

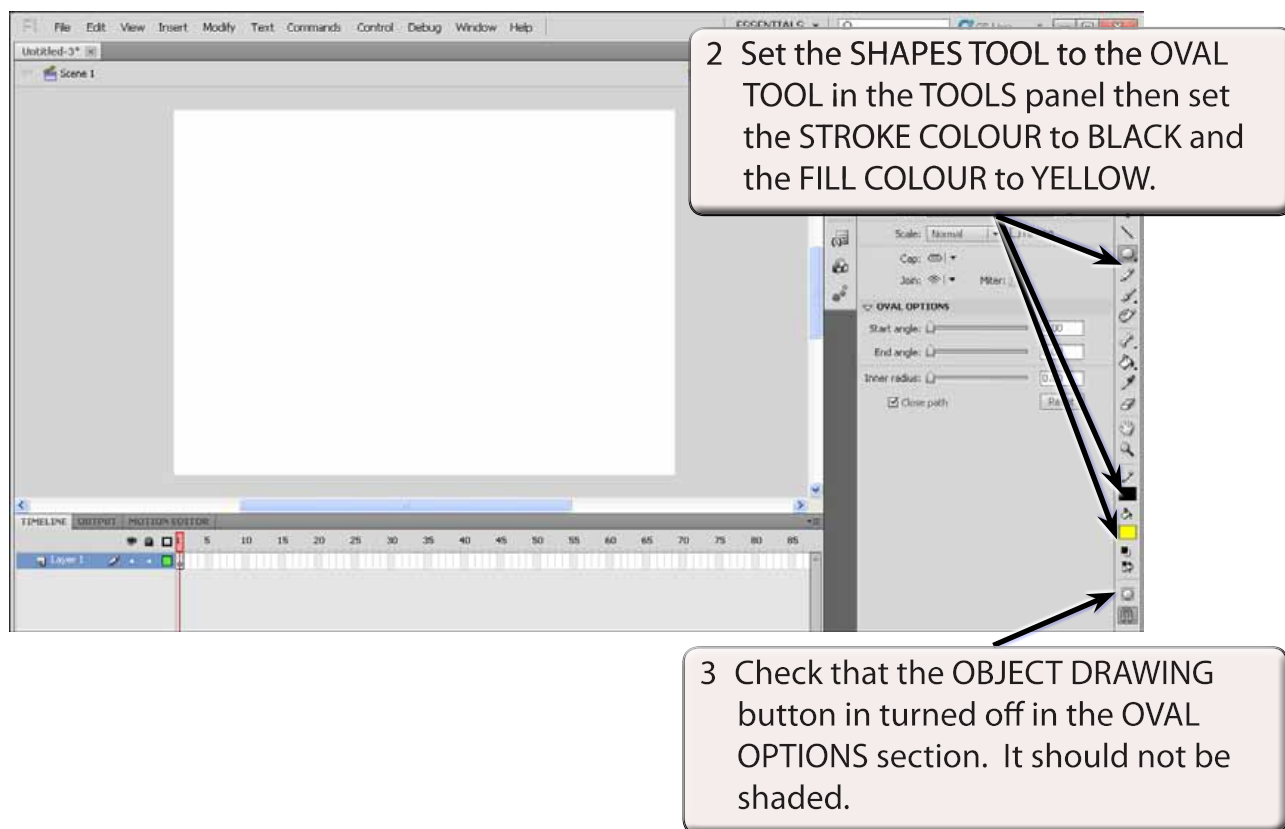
Drawing Tools

Before creating Flash animations you need to be aware of the different Drawing Tools that Flash provides. You've already used the oval, rectangle, line and brush tools. This chapter will concentrate on some of the other drawing tools and techniques that are available in Flash.

