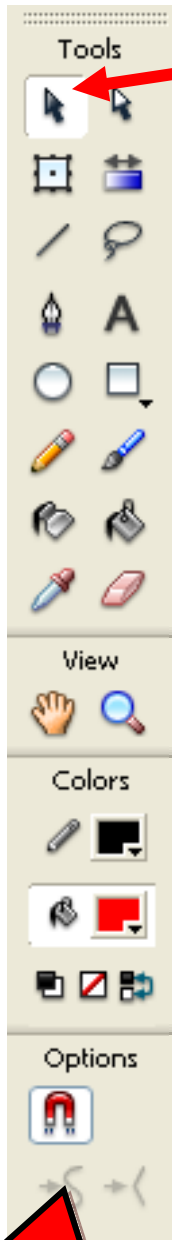


Introduction to the Flash environment.

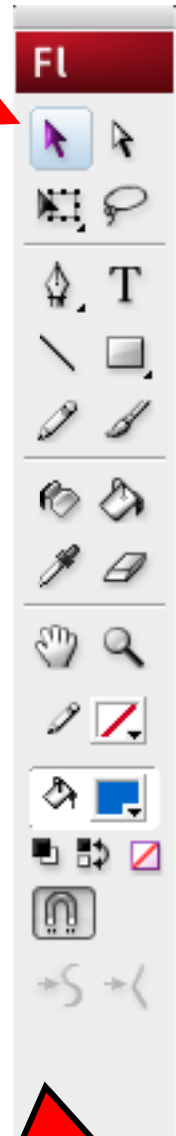


Here you have 2 different versions of Flash.
Draw a line to each side to label what you think the buttons do.



This shows the Flash 8
authoring tool.

Selection tool (black arrow)
Subselection tool (white arrow)
Rectangle tool
Free transform tool
Lasso tool
Line tool
Text tool
Paint bucket tool
Ink bottle tool
Eraser tool
Eyedropper tool
Fill colour selector
Stroke colour selector



This shows the Flash
CS3 authoring tool.
See how the buttons look
similar? Where do you
think the oval tool might
be?

Introduction to the Flash environment.

Now you have to try to explain what each of the tools does. Can you work it out? Look carefully at the names – if you need to guess! Draw some lines in again!

Selection tool	This can be used to rub out parts of objects
Subselection tool	Select things in detail and edit the paths making objects up
Rectangle tool	Draw around objects to select them
Free transform tool	Use this to draw any shapes (in Flash CS3 also contains the oval)
Lasso tool	Allows you to transform (resize or stretch) an object
Line tool	This is used to pick up colours – allowing exact selection
Text tool	Select objects such as lines and fills to drag
Paint bucket tool	This is used to fill any object (in the selected fill colour)
Ink bottle tool	Use this to select the fill colour
Eraser tool	Allows you to enter text – you can select fonts, sizes & colours
Eyedropper tool	Use this to select a line or stroke colour
Fill colour selector	Used to edit or add lines around objects
Stroke colour selector	Draw straight lines using this tool (these are vectors)