

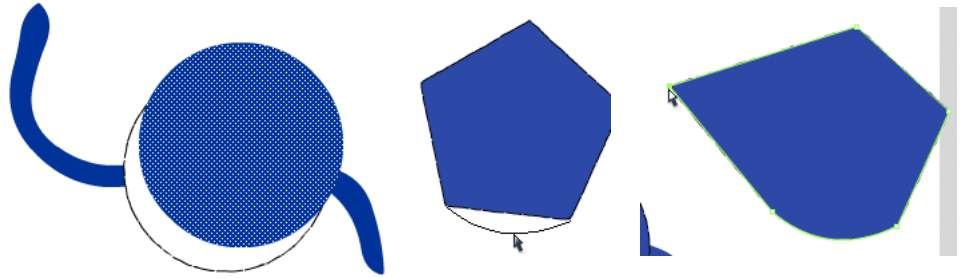
Notice the tools are familiar from Adobe products, but a bit different.

Flash is a Vector-based program that seamlessly transitions to a raster-based world!

Create polygon with the circle or square tools. Notice a single-click with the black arrow Select tool grabs just the fill. Double-click grabs the fill and the line.

Single-click (and drag) with the black arrow tool on the edge of a shape and it fluidly moves the vector-based lines of the shape.

Single-click with the white arrow Direct Select tool on the edge of a shape and it moves the vector-based bezier points of the shape.

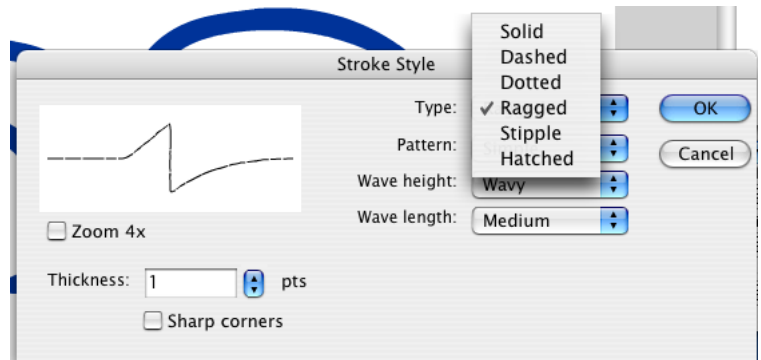
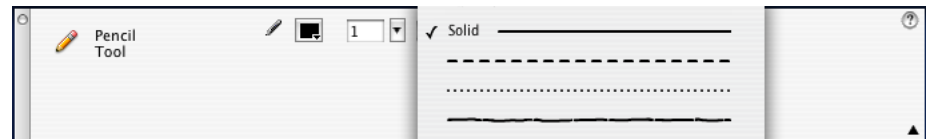


Make a line with the Paintbrush tool. Notice this creates a filled bezier shape. Experiment with the Brush size and line style options at the bottom.

Draw something with the pencil tool. Notice that you can change the line style. The pencil makes a single, stroked bezier line.

Look at the Properties palette at the bottom with the Pencil tool selected (below).

You may change the width of the line stroke, the style of the line or click CUSTOM button to customize your line (see below). Some very cool "organic" effects may be applied from here.



Draw a polygon with the PolyStar tool (behind the square polygon tool). Look at the PROPERTIES palette. Notice the OPTIONS button.

This enables you to change the number of sides in your polygon or change the poly to a star.

