

Symbols, Libraries and Layers

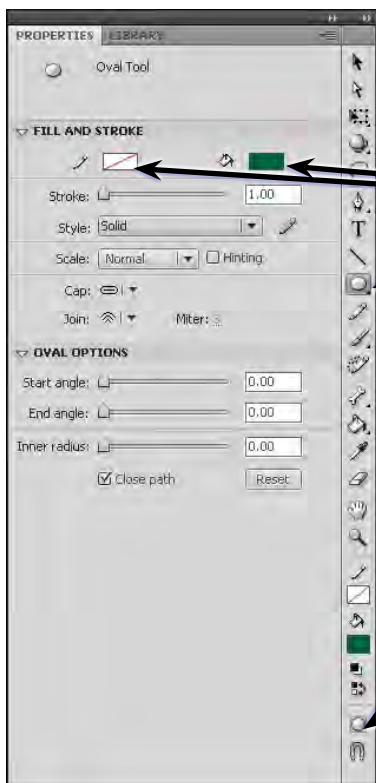
In this chapter you will look at creating symbols, using the Library panel and using layers. These tools are vital when creating animations. They reduce the size of files and help you organise the assets used in an animation.

Creating a Simple Logo

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

A Drawing a Circle

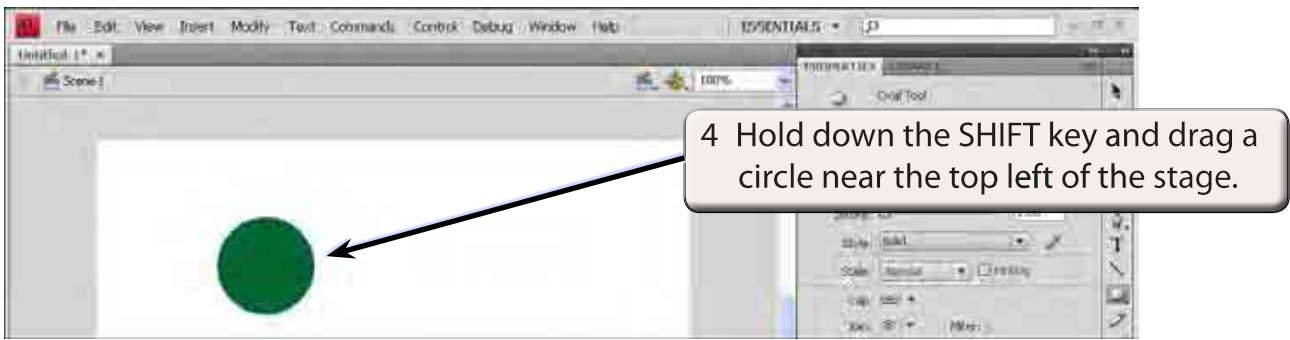
- 1 Load Flash and create a new FLASH FILE, or close the current file and start a new FLASH FILE.



2 Set the SHAPES TOOL to the OVAL TOOL in the DRAWING TOOLS then set the STROKE COLOUR to NO STROKE and the FILL COLOUR to DARK GREEN.

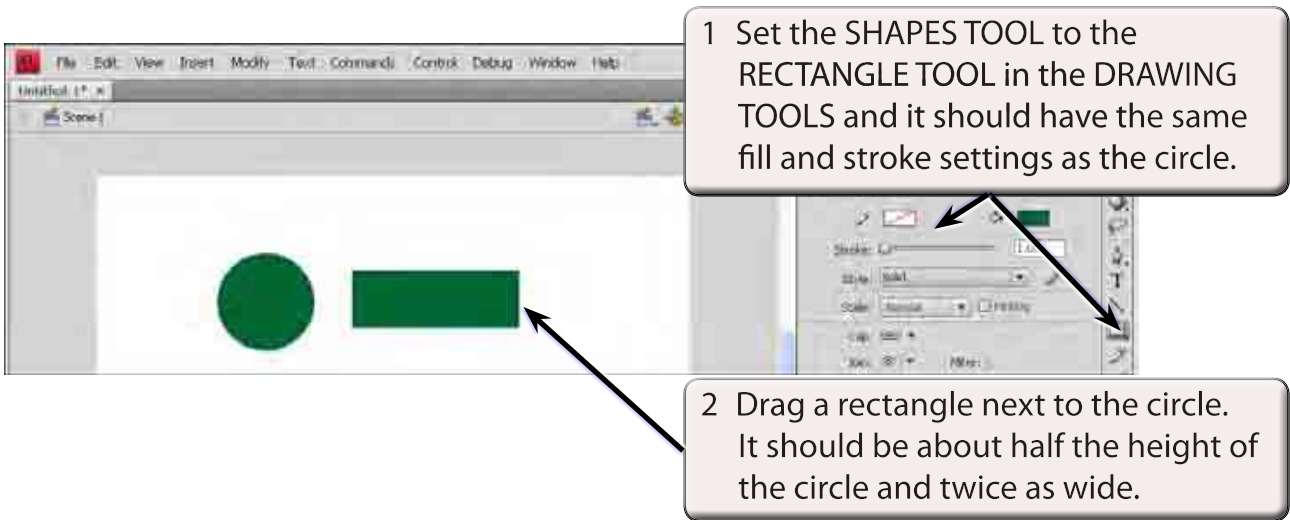
3 Turn off the OBJECT DRAWING option (the icon should have no shading around it).

