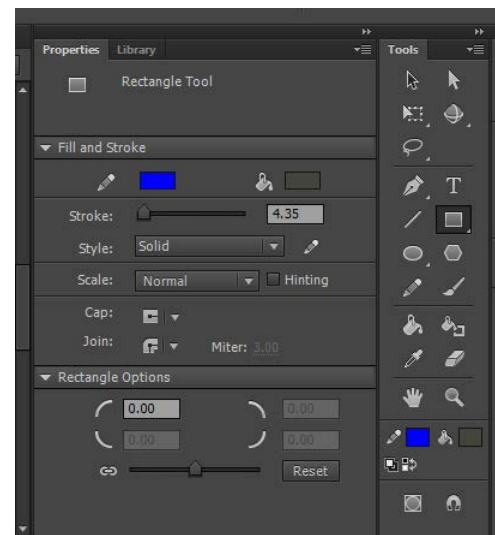


## RECTANGLES

The Rectangle tool is used to make rectangular objects. Simply select the tool and drag on the Stage to draw a rectangle that spans between the start and end points.

The property panel will have several options for the square tool as shown to the right.

You can create rounded corners for the rectangle here.



### SHIFT key: Proportioned Squares

You can press the Shift key while dragging to constrain proportions for the rectangle, to ensure your rectangle is a perfect square.



### Ctrl+G: Grouping Outline with Fill

When you draw shape in Flash, it actually creates two objects: the fill and the outline. This may cause problems if you want to move your rectangle to a new position, because if you fail to select both objects, only the one selected will be moved. To avoid this it's often a good idea to "group" the outline with the fill, thus locking them together as if they were a single object.

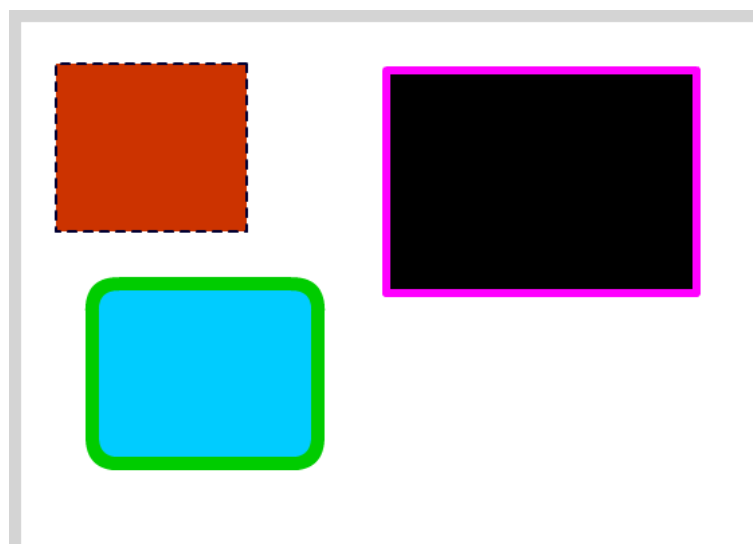
Make sure both the fill and the outline are selected. You can do this in two ways:

1. Click the selection tool in the toolbox, and while holding down the SHIFT key click on both the fill and the outline.
2. Select the Arrow tool in the toolbox, and drag a rectangle around the fill and stroke of your rectangle. Press Ctrl+G to group the selected objects.

(If at a later point you want to "break" apart the grouped objects, you can do it by selecting the grouped object then pressing Ctrl+B).

### Create the following squares in Flash using the square tool and the property panel.

1. Red fill, Black Dashed line style
2. Blue Fill, Green 10 pt solid line style  
Rectangle options= 20 for all
3. Black fill, Pink solid stroke  
Group fill and stroke together SAVE AS:LastNameRECTANGLES



## The Eraser Tool

The Eraser tool works similar to a classic eraser. Simply select the tool and drag on the Stage to erase things.



