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# Adobe Flash CS6

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**Block -1 ,Unit-2**

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## Unit-2 Tools Palate Detail {Part-1}

### 2. Structure

2.1 Introduction

2.2 Objectives

2.3 Contents

2.3.1 Two Types Of Drawing Modes In Flash

2.3.1.1 Drawing in Merged Mode

2.3.1.2 Drawing in Object Mode

2.3.2 Rectangle Tool

2.3.3 Selection Tool

2.3.4 Sub Selection Tool

2.3.5 Free Transform tool

2.4 Points To Remember

2.5 Let us Sum Up

2.6 Glossary

2.7 Check Your Progress

2.8 Answers To Check Your Progress

## 2.1 Introduction

This unit covers the 2 modes of drawing in flash; merged mode and object mode, 4 tools of the tools palate which are Rectangle tool, Selection tool, Sub selection tool and Free Transform Tool We shall be studying the tools palate first and then after covering the tools palate we would be studying the menu bar as by doing so it would be easy for us to understand in detail about the menu bar

## 2.2 Objectives

After the completion of this unit you would be able to learn :

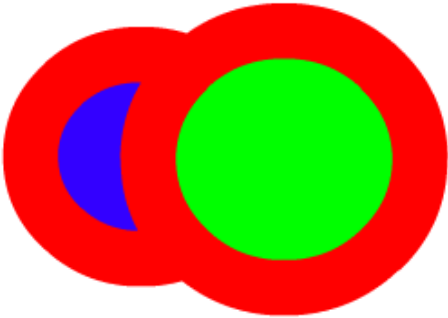
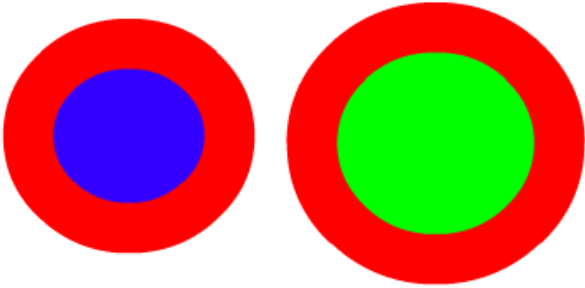
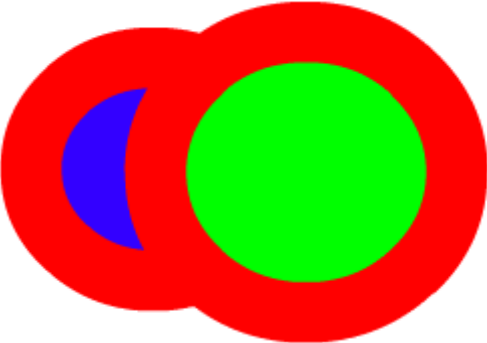
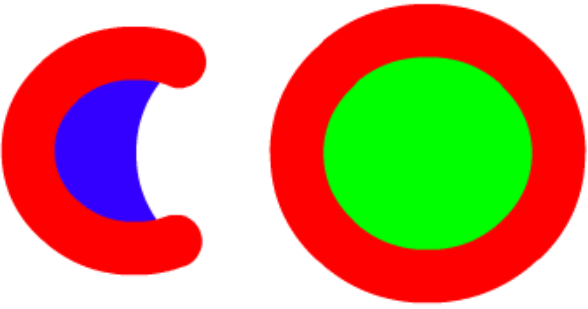
1. 2 modes of drawing in flash which are Merged mode and the Object mode of drawing.
2. What rectangle tool is, how to use it, where to use it, working with its properties.
3. What Selection tool is, how to use Selection tool, Where to use Selection tool, working with its properties
4. What sub Selection tool is, how to use Selection tool, Where to use Selection tool, working with its properties
5. What Free Transform tool is, how to use Free Transform tool, Where to use Free Transform tool, working with its properties

## 2.3 Contents

### 2.3.1 Modes Of Drawing In Flash

There are 2 types of drawing modes in Flash

1. **Object Mode:** - Separating 2 or more images drawn in object mode keeps their shape and size intact even though they are overlapped over one another and separated.
2. **Merged Mode :-** Separating 2 or more images drawn in merged mode damages their shape if they are overlapped over one another and separated

Two Objects overlapping over one another	Two objects separated after overlapping
	
Two merged drawings overlapping over one another	Two merged drawings separated after overlapping
	

When working with the tools we shall discuss these two

### 2.3.1.1 merged drawing mode in flash

#### Working with Shapes in Merged Drawing Mode

##### Working with the Rectangle Tool

##### Step-1

First click on the rectangle tool as shown below



Doing so takes us to the merged drawing mode and we draw a rectangle.

##### Step-2



### 2.3.1.2 object drawing mode in flash

#### Working with Shapes in object Mode

##### Working with the Rectangle Tool

##### Step-1:-

First click on the rectangle tool as shown below



##### Step-2:-

Click on object button to draw an object





Doing so takes us to the object drawing mode and we draw a rectangle.

**Step-3**




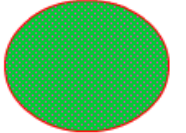
**Distinguishing between Merged Drawing mode And Object Drawing Mode**

After clicking on the Rectangle Tool check the object drawing mode.

