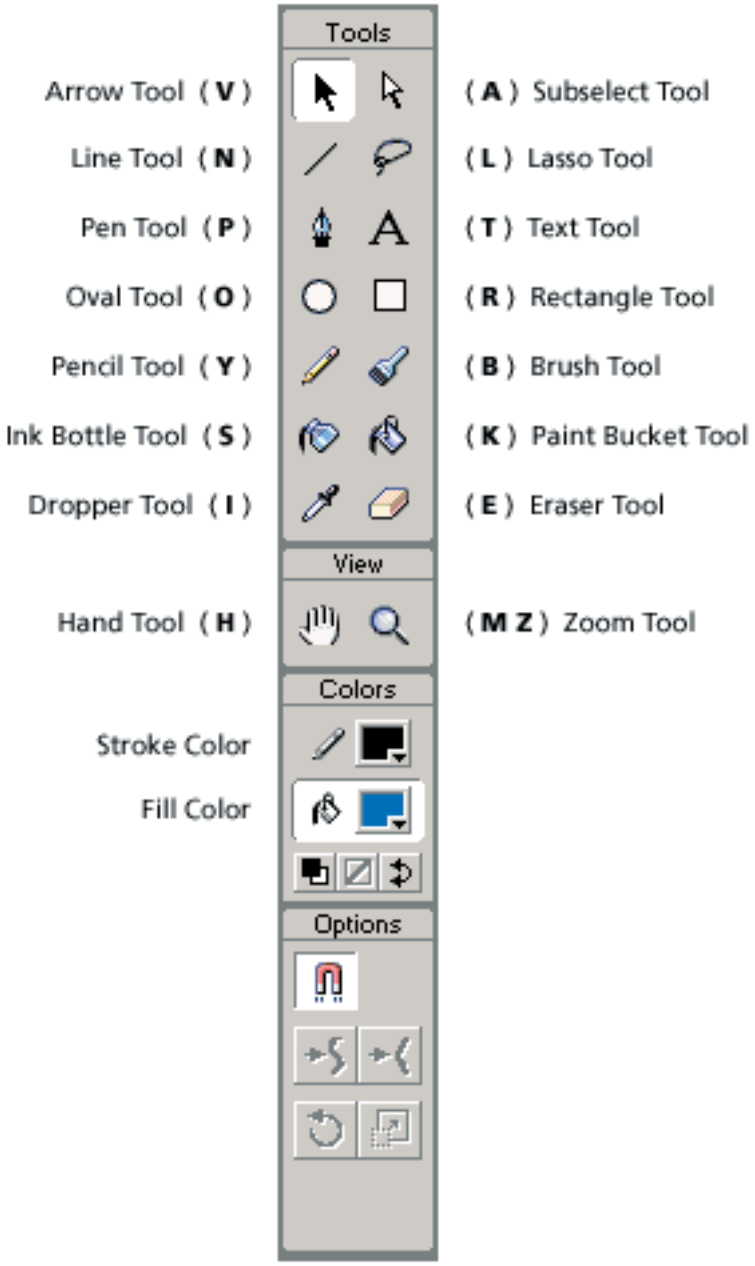
Flash 5

Drawing Pack



Segmentation

Segmenting occurs when two shapes are drawn directly on top of each other within the same layer. This can occur whether or not the shapes have a stroke around them or if they are different colors. Simply put, the two shapes become one shape (see Fig. A-1 and Fig. A-2).

Fig. A-1

Fig. A-2

Fig. A-3

Fig. A-4

Unfortunately, you may not be aware of segmenting until you attempt to move a shape with the Arrow Tool.

When you try to move the shapes, you will find that those of the same color move as one complete shape and those of different colors or separated by strokes will move as pieces, dependent upon which section you are moving (see Fig. A-2 and Fig. A-3).

Because of the adverse effects segmenting can have on your artwork, you can either make new layers for drawing on top of objects you do not want segmented or use grouping when drawing.

Remember, segmenting is not always bad. You can make compound shapes with segmenting, such as a single cloud made of multiple circles.

Grouping

To avoid segmenting and to quickly move complete objects around, grouping will come in handy (see Fig. A-5). You can group objects by first selecting one or more on the stage and then from the menu choosing Modify > Group or press Ctrl+G (PC) or Command+G (MAC). You can tell if an object is part of a group or not by trying to select it with the Arrow Tool. If a square blue border is around the selected object instead of the selected area becoming a textured color, the object is most likely part of a group. *Note that other elements besides groups exist that may show a blue border when selected.*

Fig. A-5

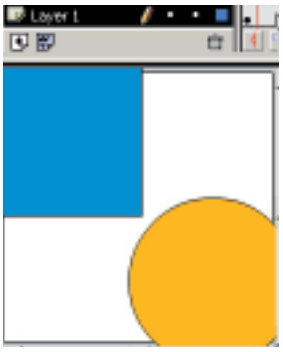
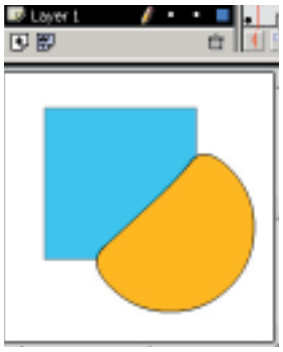


Fig. A-6



To ungroup objects, choose Modify > Ungroup or press Ctrl+Shift+G (PC) or Command+Shift+G (MAC).

