

# Flash Orientation }

*Interface*

# Interface

- { Similarities
- { Oddities
- { Timeline
- { Properties Inspector

# Similarities





**Tools**

Photoshop



Illustrator

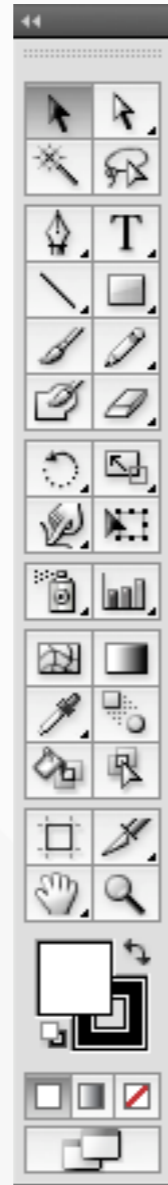
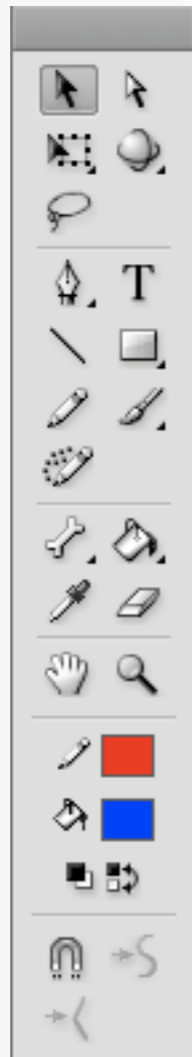