### Using the Eraser Mode Option

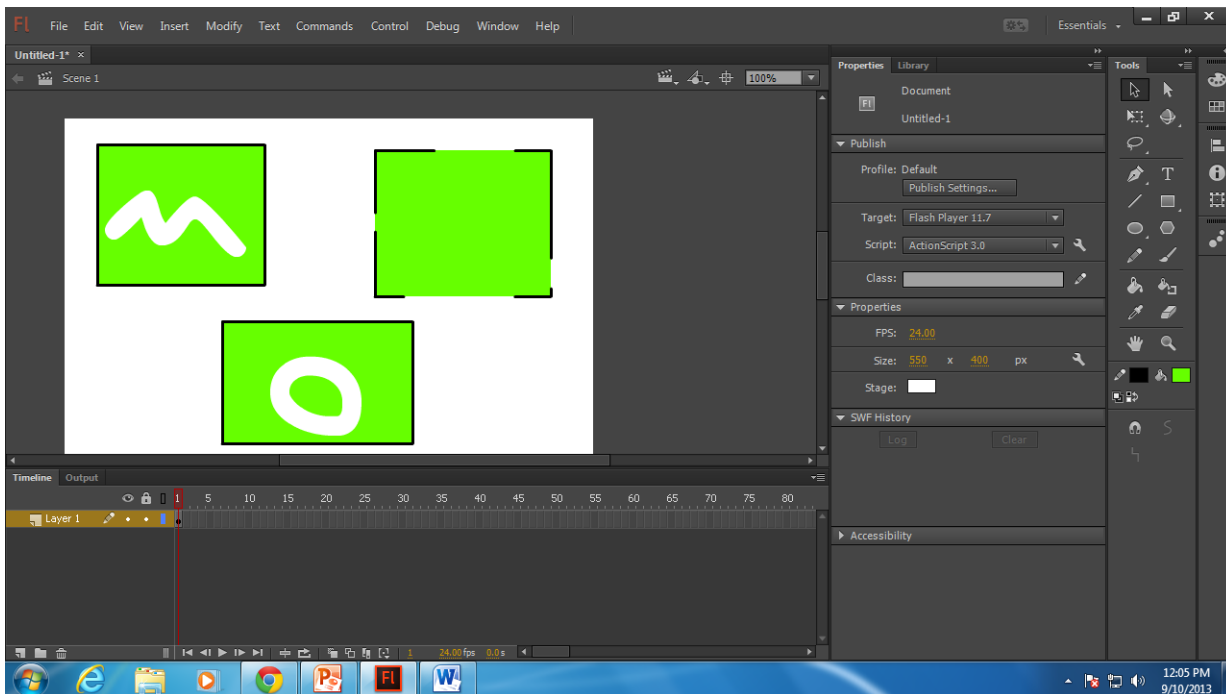
In the options listed at the bottom of the toolbox you can specify the Eraser Mode:

- Erase Normal - erases strokes and fills on the same layer.
- Erase Fills - erases only fills; strokes are not affected.
- Erase Lines - erases only strokes; fills are not affected.
- Erase Selected Fills - erases only the currently selected fills and does not affect strokes, selected or not. (Select the fills you want to erase before using the Eraser tool in this mode.)
- Erase Inside - erases only the fill on which you begin the eraser stroke. If you begin erasing from an empty point, nothing will be erased. Strokes are unaffected by the eraser in this mode.

Create the following erased rectangles

1. Using erase fills, erase a squiggle line from inside the top left square.
2. Using erase lines, erase one spot from each side of the top right rectangle
3. Using erase selected, erase a circle from The bottom square  
(be sure to select the fill color first)