Fig. A-7

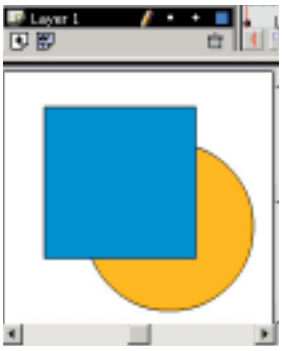
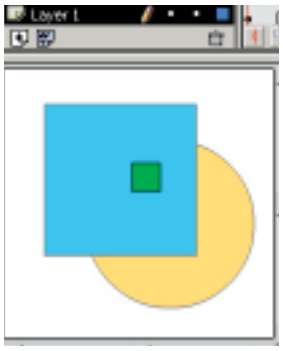


Fig. A-8



You do not have to ungroup objects to edit them. To edit group members, choose Edit > Edit Selected or double-click the group. All objects that are not part of the group will lighten and become unselectable, leaving the group's objects to be edited (see Fig. A-6). To return to the Stage and normal editing, either choose Edit > Edit All or double-click on an uneditable section of the Stage.

If you have multiple groups on one layer, you can control their arrangement (how they overlap) by choosing Modify > Arrange and then choosing whether you want to bring a group to the very front [Ctrl+Shift+Up Arrow (PC) or Command+Shift+Up Arrow (MAC)], bring it forward one step [Ctrl+Up Arrow (PC) or Command+Up Arrow (MAC)], send it backwards one step[Ctrl+Down Arrow (PC) or Command+Down Arrow (MAC)], or send it to the very back [Ctrl+Shift+Down Arrow (PC) or Command+Shift+Down Arrow (MAC)] (see Fig. A-7).

Groups can be nested inside each other, so it is allowable to have a group within a group, etc. Please keep in mind that segmentation can still occur within individual groups, which is why nested grouping may be necessary to avoid segmentation (see Fig. A-8).

Arrow Tool (V)

Selecting

The first thing that can be noted about the Arrow Tool is that can be used for selecting objects. By holding the Shift key, you can click on several different objects in order to select them at once.

Fig. A-9

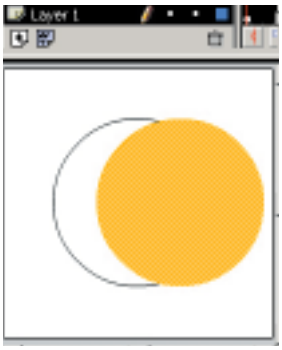
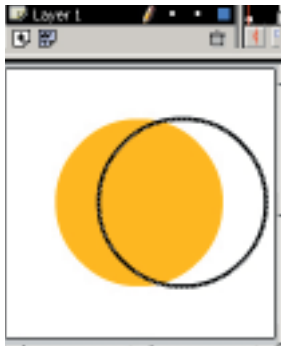


Fig. A-10

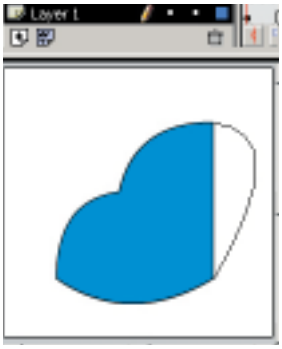


You can also create a selection marquee by clicking, holding, and dragging the mouse. Whatever elements that were inside the selection will be selected. You can see by selected fill in Fig. A-9 and the selected stroke in Fig. A-10 that you have the option to select only parts of a shape. Notice that the selected and moved part of the shape overlaps the parts that are not moved. You can double-click a shape's fill to include its stroke in the selection.

Modeling

You can also use the Arrow Tool to model shapes. This is an effective alternative to using the Pen Tool for creating shapes.

Fig. A-11



All of the figures in this section started out as plain squares. If you move the Arrow Tool next to a straight or curved surface's edge, a bending line will appear to the lower right of the tool. This means that you can bend the edge as a curve by clicking and dragging the mouse. If you move the Arrow Tool next to a corner, two lines making a corner will appear to the lower right of the tool. This means that you can move the corner where surfaces are connecting by clicking and dragging the mouse. (see Fig. A-11 for examples of how a square can be manipulated by making curves and moving corners)

Fig. A-12

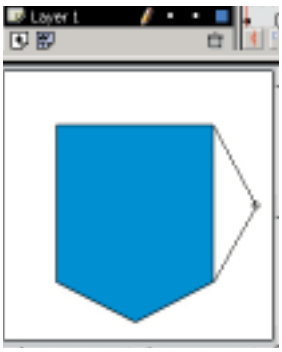


Fig. A-13

You can add corners to shapes by holding the Ctrl (PC) or Option/Alt (MAC) key and clicking on a surface's edge while the Arrow Tool is active. (see Fig. A-12 for a square getting a few new corners)

With the new point, creating curves, and moving points, you can quickly turn simple shapes into complex objects. (see Fig. A-13 for a square turned into a cartoon deer's head/birds eyes and beak)

Convert lines to fills, expand fills, and soften fill edges by selecting these vector components and clicking Modify > Shape and choosing an option.

Subselect Tool (A)

The Subselect Tool can be used to modify individual or multiple vector points. When you move the empty arrow over an editable object, a square will appear to the bottom right. If the square is filled, you can click the object and all the points will be selected. If the square is empty, you can click directly on a point of the object and move it by dragging.

When a point is selected, you will normally see “handles” on either side that control the direction and slope of the curve on that side (you may need to zoom in on the stage to get a good look at them). When you click and drag a handle, the other handle will change in rotation with your movements but not in length as you make the handle shorter or longer. If you hold the Alt (PC) or Command (MAC) key when clicking and dragging a handle, the other will not be affected.

If the point has little or not handles, you can remake them by holding the Alt (PC) or Command (MAC) key, clicking, and then dragging the point. To remove the handles from the point (changing it from a curve to a corner) select the Pen Tool and click the point.