The tools in  
Photoshop and  
Illustrator are very  
similar to Flash

Photoshop

Flash

Illustrator



The tools in  
Photoshop and  
Illustrator are very  
similar to Flash

# Selection Tools

## Photoshop



no scale

## Flash



## Illustrator



no 3D  
rotate

# Drawing Tools

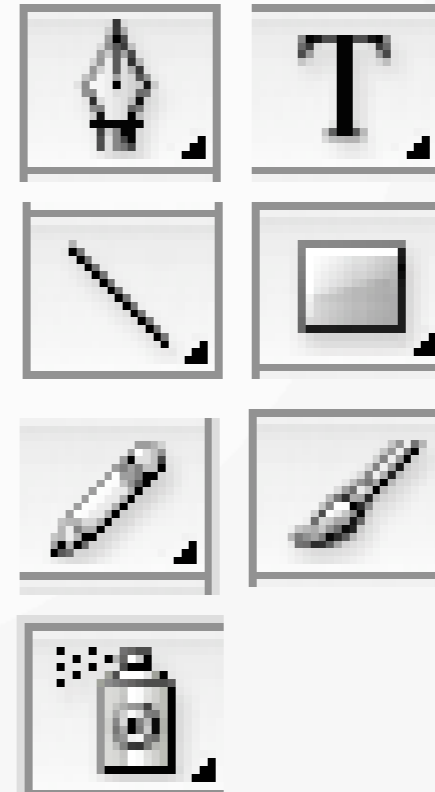
## Photoshop



## Flash



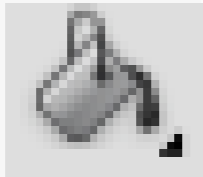
## Illustrator



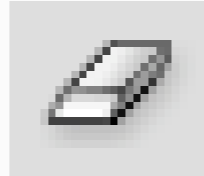
# Color Tools

## Photoshop

no  
bones

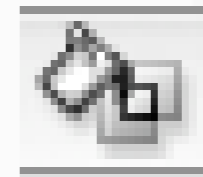


## Flash



## Illustrator

no  
bones



# Zoom and Pan

Photoshop



Flash

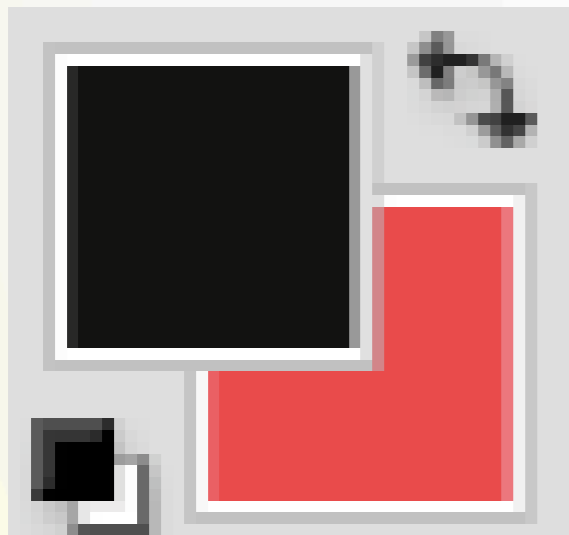


Illustrator

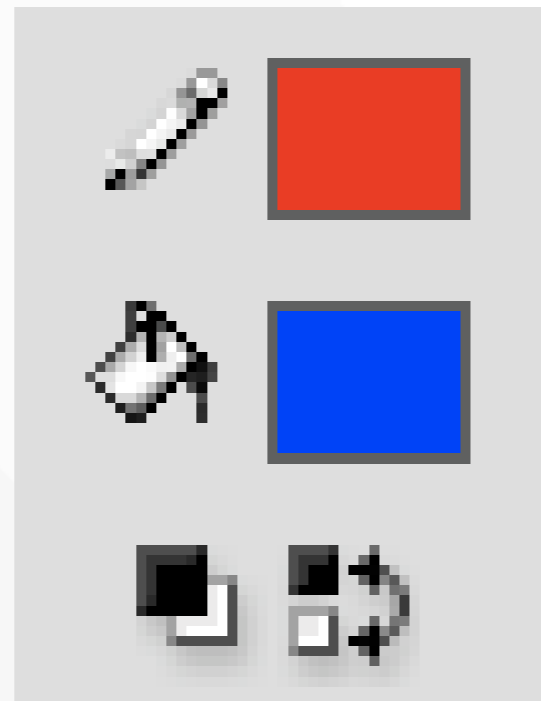


