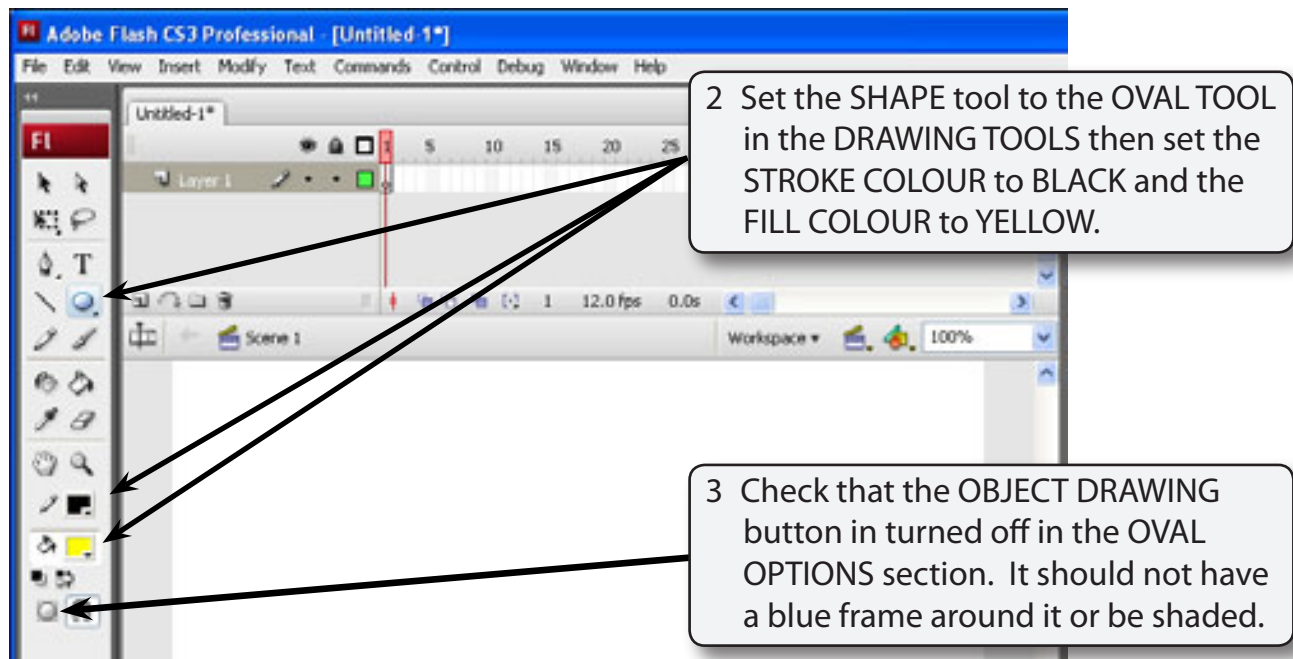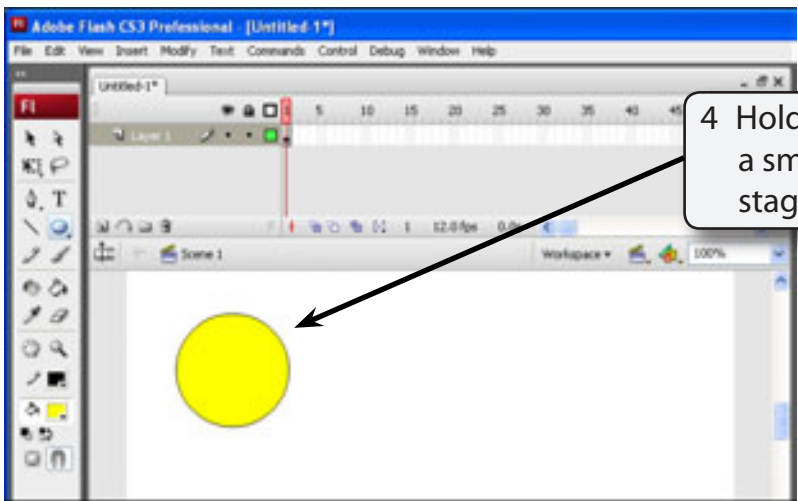# Drawing Tools

