

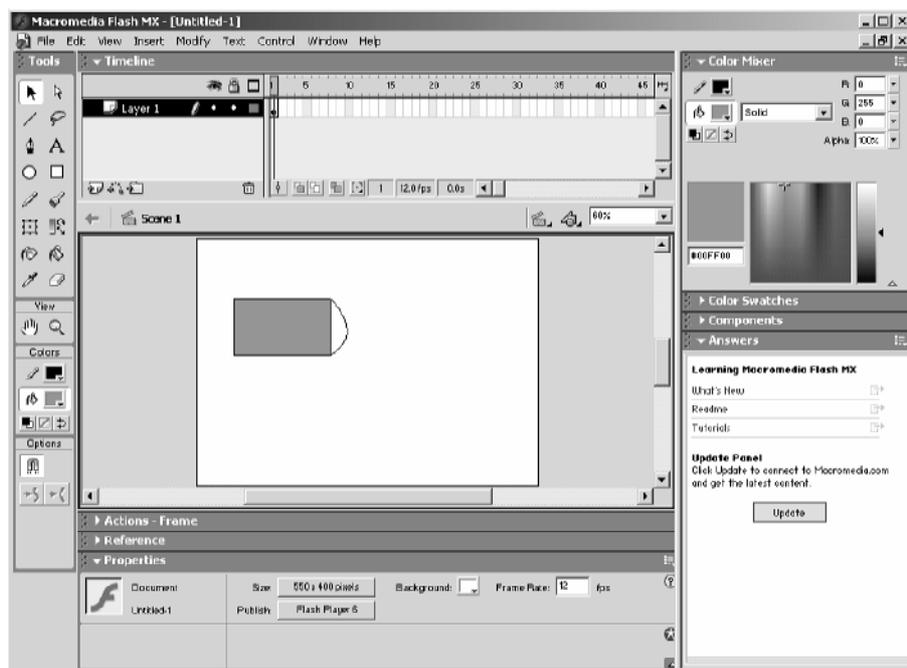
Paths and Strokes

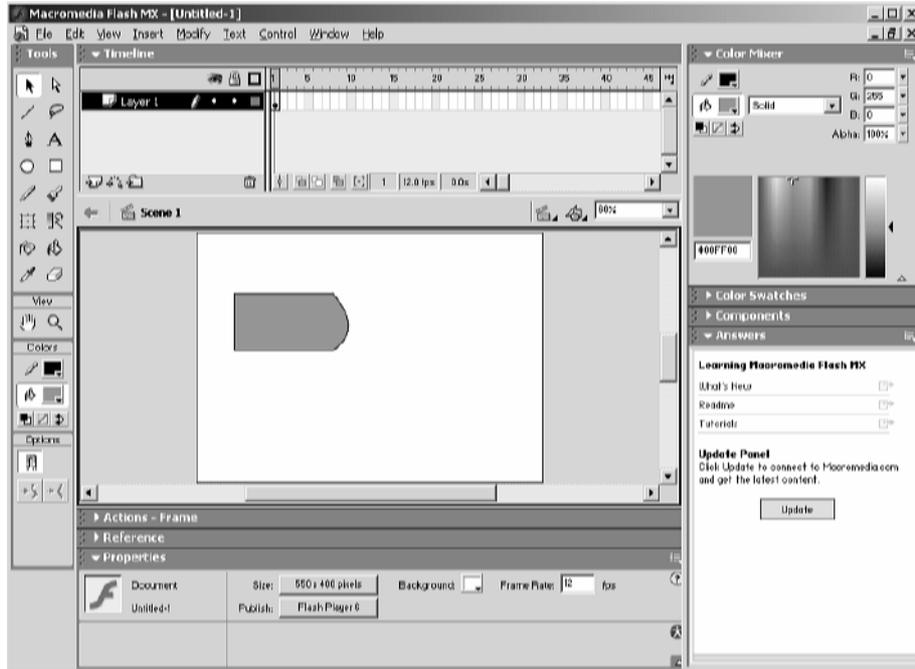
Any line is automatically a “path.” Paths, also known as “strokes,” are on the outside of many shapes. Paths are created with the **Line Tool** and the **Pencil Tool** and may automatically be included on shapes created with the **Oval Tool**, **Rectangle Tool** and **PolyStar Tool**.

Unlike some other raster-based graphics programs, a path in Flash defines the outside of a shape, but is *different than the shape itself*. It has its own properties that may be changed.

The path may be removed from the shape entirely or in pieces. By single clicking on one of the sides of a rectangle, that individual side may be moved. Double-clicking on any portion of the path will select the entire path.

Also, the shape of the path may be altered. For example, in the screenshot below, a side of a rectangle is being dragged. By using the “select tool” each portion of the path may be moved. Point with the select tool at any portion of the side of the rectangle. Now, drag that portion of the line and the inner fill will expand.





Demo: Building an Underwater Scene

Some of the demos in the course will use an underwater scene. You will find these files in your demos folder. Feel free to build your own s we go!

