

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.

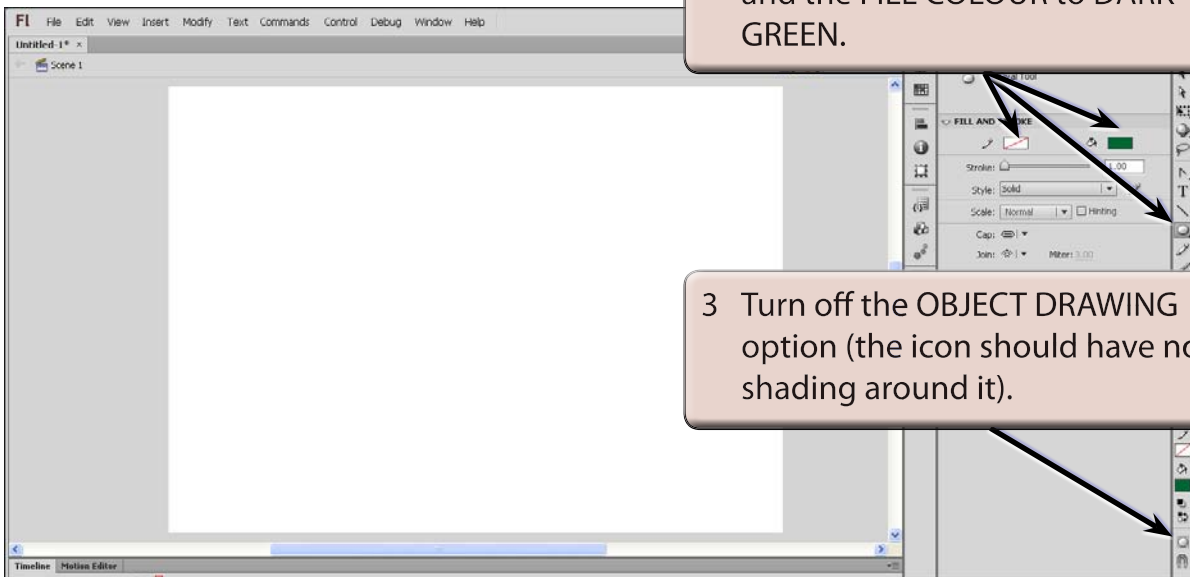
Creating a Simple Logo

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

A Drawing a Circle

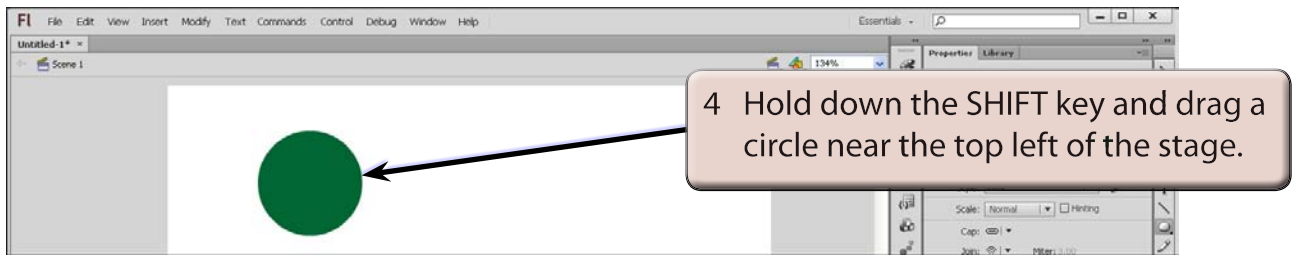
- 1 Load Flash or close the current file and create a new ACTIONSCRIPT 3.0 file.

