

COMSC-032

**Web Site Development-
Animate**



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Topic 2

2

Drawing in Animate

Animate puts many tools at your disposal for disposal for creating compelling illustrations, buttons, and user interfaces. These tools are similar, if not the same, as other professional-grade drawing applications like Adobe Illustrator.

Topic 2: Drawing Animate

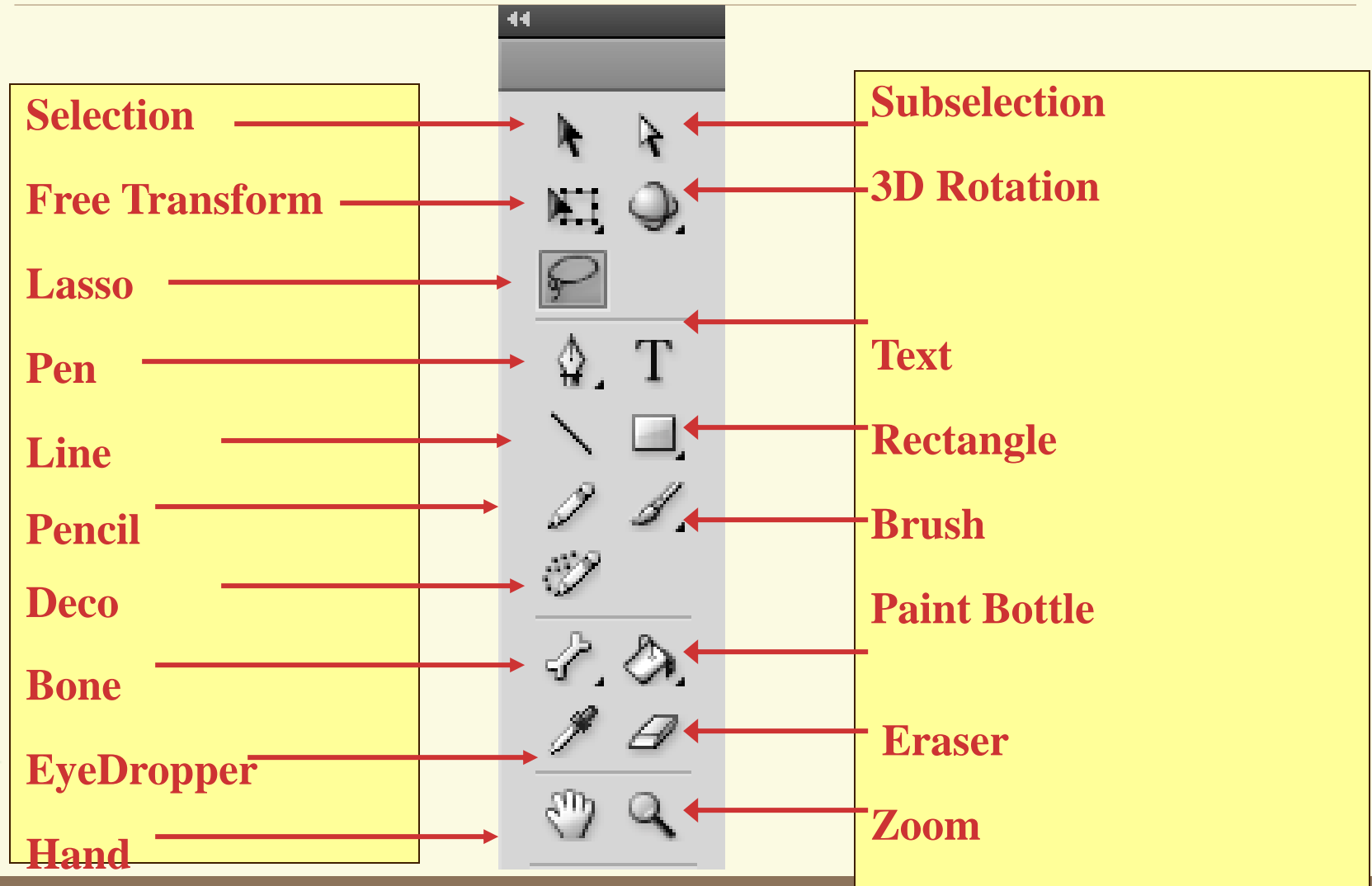
- Introducing Animate Drawing
- Understanding Groups
- Using Line Tool
- Draw Lines Freehand with the Pencil Tool
- Draw Fills with the Brush Tool
- Draw Shapes with the Pen Tool
- Draw Rectangles and Ovals
- Fill Shapes with the Paint Bucket Tool







Introducing Animate Drawing Tools

- The Tool panel helps you create and work with graphics and text.
- By default, it appears docked on the far-right side of the program window.
- You may want to move it to the far left if you are used to other drawing programs like Photoshop or Illustrator.






Introducing Animate Drawing Tools








Introducing Animate Drawing Tools

- **Selection**  - also called the Pointer or Arrow tool, you can use this tool to grab, select, and move items on the Stage.
- **Subselection**  - displays edit points you can adjust to change a line's shape..
- **Free Transform**  - use this tool to scale, rotate, or skew a selected item.
- **3D Rotation**  use this tool to rotate a symbol in 3-D space. This tool shares space with the 3D Transition Tool

Introducing Animate Drawing Tools

- **Lasso**  - use this tool to select irregularly shaped objects on the Stage.
- **Pen**  - use this tool to draw precise curves. When you click the button's, you can control anchor points.
- **Text**  - use this tool to draw text boxes or edit text.
- **Line**  - use this tool to draw straight lines
- **Rectangle**  - use this tool to draw square and rectangle shapes.




Introducing Animate Drawing Tools

- **Pencil**  use this tool to draw lines freehand
- **Brush**  use this tool to draw with a fill color, much like a paintbrush.
- **Deco**  use this tool to draw decorative patterns.
- **Bone**  this tool is used to create objects with inverse kinematics, Inverse kinematics objects are manipulated based on bones and joints like a skeleton for an animated character.
- **Paint Bucket**  this tool fills shapes or lines with color.

