Using the 3D Tools

Flash provides two 3D tools, the 3D Rotation Tool and the 3D Translation Tool. These tools allow you to move and rotate objects as if they were three-dimensional shapes. The shapes are not true 3D shapes, just 2D postcards and the tools only operate on Movie Clip symbols.
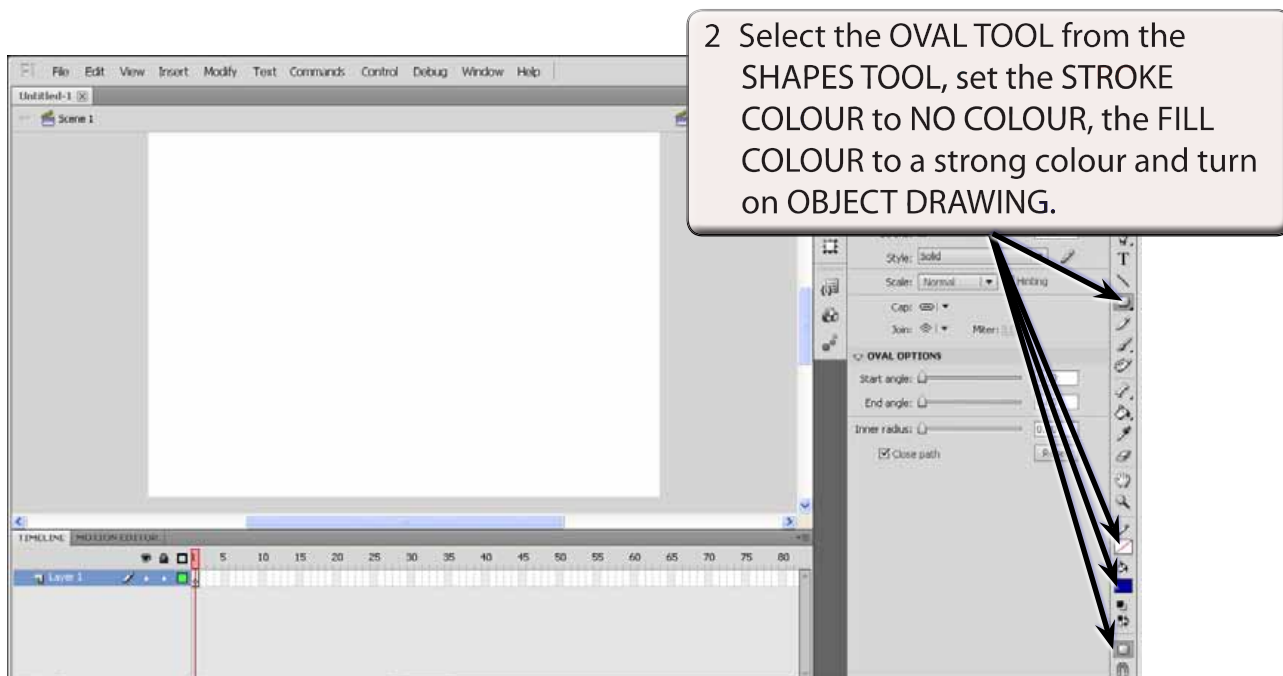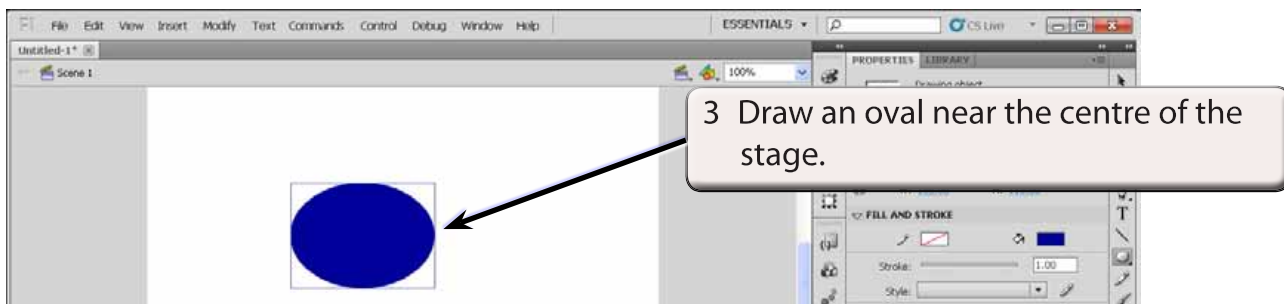
The 3D Rotation Tool

The 3D ROTATION TOOL allows you to rotate an object in the X, Y and Z axes.
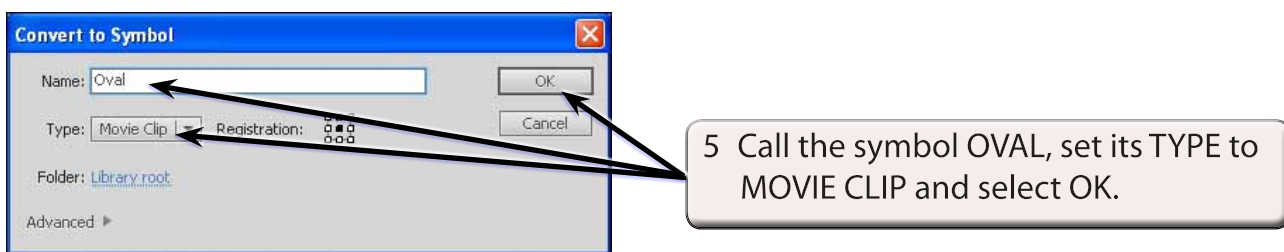
A   Creating the Movie Clip

In order to use the 3D ROTATION TOOL, an object created in Flash or an image imported into the LIBRARY panel must be converted to a MOVIE CLIP symbol.