Before creating Flash animations you need to be aware of the different Drawing Tools that Flash provides. You've already used the oval, rectangle and line tools. This chapter will concentrate on some of the other drawing tools and techniques that are available in Flash.
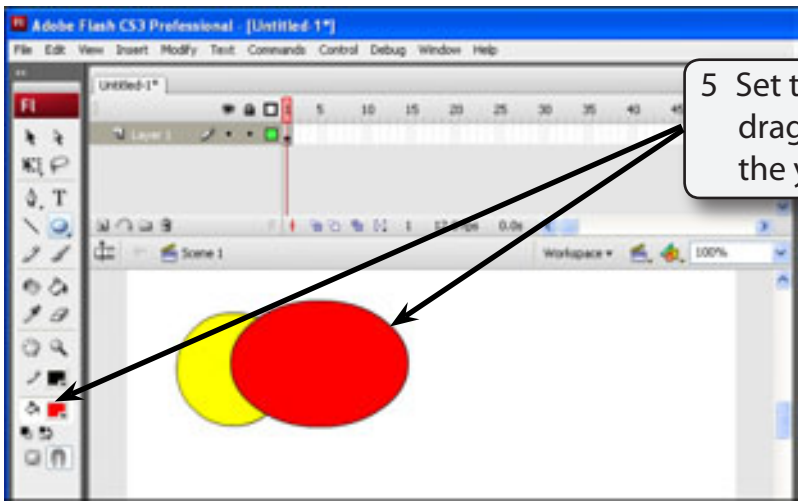
Cookie Cutting

Cookie Cutting causes one object to replace part or all of another object when it is placed over the first object. Most vector drawing programs keep each drawn object as a separate entity, but Flash treats objects differently. The object that is drawn first is at the back of the stage. The next object that is drawn is stacked above the first and any part of the first object that is covered by the second is erased. Flash uses *Cookie Cutting* to help reduce the size of files.

1   Load Flash and create a new FLASH FILE (ACTIONSCRIPT 3.0) or close the current file and start a new FLASH FILE.

2 Set the SHAPE tool to the OVAL TOOL in the DRAWING TOOLS then set the STROKE COLOUR to BLACK and the FILL COLOUR to YELLOW.

3 Check that the OBJECT DRAWING button in turned off in the OVAL OPTIONS section. It should not have a blue frame around it or be shaded.
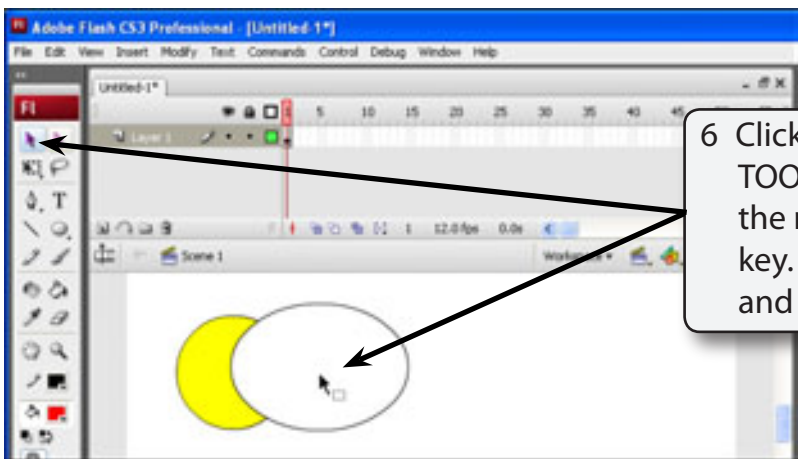
4 Hold down the SHIFT key and drag a small circle near the top left of the stage.


5 Set the FILL COLOUR to RED and drag an oval so that it covers part of the yellow circle.

6 Click on the SELECTION TOOL in the TOOLS panel, click the pointer inside the red oval and press the DELETE key. The oval fill should be removed and the border should remain.

NOTE: When you draw an oval or rectangle in Flash the shape has two parts, a fill and a border.