Using the Line Tool



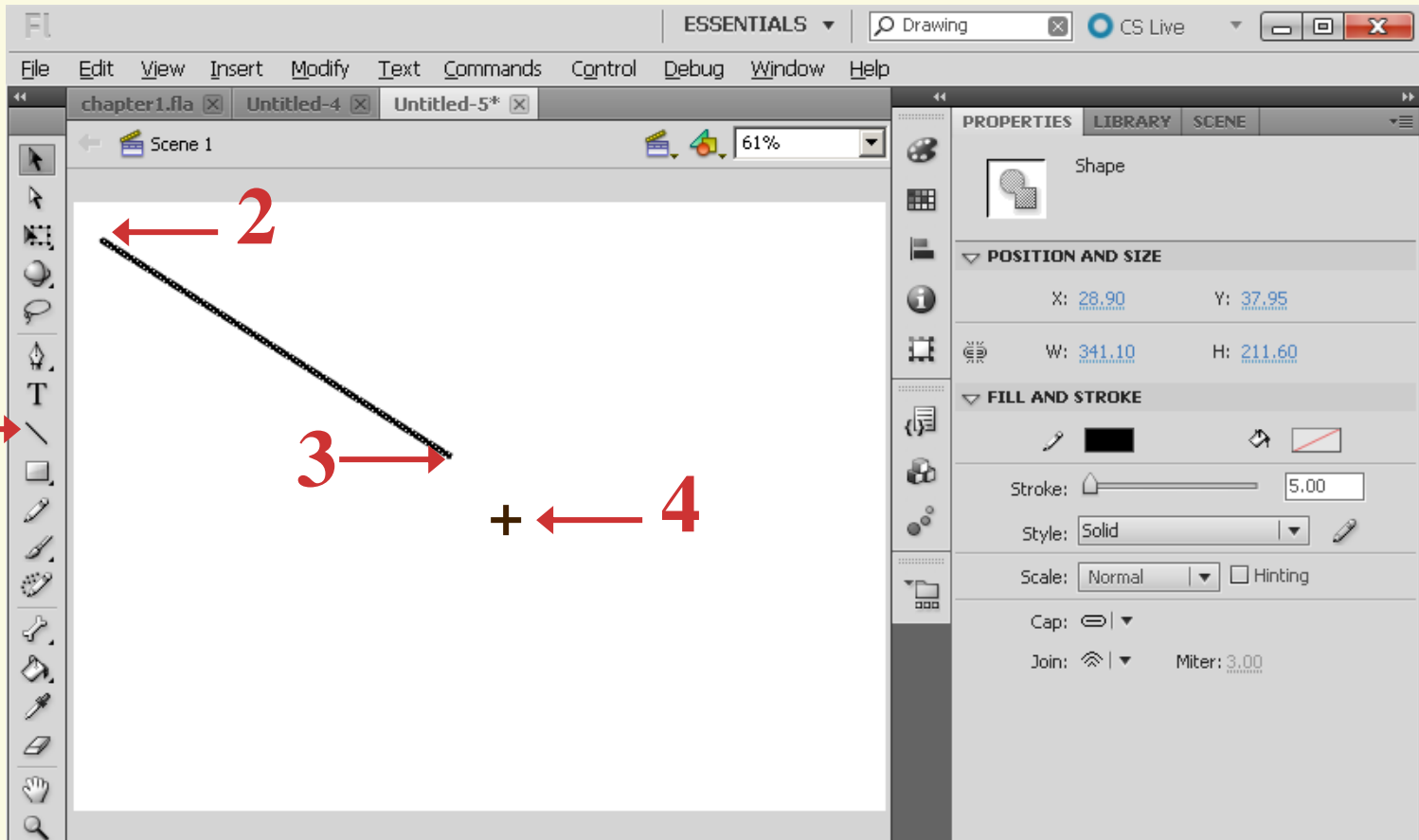
Draw a Straight Line

1. Click the **Line tool** 
2. Move the mouse pointer over the **Stage area**.
( changes to )
3. Click and drag to draw a line to your desired length.
4. Release the mouse button.

Using the Line Tool






Draw a Straight Line



Using the Line Tool



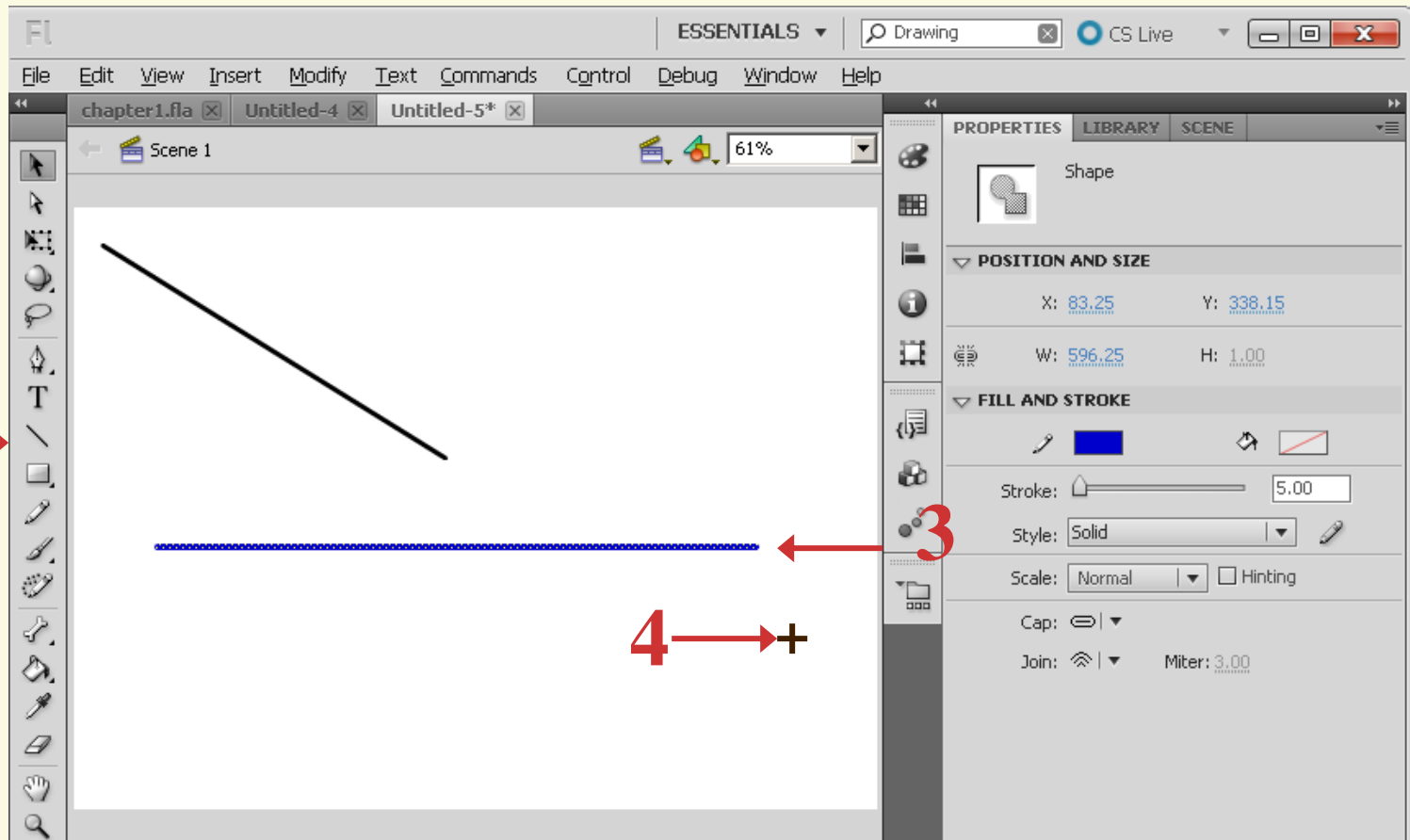
Draw a Vertical or Horizontal Line

1. Click the **Line tool** 
2. Move the mouse pointer over the **Stage area**.
( changes to )
3. Click and drag while holding down **<Shift>** .
Drag vertically for a vertical line, horizontally for a horizontal line, and at an angle to create a perfect 45-degree line.
4. Release the mouse button.

Using the Line Tool



Draw a Vertical or Horizontal Line



Using the Line Tool



How do I control the line thickness and style?

You modify the properties of your line in the Properties panel before you draw. To adjust the thickness of a line, click and drag the **Stroke slider**.

You can also use the **Style** drop-down menu to select a dashed, dotted, or other line style.

Using the Line Tool



What do Cap, Join, and Miter properties do?


The Cap style refers to the shape of the ends of your line segment. If you draw thick lines you will notice the ends either being semicircles or square.

Modifying the Cap property allows you to control which type of line ends you get.

The Join property allows you to adjust how multiple lines are connected, either as round square, or mitered junctions.

Mitered junctions create an angle opposite to the angle that the lines are connected.


Draw Lines Freehand with the Pencil Tool

- You can use the **Pencil** tool  to draw freehand lines.
- It can be very helpful if you want an illustration to appear to be hand drawn or if you want to write script that looks like it was written on a piece of paper.

Draw Lines Freehand with the Pencil Tool



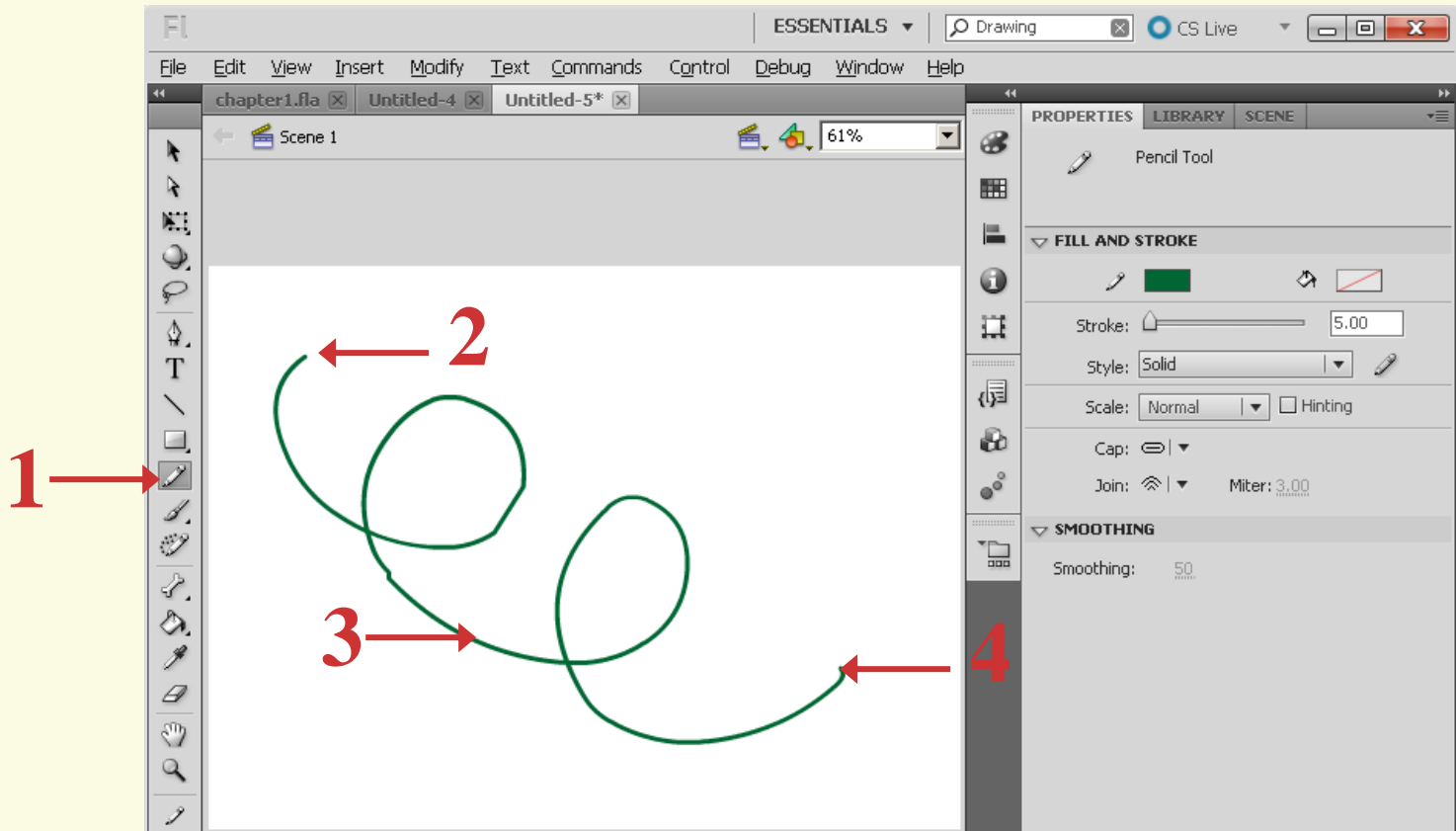
Draw Lines Freehand with the Pencil Tool

1. Click the **Pencil tool** 
2. Move the pointer over the Stage area
3. Click and drag to start drawing the line.
4. Stop dragging and release the mouse button

Draw Lines Freehand with the Pencil Tool




Draw Lines Freehand with the Pencil Tool



Draw Lines Freehand with the Pencil Tool



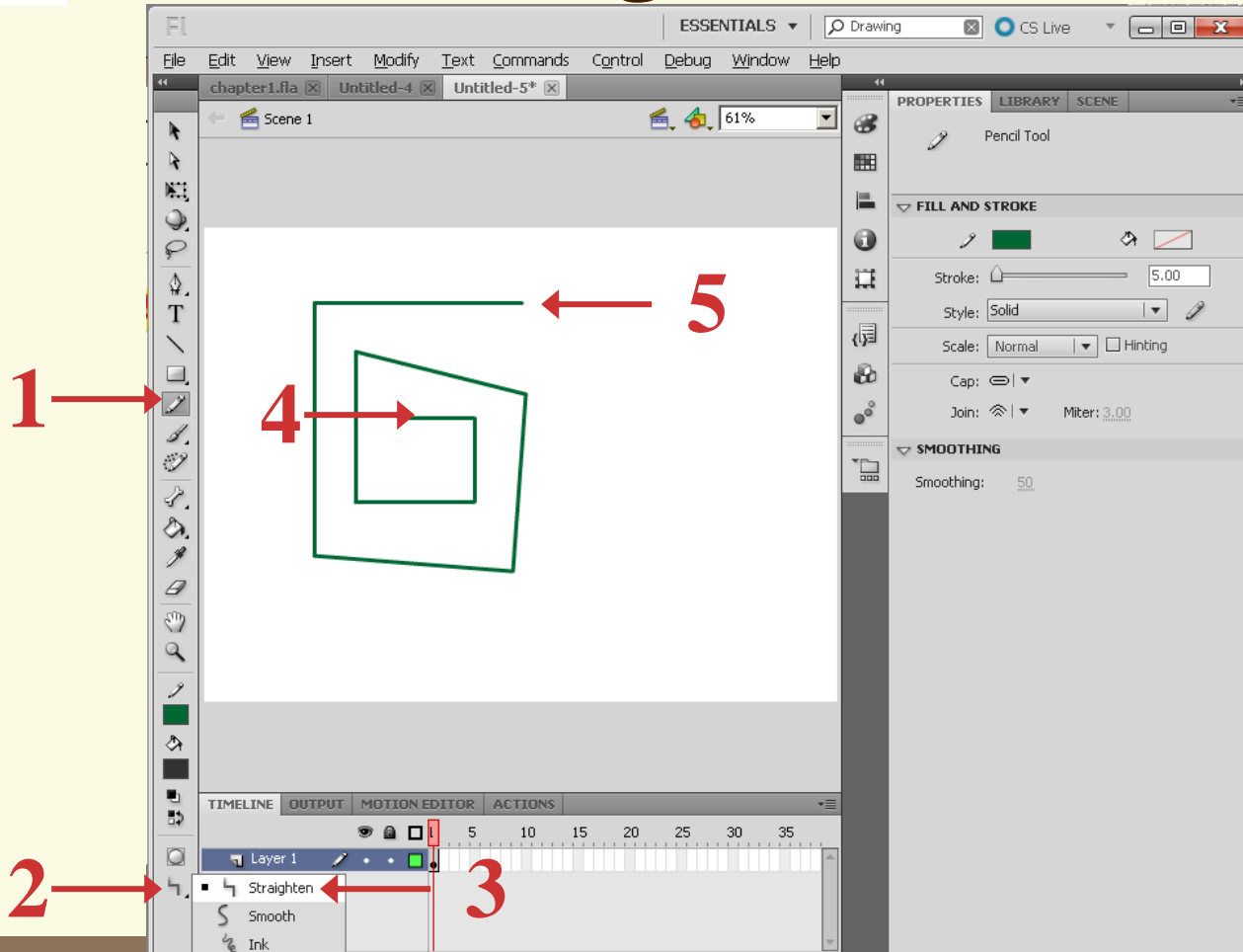
Use the Straighten Pencil Mode

1. Click 
2. Click the **Pencil Mode** modifier
3. Click **Straighten**
4. Click and drag on the Stage to begin drawing
5. Stop dragging and release the mouse button.

Draw Lines Freehand with the Pencil Tool



Use the Straighten Pencil Mode



Draw Lines Freehand with the Pencil Tool



How can I select all the segments of my freehand line?

First, you must click the Selection tool. Clicking once on a freehand line only selects a single line segment or curve.

But if you double-click on a line segment, all intersecting and connecting lines are selected.


Draw Lines Freehand with the Pencil Tool



Can I draw perfectly straight lines with the Pencil tool?

Yes, but they can only be vertical horizontal, or 45 degree lines. You can try this by using the Pencil tool while pressing and holding **<Shift>**.


Draw Fills with the Brush Tool

- You can use the **Brush tool**  to draw shapes much like you would with a paintbrush.
- The Brush tool differs from the Pencil tool in that it creates fills rather than strokes.
- Fills are contiguous blocks of color, while strokes are comprised of curves and line segments.

Draw Fills with the Brush Tool



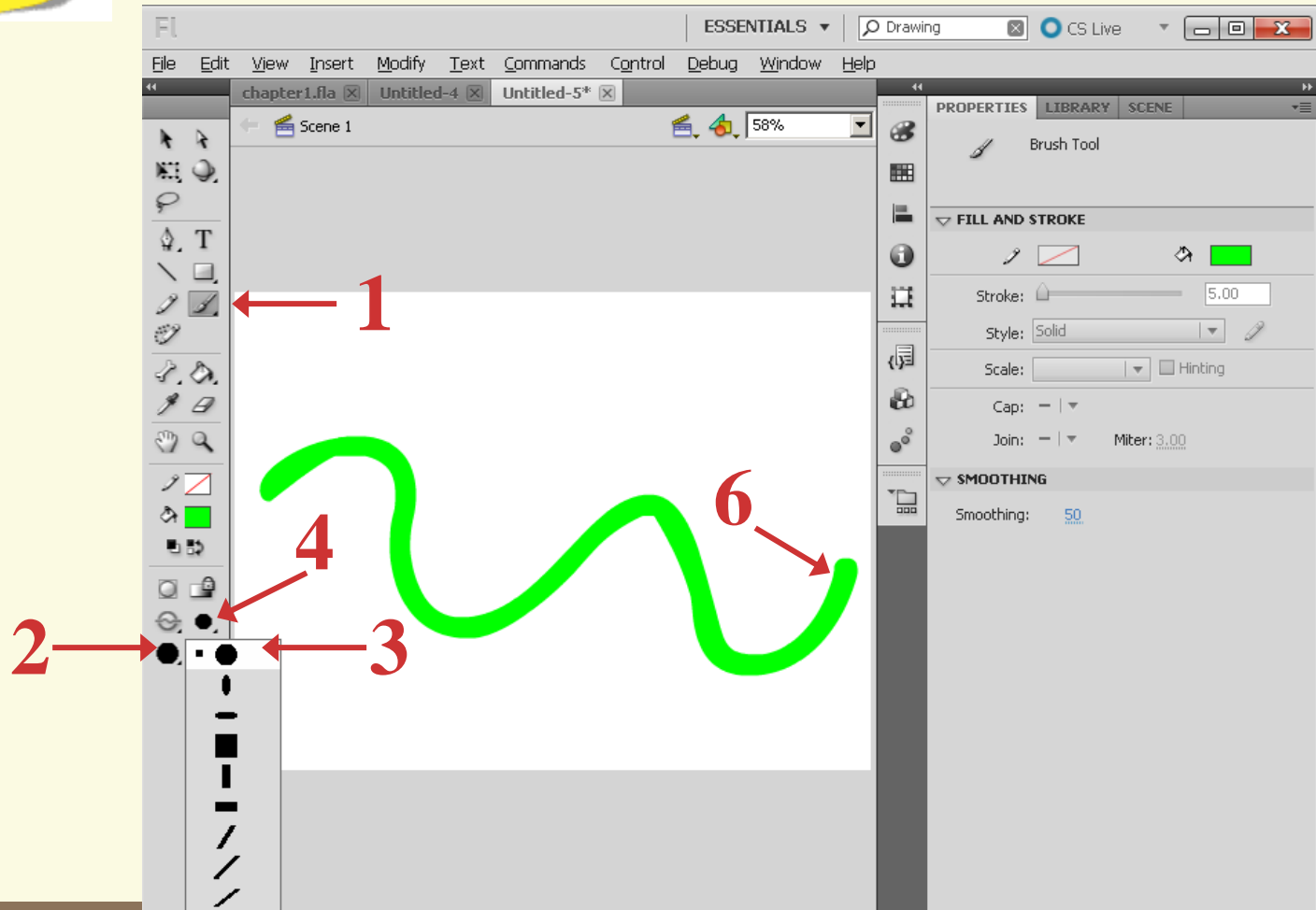
Draw Fills with the Brush Tool

1. Click the **Brush tool**. 
2. Click the **Brush Shape** menu
3. Click a **brush shape**
4. Click the **Brush Size** menu
5. Click a **brush size**
6. Click and drag to begin drawing

Draw Fills with the Brush Tool



Draw Fills with the Brush Tool



Draw Fills with the Brush Tool



What do the difference brush modes do?

You can find five brush modes by clicking the Brush Mode modifier at the button of the Tools panel.

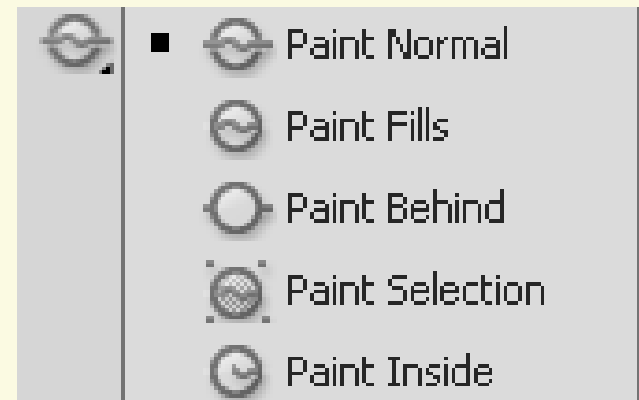
Paint Normal- Lets you paint over anything on the Stage

Paint Fills- Paints inside fill areas but not on lines.


Paint Behind- Paints beneath any existing objects on the Stage.

Paint Selection- Paints only inside the selected area.

Paint Inside- Begins a brush stroke inside a fill area without affecting any lines.




Draw Shapes with the Pen Tool

- You can draw precise lines and curves with the **Pen tool**  .
- It is probably the most-used drawing tool for creating vector illustrations.
- You draw lines, or paths, by clicking to create anchor points, and then dragging to adjust the curvature of your line.

Draw Shapes with the Pen Tool



Draw Shapes with the Pen Tool

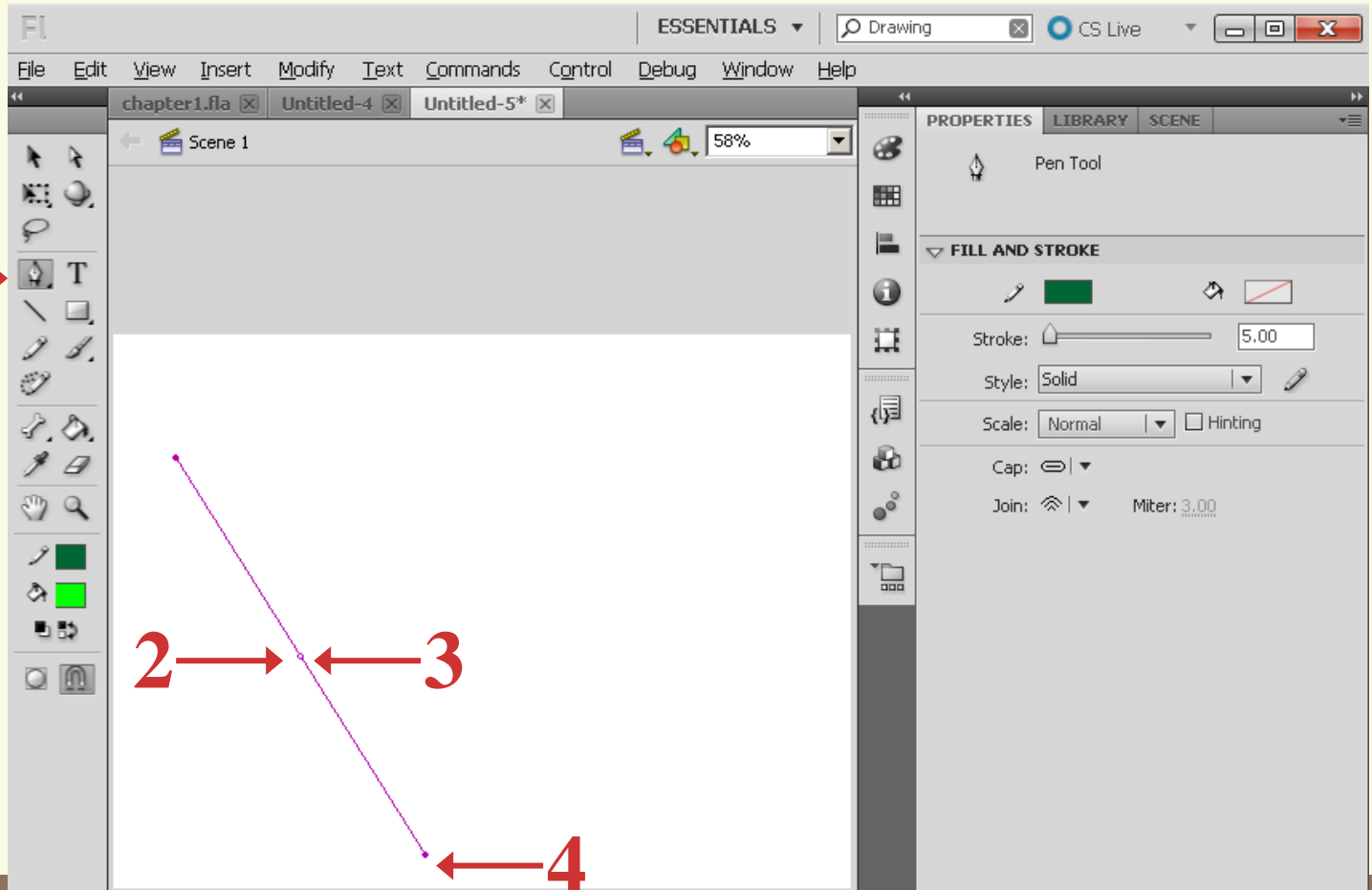
1. Click the **Pen tool** 
2. Move the pointer over the Stage area
3. Click and begin dragging to create your first anchor point and handles.
4. Stop dragging and release the mouse button