Object Drawing Mode	Symbol in the Tools panel
Merged Drawing mode	
Object Drawing mode	

Identifying a drawn image is in object drawing mode is

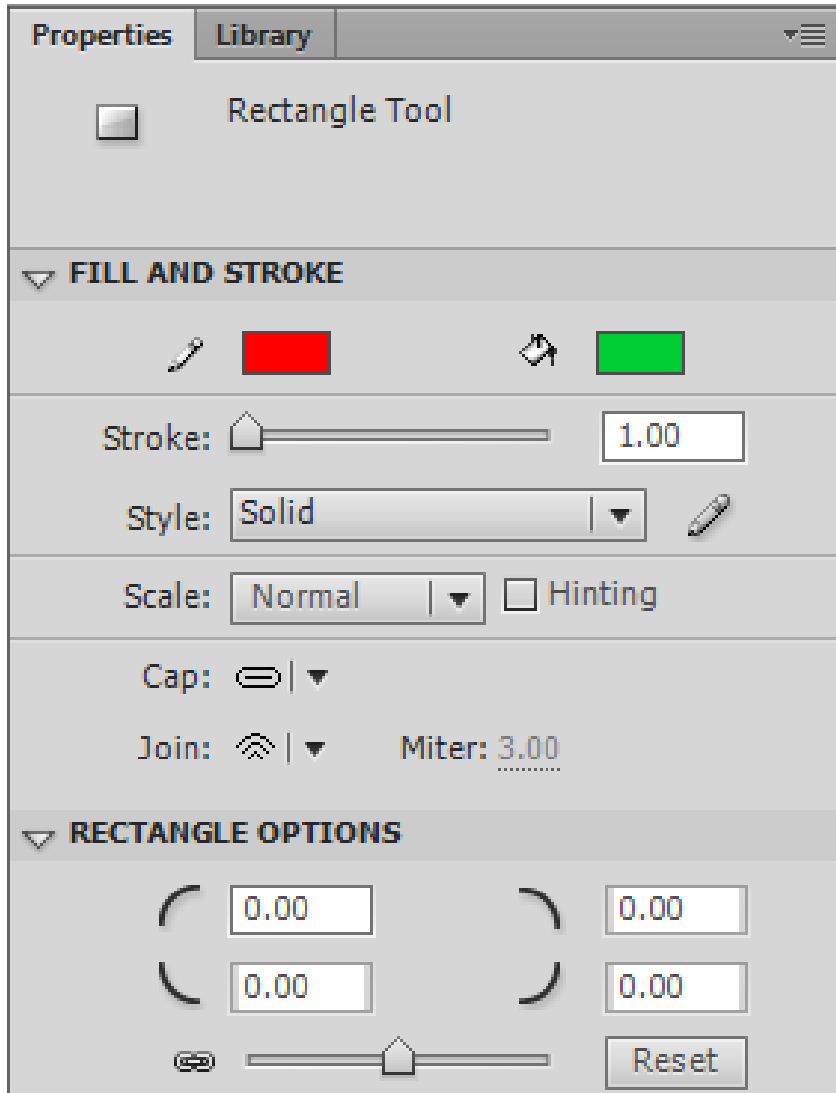
Using the selection tool when the drawn object is clicked

SINo	Image	Description
1		means image drawn in object drawing mode
2		means image drawn in merged drawing mode



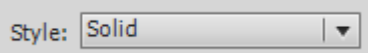
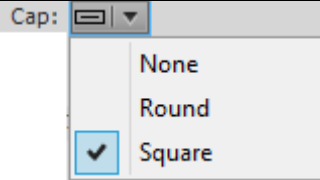
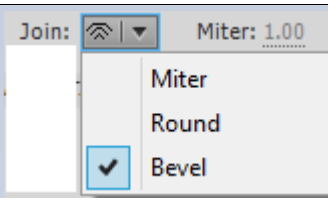
## 2.3.2 Rectangle tool

### Step-1

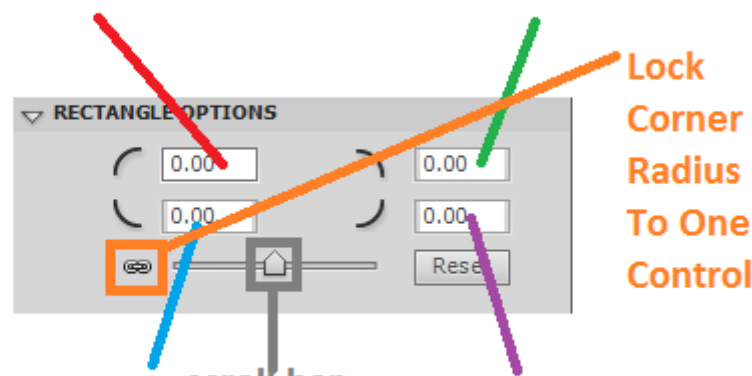
The rectangle tool is used to draw a Rectangle. The Rectangle tool is identified by the symbol







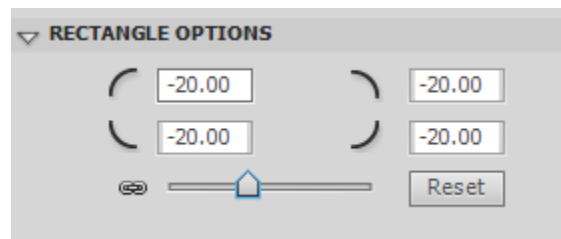
Sl.No	Name/Diagram	value	Description
1			Stroke Color
2			Fill Color
3			Style of the rectangle tool
4			The style how tip of the line would be. There are 2 ways Round :- Round edges Square:- Square Edges
5			The style of join of circle. They are categorized into 3 types 1. Miter 2. Round 3. Bevel Not effective on oval shape.
6	Miter		It defines the Miter value
7	Rectangle options		

