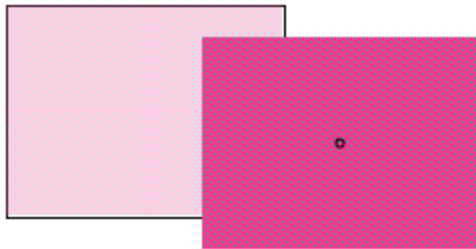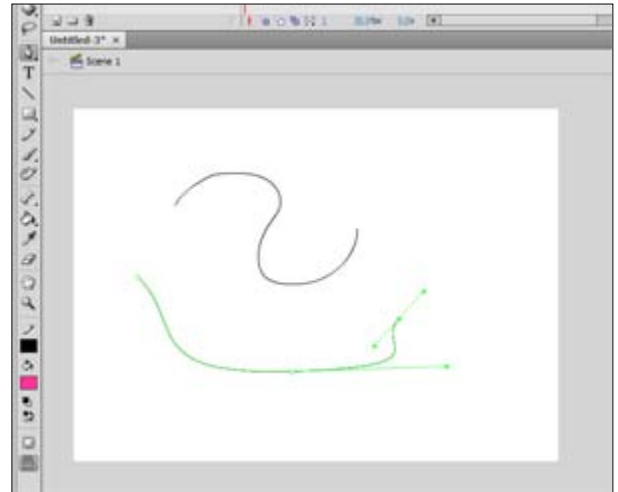# CGT 353: Principles of Interactive and Dynamic Media
Selections, Transforms, Drawing and Painting

Flash Drawing Elements: Point vs Natural Drawing:

- In Flash, you can draw either freeform or using Bezier curves.

Detached Fills:

Fills are detached from their polygons and can be edited separately.
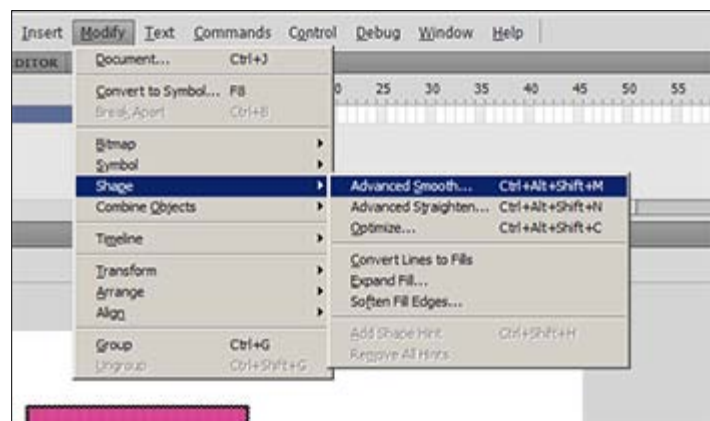
Interactions of Base Elements:

Stage elements will intersect and react to each other if they overlap

Selection Tools and Options:

- Snap to Objects
- Smooth Tool
- Straighten Tool

Shaping and Reshaping Objects:

- Moving Endpoints
- Reshaping Lines

Moving and Selecting Objects:

- With the arrow keys
- Press Shift to nudge 8 pixels at once
- Hold Shift key down to select multiple objects

Subselection Tool:

- Allows you to work with individual points
- Can nudge points with arrow keys
- Holding Shift allows you to select multiple points
- Delete points by selecting and hitting "Delete"

Viewing Modes:

- Outlines
- Fast
- Antialias
- Antialias text

Two Types of Objects: Overlay and Stage:

- **Stage objects** - lines, arcs, polygons, and fills
- **Overlay -** symbols, groups, and text
- Overlay objects do not interact, whereas stage objects do

Locking, Aligning, Breaking Apart, and Distributing Overlay Objects:

- You can lock overlay objects, not stage objects

Transforming:

- Info
- Free Transform Tool
- Transform Menu
- Copy and Apply Transform

Remembering Transforms:

- Transforms are not remembered for stage objects, only overlays
- Transformations for groups are only remembered until they are broken apart or ungrouped.....