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



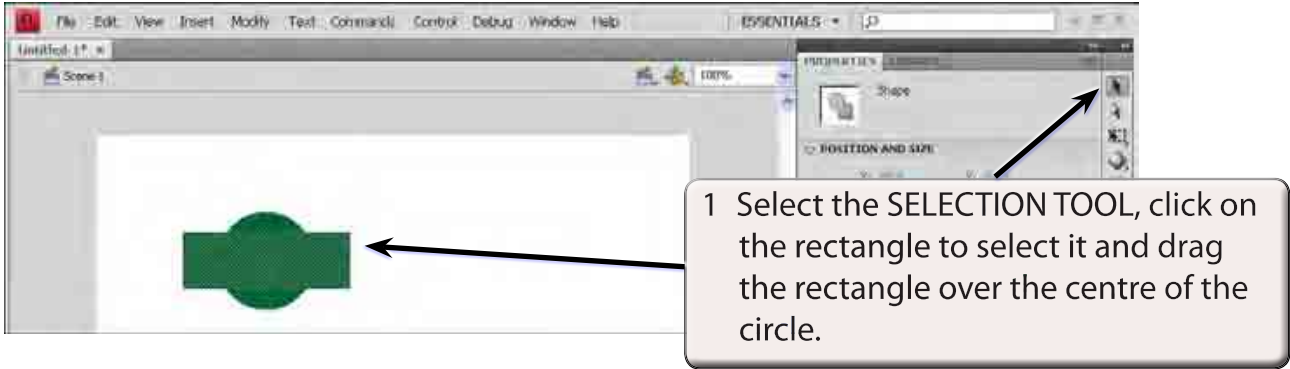
NOTE: The SHIFT key causes a perfect circle to be drawn rather than an oval.

