

Symbols, Libraries and Layers

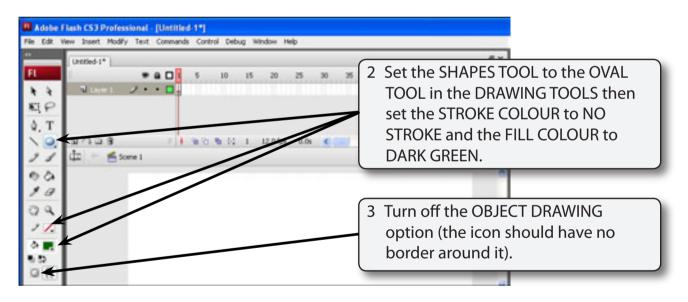
In this chapter you will look at creating symbols, using the Library panel and using layers. These tools are vital when creating animations. They reduce the size of files and help you organise the assets used in an animation.

Creating a Simple Logo

A simple logo will be created using the rectangle, circle and text tools.

A Drawing a Circle

1 Load Flash and create a new FLASH FILE, or close the current file and start a new FLASH FILE.



NOTE: By setting the STROKE to NO STROKE the circle will simply have a fill colour and no border.

Adobe i	Flash CS3 Professional - [Untitled-1*]
File Edit V	View Insert Modify Text Commands Control Debug Window Help
FI N N N N P	4 Hold down the SHIFT key and drag a small circle near the top left of the stage.
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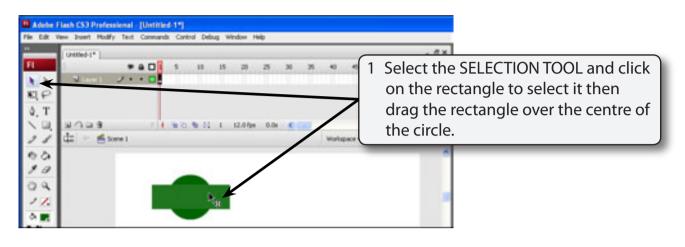
NOTE: The SHIFT key causes a perfect circle to be drawn rather than an oval.

B Adding a Rectangle

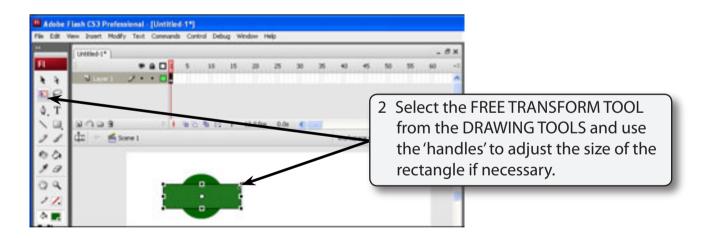
Adobe Flash CS3 Professional - [Untitled:1*] File Edit View Snsert Modify Text Commands Control Debug Window Help File Untitled:1* File Control Debug Window Help File Control Debug Window Help	1 Set the SHAPES TOOL to the RECTANGLE TOOL in the DRAWING TOOLS and it should have the same colour and stroke settings as the circle.
	2 Drag a rectangle next to the circle. It should be about half the height of the circle and twice as wide.

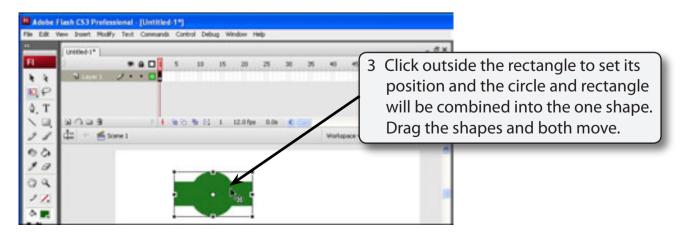
C Placing the Rectangle Over the Circle

The rectangle and circle will be combined.



NOTE: You can use the ARROW keys to nudge the rectangle into place.

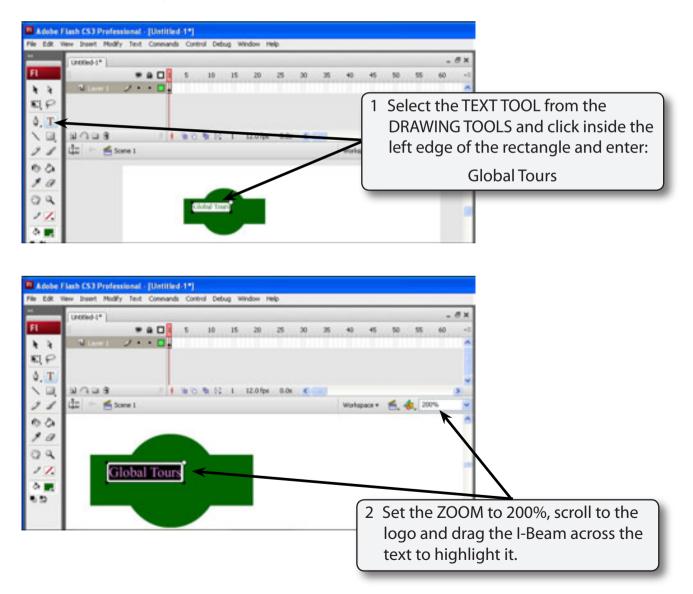


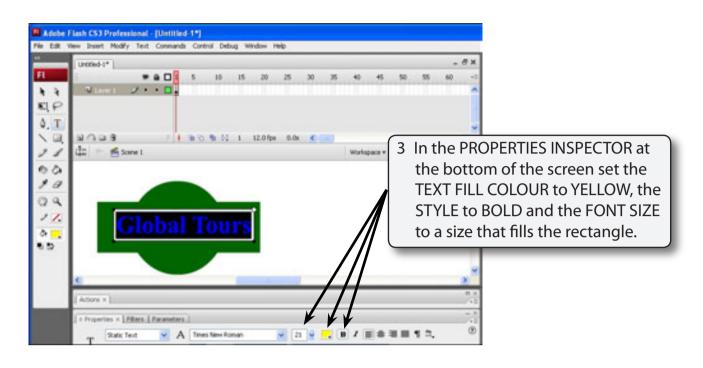


NOTE: You can press CTRL+Z on the Windows system or **\$**+Z on the Macintosh system as many times as required to UNDO any previous steps if you are not happy with the logo so far, then try the steps again.

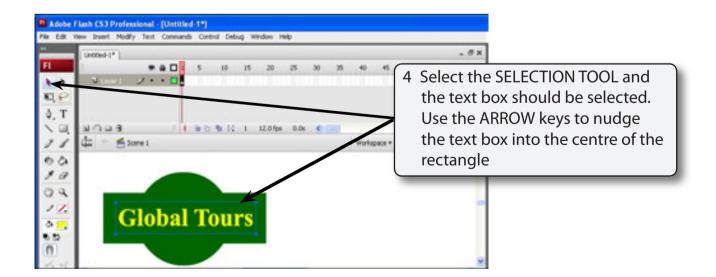
D Adding Text to the Logo

To complete the logo some text will be added inside the rectangle.





NOTE: You can use the 'handle' at the top right of the text frame to lengthen the text frame when needed. Resize 'handle'



NOTE: Text is not combined into other shapes so at the moment you have two objects on the stage.

- 5 Return the ZOOM to 100%.
- 6 Save the file in your STORAGE folder under the name:

Logo

NOTE:	i	It is advisable to save your Flash files in a separate folder.	
	ii	Macintosh users might like to add .FLA after the file name so the file can be read on Windows systems. Windows files are read by Macintosh systems.	

Duplicating the Logo

Now that the logo is complete it can be duplicated, resized, modified, etc.