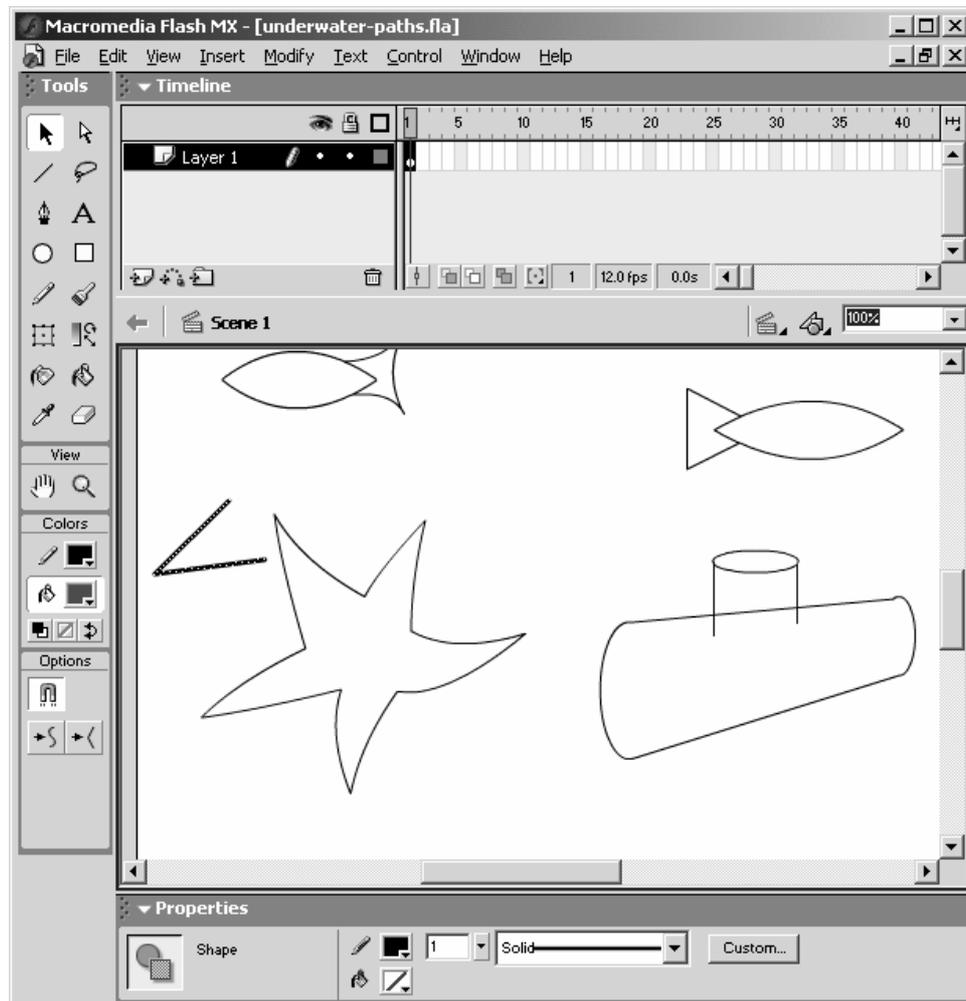
Designers with experience may immediately feel comfortable with the drawing tools. However, with just a little practice and a few tips, everyone can create great graphics with the help of Flash's tools.

For example, each of the items in the underwater scene below is created with lines and shapes that have been dragged slightly. **The starfish** started as two lines placed in the shape of a "V" (an example of which is sitting to the left of the starfish). That "V" was copied and pasted 5 times. Using the Free Transform tool, each "V" was rotated. These rotated shapes were placed next to each other. By pointing the select tool at the point of the lines, these shapes can be connected. Then, the sides of the lines can be curved by dragging with the select tool.

The fish started with one line that was curved. This line was copied and flipped by selecting **Modify → Transform → Flip Vertical**. The tail fin was added by placing three small lines in a triangle and curving them.

The sub was created with two ovals that were connected with two lines. The erase tool has an option called "Faucet" which easily removes any inner lines.

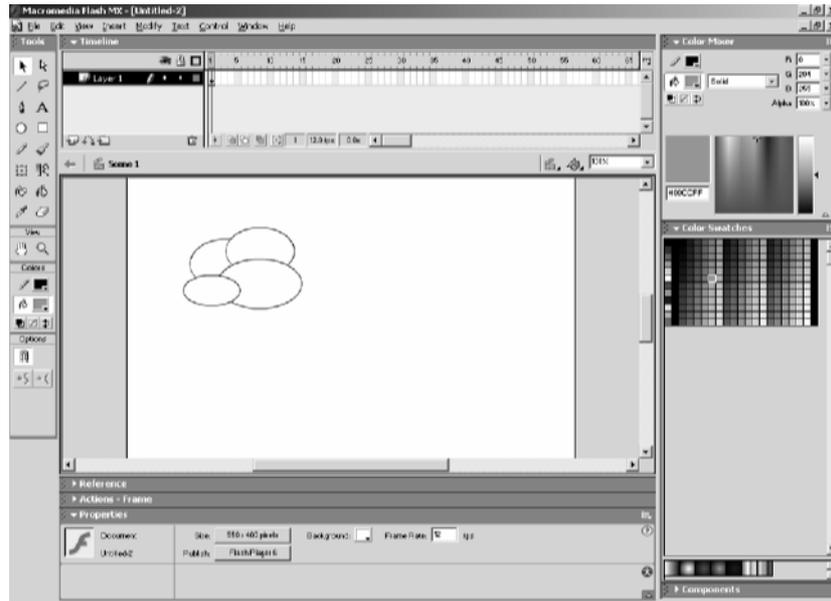
Saved as **demos/underwater-paths.fla**:



Drawing Tips: Making Clouds

Often making a complex shape involves combining other shapes. In the following few screenshots, you will see one way to make simple clouds

Step 1: Using the Oval Tool (the fill color should be set to no color) Place circles on top of each other in any pattern you find pleasing.



Using the Erase Tool

The erase tool has a feature called the “Faucet.” Instead of acting like an eraser on a blackboard, the faucet feature will slurp up one section of an item. How much will it slurp? That depends on the image. Be ready to “undo!” Usually, it will take all of one color up to the next critical section. In this case, that means it will remove the black line between two points where it intersects other objects.

Working with the series of ovals in the last screenshot, the eraser tool is used to eliminate the inner lines. See the following two screenshots:

