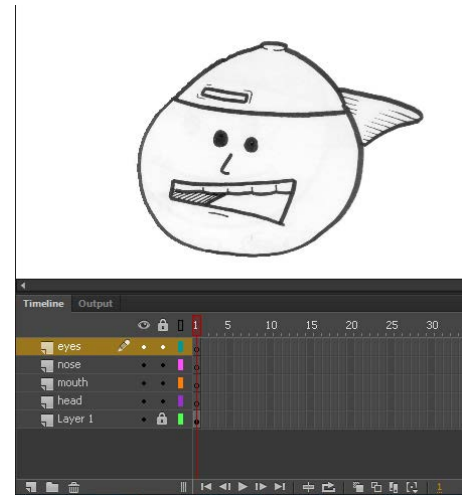


CHARACTER DRAWING

Open the character from my eboard

Make sure layer 1 is locked and trace the character. Use lines and shapes to create him. Color him in. Use **one gradient** in your coloring.



Create the following graphic symbols as you draw:

Eyes

Nose Mouth

Head

(Use your layers correctly in your drawing so that it is easy to select items and move them.

Example. Draw the shape of his face and hat on 1 layer, his mouth on another layer, eyes, nose, etc)

To make the eyes, nose, mouth and head graphic symbols you will need to select them (one-by-one) press f8 on the keyboard, name it and make sure type is set to graphic!!!!

Save As LastNameCharacter1

TRACE CHARACTER 2

Open a new Flash document

Import to your stage drawing.gif

Resize using your transform tool so the character fits the whole page.

Lock layer 1 on your timeline and work on the other layers to create the character. Use **one gradient and one bitmap fill** in your coloring.

Create the following graphic symbols of your character as you draw him.

Eye Arm Leg

Shorts Shirt

Mouth

Face-which includes hat, face and nose

Use your layers correctly in your drawing so that it is easy to select items and move them.

Save As LastNameCharacter2



Transform tool