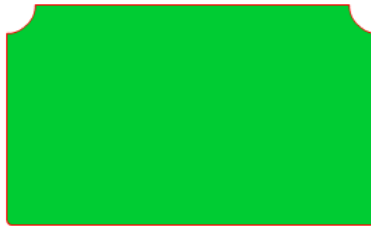
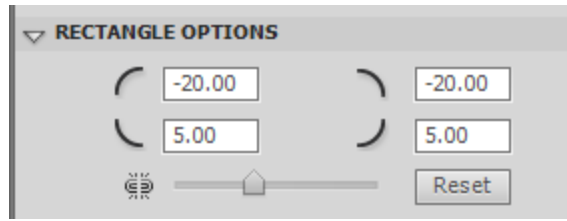
**Top Left Corner Radius** **Top Right Corner Radius**



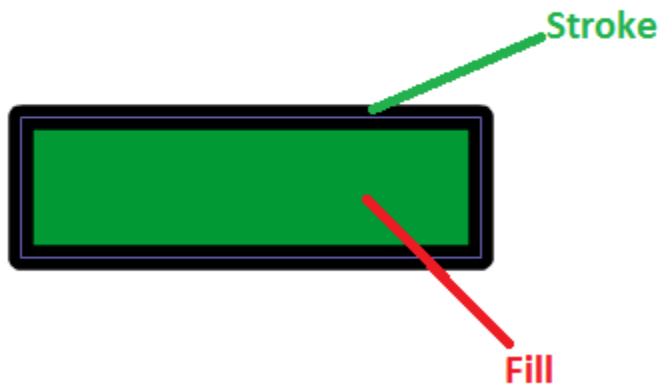
**Bottom Left corner Radius** **Bottom Right Corner Radius**

8	Top Left Corner Radius		The value used to change the Top left corner radius
9	Top Right Corner Radius		The value used to change the Top Right corner radius
10	Bottom Left Corner Radius		This option used to change the bottom left corner radius
11	Bottom Right Corner Radius		This option used to change the bottom Right corner Radius
12	Left corner Radius to One control		There are 2 option here
			Locked :- this option locks the 4 corners. Any increase and decrease in the scroll bar effects the 4 corners
			Unlocked :- this option unlocks the 4 corners. Setting it to unlocked disables the scroll bar and the user can enter the values at the 4 corners of the rectangle as shown below







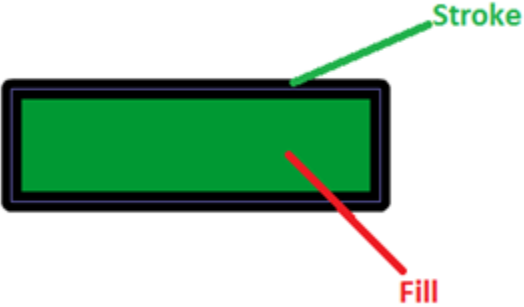




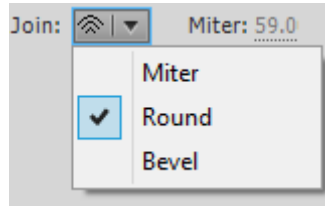
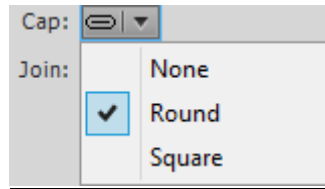
Solid Stroke:-



The above figure shows a rectangle with black solid stroke of size (12.50) and green fill