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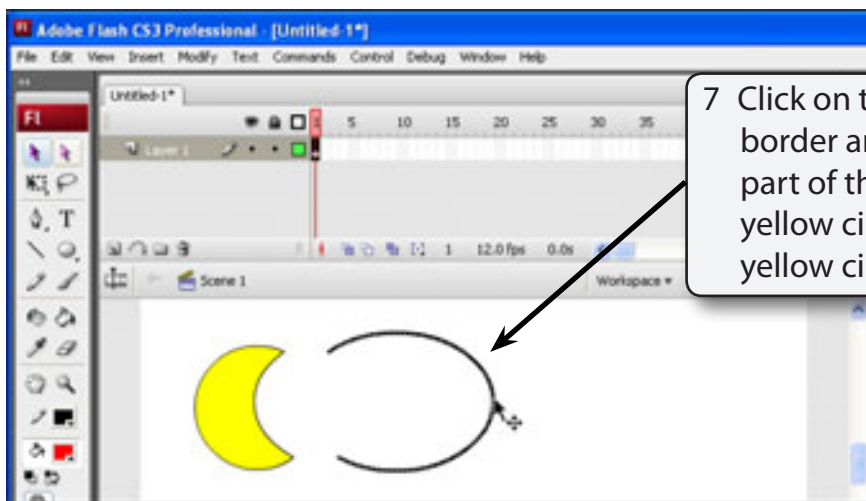
7 Click on the right side of the oval border and drag it to the right. The part of the oval border covering the yellow circle remains and part of the yellow circle has been erased.

NOTE: This is what is meant by COOKIE CUTTING - the red oval cookie has cut the yellow circle cookie. It is a good way of creating a half moon shape.
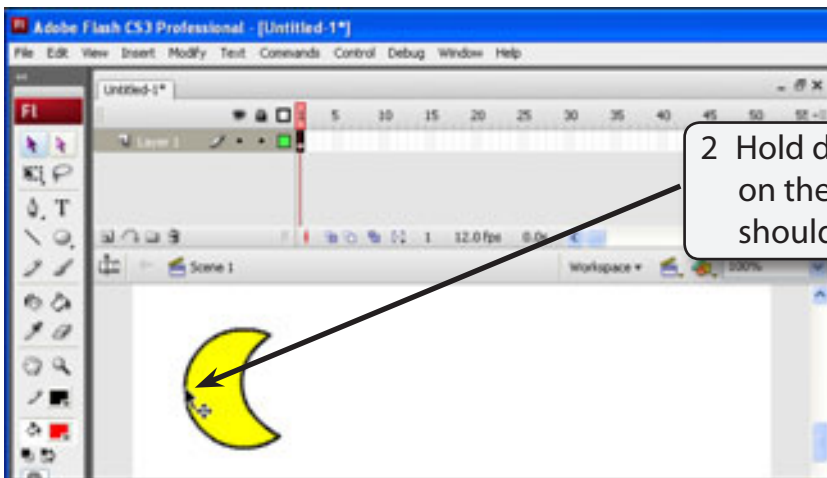
8 The remaining part of the oval border should still be selected, press the DELETE key to remove it.
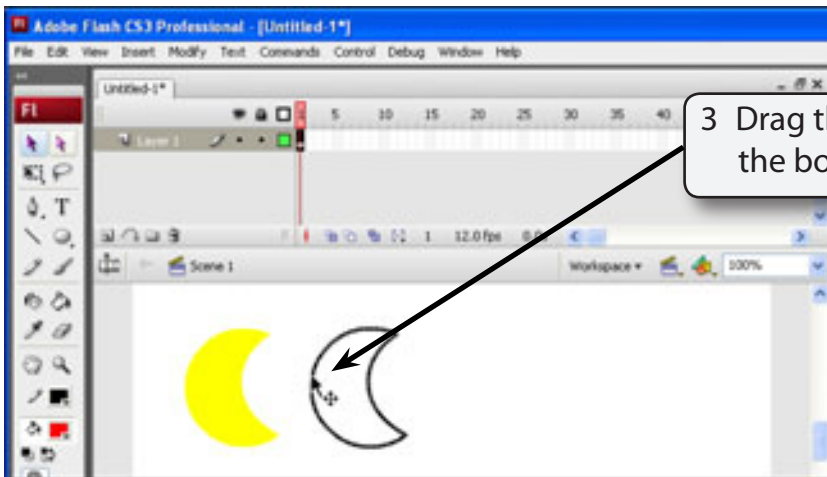
Selecting Objects

