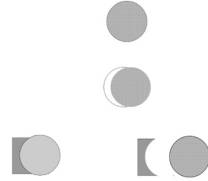


Drawing Modes

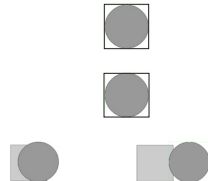
Merge Drawing

- » Selections appear as dotted mesh
- » Objects have separate strokes and fills
- » Double-click object to select entire object
- » Automatically merges shapes when they overlap



Object Drawing

- » Selections appear as a bounding box
- » Strokes and fills are integrated
- » Double-click object to modify strokes and fills independently
- » Shapes do not merge when overlapped






Converting objects between modes

To convert an object that was drawn in merge drawing mode: select the entire object (fill and stroke) and choose Modify > Combine Objects > Union

To convert an object that was drawn in object drawing mode: select the object and choose Modify > Break Apart

Working with Frames

Action	Result	Shortcut
Insert a frame	Inserting a frame create frames for all the slots that precede its location. If you have artwork on the Stage it will copy that artwork onto the inserted frames.	 F5
Insert a keyframe	Keyframes indicate a change in content or motion. Inserting a keyframe will copy content from the previous keyframe. Inserting a keyframe will not copy sounds or actions from the previous keyframe.	 F6
Insert a blank keyframe	Blank keyframes have no content on the Stage. A blank keyframe may contain sounds or actions.	 F7

Workspace and Navigation

- Hide all panels except Timeline F4
- Move back or forward one frame in Timeline < or > (open or close angle bracket)

Symbols and Instances

Term	Definition
Symbol	Symbols are objects that are stored in the project's Library. Multiple instances (copies) of symbols can be used in the project. Instances reference the symbol in the Library. Symbols help reduce the file size of your object. Updating the symbol can update all instances.
Instance	A copy of the original symbol. You can modify the color, size, shape, and position of an instance without affecting the original symbol.
Graphic symbol	Graphic symbols are dependent on the main Timeline.
Button symbol	Button symbols have four pre-defined frames in their Timeline: Up, Over, Down, and Hit. Use button symbols to create rollovers and button actions.
Movie clip symbol	Movie clip symbols can contain multiple graphic, button, and other movie clip symbols. Movie clips operate independently of the main Timeline, they require only a single keyframe on the main Timeline in order to play.

Tweening

Shape Tweening

Shape tweening lets you gradually transform one shape into another shape. Tweening lets you create the two shapes and have Flash create the "in-between" frames for you.

Shape tweening can tween:

- » object shapes
- » object color and alpha (transparency)
- » object position
- » object scale, rotation, and skew
- » text that has been broken apart
- » gradients

Shape tweening cannot tween:

- » grouped objects
- » symbols
- » text that has not been broken apart

Motion Tweening

Motion tweening lets you tween the position and attributes of an object. Unlike shape tweening, motion tweening only works with symbols, groups, and text blocks.

Motion tweening can tween:

- » object color and alpha (transparency)
- » object position
- » object scale, rotation, and skew

fold here