Chapter 2

Working with Graphics and Text

Learning Objectives

After completing this chapter, you will be able to:
- *Create vector graphics using drawing tools*
- *Modify the shape and size of the selected objects*
- *Adjust contours in a graphic*
- *Add layers to the Timeline*
- *Apply color to an object*
- *Use Deco Tool*
- *Create and edit curves*
- *Create and edit text*

INTRODUCTION

Graphics is a representation of a two-dimensional image in binary format as a sequence of ones and zeros. It includes both vector and raster images. Vector graphics are the images produced by using geometrical primitives such as points, lines, curves, and shapes. These graphics are produced on the basis of mathematical equations, such as a circle that includes the information of radius. You can create and animate vector graphics in Flash. Vector graphics have two advantages. The first is that the file size is small and it is downloaded faster and less hard drive space is utilized to save the file. The second advantage is that the image can be scaled to any size without affecting the image quality. In Flash, you can create and animate vector graphics. The other type of graphics is raster graphics. Raster graphics are the images produced by an array of pixels. Each pixel carries Color information, therefore, they are relatively large files.

TUTORIALS

Before you start the tutorials, you need to download the *c02_flash_cs6_tut.zip* file from *http://www.cadcim.com*. The path of the file is as follows:

> *Textbooks > Animation and Visual Effects > Flash > The Adobe Flash Professional CS6: A Tutorial Approach*

Next, navigate to the *Documents* folder and create a new folder with the name *Flash_Projects* and then extract the contents of the zipped file to *\Documents\Flash_Projects*.

Note
The tutorial zip file that you have downloaded from the CADCIM website contains a folder **Resources**. *This folder contains all resources related to this chapter.*

Tutorial 1

In this tutorial, you will create the vector graphic of a honey bee using the drawing tools in Flash CS6, as shown in Figure 2-1.   **(Expected time: 30 min)**
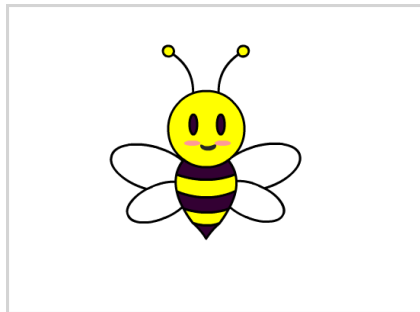

Figure 2-1 *The vector graphic of honey bee*

The following steps are required to complete this tutorial:

a.   Create a new Flash document.
b.   Create the face of honey bee.
c.   Create the body of honey bee.
d.   Create the wings of honey bee.
e.   Create the antennae of honey bee.

Creating a New Flash Document
In this section, you will create a new Flash document.

1.   Choose **File > New** from the menubar; the **New Document** dialog box is displayed.

2.   In the **New Document** dialog box, choose **ActionScript 3.0** from the **General** tab and then choose the **OK** button; a new Flash document is displayed. By default, the **Essentials** workspace is active in the Flash document.

Creating the Face of Honey Bee
In this section, you will create the face of honey bee using **Oval Tool** and other editing tools from the **Tools** panel.

1.   Choose **Oval Tool** from the **Tools** panel; the properties of this tool are displayed in the **Properties** panel.

2.   In the **FILL AND STROKE** area of the **Properties** panel, choose the **Stroke color** swatch; a flyout is displayed. In this flyout, enter **#000000** in the Hexadecimal edit box and press the ENTER key.

3.   Choose the **Fill color** swatch; a flyout is displayed. In this flyout, enter **#FFFF00** in the Hexadecimal edit box and press the ENTER key. Note that the Hexadecimal edit box is also called Hex edit box.

Note
In this textbook, colors will be referred by their hexadecimal values.

Tip: *You can choose color for the stroke and fill from the **Stroke color** and **Fill color** swatches in the **Tools** panel. Alternatively, in the **Properties** panel, expand the **FILL AND STROKE** area, and then use the **Stroke color** and **Fill color** swatches to choose the color. In these panels, select the required color by using the color picker or enter the color value manually in the Hexadecimal edit box, refer to Figure 2-2. You can also use the **Color** and **Swatches** panels to apply color, refer to Figure 2-3. To display the **Color** panel, choose **Window > Color** from the menubar or press ALT+SHIFT+F9. To display the **Swatches** panel, choose **Window > Swatches** from the menubar or press CTRL+F9.*

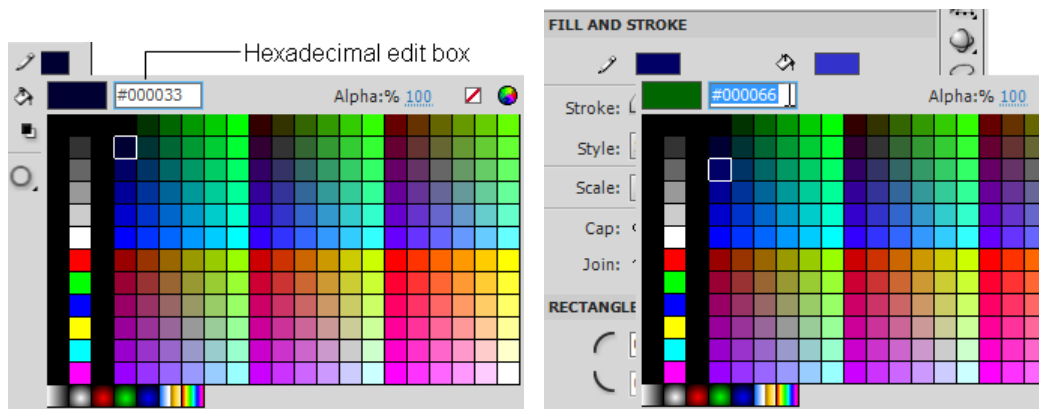*Figure 2-2* *Entering the color values in the Hexadecimal edit box*
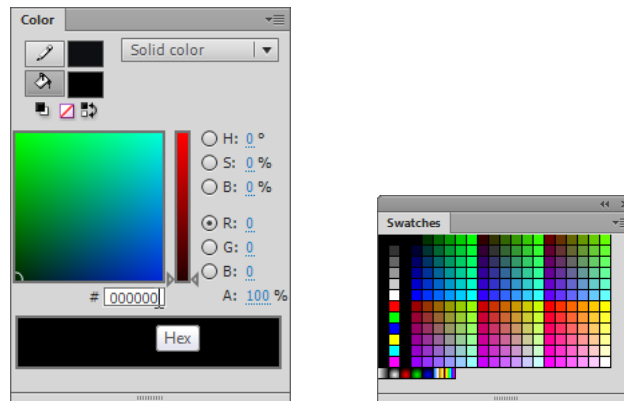

Figure 2-3 *The **Color** and **Swatches** panels*

Note
The fill and stroke are independent of each other, therefore, you can modify or delete either of them without affecting the other.

4. Press and hold the SHIFT key and drag the cursor to draw a circle. Make sure the **Object Drawing** option in the Options section of the **Tools** panel is disabled.

Note
*When a drawing tool is in the **Object Drawing** mode, the stroke and fill of an object are not separate elements and the shapes that overlap in the same layer do not alter one another if you move them apart, reposition, or rearrange them, refer to Figures 2-4 and 2-5.*
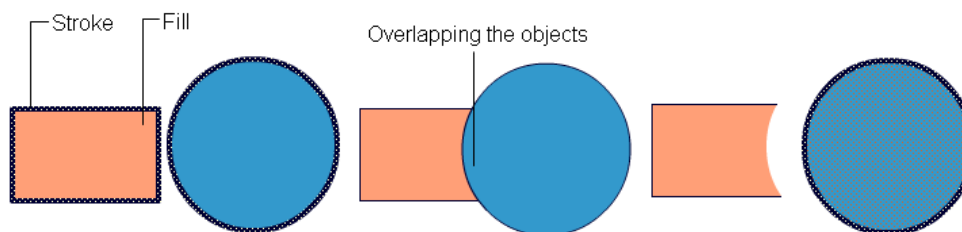
Figure 2-4 *The behavior of the objects when the **Object Drawing** mode is disabled*
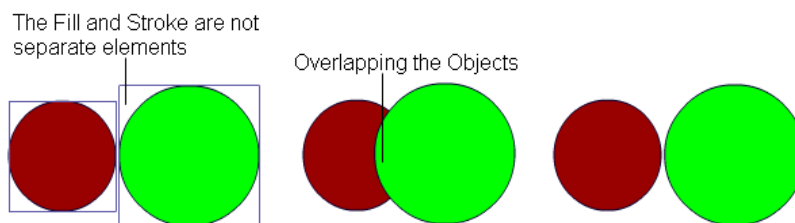

Figure 2-5 *The behavior of the objects when the **Object Drawing** mode is enabled*

5. Choose **Selection Tool** and double-click on the circle to select it. In the **POSITION AND SIZE** area of the **Properties** panel, set the value of **X** to **225** and the value of **Y** to **38**. Next, set the **W** (width) and **H** (height) values to **100**; the circle is positioned and resized in the Stage.

   X and **Y** are the coordinates that define the position of an object in the Stage. Next, you will create eyes of honey bee.

   Note
   By double-clicking on the fill of an object, you can modify both fill and stroke, whereas by single click, you can modify only the fill of the object.

6. Choose **Oval Tool** from the **Tools** panel; the properties of this tool are displayed in the **Properties** panel. In the **FILL AND STROKE** area of the **Properties** panel, choose the **Stroke color** swatch; a flyout is displayed. In this flyout, enter **#000000** in the Hex edit box and then press the ENTER key.

7. Choose the **Fill color** swatch; a flyout is displayed. In this flyout, enter **#330033** in the Hex edit box. Now, create a small vertical oval in the blank area of the Stage. Choose **Selection Tool** and double-click on the oval to select it. In the **Properties** panel, set the **W** (width) and **H** (height) values to **10** and **26**, respectively.

   Note
   To set the value of a particular parameter, click in the edit box and then enter the required value. Alternatively, move the cursor over the default value; the shape of the cursor will change into a hand icon called the scrubber. Now, drag the cursor to change the value.

8. Choose **Selection Tool** from the **Tools** panel and select the oval. Next, press and hold the ALT key and drag the oval; a copy of the oval is created, refer to Figure 2-6.

Note
*To create a copy of an object in Flash, select the object using **Selection Tool**. Next, press and hold the ALT key and drag the object. Alternatively, select the object and choose **Edit > Copy** and then choose **Edit > Paste in Center** from the menubar.*

9. Marquee select both the ovals using **Selection Tool** and position them inside the circle as the eyes of honey bee, as shown in Figure 2-7.
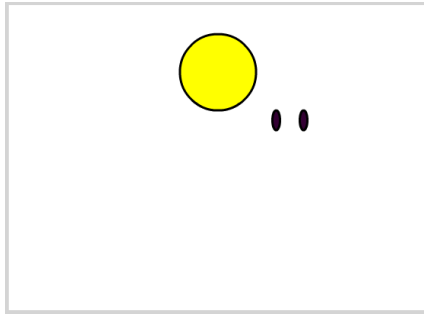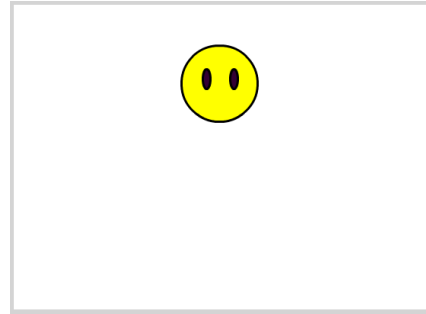

Figure 2-6 *The copy of the oval*

Figure 2-7 *The eyes placed on the face of honey bee*

Next, you will create the cheeks of honey bee.

10. Choose **Oval Tool** from the **Tools** panel. In the **FILL AND STROKE** area of the **Properties** panel, choose the **Stroke color** swatch; a flyout is displayed. In this flyout, choose the No Color button located on the upper right side of this flyout.

11. Choose the **Fill color** swatch; a flyout is displayed. In this flyout, enter **#FF9999** in the Hex edit box and press the ENTER key.

12. Create a small horizontal oval in the blank area of the Stage and then select it using **Selection Tool**. In the **POSITION AND SIZE** area of the **Properties** panel, set the **W** (width) and **H (**height) values of the oval to **21** and **7**, respectively.

13. Create a copy of the oval using the ALT key.

14. Using **Selection Tool**, position the ovals on the face as the cheeks of honey bee, as shown in Figure 2-8.
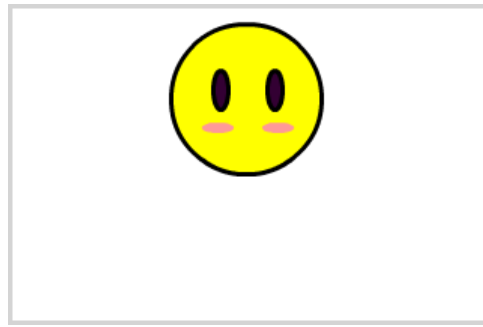
Figure 2-8 *The face of Honey Bee with cheeks*

Next, you will create the mouth of honey bee.

15. Choose **Oval Tool** from the **Tools** panel; the properties of this tool are displayed in the **Properties** panel. In the **FILL AND STROKE** area of the **Properties** panel, choose the **Stroke color** swatch; a flyout is displayed. In this flyout, choose the No Color button.

16. Choose the **Fill color** swatch; a flyout is displayed. In this flyout, enter **#000000** in the Hex edit box and press the ENTER key. Create a horizontal oval. Next, you need to change the shape of the oval to make it appear like mouth. In Flash, **Selection Tool** can also be used to push and pull the lines and corners of a shape to refine its contours.

17. Choose **Selection Tool** and then move the cursor to the upper edge of the oval; a small curve is displayed below the cursor indicating that the curvature can be changed, refer to Figure 2-9.

