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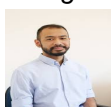
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Chapter 2: Drawing Objects in Adobe Flash

Chapter Objectives

- Use the Flash drawing and alignment tools
- Select objects and apply colors
- Work with drawn objects
- Work with text and text objects
- Work with layers and objects

INSTRUCTOR'S NOTES

Lecture Note Chapter 2 Overview: Drawing Objects in Adobe Flash

This chapter begins by discussing the differences between bitmaps (pixels) and vectors—the two main computer display formats. The difference between these formats is how they describe an image. A bitmap graphic represents an image as an array of bits, while a vector graphic represents an image using lines and curves. Since Flash is a vector-based application, it is important that students understand the benefits of vectors, and how to get the most out of the program's drawing and alignment tools and the tool options.

Lesson one begins by introducing students to the numerous tools in the Tools panel, as well as how these tools interact with the stage and grid. Further introduction to individual tool options, such as the Pencil's "Straighten," "Smooth," and "Fill" modes are discussed.

Using XY coordinates to align objects and position them on the stage is also discussed. The Align panel, allows users to position objects either relative to the stage or to other objects. The Align panel includes four areas, Align, Distribute, Match size, and Space, each with options. All are discussed in detail.

Once students begin to understand and utilize the Tools and Align panels in the provided exercises, the chapter explains ways in which these drawn "objects" can be manipulated in Flash. Flash's vector-based objects can be transformed in innumerable ways, including being "scaled," "skewed," or "distorted." Using either the Subselection Tool or the Selection Tool, the student can twist, stretch, and manipulate an object's individual anchor points.

Flash's vector-based text can be styled with much of the same functionality as word processing software. In addition, words may be broken up into separate letter-shaped objects that can then be manipulated creatively with the tools introduced earlier in the chapter.

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