# Stroke and Fill

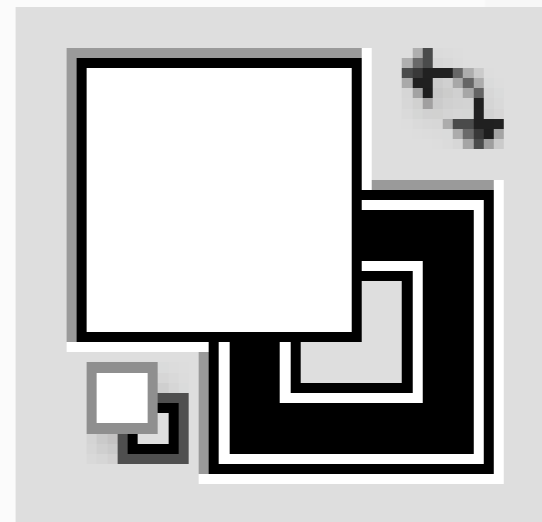
## Photoshop



## Flash



## Illustrator

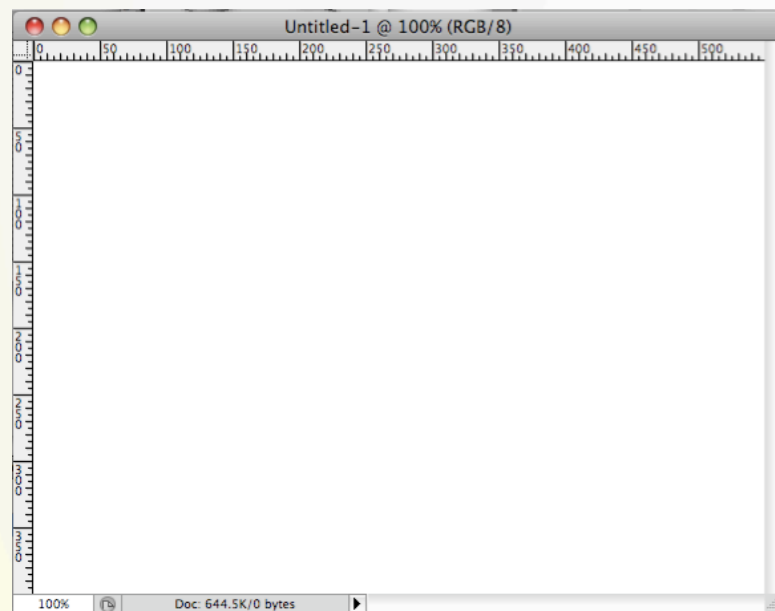




Working Area

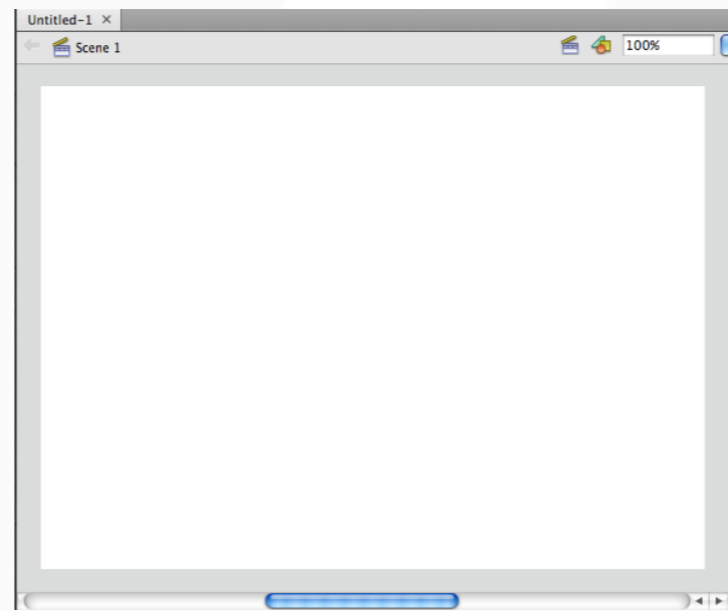
# Work Area

Photoshop



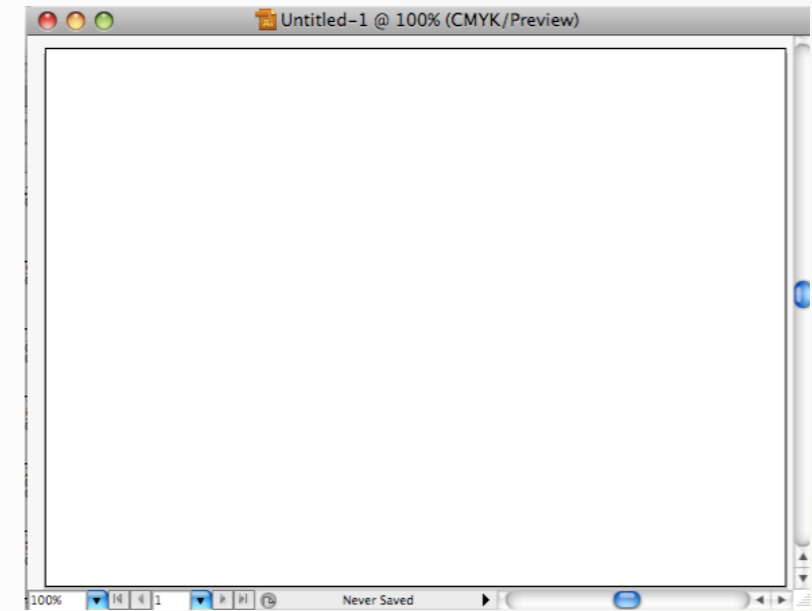
Canvas

Flash



Stage

Illustrator



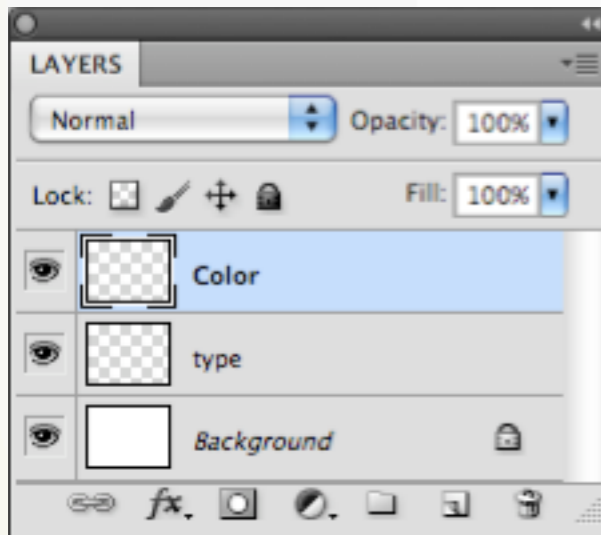
Art-board



Layers

# Layers

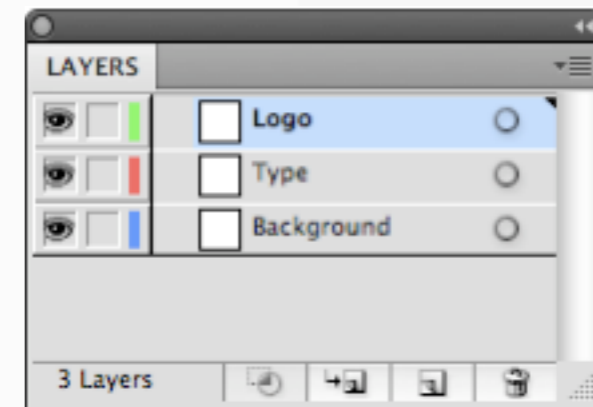
Photoshop



Flash



Illustrator





# Oddities



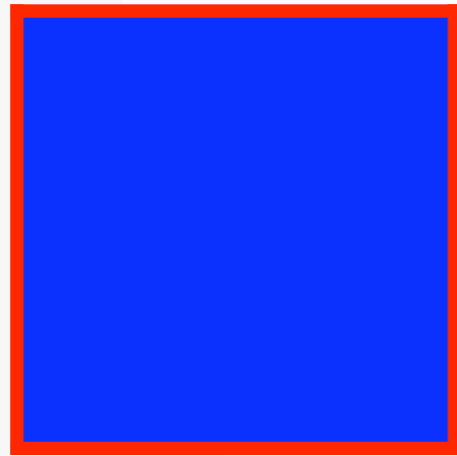


# Fill and Stroke

# Fill and Stroke

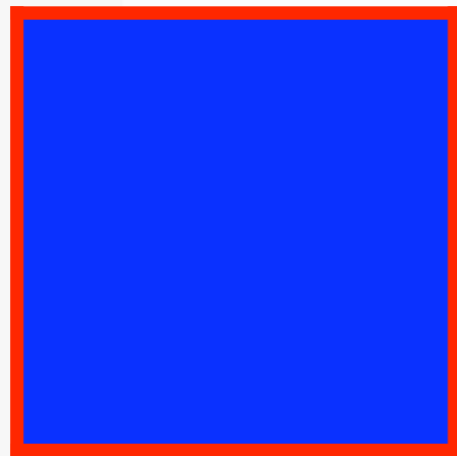
These are treated as separate drawing objects and are not linked together like in Illustrator.