18. Click on the curvature and drag it inward; the curvature of the shape bends inward, thereby turning into mouth shape. Now, select the mouth using **Selection Tool** and place it below the cheeks, as shown in Figure 2-10.
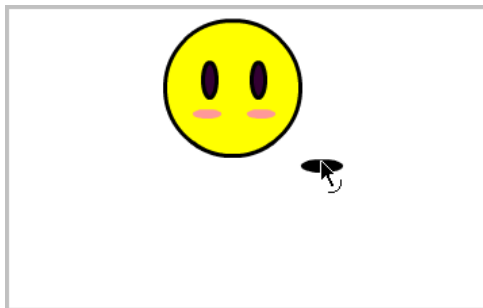

Figure 2-9 *The cursor with the curve*

Figure 2-10 *The face of honey bee after placing the mouth*

Creating the Body of Honey Bee

In this section, you will create the body of honey bee using **Line Tool** and **Paint Bucket Tool**.

1. Choose **Line Tool** from the **Tools** panel; the properties of this tool are displayed in the **Properties** panel. In the **FILL AND STROKE** area of the **Properties** panel, choose the **Stroke color** swatch; a flyout is displayed. In this flyout, enter **#000000** in the Hex edit box and press the ENTER key.

2. In the **FILL AND STROKE** area of the **Properties** panel, enter **3** in the **Stroke** edit box. Next, press and hold the SHIFT key and draw a vertical line segment (stroke) in the blank area of the Stage.

   The outline of an object is called stroke.

3. Choose **Selection Tool**. Next, Place the cursor over the stroke and drag it to the left; the curvature bends outward, as shown in Figure 2-11.

4. Select the line segment using **Selection Tool** and create a copy of the line segment using the ALT key. Next, select the copy of the line segment and choose **Modify > Transform > Flip Horizontal** from the menubar; the copied line segment is flipped horizontally and placed.
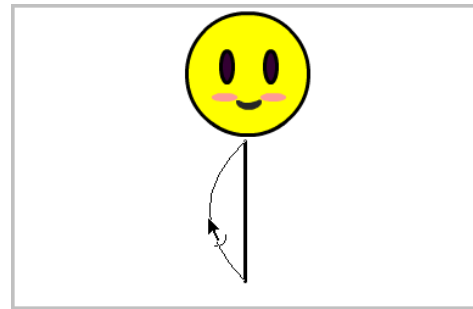

Figure 2-11 *Changing the curvature of the stroke*

5. Marquee select the upper portion of the line segments using **Selection Tool** and delete it by pressing the DEL key, refer to Figure 2-12.

6. Marquee select both the line segments and position them appropriately below the face using **Selection Tool**, as shown in Figure 2-13.
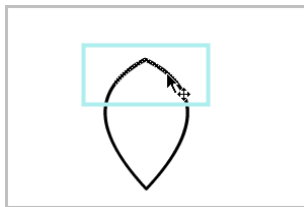

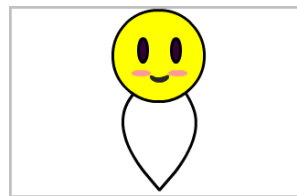**Figure 2-12** *Deleting the upper portion of the line segments*

Figure 2-13 *The honey bee after placing the line segments*

7. Choose **Line Tool** from the **Tools** panel; the properties of this tool are displayed in the **Properties** panel. In the **FILL AND STROKE** area of the **Properties** panel, enter **3** in the **Stroke** edit box.

8. Draw four horizontal line segments on the body of honey bee, as shown in Figure 2-14. Next, change the curvature of the line segments using **Selection Tool**, refer to Figure 2-15.

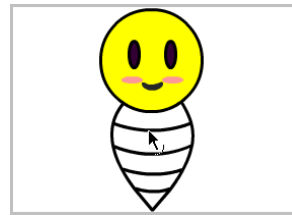***Figure 2-14*** *The horizontal line segments*

Figure 2-15 *Changing the curvature of horizontal line segments*

9. Choose **Paint Bucket Tool** from the **Tools** panel; the properties of this tool are displayed in the **Properties** panel and the options are displayed in the Options section of the **Tools** panel.

10. In the **Properties** panel, choose the **Fill color** swatch; a flyout is displayed. In this flyout, enter **#330033** in the Hex edit box and press the ENTER key.

11. In the Options section of the **Tools** panel, choose the **Gap Size** button; a flyout is displayed, as shown in Figure 2-16. In this flyout, choose the **Close Large Gaps** option, refer to Figure 2-17.
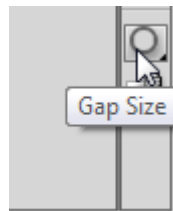

Figure 2-16 *Choosing the **Gap Size** button in the Options section of the **Tools** panel*
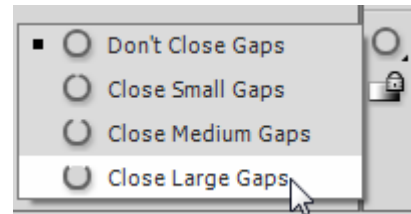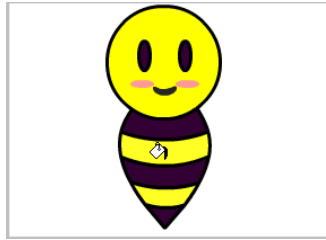

Figure 2-17 *Choosing the **Close Large Gaps** option*

12. Click in the first horizontal section of the body; the color is filled in this section. Choose the **Fill color** swatch; a flyout is displayed. In this flyout, enter **#FFFF00** in the Hex edit box and press the ENTER key. Next, apply the color in the second horizontal section. Make sure there are no open areas left between the intersection points of one or more line segments as the fill can only be applied in the enclosed areas.

13. Apply the color in the other remaining sections as discussed in Steps 9 and 10, refer to Figure 2-18.

*Figure 2-18 Filling the color in sections using **Paint Bucket Tool***

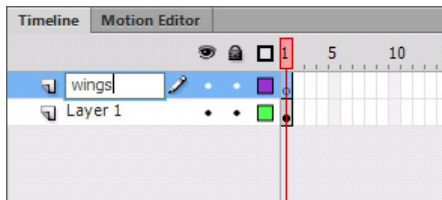# Creating the Wings of Honey Bee

In this section, you will create the wings of honey bee in a new layer.

1. Choose the **New Layer** button in the **Timeline** panel; a new layer is created. Next, double-click on the default layer name and rename it as **wings**, as shown in Figure 2-19. Next, rename **Layer 1** as **face and body**.

2. Choose **Oval Tool** from the **Tools** panel; the properties of this tool are displayed in the **Properties** panel. In the **FILL AND STROKE** area of the **Properties** panel, choose the **Stroke color** swatch; a flyout is displayed. In this flyout, enter **#000000** in the Hex edit box and press the ENTER key.
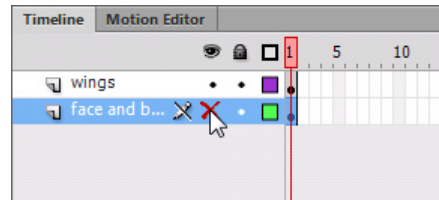
Note
*You can hide the body and face of honey bee by hiding the **face and body** layer in the **Timeline** panel. To do so, turn off the **Show or Hide All Layers** option of the **face and body** layer, as shown in Figure 2-20.*

*Figure 2-19 Naming the layers in the **Timeline** panel*

*Figure 2-20 Hiding the **face and body** layer in the **Timeline** panel*

3. Choose the **Fill color** swatch; a flyout is displayed. In this flyout, choose the No Color button. In the **POSITION AND SIZE** area of the **Properties** panel, enter **3** in the **Stroke** edit box and draw a horizontal oval in the **wings** layer, refer to Figure 2-21.