Draw Shapes with the Pen Tool



Draw Shapes with the Pen Tool

1 →



2 → ← 3

← 4

Draw Shapes with the Pen Tool



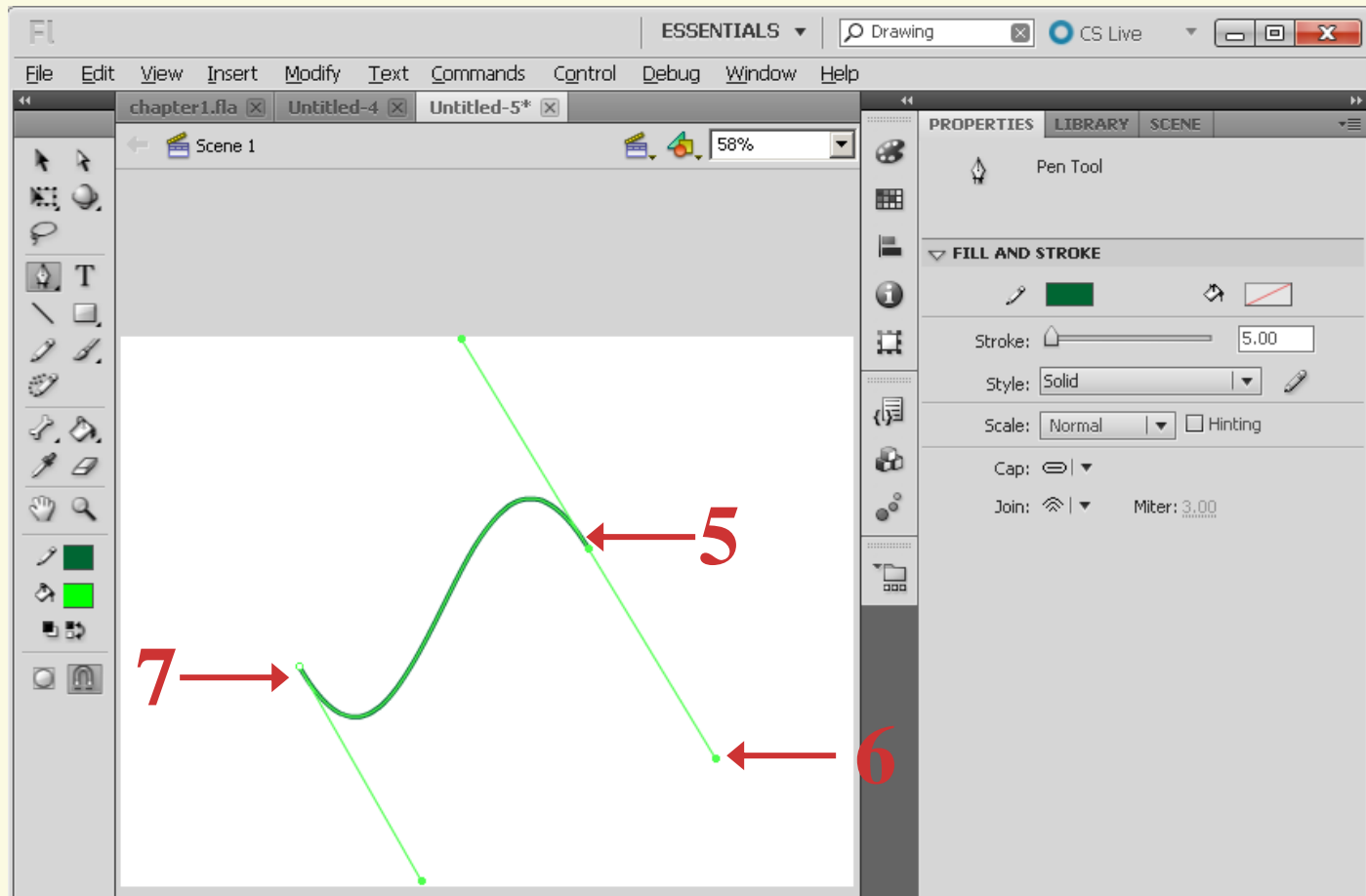
Draw Shapes with the Pen Tool

5. Click and drag where you want your endpoint
6. Release the mouse button
7. Move your cursor over your starting point
8. Click and drag your first point to complete your shape.
9. Release the mouse button.

Draw Shapes with the Pen Tool



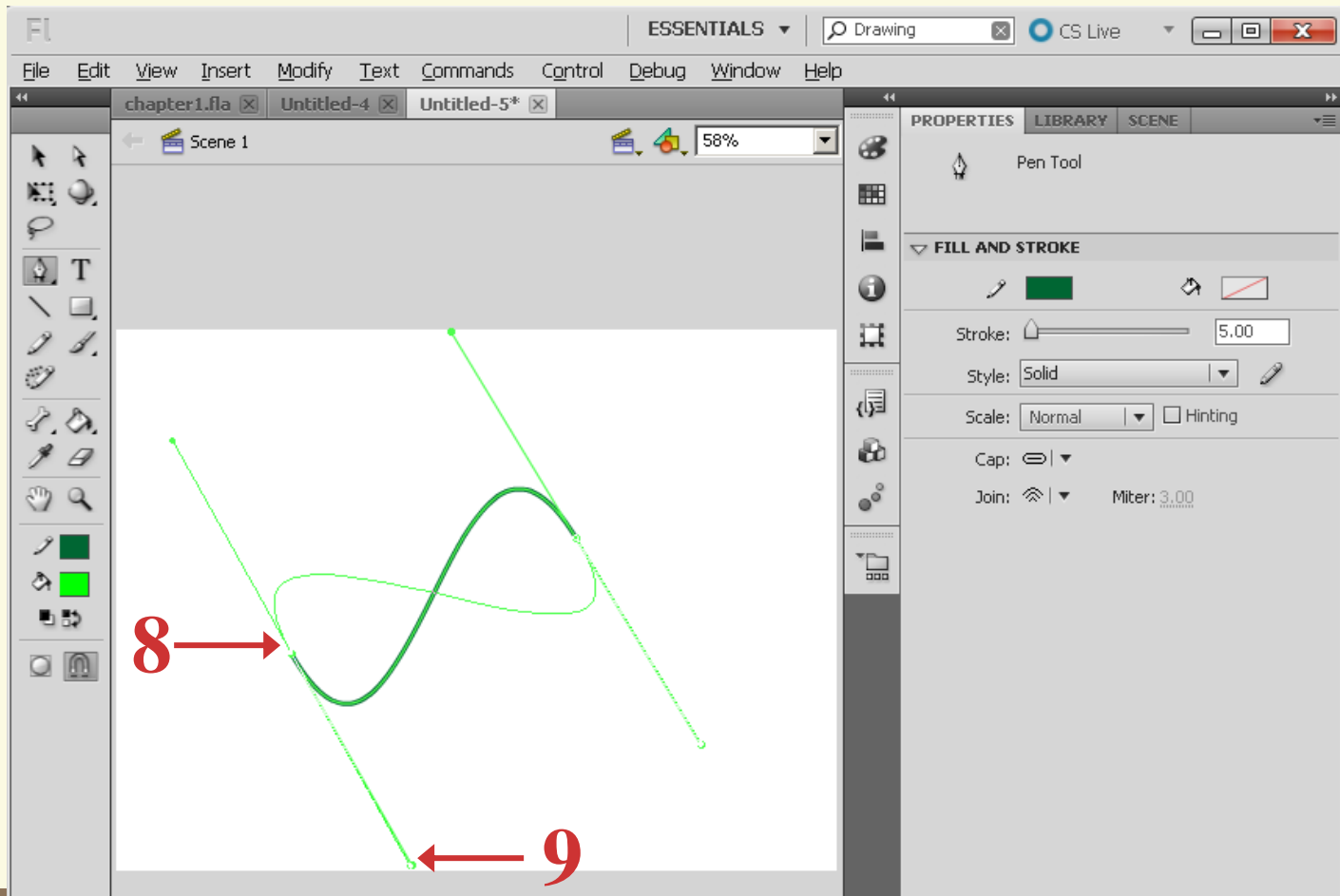
Draw Shapes with the Pen Tool



Draw Shapes with the Pen Tool



Draw Shapes with the Pen Tool



Draw Shapes with the Pen Tool



How can I edit points on a curved line?