<u>STYLES OF RECTANGLE TOOL</u>		
		
<u>Hairline</u>	<u>Dashed</u>	<u>Dotted</u>
		
<u>Ragged</u>	<u>Stippled</u>	<u>Hatched</u>
		
<u>Solid</u>		

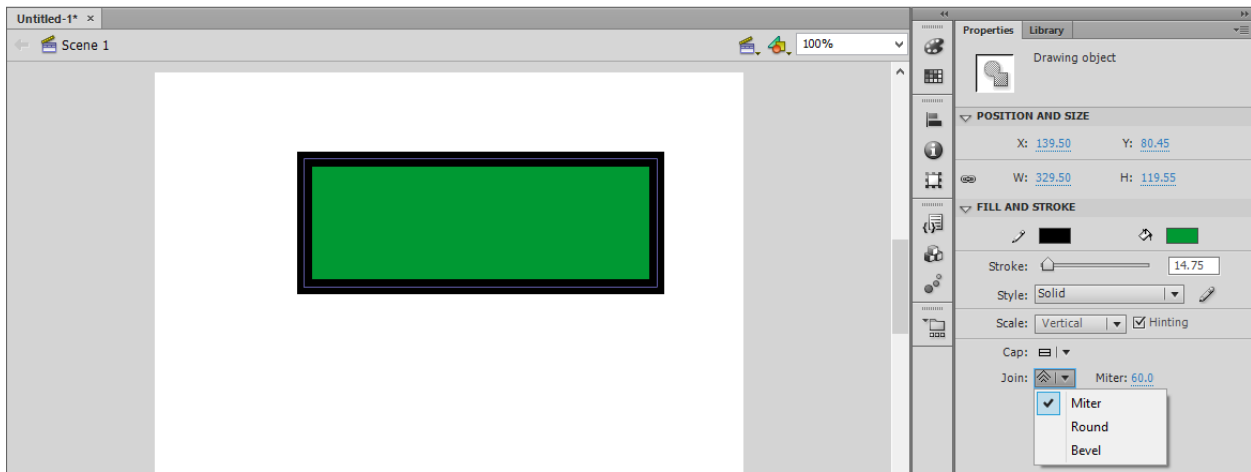
**Working with Cap and join**



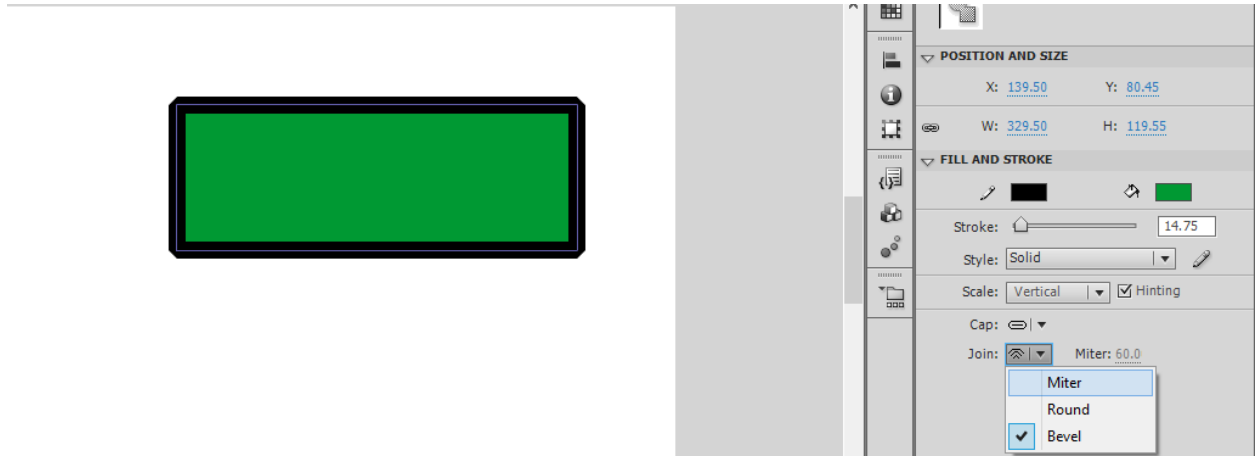
**This leads to rectangle with round edges**



**Working with the Miter**



**Working with the Bevel**



### 2.3.3 Selection Tool

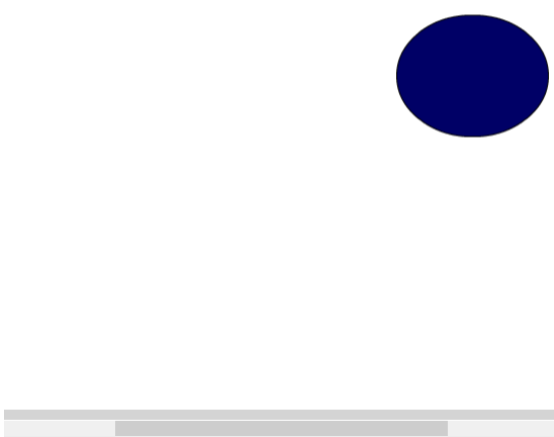
This is used to

- a) Select the entire object and move to a new location on the stage
- a) **Select the entire object /group of objects and move to a new location**

#### Step-1



#### Step-2



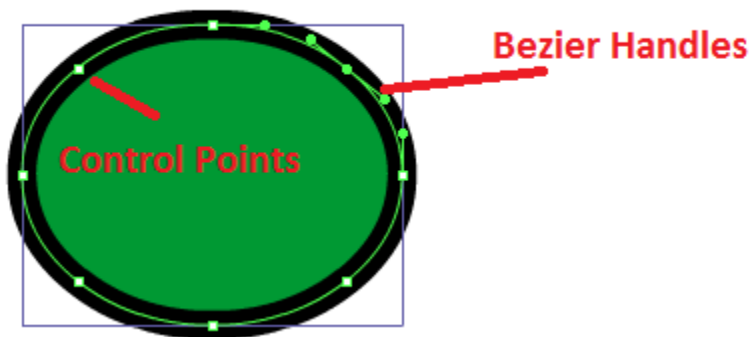
### 2.3.4 Sub Selection Tool

Clicking on the sub selection tool shows all the control points and Bezier handles of the shape. It is used to change the shape of the drawn object. It is denoted by the symbol as shown below.

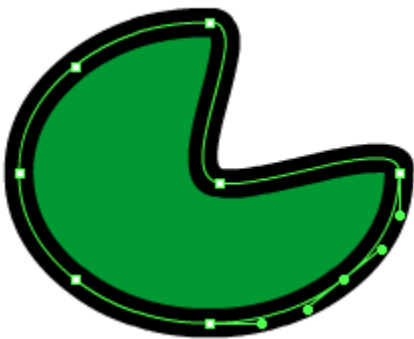


#### Step-1

Clicking on the sub selection tool and selecting the ellipse shows all the control points and Bezier handles of the ellipse as shown below



#### Step-2





## 2.3.5 Free Transform Tool

**Free Transform Tool: - Short cut (Q).** The Free Transform tool is identified by the symbol

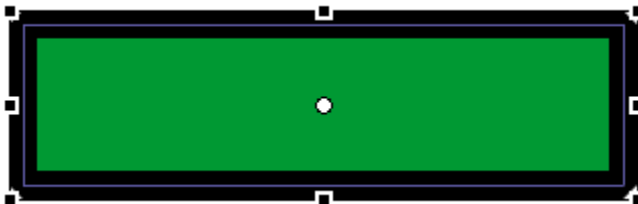


Used to change

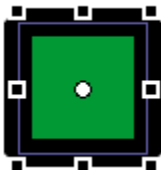
1. The shape and size of the object.
2. The axis point of the object
3. Rotate the object
4. Working with Lock Width and Height Values Together