# Separate Fill and Stroke



Click just  
the fill and  
drag.

# Separate Fill and Stroke



Fill and stroke  
are separate  
entities

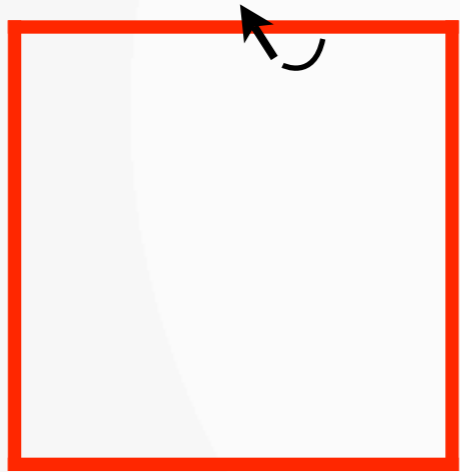


# Separate Fill and Stroke



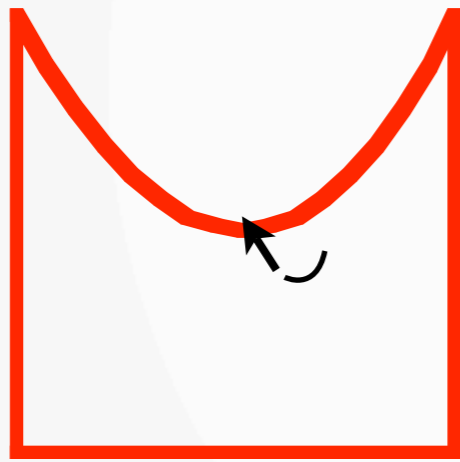
hover your  
cursor over  
the middle of  
the top line

# Separate Fill and Stroke



The cursor  
will change  
letting you  
know you can  
pull the line

# Separate Fill and Stroke



The cursor  
will change  
letting you  
know you can  
pull the line

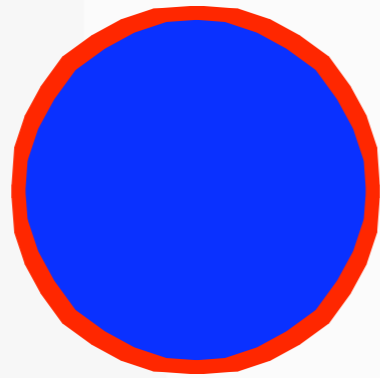


# Cookie Cut

# Cookie Cut

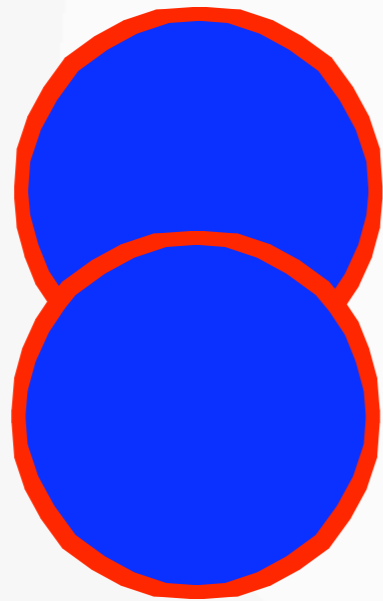
Each shape you draw will merge with any overlapping shapes unless it's a group, a symbol, or on a separate layer.

# Cookie Cutter



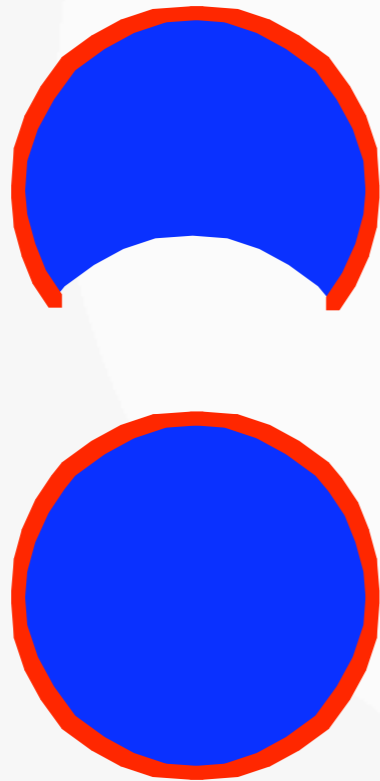
Drawing two overlapping shapes will cookie cut.

# Cookie Cutter



Pulling them  
apart will  
leave a hole in  
the previously  
drawn shape.

# Cookie Cutter



Pulling them  
apart will  
leave a hole in  
the previously  
drawn shape.



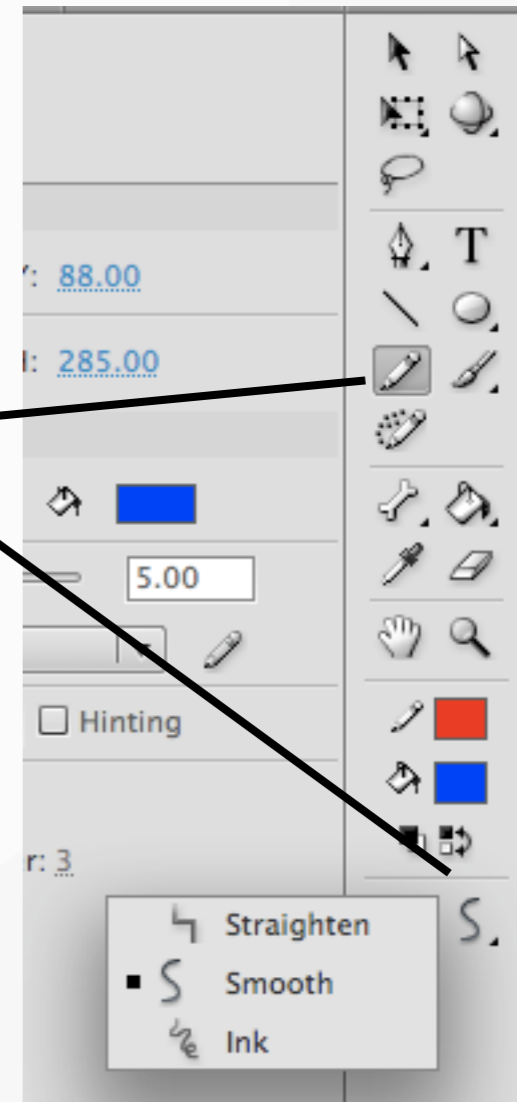
# Pencil Drawing Levels

# Pencil Tool Levels

You can change the sensitivity of the pencil to straighten, smooth, or ink.

