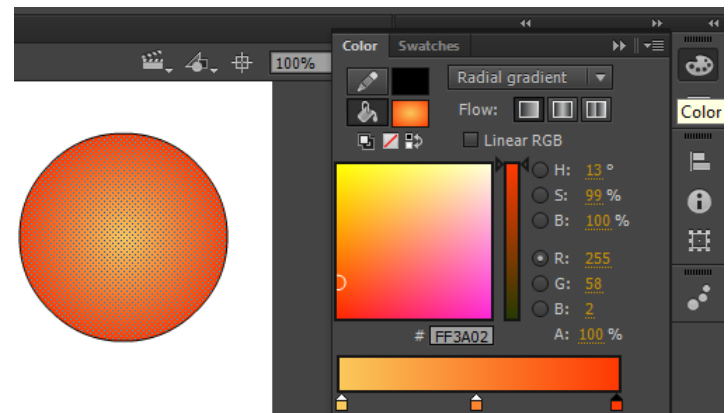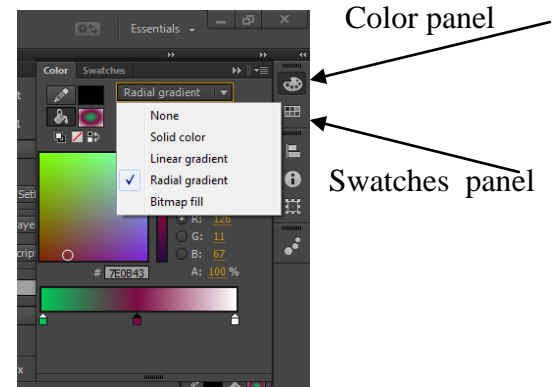### Gradients

The swatches and color panels are the key to creating gradients and working with colors.

Create the following gradients in one flash document.
**Save as: LastNameGradients.**

Radial Gradients

1. Choose the oval object and activate the color panel

2. Choose **Radial** from the **Type** drop down menu and then **double click on the color you want to change under the gradient ramp** and change it using the color swatch or enter the color code.

3. Repeat this for the second color. You can also add as many colors as you like for gradients, by clicking anywhere in the gradient bar and adding a color (see screenshot below). To remove a color, just drag the color off the panel.

4. Create the gradient you see to the right and use your paint bucket to apply it to your circle.

Linear Gradients

1. To create a linear gradient, follow the same steps as given above and choose **Linear** from the **Type** drop down menu. See the screenshot given below.

2. Create a linear gradient shown to the right with the colors shown and fill a rectangle this gradient using your paint bucket.
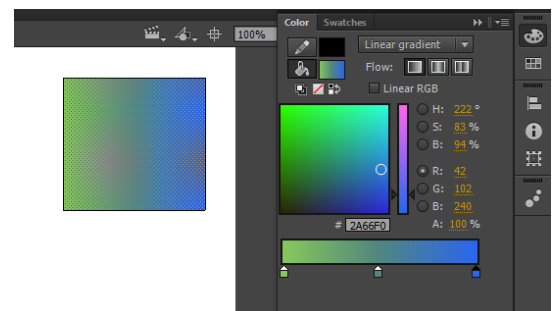
Default Gradients in Flash

There are some default gradient styles in Flash which you can view using the paint bucket tool or in the swatches panel. They can be seen in the last row. You can use any of these styles and change the colors or delete extra colors.