### 1. Change the shape and size of the object

#### Step-1

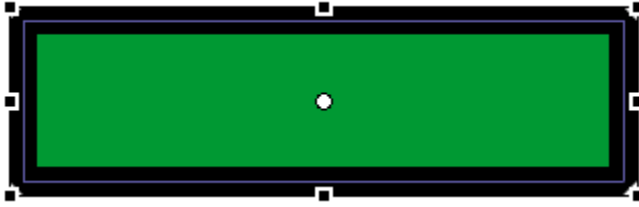


#### Step-2



2. Change the Axis Point of the Object

Step-1



Step-2

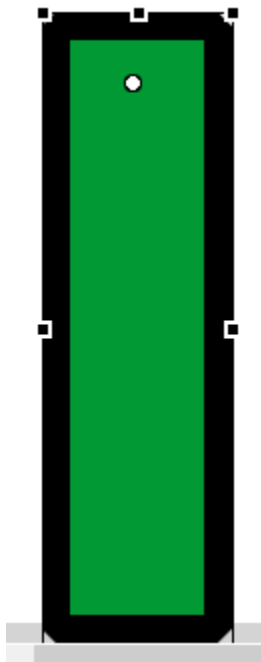


**3. Rotate The Object across the axis**

**Step-1**



**Step-2**



**4. Working with Lock Width and Height Values Together :- This is identified by the symbol**



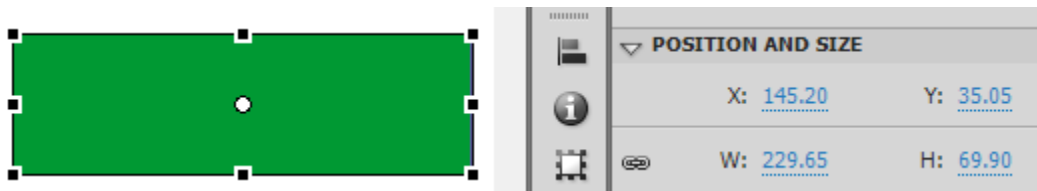
This option is used to lock the width and height so that with the change in dimensions the width the height increase and decrease.

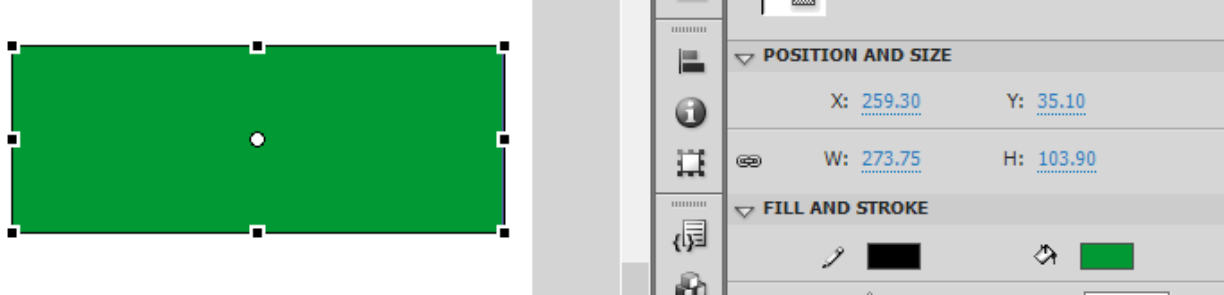
This option is used to unlock the width and height so that with the change in dimensions the width the height increase and decrease.

To show this we change the dimensions of the rectangle with the free transform tool as shown below.



**Step-1**



**Step-2****2.4 Points To Remember**

1. 2 modes of drawing in flash which are Merged mode and the Object mode of drawing.
2. What rectangle tool is, how to use it, where to use it, working with properties.
3. What Selection tool is, how to use Selection tool?
4. What sub Selection tool is, how to use Sub Selection tool?
5. What Free Transform tool is, how to use Free Transform tool?

**2.5 Glossary**

- Modes :- Methods.

**2.6 Check your progress**

1. What are the 2 modes of drawing?
2. What is Rectangle Tool?
3. What is Selection Tool? Describe point wise what can we do using selection tool?
4. What is Sub Selection Tool?
5. What is Free Transform Tool?