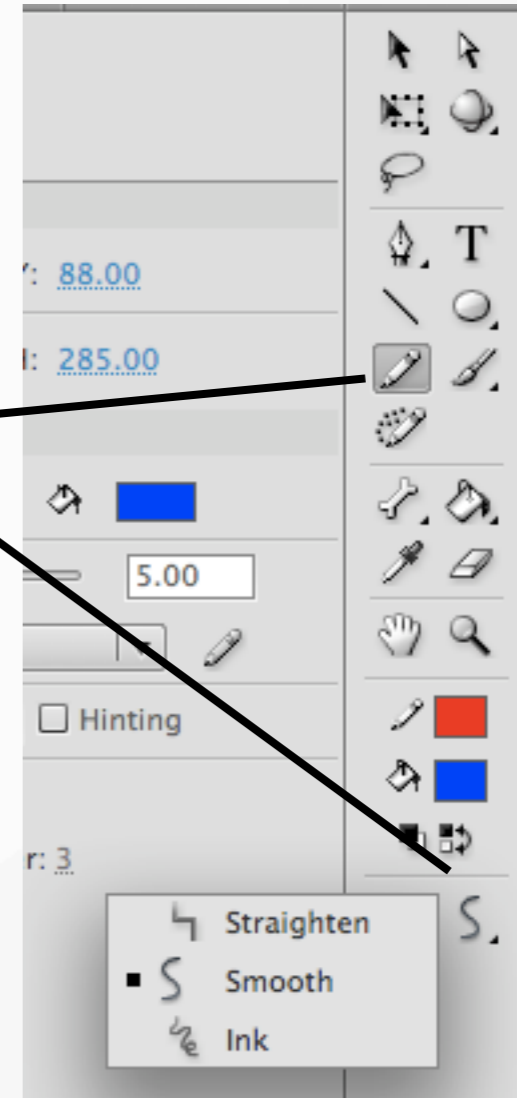
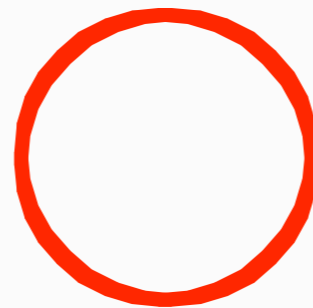
# Pencil Drawing Levels

Look at the bottom of the Tools panel when the pencil tool is active.



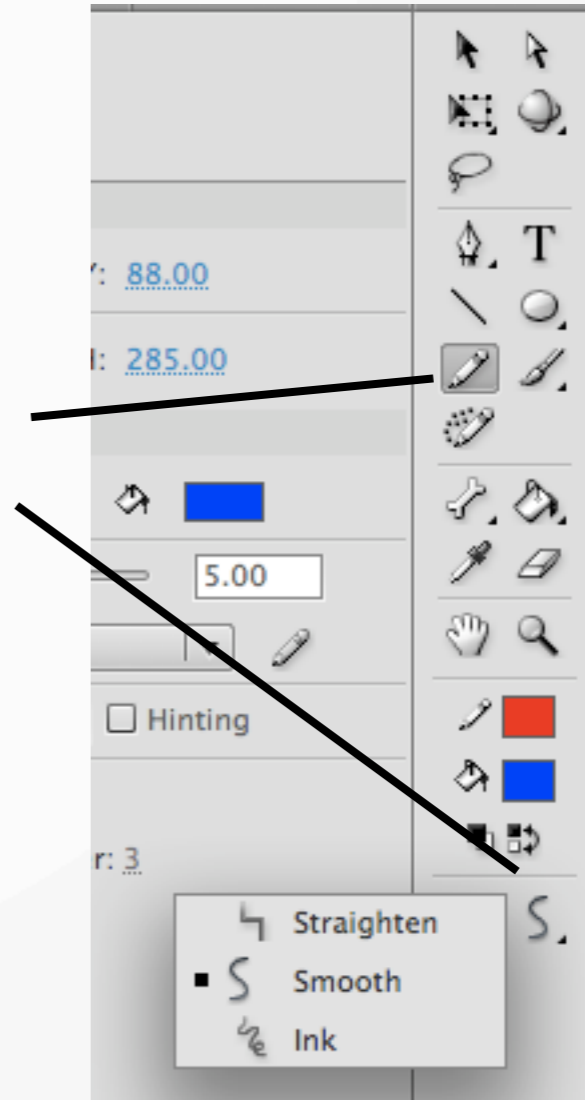
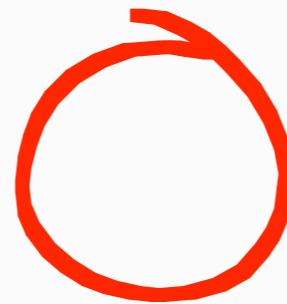
# Pencil Drawing Levels

With straighten it's easy to draw a perfect circle.



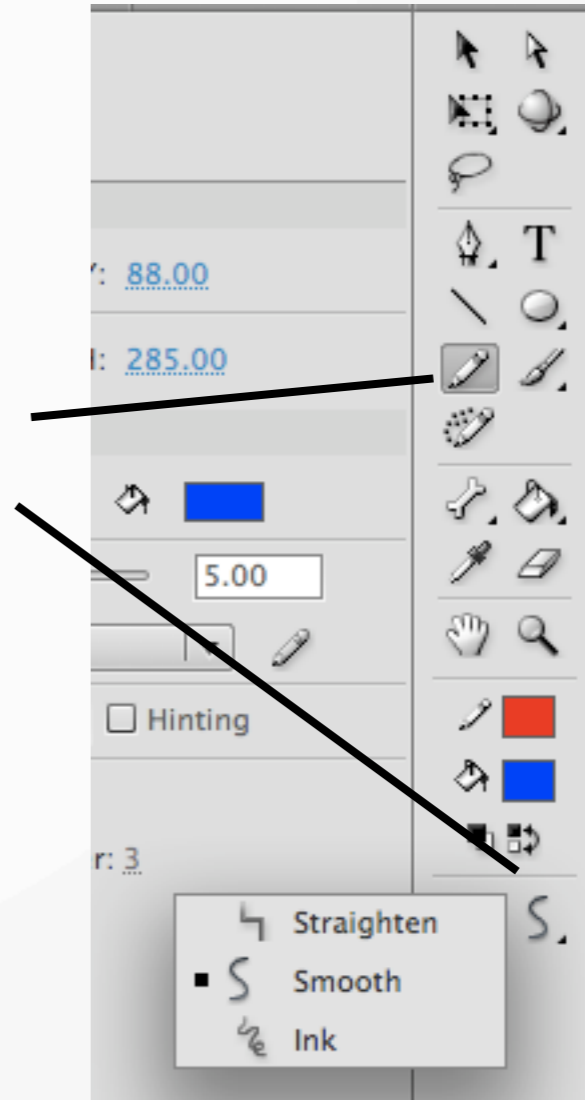
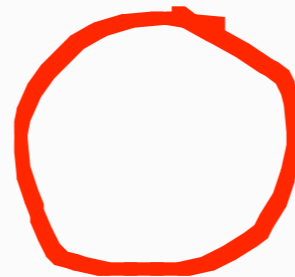
# Pencil Drawing Levels

Smooth has a refined hand drawn feel.



# Pencil Drawing Levels

Ink is very rough.