Cookie Cutting

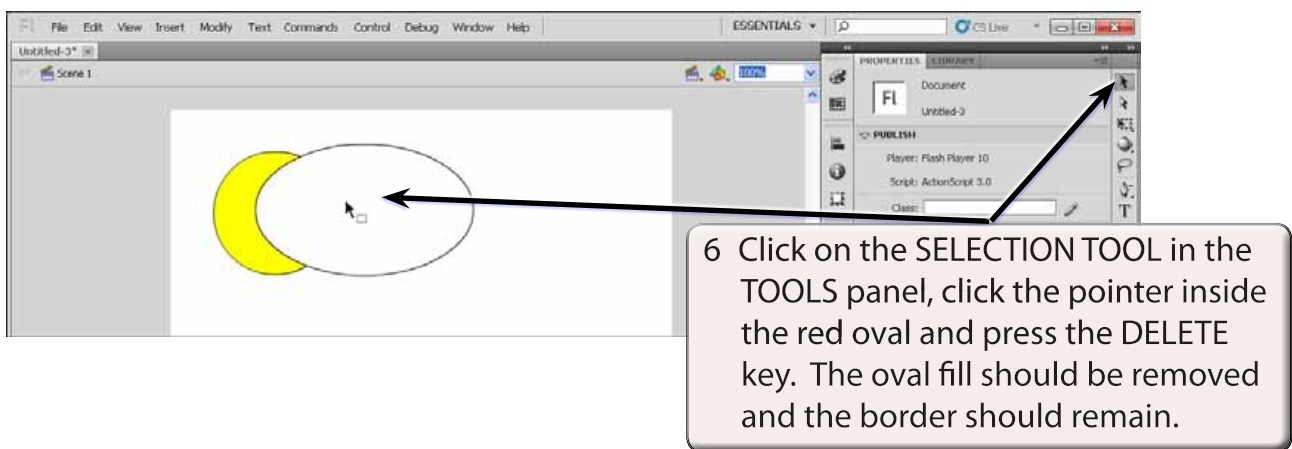
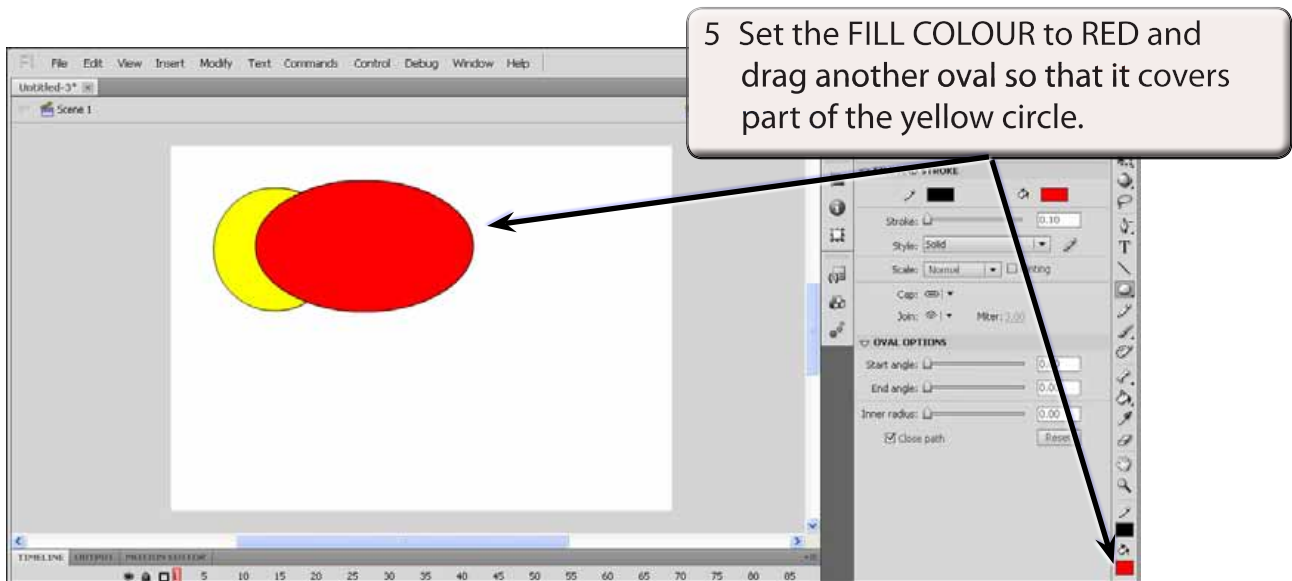
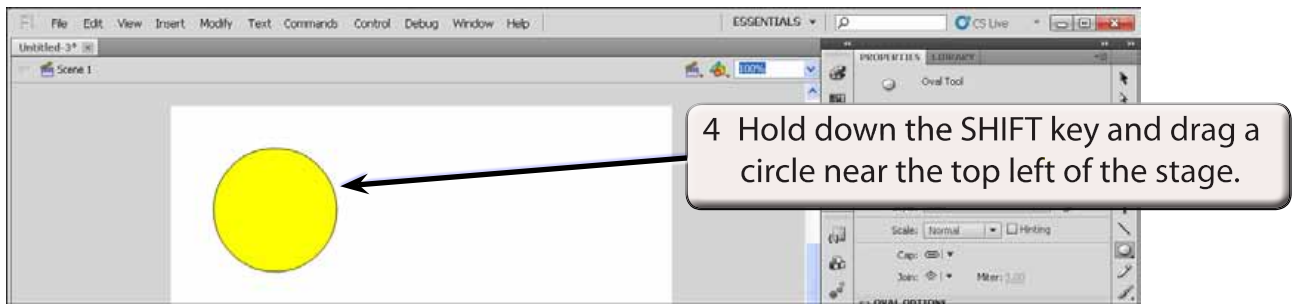
Cookie Cutting causes one object to replace part or all of another object when it is placed over the first object. Most vector drawing programs keep each drawn object as a separate entity, but Flash treats objects differently. The object that is drawn first is at the back of the stage. The next object that is drawn is stacked above the first and any part of the first object that is covered by the second is erased. Flash uses *Cookie Cutting* to help reduce the size of files.