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



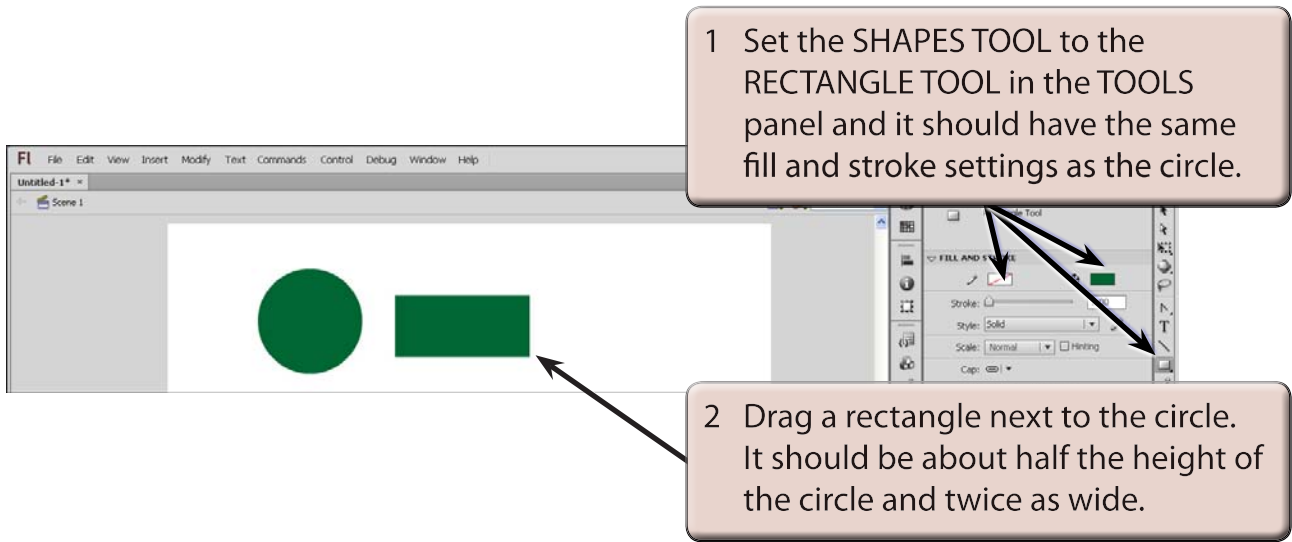
- 3 Turn off the OBJECT DRAWING option (the icon should have no shading around it).

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.



1 Select the SELECTION TOOL, click on the rectangle to select it and drag the rectangle over the centre of the circle.

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



2 Select the FREE TRANSFORM TOOL from the TOOLS panel and use the 'handles' to adjust the size of the rectangle if necessary.



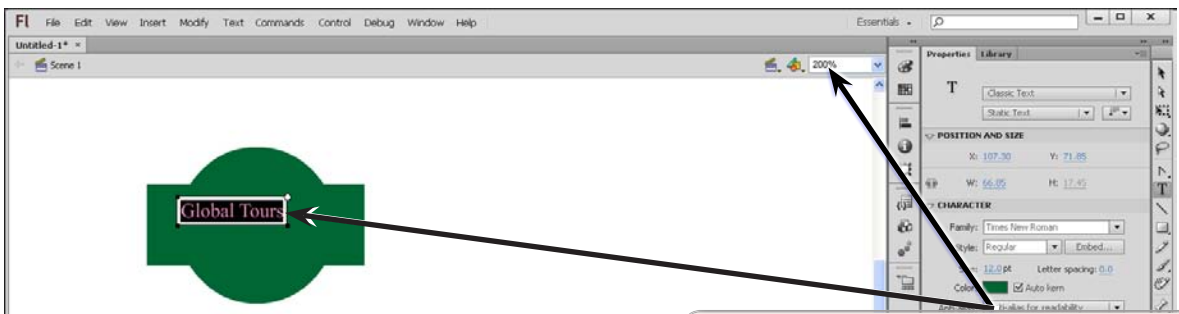
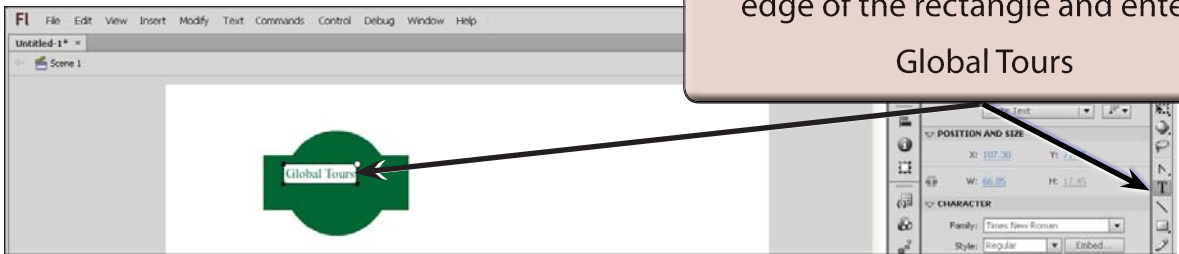
3 Click outside the rectangle to set its position and the circle and rectangle will be combined into the one shape. Drag the shapes and both move.

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.

1 Select the **TEXT TOOL** from the **TOOLS** panel, click inside the left edge of the rectangle and enter: **Global Tours**



2 Set the **ZOOM** to **200%**, scroll to the logo and drag the **I-Beam** across the text to highlight it.