1. Create the image shown to the right using the preset gradient and your PolyStar tool.

(you must open swatches to get to the default gradients)
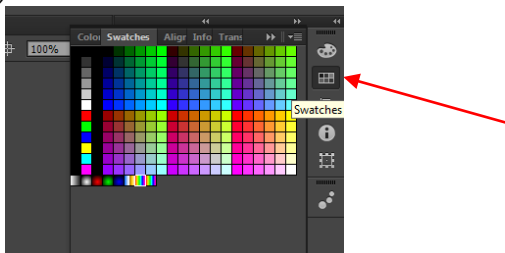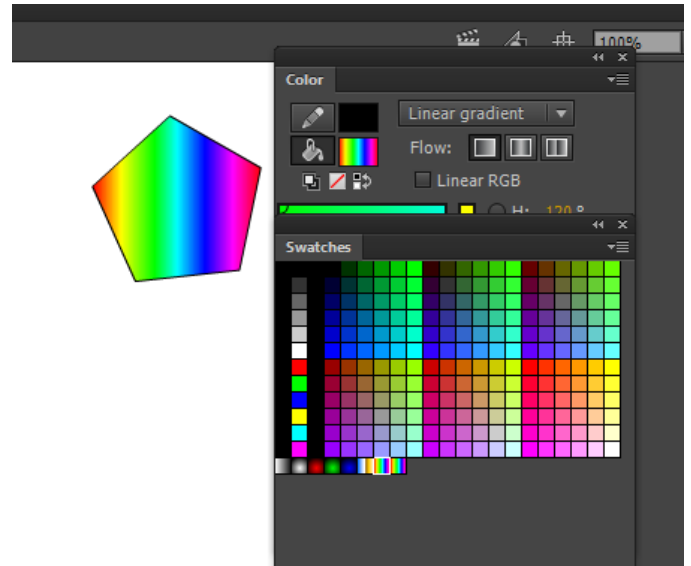
Changing the Direction of the Gradient and Expanding or Contracting the Gradient

You can also change the direction of the gradient or you can expand or contract the gradient using the **gradient transform tool** found under the transform tool in your toolbox. (hover over the free transform tool to see the Gradient tool)
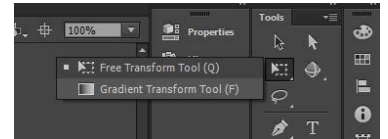
Use the arrow circle on the top right of the object to drag and change the direction of the gradient. Use the square with the arrow to expand or contract the gradient size.
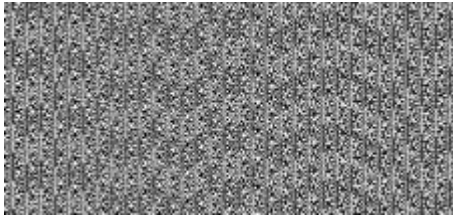
1. Create the 2 gradients shown below and adjust using the gradient transform tool.
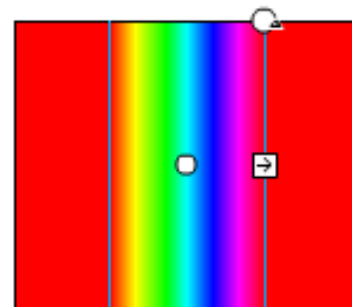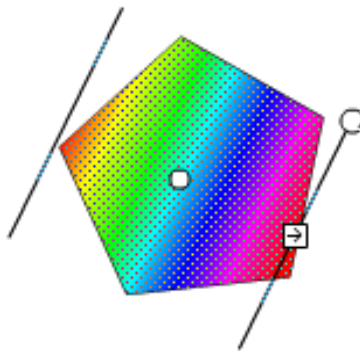
2. **SAVE AS: LastNameGRADIENTS**

Eyedropper Tool For Bitmaps

1. Please save the pix.jpg from my eboard. (save it in your drawing tutorials folder)

2. Create a new Flash document.

3. Click file => import, to stage and browse for your image, pix.jpg in your drawing tutorials folder and click ok.

4. Your image will now be on your stage. Resize the image to the exact pattern size you want.
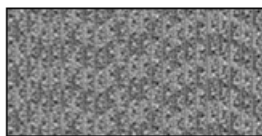
5. Select the image and Click Modify =>Break Apart or Ctrl + B