As you have seen when you draw circles or rectangles they have both a border and a fill section. There are a number of ways of selecting each.
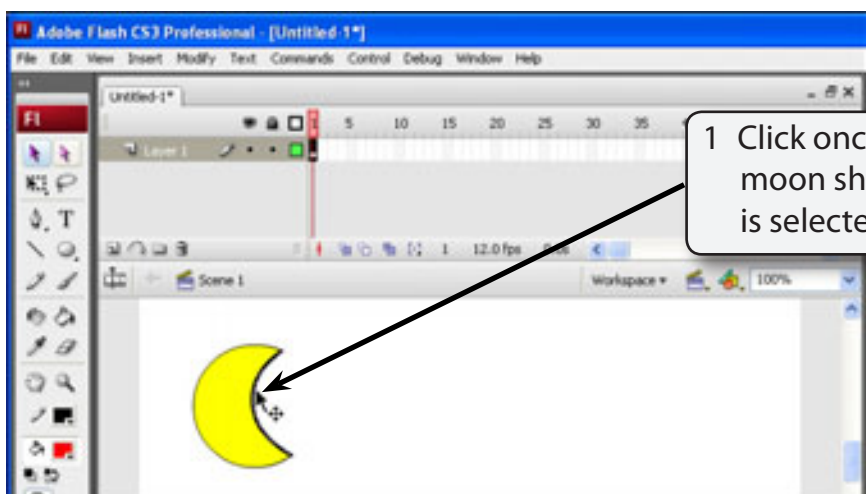
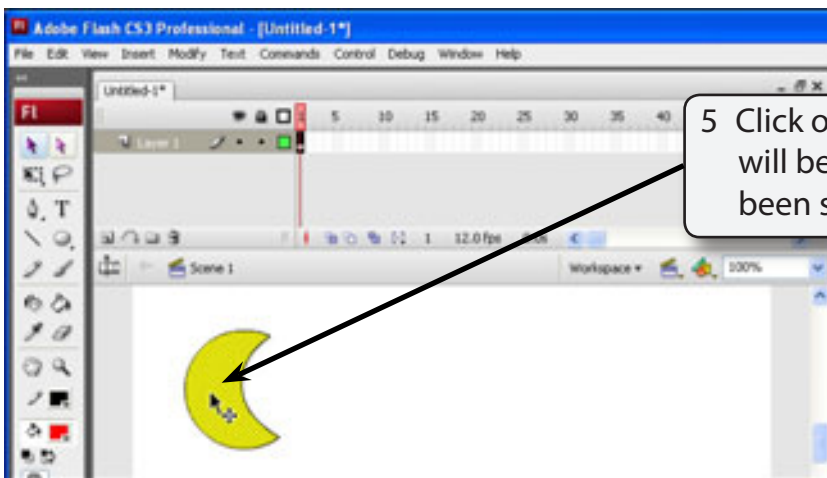1 Click once on the right border of the moon shape. Only the right border is selected (highlighted).

2 Hold down the SHIFT key and click on the left border. Both borders should be selected.
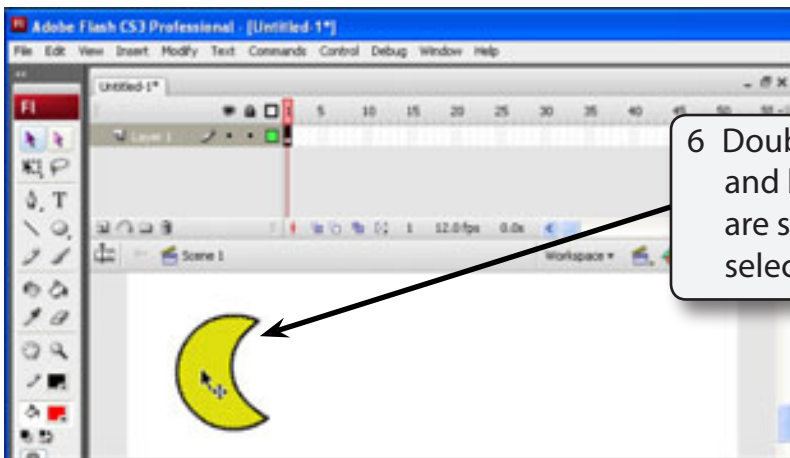

