Exploring interface, using selection and pen tools, working with drawing and painting tools, applying color

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Use the Pen Tool to Create a Closed Path

- Click the **Pen** tool arrow in the Toolbar, and then click **Pen Tool**.

  Press P to quickly select the Pen tool.

- Click on the Stage.

  An anchor point is created.

- Move your pointer to another position, and then click again.

  Flash connects the two anchor points.

- Move the pointer to a third position, and then click again.

  Flash connects the second and third anchor points.

- Move the pointer back to the first anchor point.

  A small circle appears next to the pen pointer indicating you can close the path of the shape

- Click to close the shape.

Using Flash drawing and painting tools

When you use most Flash tools, the Property inspector changes to present the settings associated with that tool. For
example, if you select the Text tool, the Property inspector displays text properties, making it easy to select the desired text attributes.

When you use a drawing or painting tool to create an object, the tool applies the current stroke and fill attributes to the object. To change the stroke and fill attributes of existing objects, use the Paint Bucket and Ink Bottle tools in the Tools panel or the Property inspector.

Reshape lines and shape outlines in a variety of ways after you create them. Fills and strokes are treated as separate objects. Select fills and strokes separately to move or modify them.

To automatically align elements with each other and with the drawing grid or guides, use snapping. To change the display of tools, customize the Tools panel.

Working with color

Adobe® Flash® CS3 Professional lets you apply, create, and modify colors. Using the default palette or a palette you create, you can choose colors to apply to the stroke or fill of an object you are about to create, or an object already on the Stage.

When applying a stroke color to a shape, you can do any of the following:

• Apply a solid color, gradient, or bitmap to a shape's fill. To apply a bitmap fill to a shape, you must import a bitmap into the current file. Select any solid color, gradient, and the style and weight of the stroke.

• Create an outlined shape with no fill by using No Color as a fill.

• Create a filled shape with no outline by using No Color as an outline.

• Apply a solid color fill to text.

With the Color panel, you can create and edit solid colors and gradient fills in RGB and HSB modes.

To access the system color picker, Alt-double-click (Windows) or Option-double-click (Macintosh) the Stroke Color or Fill Color control in the Tools panel, the shape Property inspector, or the Color panel.

About the Color panel

The Color panel lets you change the color of strokes and fills, including the following:

• Import, export, delete, and otherwise modify the color palette for a file by using the Swatches panel.

• Select colors in hexadecimal mode.

• Create multicolor gradients.

• Use gradients to produce a wide range of effects, such as giving an illusion of depth to a two-dimensional object.
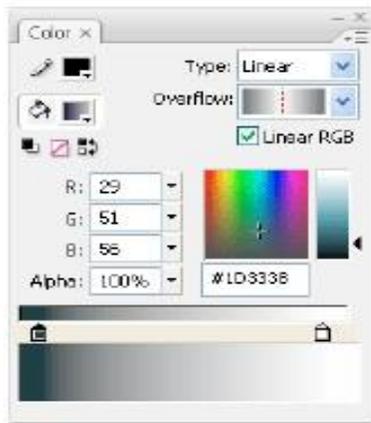
The Color panel with the gradient controls displayed.

Color panel options

Stroke Color Changes the color of the stroke, or the border, of a graphic object.

Fill Color Changes the color of the fill. The fill is the area of color that fills up the shape.

Type Menu Changes the fill style:

• None Removes the fill.

• Solid Provides a solid, single fill color.

• Linear Produces a gradient that blends on a linear path.

• Radial Produces a gradient that blends outward in a circular path from a central focal point.

•Bitmap Tiles the selected fill area with a bitmap image that you can select. When you choose Bitmap, a dialog box lets you select a bitmap image on your local computer, and add it to the library. You can apply this bitmap as a fill; the appearance is similar to a mosaic tile pattern with the image repeated within the shape. RGB Lets you change the density of the red, green, and blue (RGB) colors in a fill.