4. Choose **Selection Tool** and select the oval. Next, create a copy of the oval by using the ALT key.

5. Select the copied oval and choose **Free Transform Tool** from the **Tools** panel; the oval is enclosed inside the transform bounding box. Next, place the cursor on the upper right transform point and drag it inward; the size of the oval is reduced, refer to Figure 2-21.

6.   Select the original oval and choose **Free Transform Tool** from the **Tools** panel. Place the cursor around any transform point outside the transform bounding box; the cursor is changed to a rotating arrow icon. Now, rotate the oval anti clockwise approximately to 40 degrees, refer to Figure 2-22. Similarly, using **Free Transform Tool** rotate the copied oval clockwise approximately to 30 degrees to get the shape of a wing. Click in the Pasteboard to deselect **Free Transform Tool**.
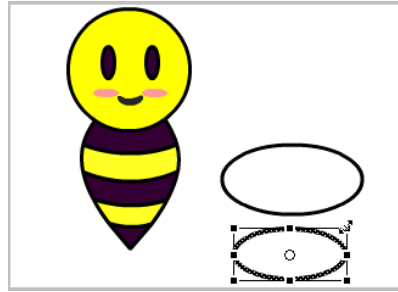

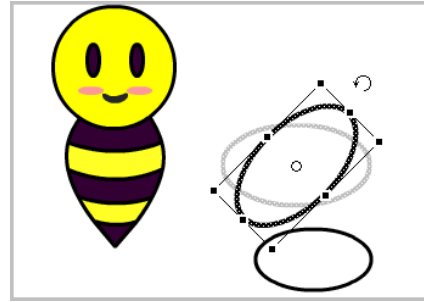*Figure 2-21 Resizing the oval*   *Figure 2-22 Rotating the ovals*

7.   Choose the small oval using **Selection Tool** and place it on the large oval. Next, click anywhere in the Pasteboard such that none of the body parts is selected. Now, delete the stroke of the large oval that is overlapping the small oval, as shown in Figure 2-23. Figure 2-24 shows the final shape of the ovals after deleting the stroke.
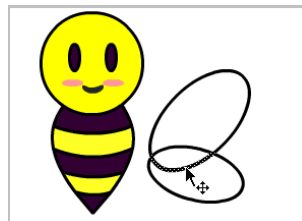

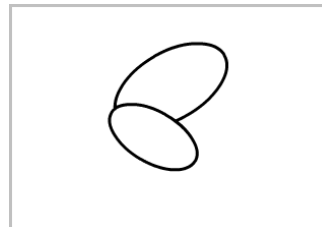*Figure 2-23 Selecting the*   *Figure 2-24 The ovals*
stroke that is to be deleted   *after deleting the stroke*

8.   Marquee select the entire wing and create a copy of the wing using the ALT key, refer to Figure 2-25. Next, select the copy of the wing using **Selection Tool**. Now, choose **Modify > Transform > Flip Horizontal** from the menubar; the wing is flipped horizontally, as shown in Figure 2-26.

9.   Drag the **face and body** layer above the **wings** layer in the **Timeline** panel; the wings are placed behind the body, refer to Figure 2-27.
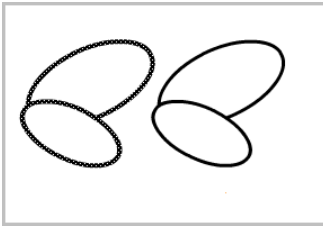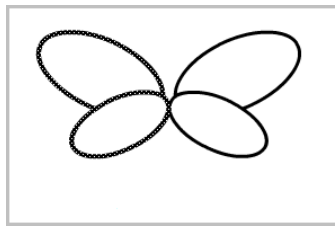
Figure 2-25 *The copy of the wing*

Figure 2-26 *The copy of the wing flipped horizontally*
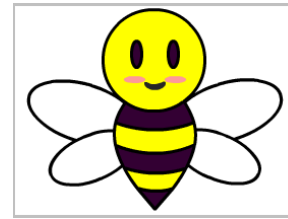

Figure 2-27 *The wings placed behind body*

Creating the Antennae of Honey Bee

In this section, you will create the antennae of honey bee in the **face and body** layer.

1. Select the **face and body** layer. Choose **Line Tool** from the **Tools** panel. In the **POSITION AND SIZE** area of the **Properties** panel, enter **3** in the **Stroke** edit box. In the **face and body** layer, draw a line segment on the head of the honey bee.

2. Change the curvature of the line segment using **Selection Tool**, as shown in Figure 2-28.

3. Choose **Oval Tool** from the **Tools** panel; the tool properties are displayed in the **Properties** panel.

4. In the **FILL AND STROKE** area of the **Properties** panel, choose the **Stroke color** swatch; a flyout is displayed. In this flyout, enter **#000000** in the Hex edit box and press the ENTER key. Next, choose the **Fill color** swatch; a flyout is displayed. In this flyout, enter **#FFFF00** in the Hex edit box and press the ENTER key.

5. Create a small circle anywhere in the Stage. Place the circle on the tip of the line segment using **Selection Tool**, as shown in Figure 2-29.

Figure 2-28 *Changing the curvature of the line segment*

Figure 2-29 *Placing the circle on the tip of the line segment*

6   Select the antenna using **Selection Tool**. Next, make a copy of the antenna using the ALT key and then flip it horizontally by choosing **Modify > Transform > Flip Horizontal** from the menubar. You can select multiple objects using the SHIFT key.

7.   Position the antennae at appropriate places using the **Selection Tool**. Figure 2-30 shows the complete honey bee.

Figure 2-30 *The honey bee*

8.   Save the flash file with the name *c02tut1* at the location *\Documents\Flash_Projects\c02_tut\c02_tut_01*.

9.   Press CTRL+ENTER to view the final output of the vector graphic honey bee. You can also view the final rendered image of the honey bee by downloading the file *c02_flash_cs6_rndr.zip* from *http://www.cadcim.com*. The path of the zipped file is mentioned at the beginning of the chapter.

Tutorial 2

In this tutorial, you will create an ad banner with the name 'The Coffee Shop', as shown in Figure 2-31.   **(Expected time: 30 min)**

Figure 2-31 *The ad banner with the name 'The Coffee Shop'*

The following steps are required to complete this tutorial:

a.   Create a new Flash document.
b.   Set the width and height of the Stage.
c.   Create a coffee bean.
d.   Create a decorative pattern using **Deco Tool**.
e.   Download the images.
f.   Use bitmaps as fill.
g.   Insert text using **Text Tool**.