Use the Subselection tool to make changes to a curved line you create using the Pen tool.

Move the cursor over a handle on the line or over an endpoint of the line.

Click and drag any of these points to reposition and reshape the line or curve.


Draw Shapes with the Pen Tool



Some of my lines don't have handles and are not curved. How do I make them curves?

Click and hold down the Pen tool in the Tools panel, and select the Convert Anchor Point tool. Then click and drag any anchor point on your line to create the handles and curve your line.




Draw Rectangles and Ovals

- You can use the **Rectangle and Oval tools**  to easily draw basic shapes in Animate.
- Although you can use the Pen tool or Line tool to create these shapes, it is much faster to use the dedicated shape tools.

Draw Rectangles and Ovals



Draw an Empty Rectangle

1. Click the **Rectangle** tool 
2. Click the **Fill Color** palette 
3. Click the **No Color** button 
4. Move the cursor over the Stage area
5. Click and drag to draw your **rectangle**
6. Release the mouse button.

Draw Rectangles and Ovals



Draw an Empty Rectangle

The screenshot shows the Adobe Flash CS5.5 interface with a red rectangle drawn on the stage. Red arrows and numbers indicate the steps:

- 1**: Points to the Rectangle Tool icon in the Tools panel.
- 2**: Points to the Fill Color swatch in the Properties panel.
- 3**: Points to the Alpha checkbox in the Properties panel.
- 6**: Points to the Stroke Color swatch in the Properties panel.

The Properties panel on the right shows the following settings for the Rectangle Tool:

- FILL AND STROKE**: Fill color is orange, Stroke is 5.00, Style is Solid.
- RECTANGLE OPTIONS**: Corner radius is 0.00, Miter is 3.00.

The Tools panel on the left shows the Rectangle Tool selected. The Color panel at the bottom shows the fill color swatch set to #D6D6D6.

Draw Rectangles and Ovals



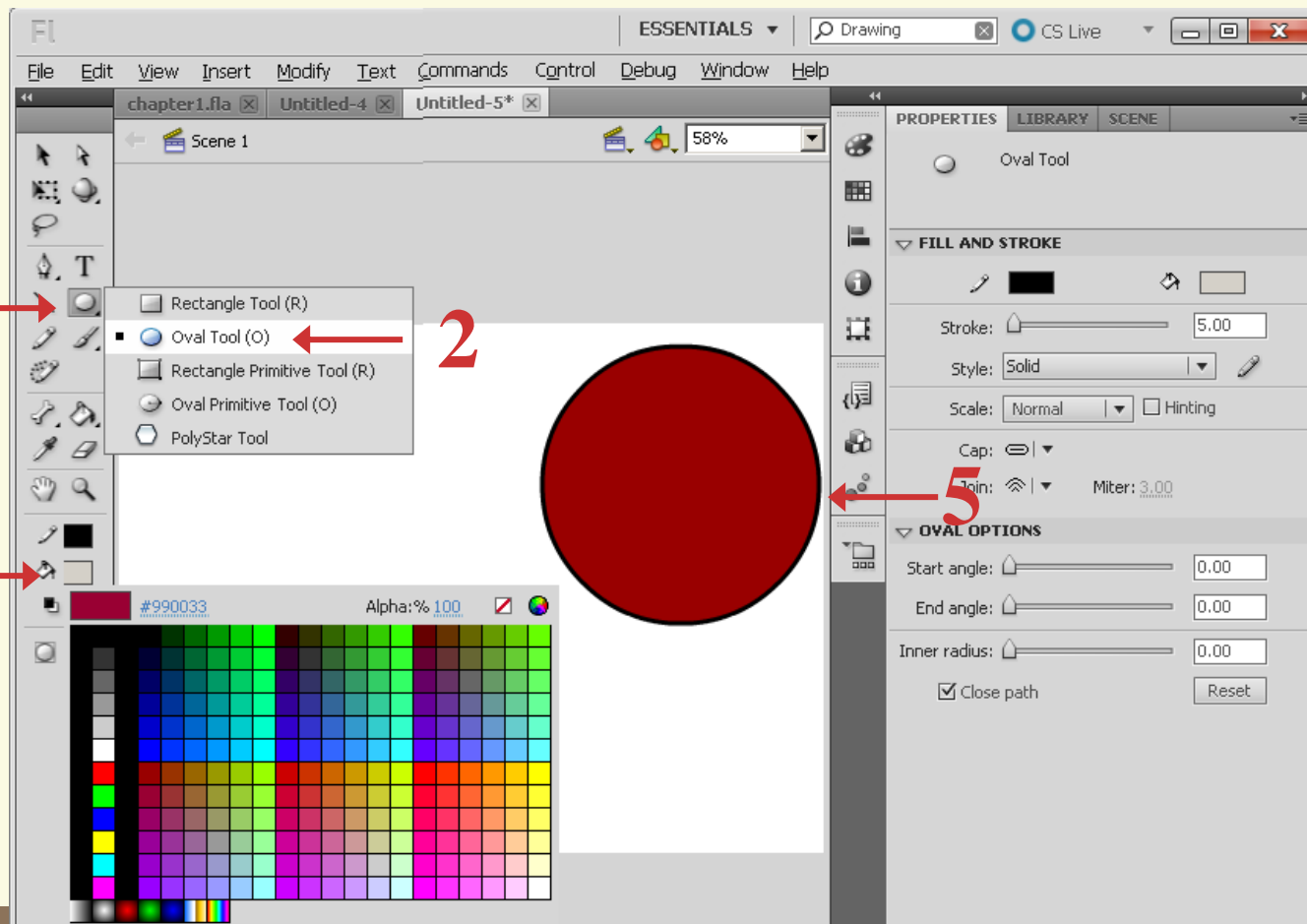
Draw an Oval with a Fill Color

1. Click and hold the mouse button down on the Rectangle tool.
2. Click the **Oval tool**
3. Click the **Fill Color** palette and select a color from the swatches.
4. Move the cursor over the Stage area
5. Click and drag the draw the oval.

Draw Rectangles and Ovals



Draw an Oval with a Fill Color



Draw Rectangles and Ovals



How do draw rectangle with rounded corners?

You can use the Properties inspector to modify the corners of a rectangle shape. If the Properties inspector is not open, press **<Ctrl><F3>** Change the Rectangle Corner Radius setting to create the type of rounded corners you want for the shape.

Click and drag the slider control to the right to designate how much curvature you want the corners, or drag the slider to the left to create inverted corners. You can also type the radius for your rounded corners in the text field.

Draw Rectangles and Ovals




How do adjust the properties of the Stroke in my shape?