**2.7 Let Us Sum Up**

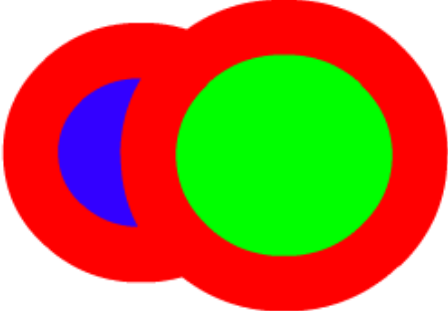
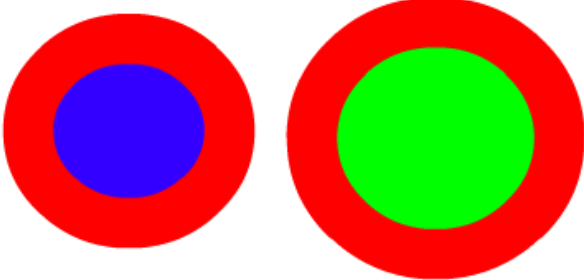
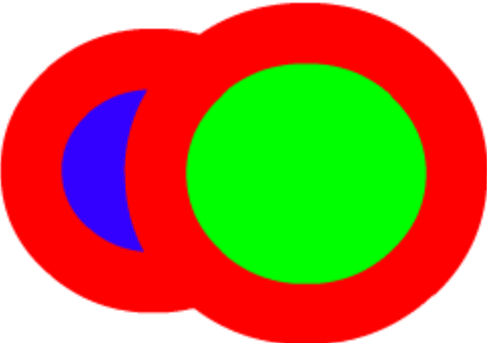
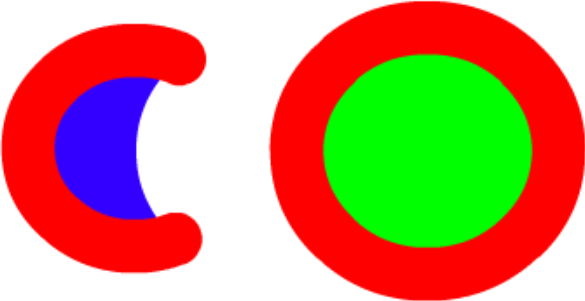
In this unit we have learnt

1. 2 modes of drawing in Flash
2. How to use Rectangle tool
3. How to use selection tool
4. How to use sub selection tool
5. How to use Free Transform tool

**2.8 Answers to check your progress**

**1. There are 2 types of drawing modes in Flash**

1. Object Mode: - Separating 2 or more images drawn in object mode keeps their shape and size intact even though they are overlapped over one another and separated.
2. Merged Mode :- Separating 2 or more images drawn in merged mode damages their shape if they are overlapped over one another and separated

Two Objects overlapping over one another	Two objects separated after overlapping
	
Two merged drawings overlapping over one another	Two merged drawings separated after overlapping
	

When working with the tools we shall discuss these two

### **Merged Drawing Mode In Flash**

#### **Working with Shapes in Merged Drawing Mode**

##### **Working with the Rectangle Tool**

###### **Step-1**

First click on the rectangle tool as shown below



Doing so takes us to the merged drawing mode and we draw a rectangle.

###### **Step-2**



### **Object Drawing Mode In Flash**

#### **Working with Shapes in object Mode**

##### **Working with the Rectangle Tool**

###### **Step-1:-**

First click on the rectangle tool as shown below



###### **Step-2:-**

Click on object button to draw an object



Doing so takes us to the object drawing mode and we draw a rectangle.

**Step-3**



**Distinguishing between Merged Drawing mode And Object Drawing Mode**

After clicking on the Rectangle Tool check the object drawing mode.

Object Drawing Mode	Symbol in the Tools panel
Merged Drawing mode	
Object Drawing mode	

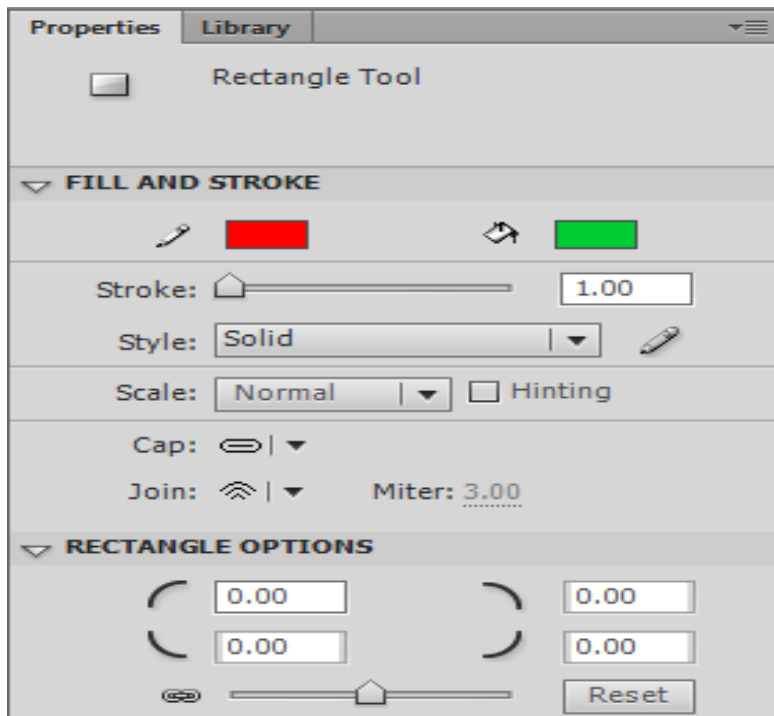
Identifying a drawn image is in object drawing mode is



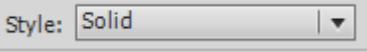
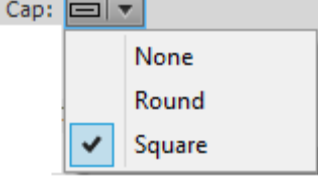
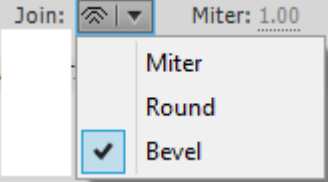
Using the selection tool when the drawn object is clicked

SINo	Image	Description
1		means image drawn in object drawing mode
2		means image drawn in merged drawing mode