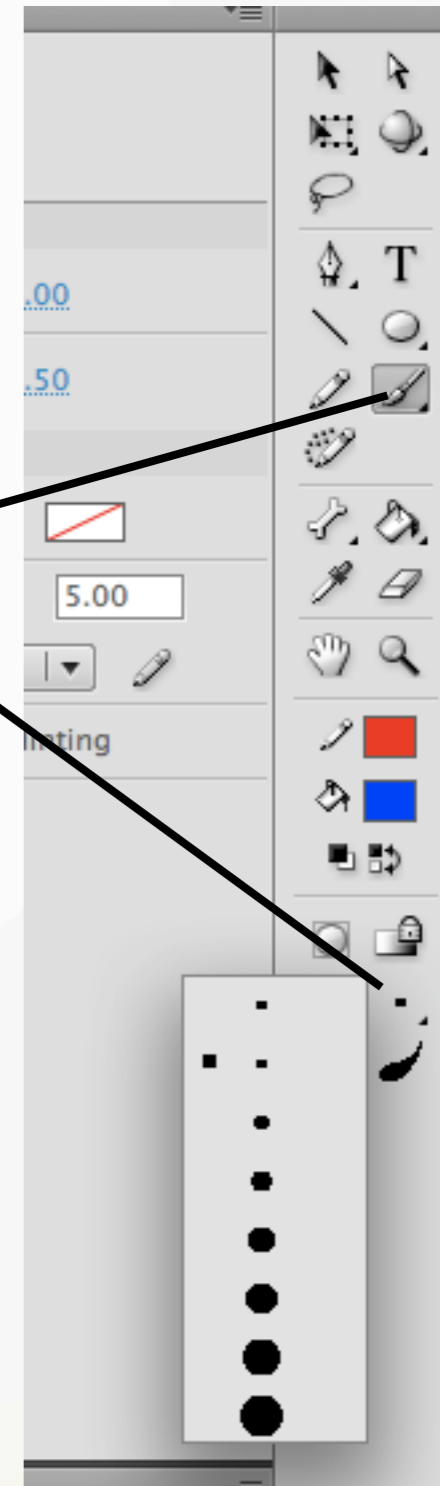


Brush sizes

# Pencil Drawing Levels

Look at the bottom of the Tools panel when the brush tool is active.

Click the circle to change the brush width.





Filling an Area  
with Gaps

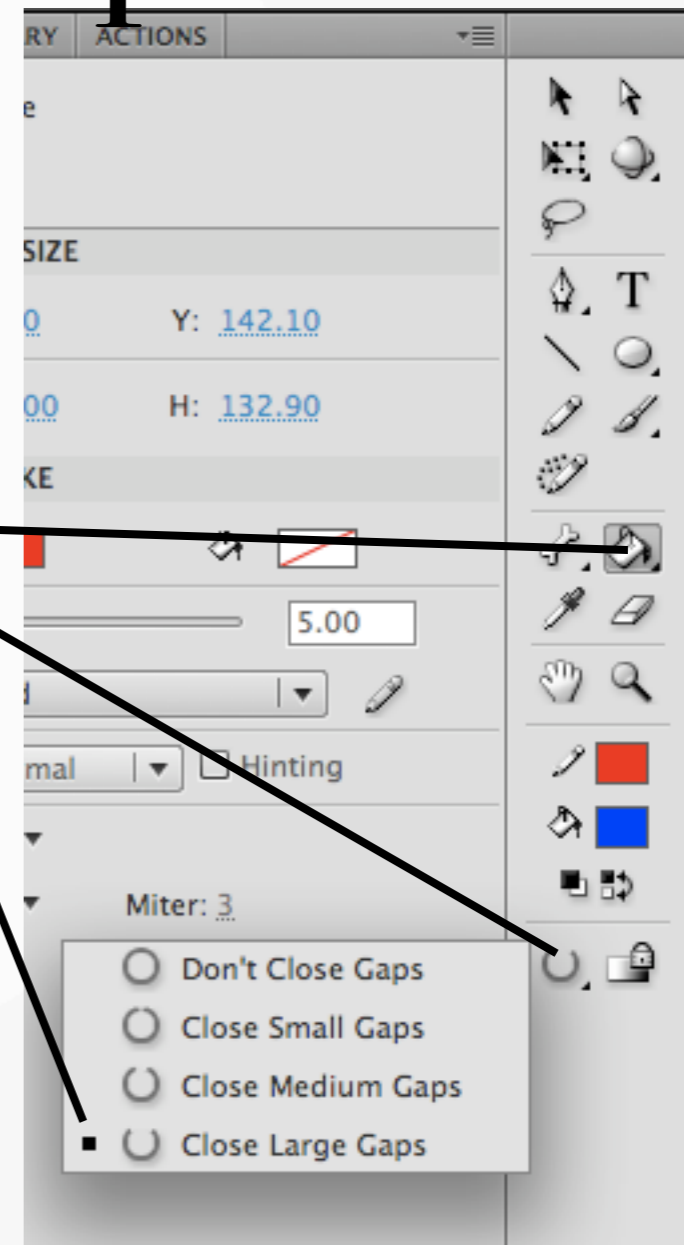


# Fill Large Gaps

Flash has a really great feature that will allow you to fill in artwork that is not entirely closed.

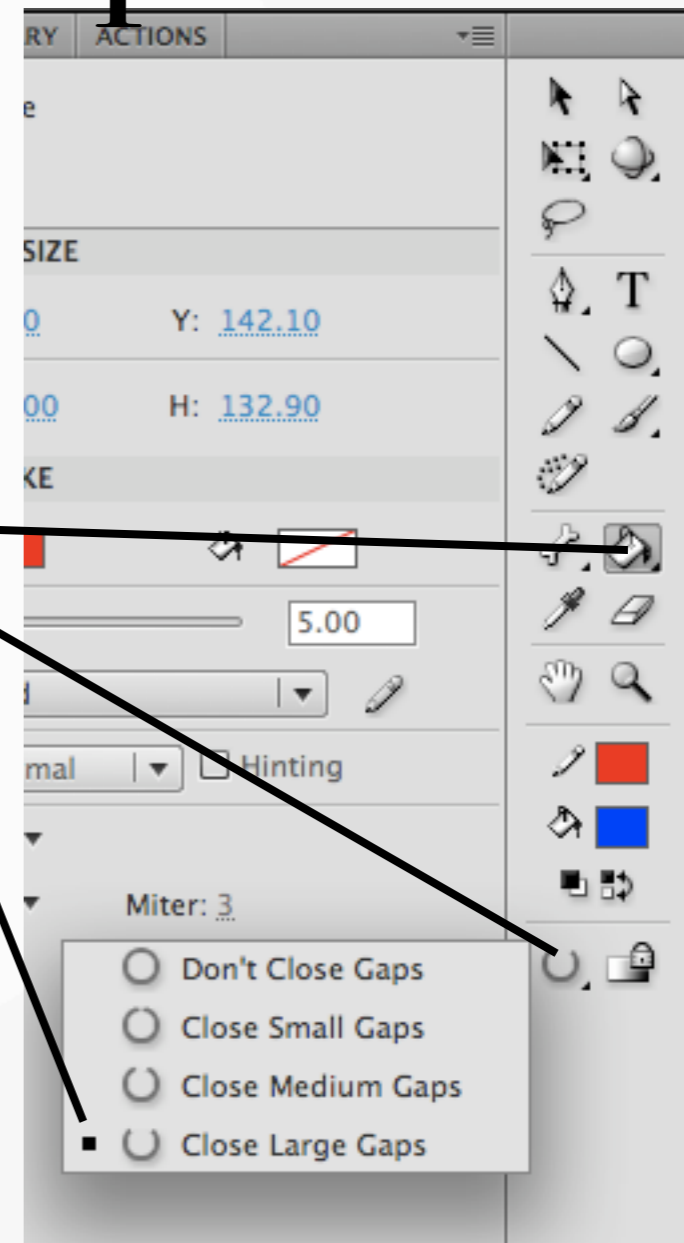
# Close Large Gaps

Look at the bottom of the Tools panel when the paint bucket tool is active. Select Close Large Gaps.