Creating a New Flash Document

In this section, you will create a new Flash document.

1.   Choose **File > New** from the menubar; the **New Document** dialog box is displayed.

2.   In the **New Document** dialog box, choose **ActionScript 3.0** from the **General** tab and then choose the **OK** button; a new Flash document is displayed.

Setting the Width and Height of the Stage

In this section, you will set the width and height of the Stage to define the exact area required for creating 'The Coffee Shop' ad banner.

1.   Click in the Stage; the **Document** properties are displayed in the **Properties** panel.

2.   In the **PROPERTIES** area of the **Properties** panel, choose the **Edit document properties** button, as shown in Figure 2-32; the **Document Settings** dialog box is displayed, refer to Figure 2-33.

3.   Enter the values **600** (**width**) and **250 (height**) in the **Dimensions** edit boxes of the **Documents Settings** dialog box and choose the **OK** button, refer to Figure 2-33.
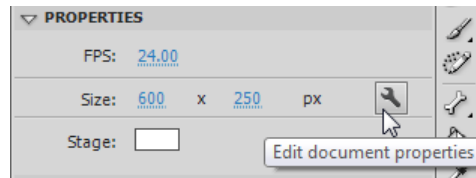

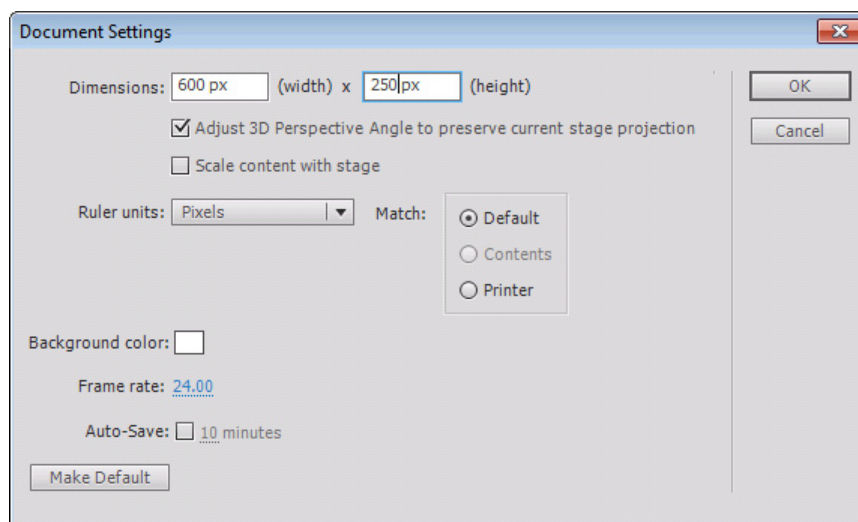*Figure 2-32 Choosing the **Edit document properties** button*

Figure 2-33 *Setting the dimensions in the **Documents Settings** dialog box*

Creating a Coffee Bean

The shape of the coffee bean is roughly an oval shape. You will start creating coffee bean by drawing an oval.

1. Choose **Oval Tool** from the **Tools** panel. In the **FILL AND STROKE** area of the **Properties** panel, choose the **Stroke color** swatch; a flyout is displayed. In this flyout, choose the No Color button.

2. Choose the **Fill color** swatch; a flyout is displayed. In this flyout, enter **#663300** in the Hex edit box and press the ENTER key. Then, draw an oval anywhere in the Pasteboard, as shown in Figure 2-34.

3. Select half of the oval shape using **Selection Tool**, refer to Figure 2-35 and then press the DEL key; the selected fill is deleted.
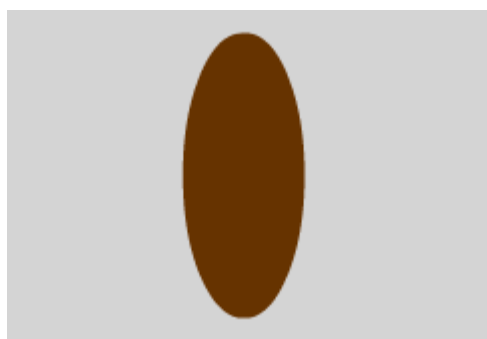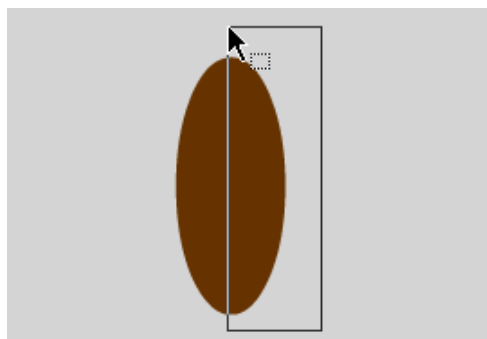

Figure 2-34 *Creating an oval shape*

Figure 2-35 *Selecting half of the oval shape*

4. Select the semi-oval shape.

5. Choose the **Color** button to display the **Color** panel.

6. Select the **Linear gradient** fill style from this **Color type** drop-down list; the gradient definition bar is displayed at the bottom of the **Color** panel, as shown in Figure 2-36. The pointers below the bar indicate the colors in the **Linear Gradient** fill.

   The **Linear gradient** fill style is used to blend colors on a linear path.
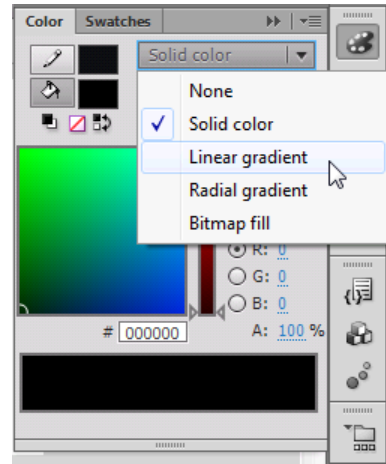
7. Double-click on the left pointer below the gradient definition bar; a flyout is displayed, as shown in Figure 2-37. Next, enter **#000000** in the Hex edit box of the flyout and press the ENTER key. Similarly, double-click on the right pointer; a flyout is displayed. Next, enter **#663300** in the Hex edit box and press the ENTER key; a linear gradient fill is applied to the semi-oval shape.

*Figure 2-36 Selecting **Linear gradient** from the **Color type** drop-down list*

8. Select the semi-oval shape and make a copy to create the second half of the coffee bean. Next, flip it horizontally by choosing **Modify > Transform > Flip Horizontal** from the menubar. Position it next to the first semi-oval shape of the coffee bean, as shown in Figure 2-38.

9. Choose **Lasso Tool** from the **Tools** panel; the properties of this tool are displayed in the **Properties** panel.