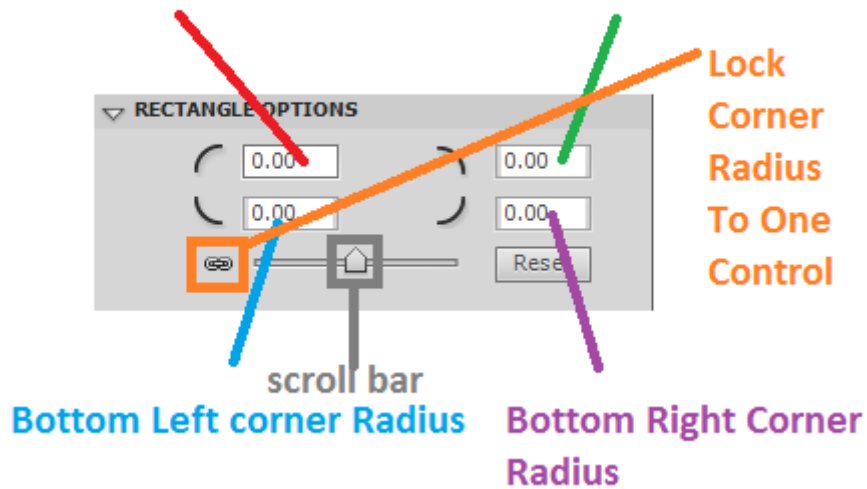




2. The rectangle tool is used to draw a Rectangle. The Rectangle tool is identified by the symbol

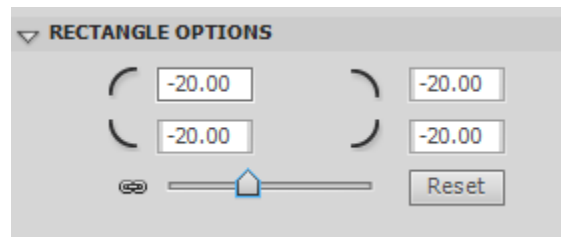


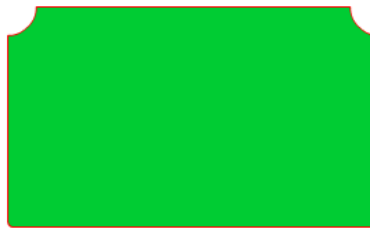
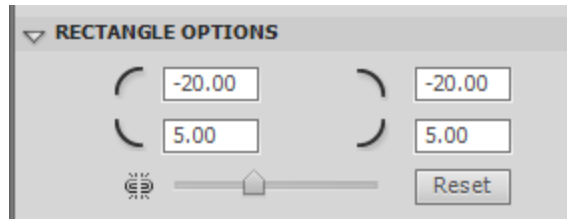
Sl.No	Name/Diagram	value	Description
1			Stroke Color
2			Fill Color
3			Style of the rectangle tool
4			The style how tip of the line would be. There are 2 ways Round :- Round edges Square:- Square Edges
5			The style of join of circle. They are categorized into 3 types 1. Miter 2. Round 3. Bevel Not effective on oval shape.
6	Miter		It defines the Miter value
7	Rectangle options		

Top Left Corner Radius Top Right Corner Radius

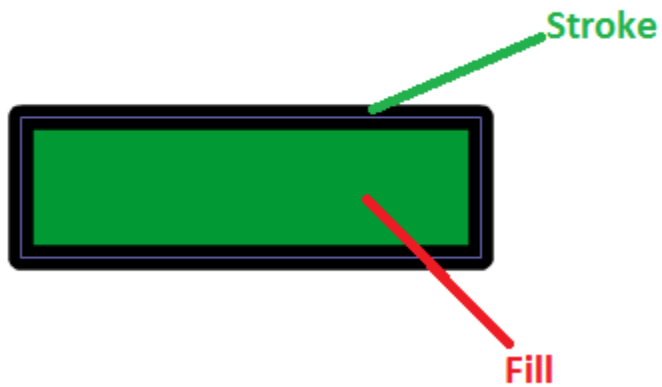


8	<b>Top Left Corner Radius</b>		The value used to change the Top left corner radius
9	<b>Top Right Corner Radius</b>		The value used to change the Top Right corner radius
10	<b>Bottom Left Corner Radius</b>		This option used to change the bottom left corner radius
11	<b>Bottom Right Corner Radius</b>		This option used to change the bottom Right corner Radius
12	<b>Left corner Radius to One control</b>		There are 2 option here
			Locked :- this option locks the 4 corners. Any increase and decrease in the scroll bar effects the 4 corners
			Unlocked :- this option unlocks the 4 corners. Setting it to unlocked disables the scroll bar and the user can enter the values at the 4 corners of the rectangle as shown below







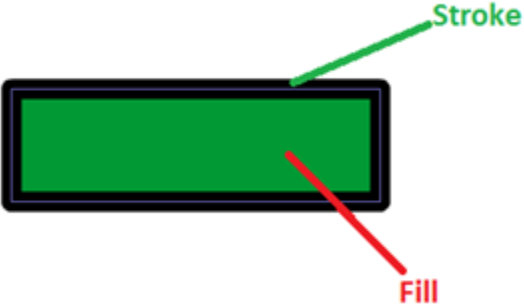




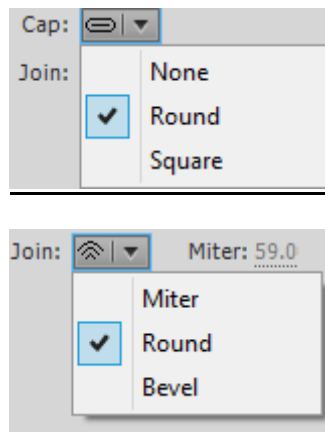
Solid Stroke:-



The above figure shows a rectangle with black solid stroke of size (12.50) and green fill

