

Exercise: Icon Drawing in Flash

Goal: you will discover how to use the flash tools to create and edit vectors in flash. Ideas will be sketched out on paper first and then 'flash-based' drawings will be created guided by what you have on paper. You will be drawing simple iconography such as what you find on the computer screen basing your sketches on recognizable objects found in the room and beyond. These icons will be deliberately drawn within a grid set up to be 50pixels by 50pixels - grids are generally used to design interfaces. Using the grid in Flash (50pixels by 50pixels) create a series of icons (6-10 total) based on what you see in the room (computer, mouse, clock, table, etc.) or outside the room if you wish. Your goal will be to use the flash tools and become familiar with their idiosyncrasies.

This exercise covers: drawing with the line and fill tool, using flash color mixer, creating shapes using Boolean and cut out, pressure sensitive pens, creating groups and symbols, gradients, the illustrator /Freehand pen tool, text and Breaking Apart text AND Layers. *This is not a step by step but a reference. You do not need to follow it page to page!*

Objectives:

Draw 6-10 objects – each on a separate layer
name each layer

Keep drawn objects inside 50 x 50 pixel grid box

Each object must be a recognizable shape (no abstract logos!)

Use color or gradients for accent

Type your name on the file - break it apart (converting it to vector shapes)

Select your name (type) and group

Save file as .fla and export .swf