10. Select the outlines of the inner edges of the coffee bean using **Lasso Tool**, refer to Figure 2-39. Next, press the DEL key; the selected fill of the inner edges is deleted, refer to Figure 2-40.
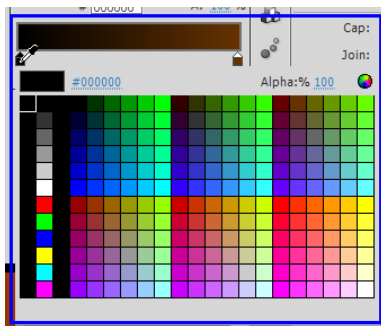

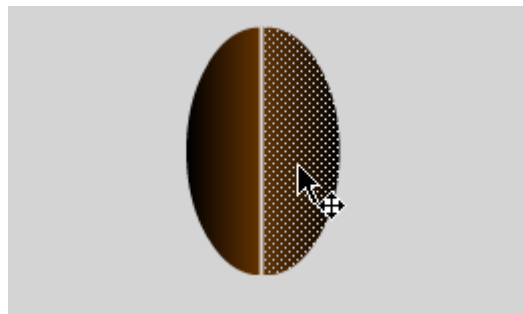*Figure 2-37 The flyout displayed on double-clicking the left pointer*

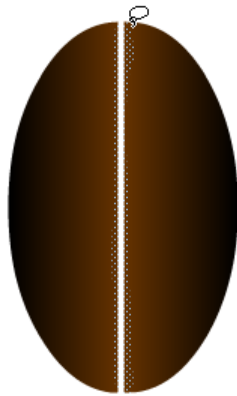*Figure 2-38 Positioning semi-ovals to create coffee bean*

Figure 2-39 *Selecting the outlines of the inner edges of the coffee bean*
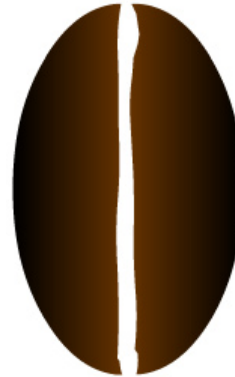
Figure 2-40 *The coffee bean after deleting the outlines of the inner edges*

11. Now, you need to fill the color in the gap between the coffee beans. To do so, choose **Brush Tool** from the **Tools** panel; the properties of this tool are displayed in the **Properties** panel. In the **FILL AND STROKE** area of the **Properties** panel, choose the **Fill color** swatch; a flyout is displayed. In this flyout, enter **#090400** in the Hex edit box and press the ENTER key. In the Options section of the **Tools** panel, choose the **Brush Mode** button; a flyout is displayed. In this flyout, choose the **Paint Behind** mode.

12. Choose the **Brush size** button in the Options section of the **Tools** panel; a flyout containing different sizes of the brush is displayed. In this flyout, choose the largest size of the brush, as shown in Figure 2-41.

13. Move the cursor over the gap between the coffee beans, press and hold the left mouse button, and then drag the cursor over the gap. Next, release the mouse button; the fill automatically shifts behind the coffee bean as the **Paint Behind** mode of **Brush Tool** was selected.
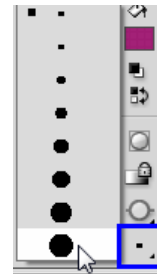

Figure 2-41 *Choosing the largest size of the brush*

The **Paint Behind** mode of **Brush Tool** is used to paint the blank area of the Stage while leaving the strokes and the fills unaffected in the same layer, refer to Figure 2-42.
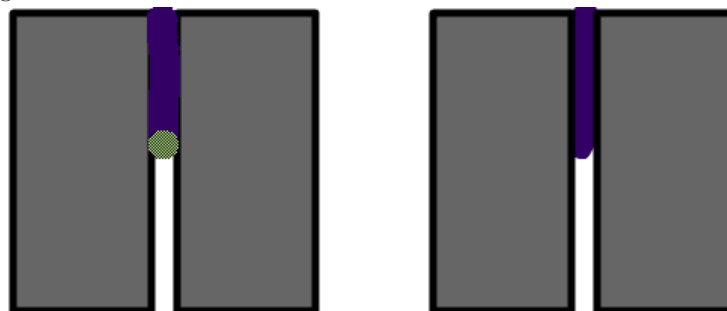

Figure 2-42 *The **Paint Behind** mode of the **Brush Tool***

14. Select the coffee bean and then create a copy of it. Next, rotate the coffee bean by using **Free Transform Tool** and position it, refer to Figure 2-43.

    Next, you will convert the coffee beans into a graphic symbol because it will be used later to create a decorative pattern by using **Deco Tool**. Note that **Deco Tool** only selects the symbols and not the shape.

15. Select coffee beans using **Selection Tool** and then choose **Modify > Convert to Symbol** from the menubar; the **Convert to Symbol** dialog box is displayed, as shown in Figure 2-44.
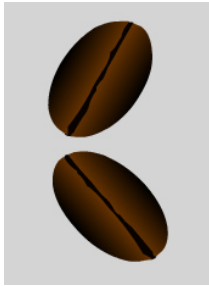

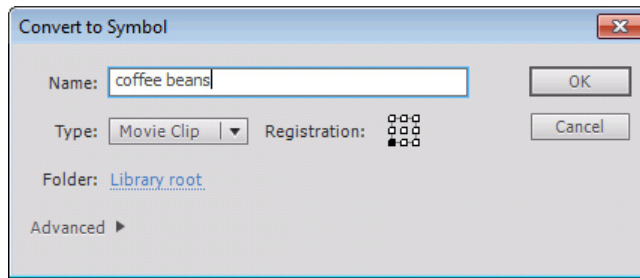*Figure 2-43 Rotating and positioning the coffee bean*

*Figure 2-44 The **Convert to Symbol** dialog box*

16. In this dialog box, type **coffee beans** as the name of the symbol in the **Name** text box. Next, select **Graphic** as the symbol type from the **Type** drop-down list and then choose the **OK** button; a graphic symbol named *coffee bean* is saved in the **Library** panel. You can now delete the *coffee bean* instance from the Stage as it is saved in the **Library** panel.

    The **Library** panel in Flash stores all the media files such as bitmaps, graphics, sound files, and video clips that you import and symbols that you create in a Flash document. By default, the **Library** panel is located next to the **Properties** panel in the **Essentials** workspace. Alternatively, choose **Window > Library** from the menubar to display the **Library** panel.

    Next, you will create a decorative pattern using **Deco Tool**.

    Before creating the decorative pattern, you will draw a layout of the ad banner and divide it into sections.

17. Choose **Rectangle Tool** from the **Tools** panel; the properties of this tool are displayed in the **Properties** panel.

18. In the **FILL AND STROKE** area of the **Properties** panel, choose the **Stroke color** swatch; a flyout is displayed. In this flyout, enter **#000000** in the Hex edit box and press the ENTER key. Next, choose the **Fill color** swatch; a flyout is displayed. In this flyout, choose the No Color button and enter **1** in the **Stroke** edit box.