6. Click on the Eye Dropper tool on the tool bar.

 7. Use the dropper tool on your currently selected broken apart image. This sets your fill color to your image.
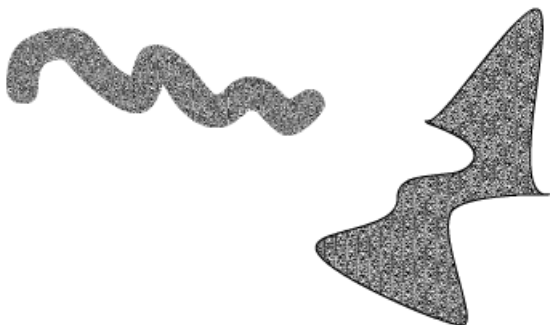
8. Draw a square. It should be filled with the pattern.

9.   Draw an oval. Use your white arrow to stretch and move your lines around. This is totally stretchable.

10.   Use the Brush tool and Paint with this fill color.

e original broken apart image from your

S: LastNameEYEDROPPER

Pen Tool

1. The pen tool allows us to make very precise paths for outlining and filling. In this tutorial you will use the pen tool to create a hexagon.

2. Select the pen tool from the tool box. Set red as your fill color and blue as your stoke color. (you may need to do this on the tool bar, not property panel)

3. Start by drawing a hexagon. Click on the stage to add this starting point. An Anchor point appears on the stage, it looks like a small blue circle.

4. Click to add another anchor point. Notice that a blue line (the color determined by the outline color on your layer) appears connecting the two anchors.

5. Click to add the rest of the anchor points. A connecting line will appear between the anchors. Each of these anchors are called corner anchors since the attached lines are straight and they meet at a distinct angle.
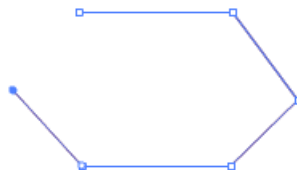
6. To close this shape, move the pen tool over your first anchor. you will see a small circle appear on the lower right of your pen tool cursor. This indicates that clicking there will close the shape. Click to close. Notice how the lines become blue stokes.

7. You may need to use the paint bucket to fill the shape

SAVE AS: LastNamePEN
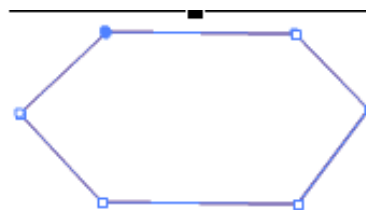
The Pencil Tool

The pencil tool has two options that you should get to know. The first option is object drawing, which allows you to draw lines and shapes on the Stage that will remain independent from the rest of your existing items.

In old versions of Flash you could draw two shapes on the same layer, and if they overlapped they would not look the same when separated. Object drawing corrects this situation when enabled.
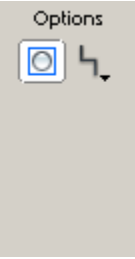
Pencil Correction Options

The neat thing about Flash is that it automatically smoothes your line drawings after you release the left mouse button. Next to the object drawing option is an icon that looks like part of some stairs. This is where you can choose between three different types of drawing aides:

Straighten - Straightens out your drawings as much as possible, and converts hand drawn ovals, rectangles and polygons into computer drawn ovals, rectangles and polygons.

Smooth - Finds the general curve of your strokes to smooth out the rough spots from by shaky hands or mouses that aren't very accurate.
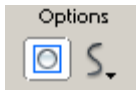
Ink - Preserves the line you were drawing, but still smoothes out the rough spots a bit. Use this tool when the smooth option does not give you the accuracy you desire.
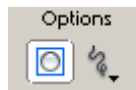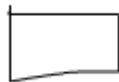
Use the options for the pencil to create the following squares below.

Straighten

Smooth

Ink

The difference between *Smooth* and *Ink* is much more subtle than either of those compared to *Straighten*.

SAVE AS: LastNamePENCIL