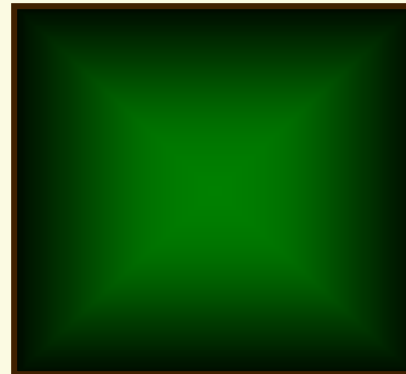
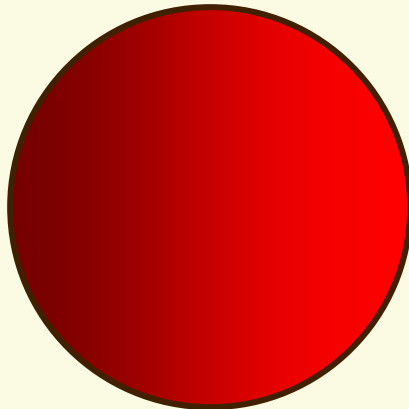
You can use the Properties inspector to modify the corners of a rectangle shape.

If the Properties inspector is not open, press <Ctrl><F3>.

The Fill and Stroke options are very similar to the options for the Line tool and are adjusted the same way.

Fill Shapes with the Paint Bucket Tool

- You can use the **Paint Bucket tool**  to quickly fill in objects such as shapes.
- You can fill objects with a color, a gradient effect, or even a picture.
- The Animate color palette comes with numerous colors and shades as well as several premade gradient effects from which to choose.



Fill Shapes with the Paint Bucket Tool



Add a Fill

1. Click the **Paint Bucket** tool 
2. Choose a **Fill Color** from the palette
3. Click inside the shape you want to fill

Fill Shapes with the Paint Bucket Tool



Add a Fill

The screenshot shows the software interface with the following elements:

- 1**: Points to the Paint Bucket Tool icon in the left toolbar.
- 2**: Points to the yellow color swatch in the color palette.
- 3**: Points to the yellow pentagon shape in the scene.


The Properties panel on the right shows the following settings for the Paint Bucket Tool:

- FILL AND STROKE**
- Stroke: 5.00
- Style: Solid
- Scale: [Dropdown]
- Cap: [Dropdown]
- Join: [Dropdown] Miter: 3.00

Fill Shapes with the Paint Bucket Tool



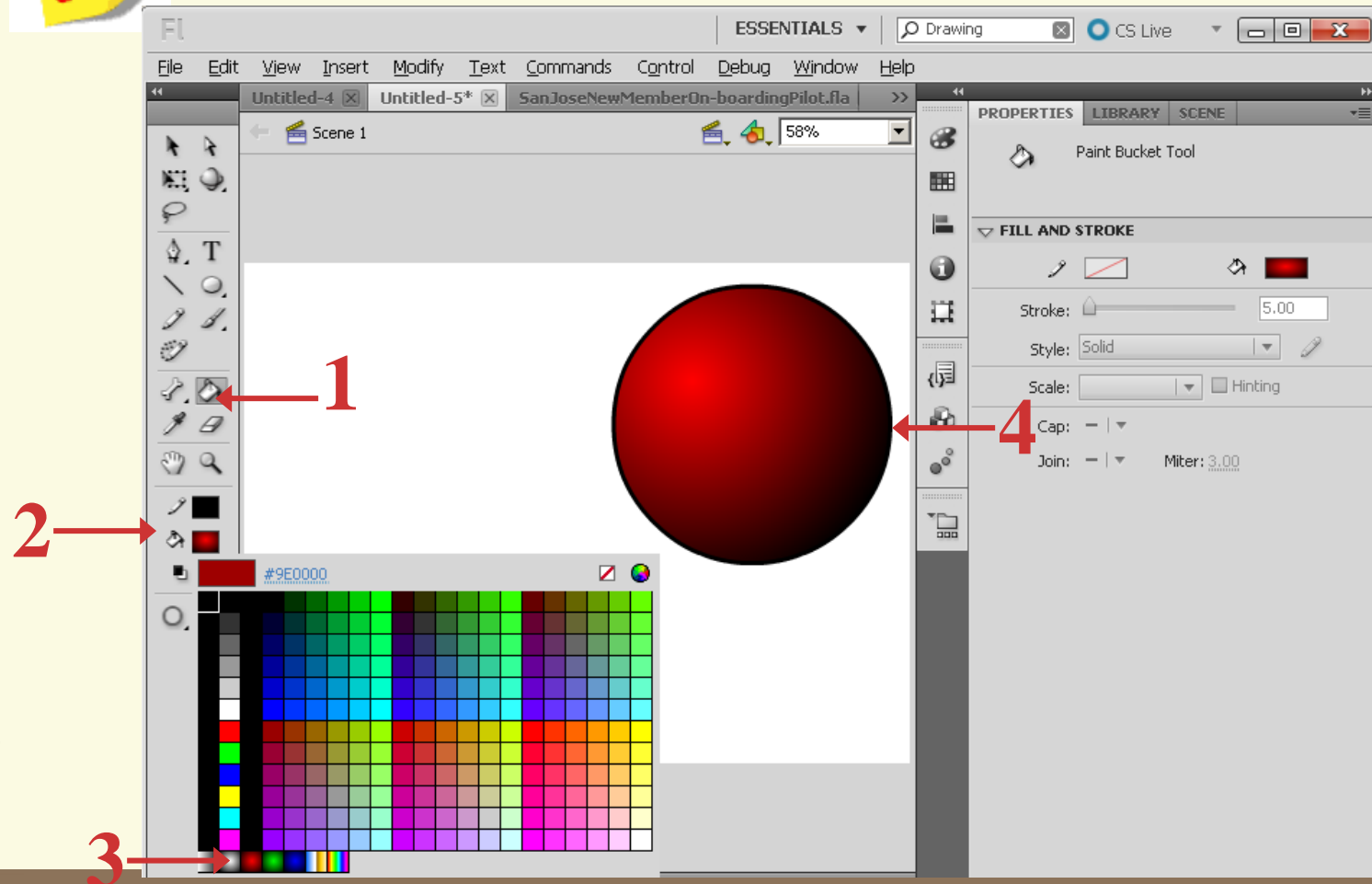
Add a Gradient Fill

1. Click the **Paint Bucket** tool 
2. Click the **Fill Color** palette
3. Click a **gradient color** effect
4. Click inside your shape and drag in the direction you want the gradient to blend.

Fill Shapes with the Paint Bucket Tool



Add a Gradient Fill



Fill Shapes with the Paint Bucket Tool



What is a gradient effect?

A **gradient effect** is a fill that is composed of multiple colors with a gradual transition from one color to the next.

With Animate, you can create a linear gradient effect that blends color shading from left to right or top to bottom, or create a radial effect that blends color shading from the middle to the other edges, or vice versa.

Fill Shapes with the Paint Bucket Tool



What does the Gap Size modifier do?

When you select the Paint Bucket tool, the **Gap Size modifier** appears at the bottom of the Tools panel.

Click the **Gap Size** modifier to display four settings.

Selecting the Don't Close Gaps option only fills shapes that are closed.

Selecting the other options fills shapes that are not closed to varying degrees.