

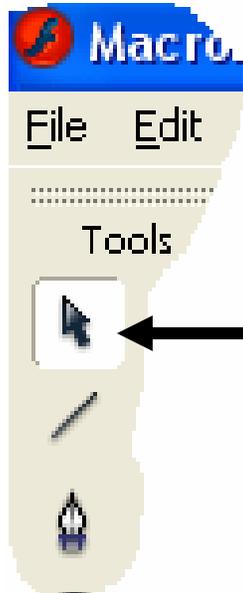
6.2.2 Flash

6.2.2.2 Overview of Tools and Property Inspector (Selection Tool)

Instruction

- After going through these slides, try out the exercise explained in Slides 3 to 6, using the Flash animation software.
- **Pre-requisites:-**
 - **This exercise requires you know the about the windows in the Flash Interface and to be able to use the Rectangle Tool in Flash.**

The Selection Tool



The Selection Tool

Step 1

Select the Rectangle tool and draw a rectangle as shown below, on the stage of Flash.

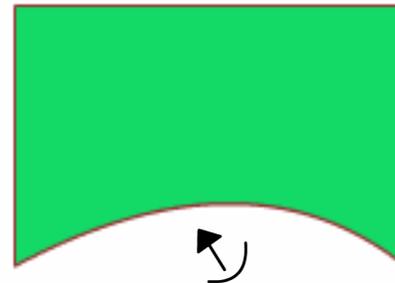


Step 2

- Select the selection tool and curve the bottom side of the rectangle upwards, as shown below (the arrow will have a curve or “L” shape at its tail when you move it close to a shape outline).



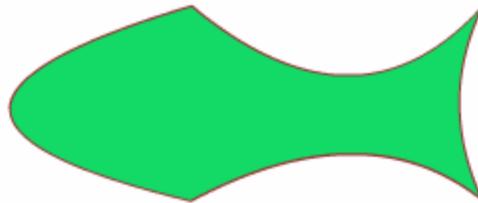
Before



After

Step 3

- Now repeat Step 2 for each of the remaining 3 side of the rectangle to get the shape below.

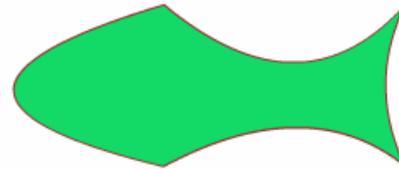


Summary

- Using the Selection (or Arrow) tool in Macromedia Flash, you could convert the rectangle (S1) to the “Fish” shape (S3).



Before (S1)



After (S3)

Exercises

Now convert each shape on the left (below) to that on its right, using the Selection Tool of Flash.