- 1 Load Flash or close the current file and start a new FLASH FILE (ACTIONSCRIPT 3.0).

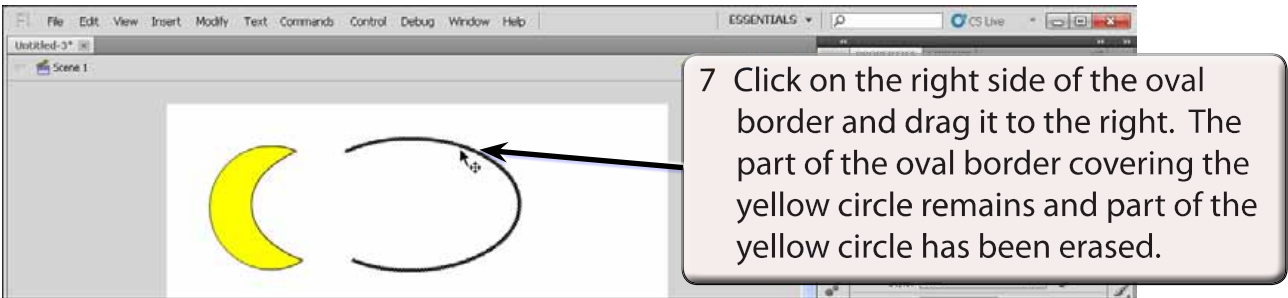


2 Set the SHAPES TOOL to the OVAL TOOL in the TOOLS panel then set the STROKE COLOUR to BLACK and the FILL COLOUR to YELLOW.

3 Check that the OBJECT DRAWING button in turned off in the OVAL OPTIONS section. It should not be shaded.



NOTE: When you draw an oval or rectangle in Flash the shape has two parts, a fill and a border (or stroke).

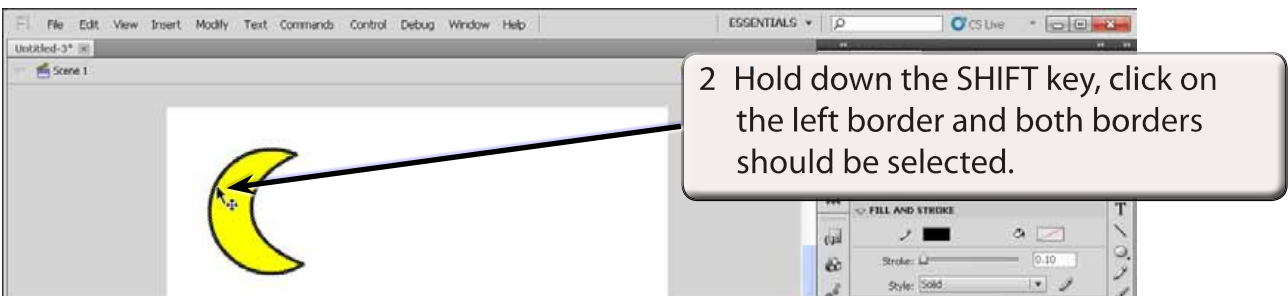
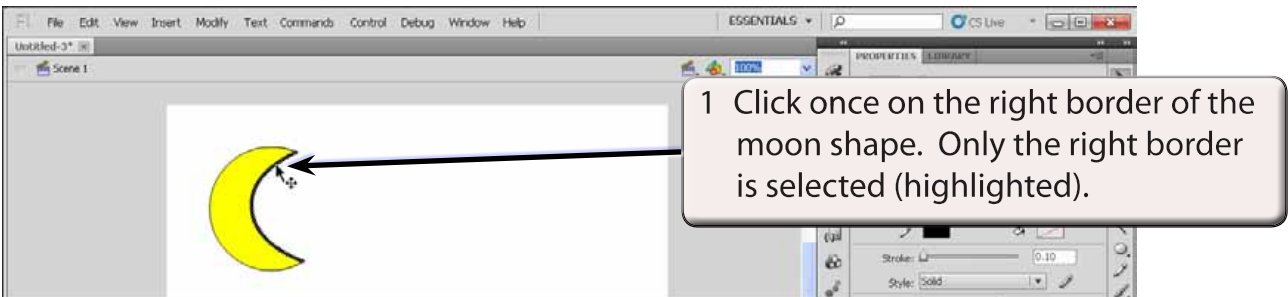