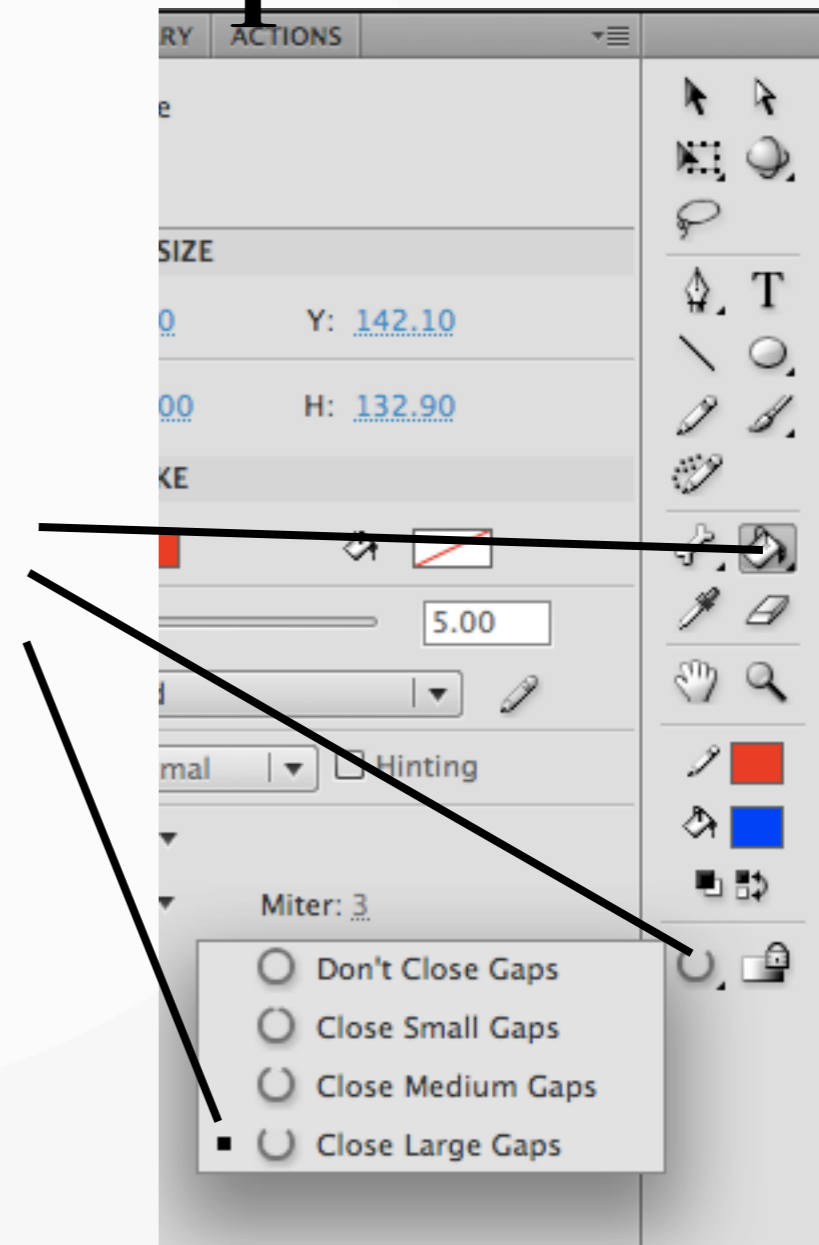
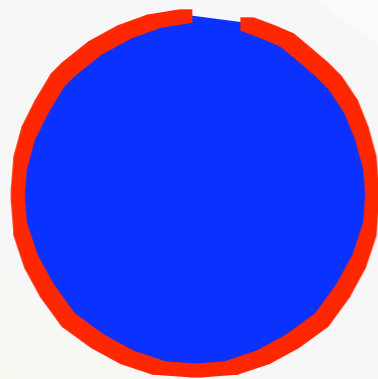
# Close Large Gaps

Look at the bottom of the Tools panel when the paint bucket tool is active. Select Close Large Gaps.



# Close Large Gaps

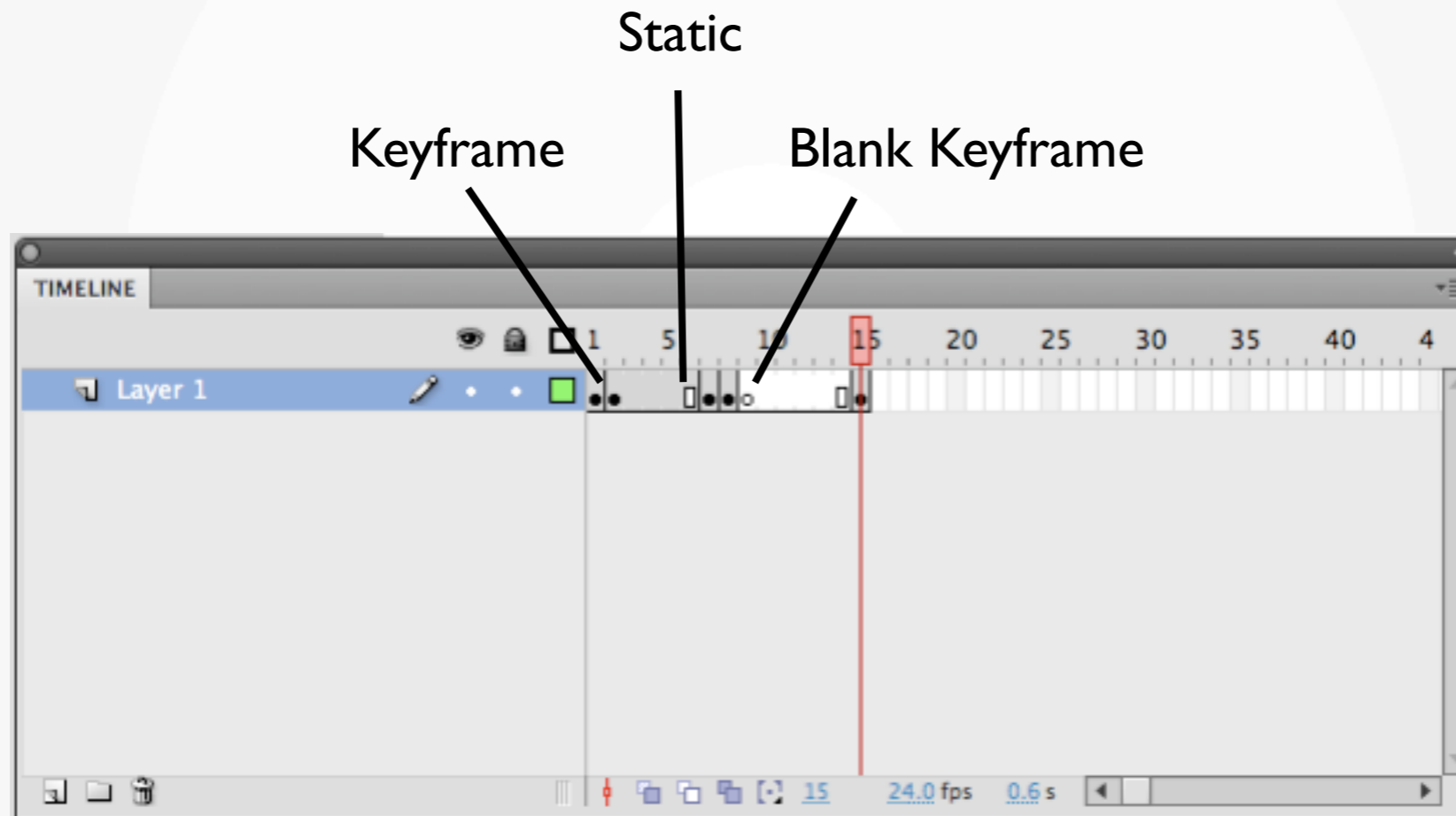
You can now fill this circle even though it's not closed.