3 Drag the border to the right and just the border itself is moved.

4 Select UNDO by pressing CTRL+Z or ⌘+Z to return the border to the fill.

5 Click once on the yellow fill and it will be shaded to indicate that it has been selected.
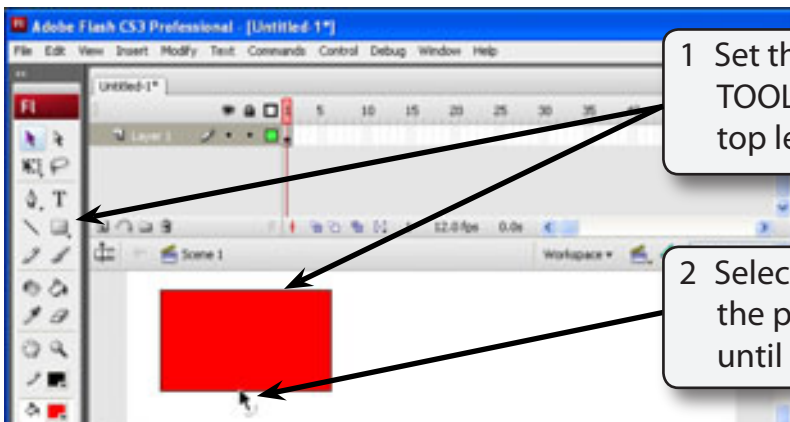
6 Double click on the yellow fill section and both the fill and both borders are selected. This is a quick way of selecting an object.

7 Try moving the object and both the fill and border should move.

8 Press the DELETE key to delete the half moon shape.
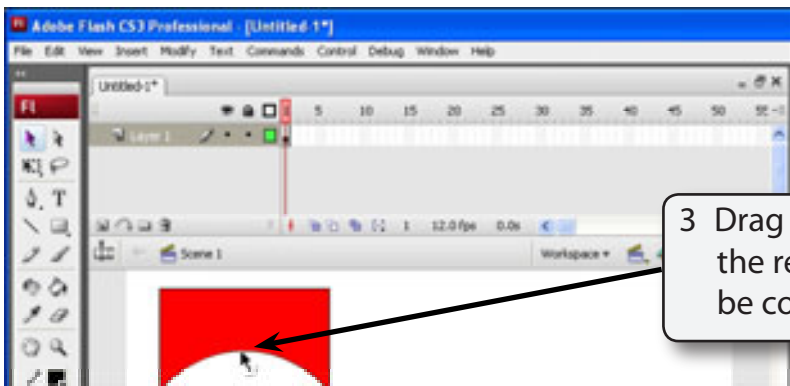
The Selection Tool

You have used the SELECTION TOOL to select or move shapes. It can also be used to modify shapes.
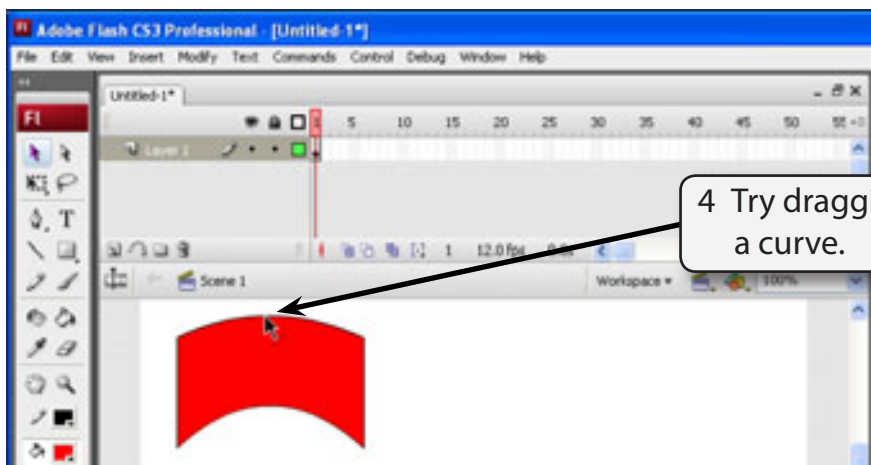