19. Draw a rectangle with the dimensions equal to the dimensions of the Stage. Now, choose **Line Tool** and draw line segments to divide the rectangle into sections. Figure 2-45 shows the ad banner layout with the sections named to provide you an idea of positioning the images and text.
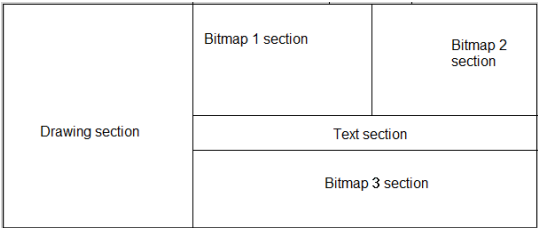

Figure 2-45 The layout for 'The Coffee Shop' ad banner

Creating Decorative Pattern Using Deco Tool

In Flash, you can create complex patterns and decorations easily and quickly by using **Deco Tool**. It is one of most dynamic and smarter tools of Flash. It is used to create drawing objects and animations using preset symbols and objects or custom symbols in the Library. In Flash CS6, the **Deco Tool** has been improved and new functions and shapes have been added to it.

1. Choose **Paint Bucket Tool** from the **Tools** panel; the properties of this tool are displayed in the **Properties** panel. In the **FILL AND STROKE** area of the **Properties** panel, choose the **Fill color** swatch; a flyout is displayed. In this flyout, enter **#E07E33** in the Hex edit box and press the ENTER key. Then, click in the Drawing section of the ad banner layout in the Stage; the color is applied in this section, refer to Figure 2-46.

Figure 2-46 The color applied in the Drawing section

2. Choose **Deco Tool** from the **Tools** panel; the properties of the tool are displayed in the **Properties** panel. In this panel, select **Vine Fill** from the **DRAWING EFFECT** drop-down list. Next, choose the **Edit** button on the right of the **Flower** option; the **Select Symbol** dialog box is displayed, as shown in Figure 2-47. In this dialog box, select the *coffee beans* graphic symbol and choose the **OK** button.

Figure 2-47   *Selecting the coffee beans graphic symbol in the **Select Symbol** dialog box*

3. In the **DRAWING EFFECT** area of the **Properties** panel, click on the **Color** swatch below the **Edit** button of the **Leaf** option; a flyout is displayed. In this flyout, enter **#FFFFFF** in the Hex edit box and press the ENTER key.

4. In the **ADVANCED OPTIONS** area, click on the color swatch located on the right of the **Branch angle** option; a flyout is displayed. In this flyout, enter **#FFFFFF** in the Hex edit box and press the ENTER key, refer to Figure 2-48.

Note
It is recommended not to keep the size of the coffee beans large because it will exceed the defined bitmap section.

5. Move the cursor in the Drawing section of the layout and then click; the **Vine Fill** pattern is spread in the Drawing section, as shown in Figure 2-49.

Figure 2-48   *The **ADVANCED OPTIONS** area*

Figure 2-49   *The **Vine Fill** pattern in the Drawing section*

Downloading the Images

In this section, you will download the images.

1. Download the images used in this tutorial from the following links and then save them with the names: *cafe latte.jpg, cup.jpg, and beans.jpg,* respectively at the location */Documents/ Flash_Projects/c02_tut/Resources*.

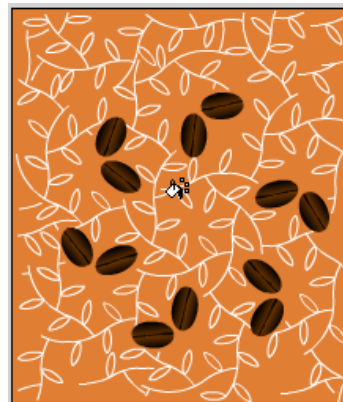   *http://www.sxc.hu/photo/1287441, http://www.sxc.hu/photo/1289296, and http://www.sxc.hu/ photo/1097233*

   Note
   Footage Courtesy: **Gareth Weeks** *(http://www.sxc.hu/profile/garwee),* **ilker** *(http://www.sxc. hu/profile/ilco),* **Rob Owen-Wahl** *(http://www.sxc.hu/profile/lockstockb)*

Using Bitmaps as Fill

In this section, you will use bitmaps as fill.

1. Choose **Paint Bucket Tool** from the **Tools** panel. Next, choose the **Color** button; the **Color** panel is displayed. In the **Color** panel, select **Bitmap fill** from the **Color type** drop-down list; the **Import to Library** dialog box is displayed.

2. In the **Import to Library** dialog box, choose **Documents > Flash_Projects > c02_tut > Resources > cup.jpg**. Next, choose the **Open** button; the selected image is displayed in the **Color** panel as bitmap swatch, refer to Figure 2-50.

3. In the **Color** panel, choose the **Import** button; the **Import to Library** dialog box is displayed. In this dialog box, browse to the location *Documents > Flash_Projects > c02_tut > Resources* folder and import *cafe latte.jpg*, and *beans.jpg*. These images are displayed in the **Color** panel as bitmap swatches, as shown in Figure 2-50, and are saved in the **Library** panel, as shown in Figure 2-51.
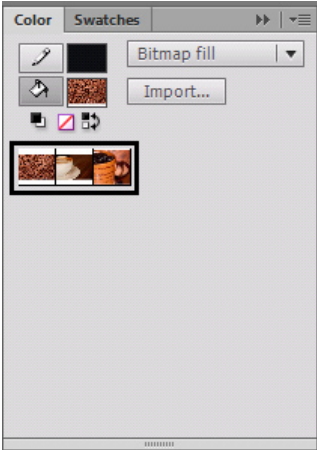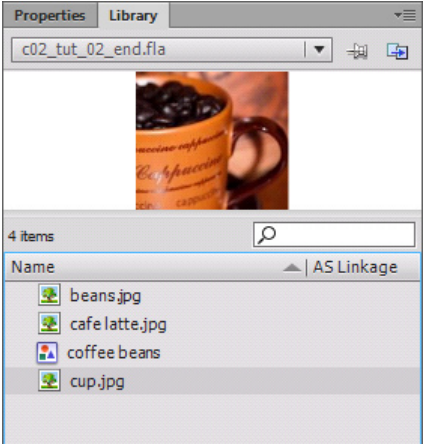

Figure 2-50 *The bitmap swatches*

Figure 2-51 *The* ***Library*** *panel*

4.   In the **Color** panel, choose the **Fill color** button. Next, click on the **cup.jpg** swatch using the color picker, as shown in Figure 2-52. Next, move the cursor in the Bitmap 1 section in the Stage and click; the *cup.jpg* image is applied as fill in this section.
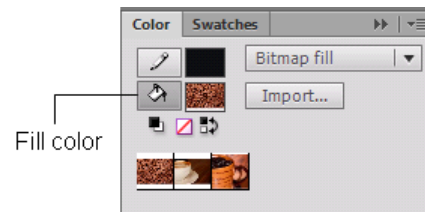

Figure 2-52 *Choosing bitmaps as fill*

5.   For the Bitmap 2 section, choose the **cafe latte.jpg** swatch in the **Color** panel.

6.   For the Bitmap 3 section, choose the **beans.jpg** swatch in the **Color** panel.

If the images that are used as the fill for Bitmap sections do not fit properly, then you need to resize the bitmap fill. To resize a bitmap fill, for example the **cafe.latte** fill, choose **Gradient Transform Tool** from the **Tools** panel and click on the **cafe.latte** fill in the Stage; the gradient bounding box with transform handles is displayed around the **cafe.latte** fill. Move the cursor over the arrow located at the middle bottom handle of the gradient bounding box; the cursor changes to a double-headed arrow. Drag the double-headed arrow outward to fit the **cafe.latte** fill, refer to Figure 2-53. Figure 2-54 shows the complete view of Bitmap sections.