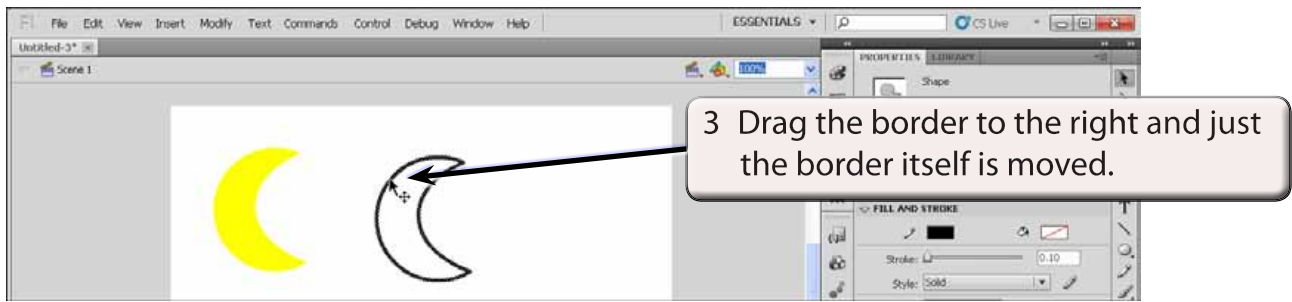
NOTE: This is what is meant by **COOKIE CUTTING** - the red oval cookie has cut the yellow circle cookie. It is a good way of creating a half moon shape.

- 8 The remaining part of the oval border should still be selected, press the DELETE key to remove it.

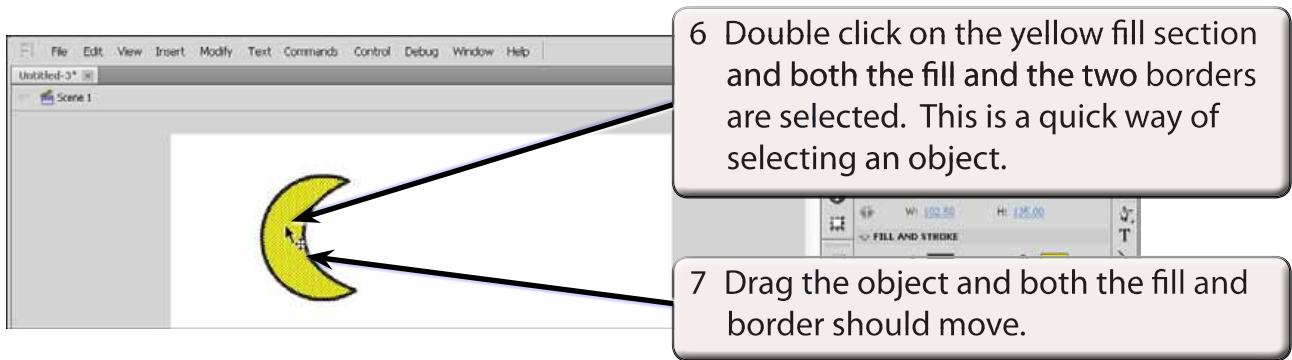
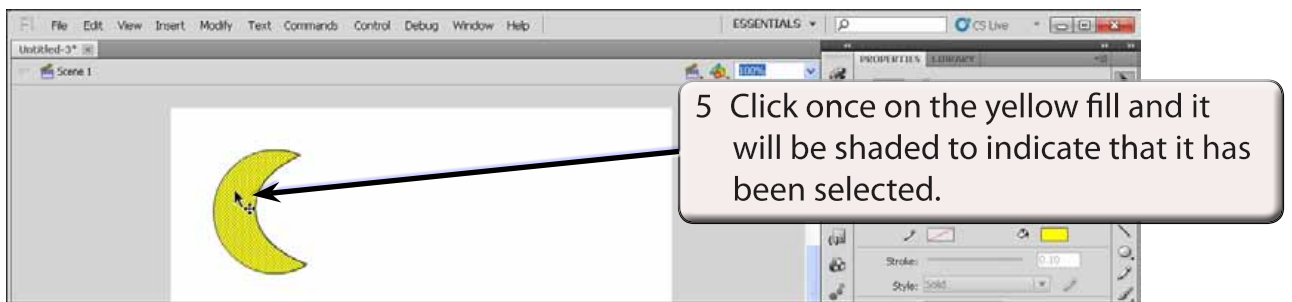
Selecting Objects

As you have seen, when you draw circles or rectangles they have both a border and a fill section. There are a number of ways of selecting each.





- 4 Select UNDO MOVE by pressing CTRL+Z (Windows) or COMMAND+Z (Macintosh) to return the border to the fill.



- 8 Press the DELETE key to delete the half moon shape.

The Selection Tool

You have used the SELECTION TOOL to select or move shapes. It can also be used to modify shapes.