B Adding a Rectangle

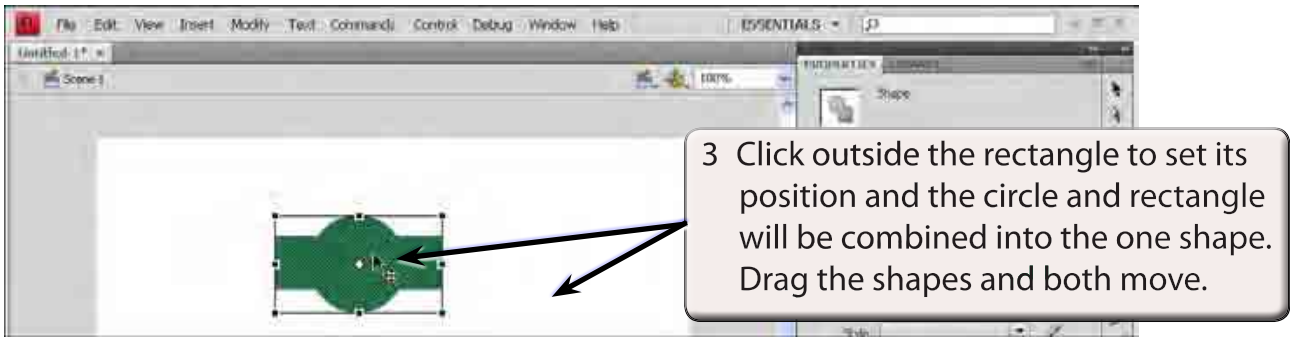
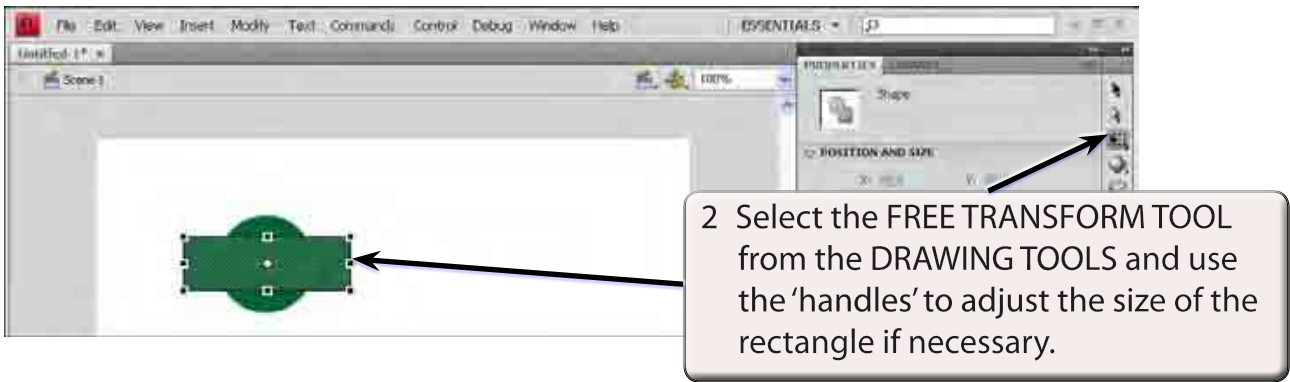


C Placing the Rectangle Over the Circle

The rectangle and circle will be combined.



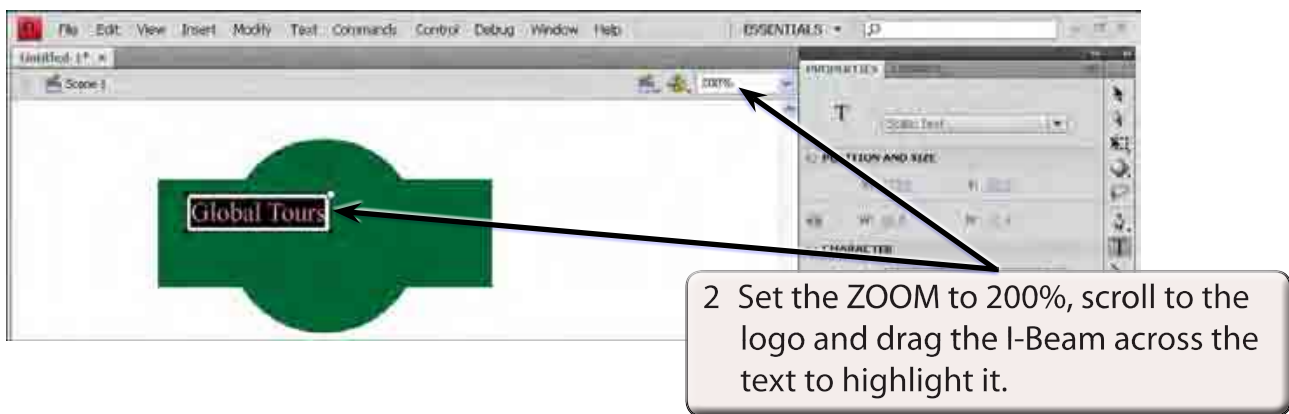
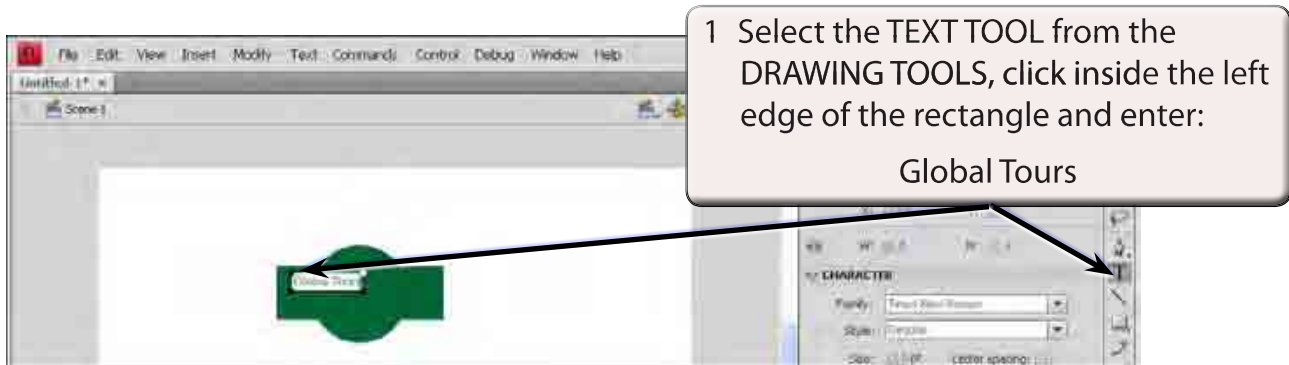
NOTE: You can use the **ARROW** keys to nudge the rectangle into place.

