

### Symbols, Libraries and Layers

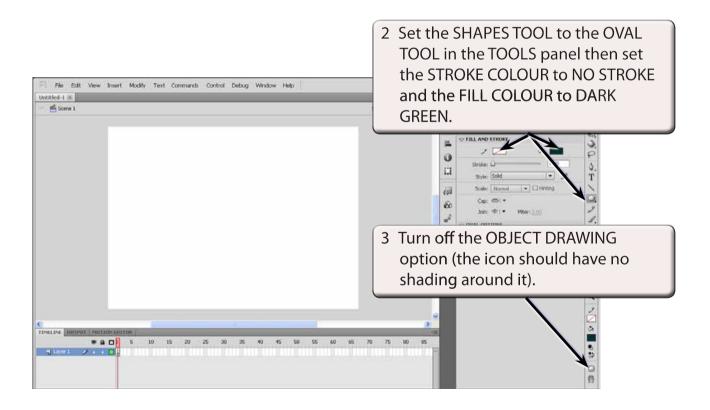
In this chapter you will look at creating symbols, using the Library panel and using layers. These tools are vital when creating animations. They reduce the size of files and help you organise the assets used in an animation.

### **Creating a Simple Logo**

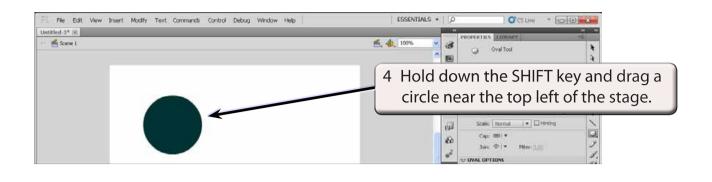
A simple logo will be created using the rectangle, circle and text tools.

#### A Drawing a Circle

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

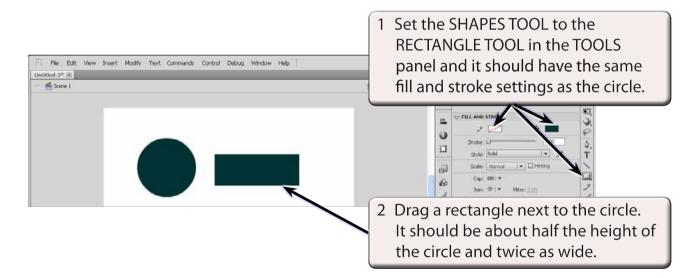


# NOTE: By setting the STROKE to NO STROKE the circle will simply have a fill colour and no border.



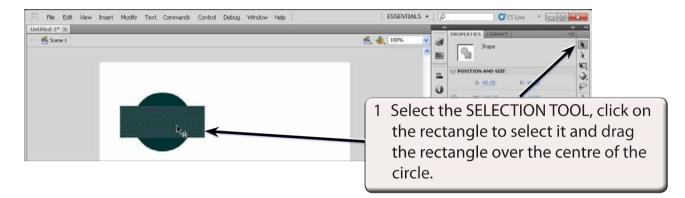
NOTE: The SHIFT key causes a perfect circle to be drawn rather than an oval.

#### **B** Adding a Rectangle

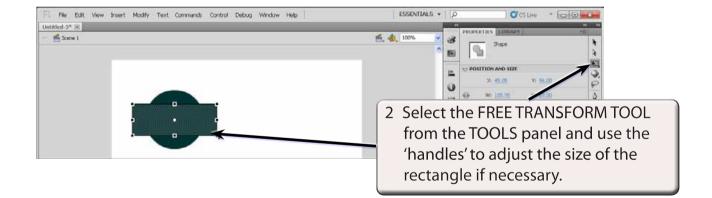


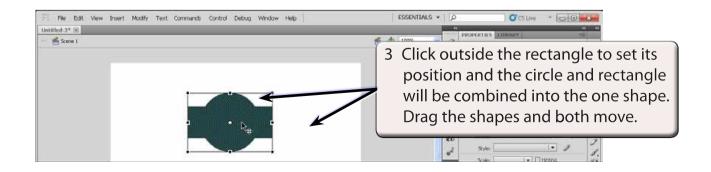
#### C Placing the Rectangle Over the Circle

The rectangle and circle will be combined.



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

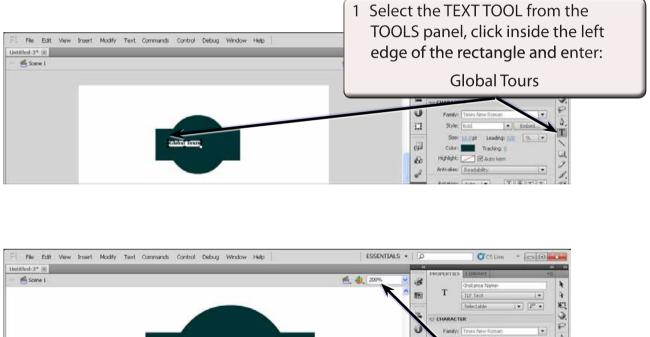


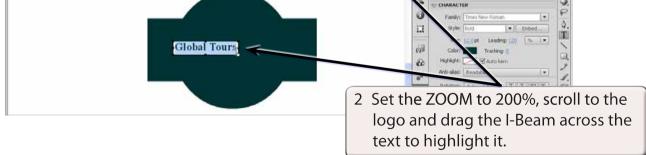


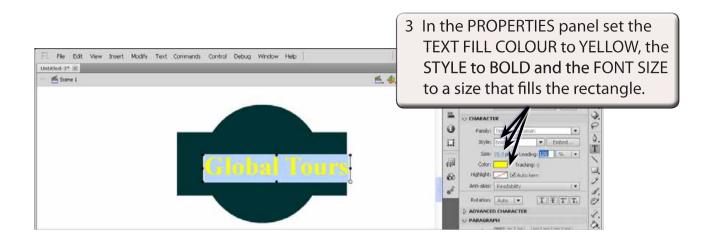
#### NOTE: You can press CTRL+Z on the Windows system or COMMAND+Z on the Macintosh system as many times as required to UNDO any previous steps if you are not happy with the logo so far, then try the steps again.

#### D Adding Text to the Logo

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







NOTE: You can drag the pointer to the left or right across the SIZE box to alter the FONT SIZE or click in the SIZE box and enter a value.

Color:	Tracking: 0	
Highlight: 🦯	🗹 Auto kern	



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