1   Load FLASH or close the current files, then create a NEW FLASH FILE (ActionScript 3.0(.

2 Select the OVAL TOOL from the SHAPES TOOL, set the STROKE COLOUR to NO COLOUR, the FILL COLOUR to a strong colour and turn on OBJECT DRAWING.

3 Draw an oval near the centre of the stage.
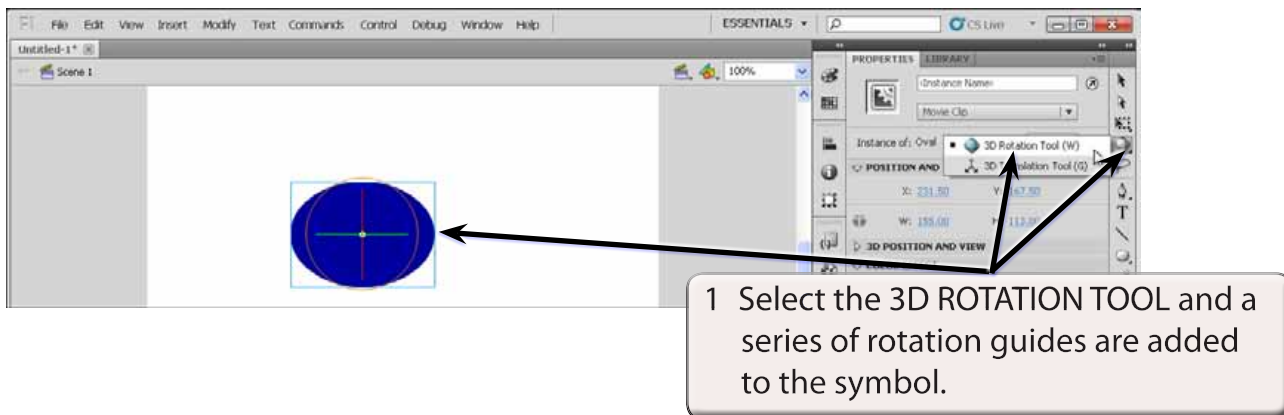
4   Display the MODIFY menu and select CONVERT TO SYMBOL (or press the F8 key).

5 Call the symbol OVAL, set its TYPE to MOVIE CLIP and select OK.

B   Selecting the 3D Rotation Tool

1 Select the 3D ROTATION TOOL and a series of rotation guides are added to the symbol.
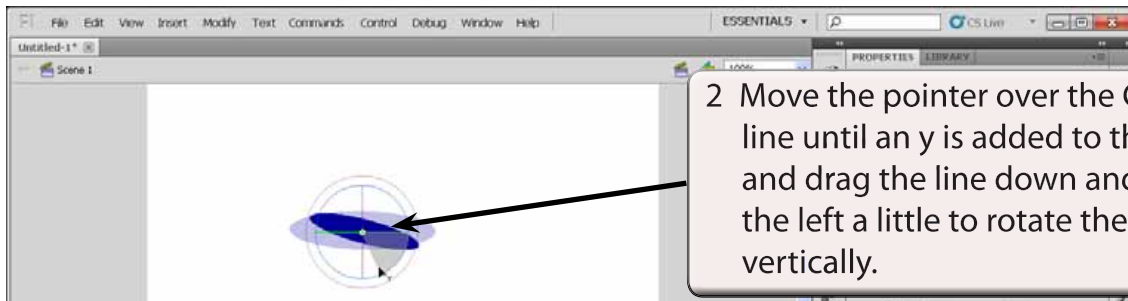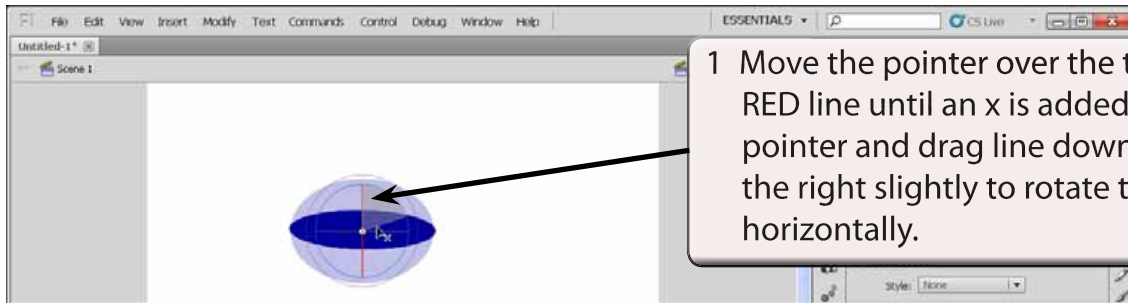
2   The rotation guides have the following purposes:

- The RED guide controls the HORIZONTAL (or X axis) movement.