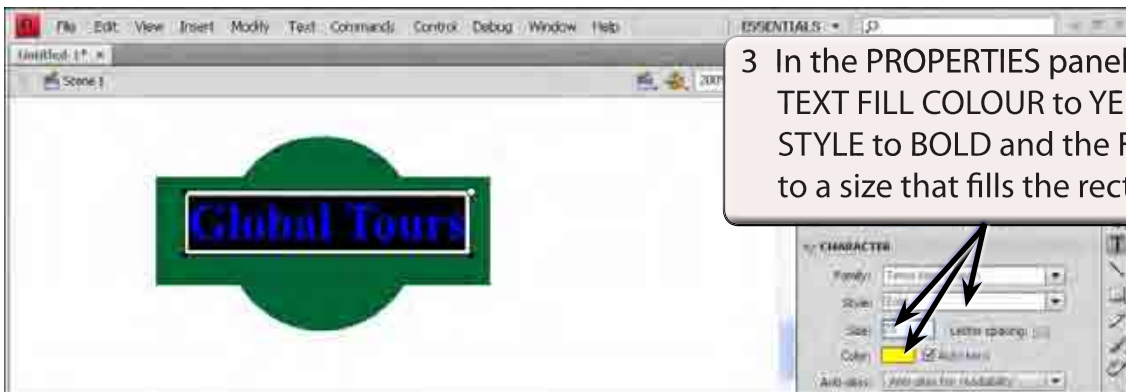


NOTE: You can press **CTRL+Z** on the Windows system or **COMMAND+Z** on the Macintosh system as many times as required to **UNDO** any previous steps if you are not happy with the logo so far, then try the steps again.

D Adding Text to the Logo

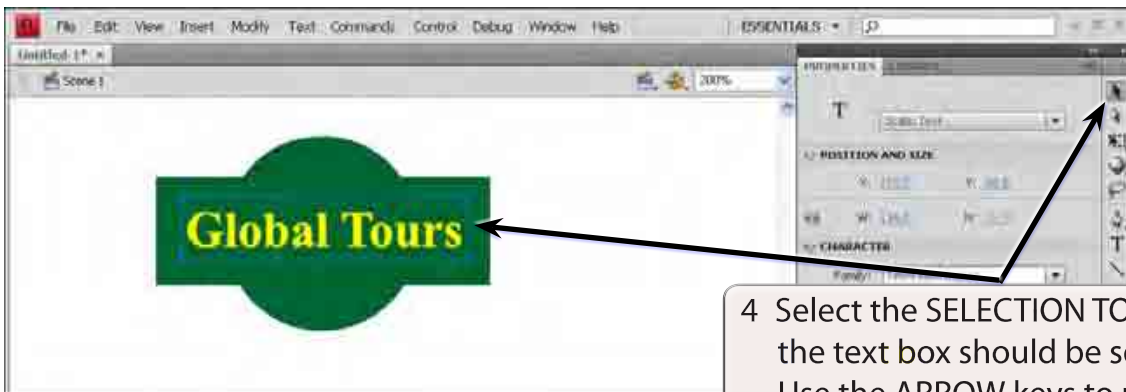
To complete the logo some text will be added inside the rectangle.





3 In the PROPERTIES panel set the TEXT FILL COLOUR to YELLOW, the STYLE to BOLD and the FONT SIZE to a size that fills the rectangle.

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



4 Select the SELECTION TOOL and the text box should be selected. Use the ARROW keys to nudge the text box into the centre of the rectangle

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