1 Set the SHAPES tool to the RECTANGLE TOOL and draw a rectangle near the top left of the stage.
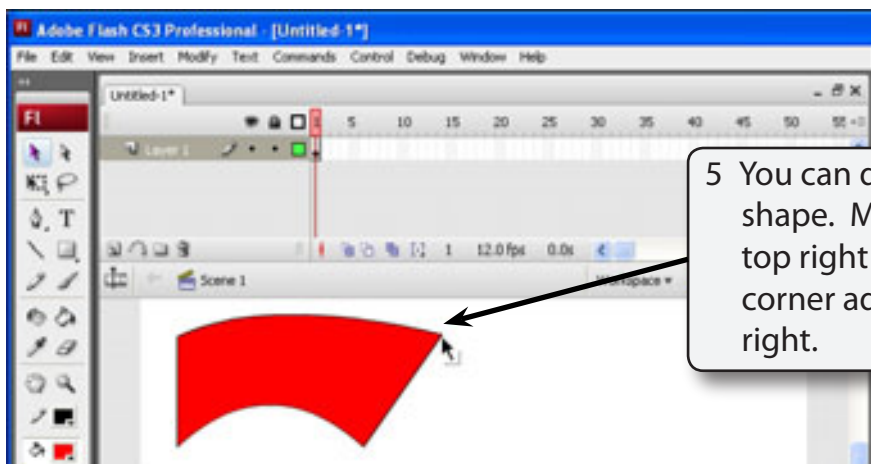
2 Select the SELECTION TOOL and move the pointer over the bottom border until an arc is added to the pointer.

3 Drag the border towards the centre of the rectangle and the border should be converted into a curve.
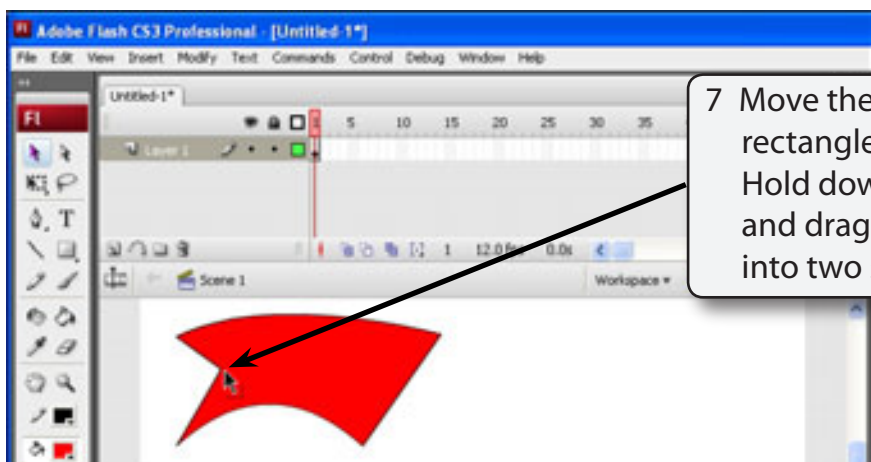
4 Try dragging the top border out into a curve.

5 You can drag corners to alter the shape. Move the pointer over the top right corner (it should have a corner added to it) and drag it to the right.

6   You can break lines that intersect at a corner into two. If the line is straight the two created lines will be straight. If the line is curved the two created lines will be curved.

7 Move the pointer over the rectangle's left side which is straight. Hold down the ALT or OPTION key and drag inwards to convert the line into two straight lines.