SAVE AS: LastNameERASE

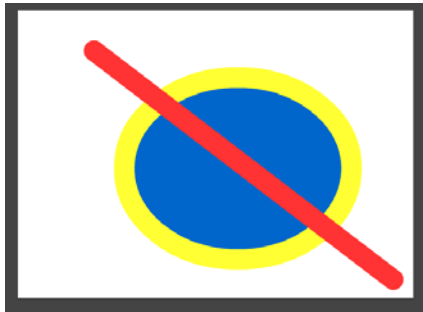




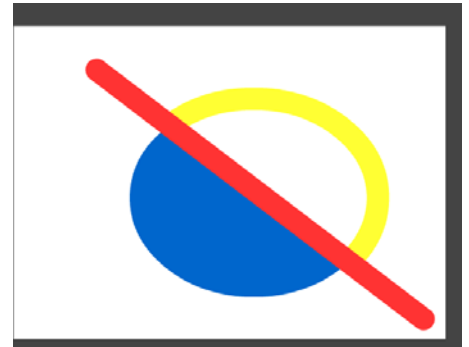
### Using the Faucet Option

To remove stroke segments or filled areas:

1. Select the Eraser tool and then click the Faucet modifier.
2. Click the stroke segment or filled area that you want to delete.



1. Draw original image
  2. Click on eraser tool
  3. Click on faucet
  4. Click your mouse on the top right fill (it should disappear)
  5. Click on bottom left yellow stroke (it should disappear)
- SAVE AS: FAUCET

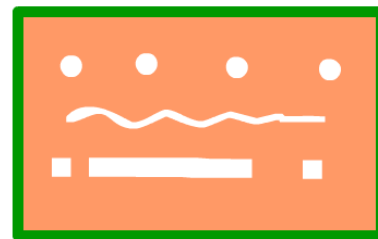


### Using the Eraser Shape Option

In the options listed at the bottom of the toolbox there is a drop down that lets you specify the Eraser shape and size. Use this option to customize the size and look of the eraser.



1. Draw a rectangle with stroke
  2. Click on eraser tool
  3. Click on eraser shapes
  4. using different shapes and sizes, erase a similar pattern.
- SAVE AS: LastNameERASE SHAPES



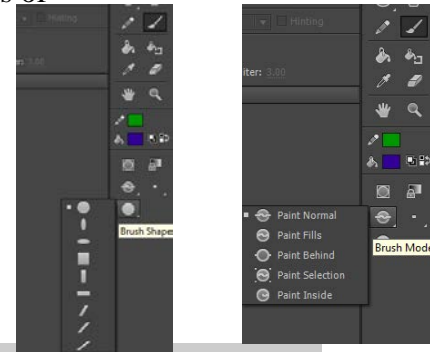
### Alternative ways to delete things

There are other ways to delete things besides using the Eraser tool. The most common way is to select one or more objects and then press the DEL key on the keyboard. You can delete an entire layer by clicking the layer at the top of your screen and dragging it to the Trash in.

## Paint Brush Tool

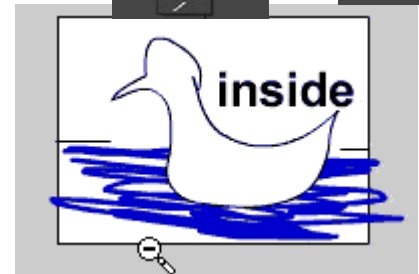
Select the paintbrush tool from the toolbox. The options for the paint brush are shown on the lower part of the toolbox and include relative size and shape. There are 5 modes of paint.

- Normal paint will paint over anything, including lines and fill, replacing what is where you paint.
- Paint fills will only put fills in blank areas.
- Paint backgrounds will paint around any exhibiting paint
- Paint selection will fill in any selected area
- Paint inside will only paint inside closed objects.



**Draw a rough sketch of a duck outline 9 using the paint brush and complete the following:**

- Select your paint brush set to a wide round brush set to a medium blue, and mode= inside. Paint the lower half of the image, painting right through the duck shape.



- Set the color to green and the brush mode =behind. Paint the upper portion of the image with green



- Set the color to light blue and set mode to behind. paint the bottom half area around the darker blue to fill in the gaps by painting the entire area.



- Change the color to yellow and set the mode to selection. Click on your selection tool and click the inside of the duck to select it. Use shift to add in all pieces of the duck on the inside and paint over the duck.
- Change brush mode back to normal
- SAVE AS: LastNameDUCK