- Transformations for symbols and text objects are always remembered

Drawing and Painting:

- Flash is basically less accurate than Illustrator, which is why it's better to do line drawings in Illustrator first.

- Be careful with complex fills, layers, etc....in Illustrator. Importing into Flash can be problematic...

Object Drawing Model – allows you to draw new shapes that are pre-grouped....
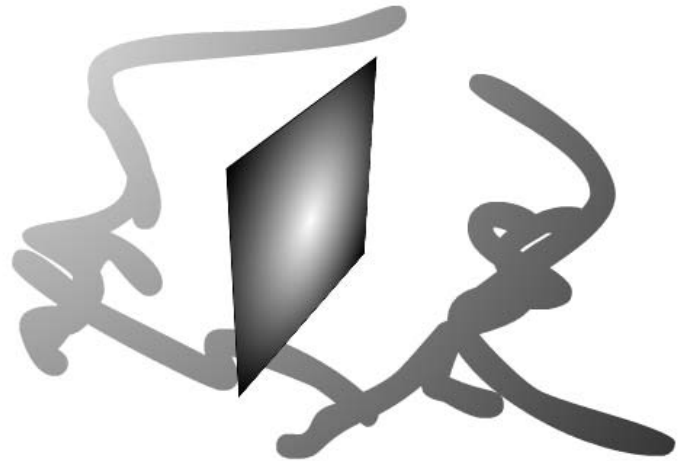
Color Swatches and Color Mixer:

- Creating solid colors and fill colors
- Cannot apply gradients to lines
- Can save swatches and panel sets for later use

Creating Lines and Arcs:

- **Line**
- **Pencil** - straighten, smooth, ink
- **Pen** - creating Bezier lines, adding and subtracting points

3D Tools:

- **3D Rotation**
- **3D Translation**

Brush Tools and Modes:

- Actually creates fills rather than lines
- Paint Normal, Fills, Behind, and Selection
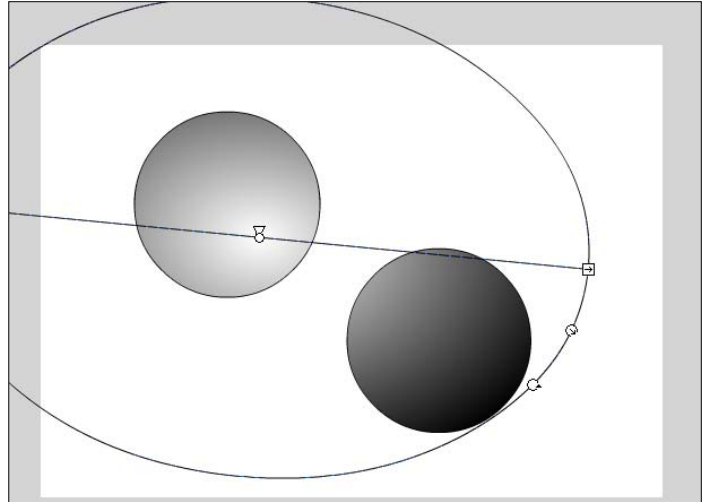
Locking Fills, the Dropper, and Transform Fill Tool:

- Allows you to extend fills into another area

Ink Bottle Tool and Paint Bucket Tool:

- Gap sizes can vary with the bucket

Eraser Tool and Modes:

- Eraser <u>only works on stage objects</u>
- Erase Normal, Fills, Lines, Selected Fills, and Inside
- Faucet tool clears in one sweep.

Align Panel:

- Can use this panel to align to stage or even resize multiple objects

Optimizing Curves:

- Use multiple pass repeats optimization until it can go no farther

Convert Lines to Fills, Expand Fill, and Soften Fill Edges:

- Create for effects work