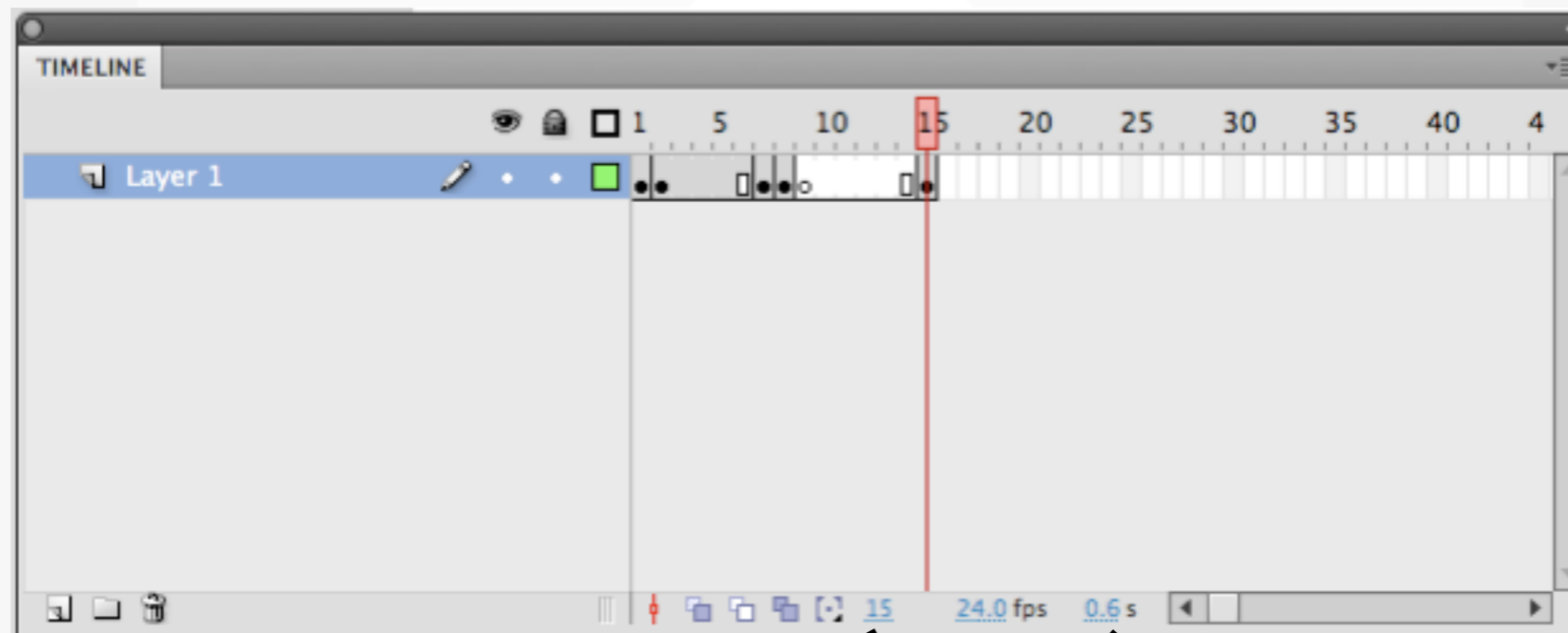


# Timeline

# Timeline



# Timeline

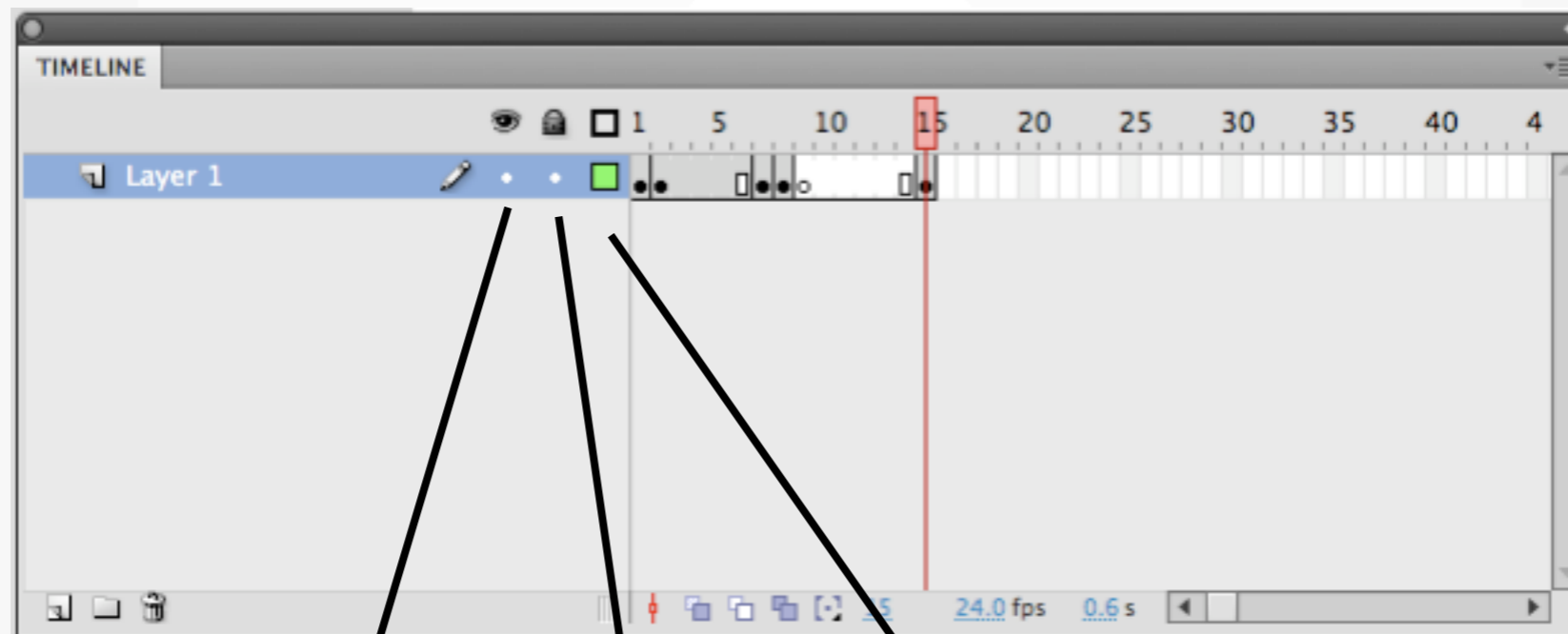


Current  
Frame

Frames per  
Second

Current  
Time

# Timeline

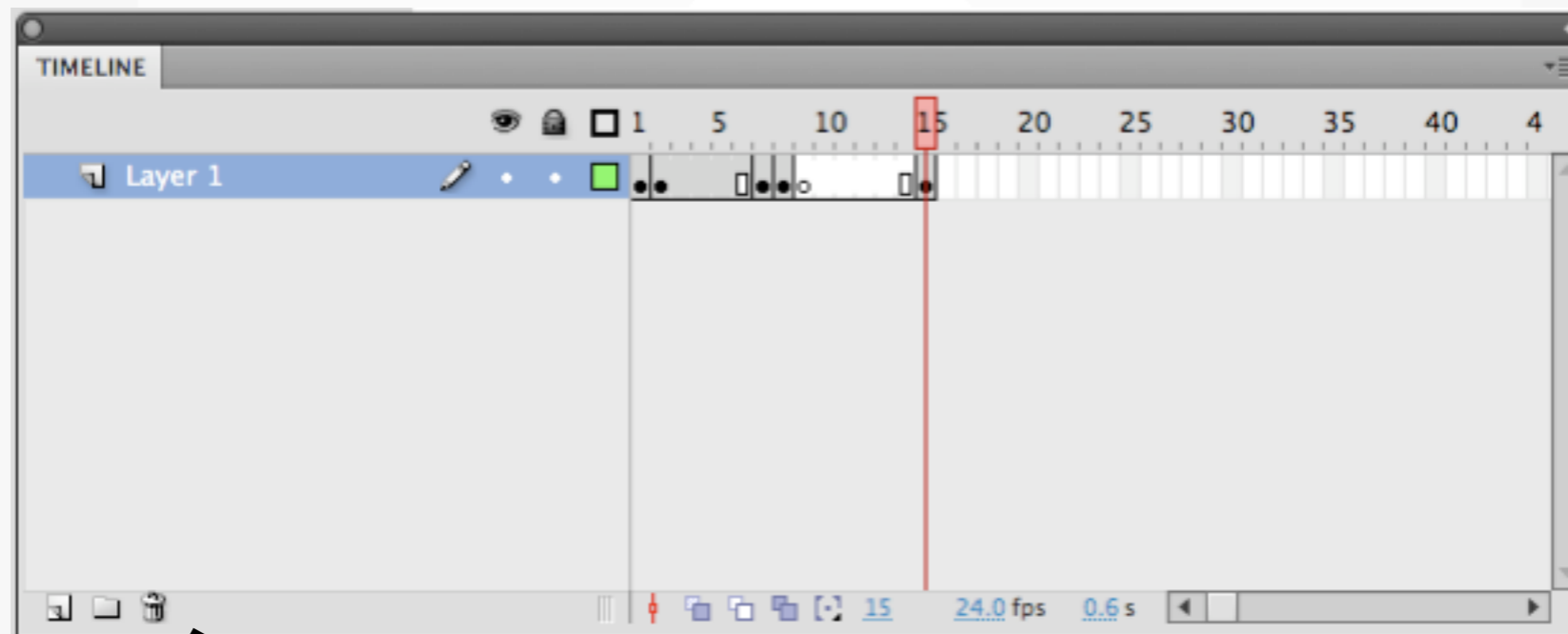


Show / Hide  
Layer

Lock layer

Outline

# Timeline



New  
Layer

New  
Folder

Delete  
Layer

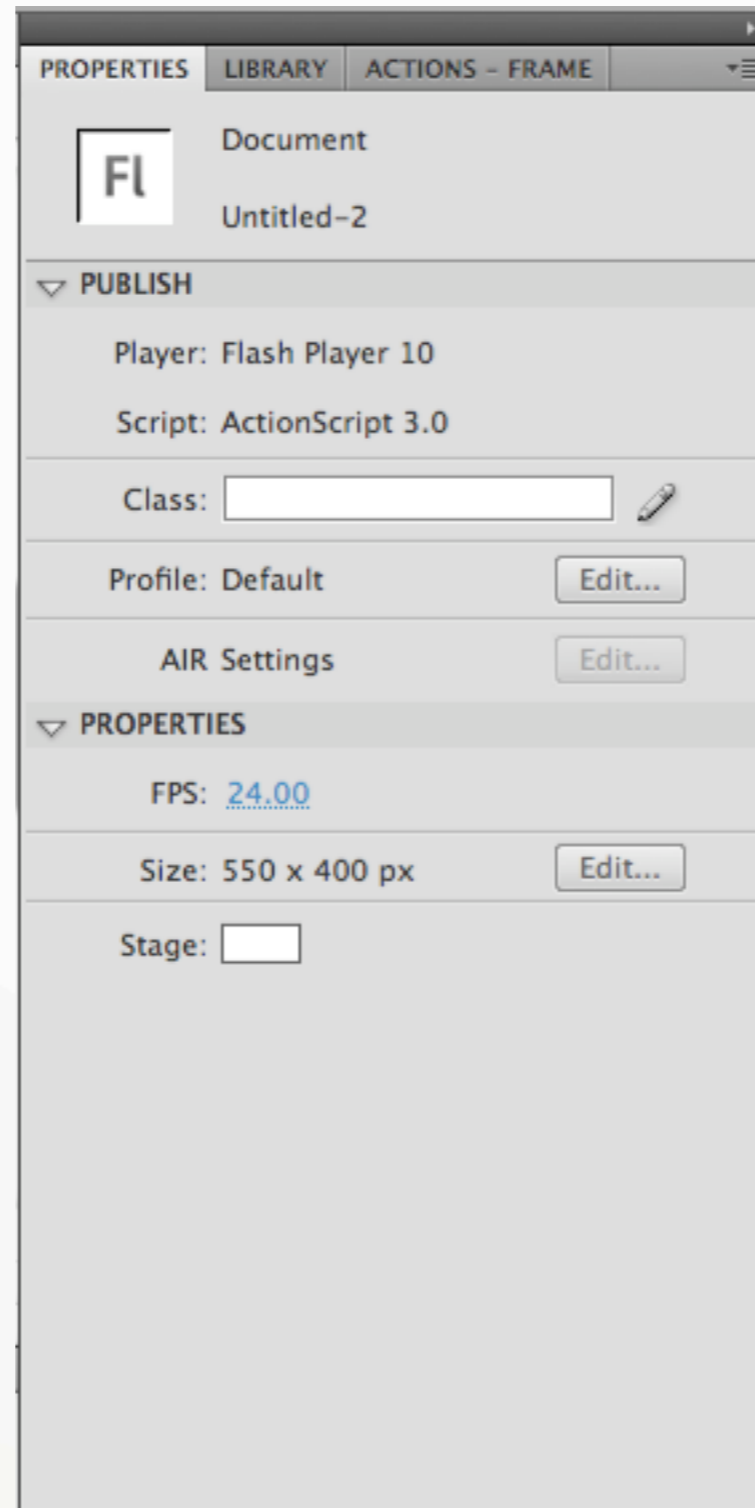


# Properties Inspector

# Properties Inspector

Most options and object specific properties are located here.

# Properties Inspector



# Interface: Summary

- { Similarities
- { Oddities
- { Timeline
- { Properties Inspector