- The GREEN guide controls the VERTICAL (or Y axis) movement.

- The BLUE guide controls the DEPTH (or Z axis) movement.

- The ORANGE guide controls the movement in both the vertical and horizontal planes.

C Rotating the Object

1 Move the pointer over the top RED line until an x is added to the pointer and drag line down and to the right slightly to rotate the object horizontally.

2 Move the pointer over the GREEN line until an y is added to the pointer and drag the line down and to the left a little to rotate the object vertically.

3 Move the pointer over the BLUE circle until an z is added to the pointer and drag the line to rotate the object in or out of the screen.

4 Move the pointer over the ORANGE circle and drag it to rotate the object vertically or horizontally.

D Adjusting the Perspective

You can control the FIELD OF VIEW (camera angle) by adjusting the PERSPECTIVE ANGLE in the PROPERTIES panel.
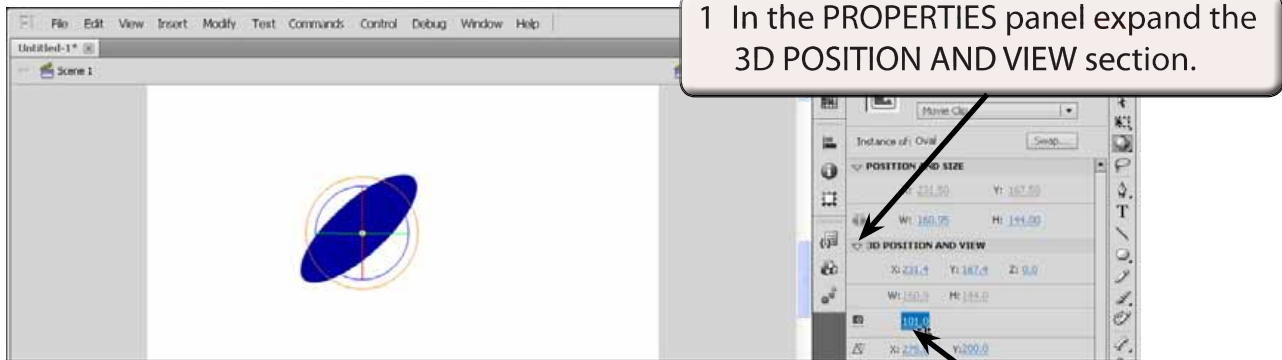

1 In the PROPERTIES panel expand the 3D POSITION AND VIEW section.

2 Drag the PERSPECTIVE ANGLE box to the left or right to adjust the camera angle.

NOTE: **The default camera angle is 55° which can be entered in the PERSPECTIVE ANGLE box to return the view to normal.**

E Adjusting the Vanishing Point

The VANISHING POINT controls the depth of view the of three dimensional object.
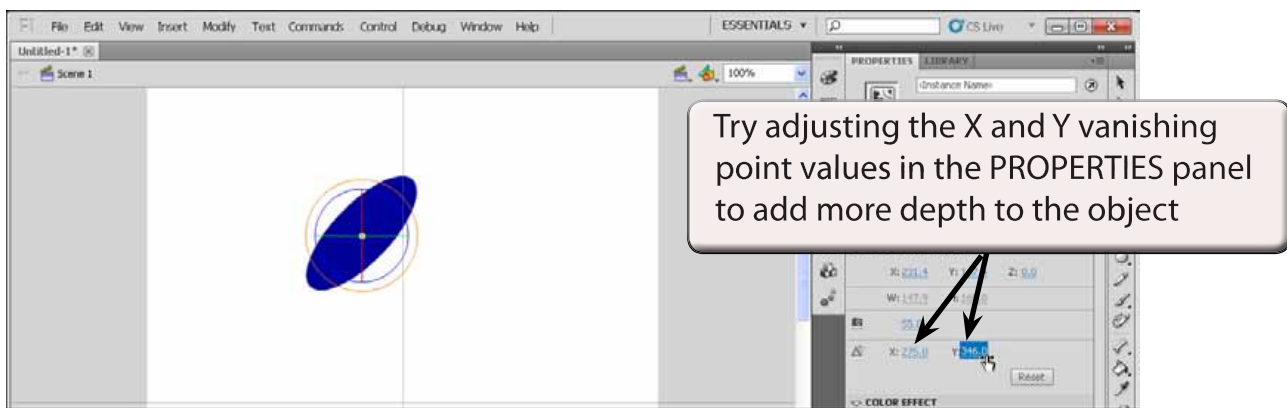
Try adjusting the X and Y vanishing point values in the PROPERTIES panel to add more depth to the object