<u>STYLES OF RECTANGLE TOOL</u>		
		
<u>Hairline</u>	<u>Dashed</u>	<u>Dotted</u>
		
<u>Ragged</u>	<u>Stippled</u>	<u>Hatched</u>
		
<u>Solid</u>		

Working with Cap and join



This leads to rectangle with round edges




Working with the Miter



Working with the Bevel

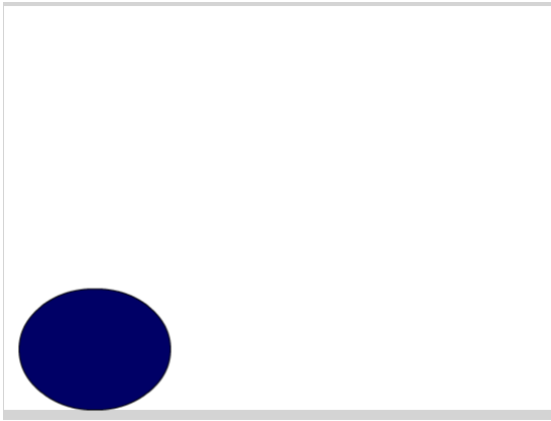


**3. Selection Tool:** - The selection tool is identified by the symbol .

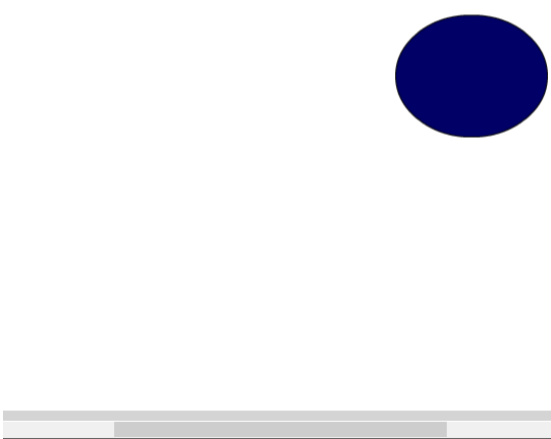
This is used to

- a) Select the entire object and move to a new location on the stage

**Step-1**



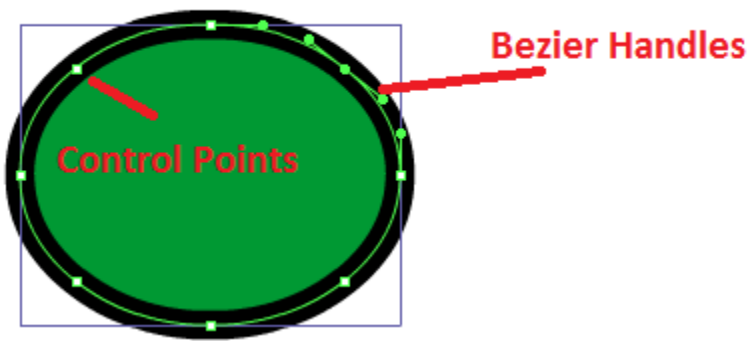
**Step-2**



4. The sub selection tool shows all the control points and Bezier handles of the shape. It is used to change the shape of the drawn object. It is denoted by the symbol as shown below.



**Step-1:-** Clicking on the sub selection tool and clicking on the drawn object shows the control points and Bezier Handles



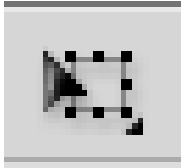
**Step-2**

Modifying the location of control points and Bezier Handles distorts the image as shown below





5. Free Transform Tool: - Short cut (Q). The Free Transform tool is identified by the symbol

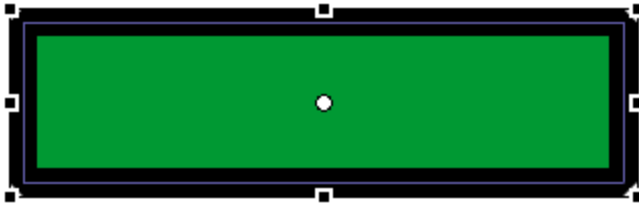


Used to change

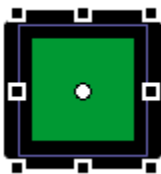
1. The shape and size of the object.
2. The axis point of the object
3. Rotate the object

Changing the shape and size of the object

Step-1

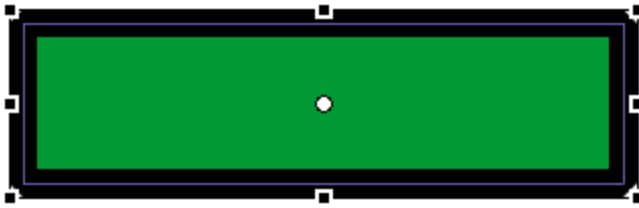


Step-2

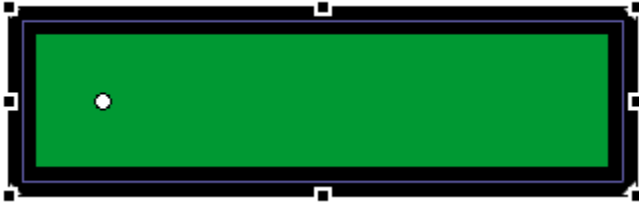


Change the Axis Point of the Object

Step-1



Step-2



Rotate The Object across the axis

Step-1



Step-2