Figure 2-53 *Scaling the cafe latte.jpg using Gradient Transform Tool*

Figure 2-54 *The Bitmap sections*

Inserting Text Using Text Tool

Now, you need to add text to complete this ad banner. In Flash CS6, there are two text options: **Classic Text** and **Text Layout Framework** (**TLF**). You will learn more about **Text Layout Framework** in the later chapters. Here, you will use **Classic Text** to write the name on the ad banner, "The Coffee Shop".

1. Choose **Insert > Timeline > Layer** from the menubar; a new layer is created. Next, rename the new layer as **Text**. Alternatively, you can choose the **New Layer** button in the **Timeline** panel to create a new layer.

2. Choose **Text Tool** from the **Tools** panel; the properties of **Text Tool** are displayed in the **Properties** panel. In this panel, select **Classic Text** from the **Text engine** drop-down list. Next, select **Static Text** from the **Text type** drop-down list, refer to Figure 2-55.

3. Make sure the orientation of the text is horizontal. If it is not horizontal, change it to horizontal by using the **Change orientation of text** drop-down list in the **Properties** panel, refer to Figure 2-55.

Figure 2-55 Text Tool options in the Properties panel

4. In the **CHARACTER** area of the **Properties** panel, choose the **Gill Sans Ultra Bold** font from the **Family** drop-down list. Next, set the font size to **30** in the **Size** edit box. Next, choose the swatch located on the right to **Color**; a flyout is displayed. In this flyout, enter **#000000** in the Hex edit box.

5. Click in the Stage; the text box is displayed. In this text box, type **The Coffee Shop**. Next, choose **Selection Tool** and position the text at the center of the Text section, as shown in Figure 2-56.

Figure 2-56 The Coffee Shop ad banner

6. Save the flash file with the name *c02tut2* at the location *\Documents\Flash_Projects\c02_tut\c02_tut_02*.

7.   Press CTRL+ENTER to view the final output of the ad banner. You can also view the final rendered image of the ad banner by downloading the file *c02_flash_cs6_rndr.zip* from *http://www.cadcim.com*. The path of the zipped file is mentioned at the beginning of the chapter.

HOT KEYS

In Flash, you can use the keyboard shortcuts to invoke the commonly used commands. The shortcut keys are referred as hot keys. With the help of these keys, you can work faster and more efficiently. The most important keys and their functions are listed below.

Hot keys and their function

Key	Function
CTRL+N	Creates a new document
CTRL+O	Opens the existing Flash file
CTRL+W	Closes the active Flash file
CTRL+S	Saves the active Flash file
CTRL+Z	To undo the last step
CTRL+Y	To redo the last step

Hot keys for invoking Tools

Key	Tool
V	Selection Tool
A	Subselection Tool
Q	Free Transform Tool
F	Gradient Transform Tool
W	3D Rotation Tool
G	3D Translation Tool
L	Lasso Tool
P	Pen Tool
=	Add Anchor Point Tool

-	Delete Anchor Point Tool
C	Convert Anchor Point Tool
T	Text Tool
N	Line Tool
R	Rectangle Tool and Rectangle Primitive Tool
O	Oval Tool and Oval Primitive Tool
Y	Pencil Tool
B	Brush Tool and Spray Brush Tool
U	Deco Tool
M	Bone Tool and Bind Tool
K	Paint Bucket Tool
S	Ink Bottle Tool
I	Eyedropper Tool
E	Eraser Tool
H	Hand Tool
Z	Zoom Tool

Some Important Hot keys

Keys	Function
CTRL+R	Imports elements to the Stage
CTRL+F8	Creates new symbols
F8	Converts objects to symbols
CTRL+B	Breaks apart elements
CTRL+G	Groups elements
CTRL+SHIFT+G	Ungroups elements
CTRL+ENTER	Tests the movie
CTRL+U	Opens preferences settings

Self-Evaluation Test

Answer the following questions and then compare them to those given at the end of this chapter:

1. Which of the following options of the **Brush Tool** is used to paint behind the strokes and fills in the same layer?

    (a) **Paint Fills**   (b) **Paint Behind**
    (c) **Paint Selection**   (d) **Paint Inside**

2. The _____ key helps you draw a perfect circle while using **Oval Tool**.

3. The _____ graphics are produced by using geometrical primitives such as points, lines, curves, and shapes.

4. The _____ option provides a platform for colors to blend on the linear path.

5. The _____ option is used to apply bitmap images as a fill.

6. The **Linear gradient** option is used to create linear gradient strokes. (T/F)

7. You can create a new symbol by pressing CTRL+R. (T/F)

8. You can close the active Flash file by pressing CTRL+W. (T/F)

9. L is the shortcut key for invoking **Lasso Tool**. (T/F)

10. CTRL+ENTER is used to test a movie. (T/F)

Review Questions

Answer the following questions:

1. Which of the following combinations of shortcut keys is used for creating a new document?

    (a) CTRL+N   (b) CTRL+B
    (c) CTRL+G   (d) CTRL+U

2. _____ and _____ are the two text options in Flash CS6.

3. _____ is the shortcut key for invoking **Free Transform Tool**.

4. The _____ option is used to snap objects along the edges of other objects.

5. _____ is the shortcut key for invoking **3D Rotation Tool**.

6. _____ is the shortcut key for invoking **Rectangle Tool** and **Rectangle Primitive Tool**.

7. You can ungroup the elements by pressing CTRL+G. (T/F)

8. D is the shortcut key for invoking **Deco Tool**. (T/F)

Exercise

Exercise 1

Using various tools, create the ad banner for 'The Flower Shop', as shown in Figure 2-57. You can view the final rendered image of the banner by downloading the file *c02_flash_cs6_exr.zip* from *http://www.cadcim.com*. The path of the file is as follows:

> *Textbooks > Animation and Visual Effects > Flash > The Adobe Flash Professional CS6: A Tutorial Approach*

(Expected time: 30 min)

Download the bitmaps used in this exercise from the following links:

http://www.sxc.hu/photo/1340073 (Courtesy: http://www.sxc.hu/profile/alex27)
http://www.sxc.hu/photo/1338574 (Courtesy: http://www.sxc.hu/profile/Roxanne727)
http://www.sxc.hu/photo/1284438 (Courtesy: http://www.sxc.hu/profile/robby_m)
http://www.sxc.hu/photo/1077716 (Courtesy: http://www.sxc.hu/profile/bjearwicke)
http://www.sxc.hu/photo/1323129 (Courtesy: http://www.sxc.hu/profile/misscheeky)

Figure 2-57 *The ad banner with the name 'The Flower Shop'*

Answers to Self-Evaluation Test
1. Paint Behind, **2.** SHIFT, **3.** vector, **4. Linear Gradient**, **5. Bitmap fill**, **6.** F, **7.** F, **8.** T, **9.** T,
10. T