




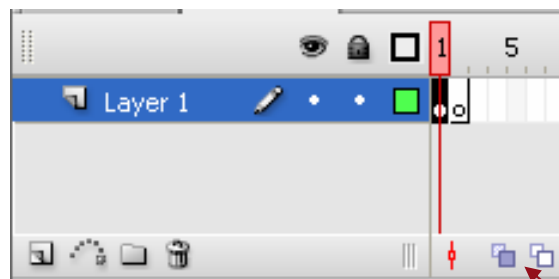
TRACING IMAGES WITH THE ONION SKIN TOOL IN FLASH CS3

In this tutorial, you'll learn how to use the onion skin tool to assist you with tracing images. This is useful when you want to create a new graphic from an existing graphic such as a photograph. Remember that most graphics are subject to copyright, so be careful not to make a direct copy of a graphic as you may be breaching copyright.

Let's Get Started

1. Open a new flash file by selecting **File > New**.
2. Import the picture you want to trace by selecting **File > Import** and then selecting the image from it's location on your computer.
3. Resize the image to a size suitable for tracing by selecting the image and using the Free Transform tool (pictured here). 
4. Your image will currently be located on keyframe 1 of layer 1 of the timeline. To be able to trace the image we are going to add another keyframe. To do this, select the frame next to the current keyframe and select **Insert > Timeline > Keyframe**. Your timeline will now have two keyframes with the picture appearing in both.
5. Click on the second keyframe and then select your image on the stage. Delete the image from the second keyframe by selecting the **Delete** key on your keyboard. Alternatively just cut the image by selecting **Ctrl + x**.

Your timeline should now look like this. In this first keyframe on your timeline, you will see that the circle is filled in. The second keyframe contains an outline of a circle. This means it is currently empty. This second keyframe is where you are going to draw your image.



Onion Skin Tool

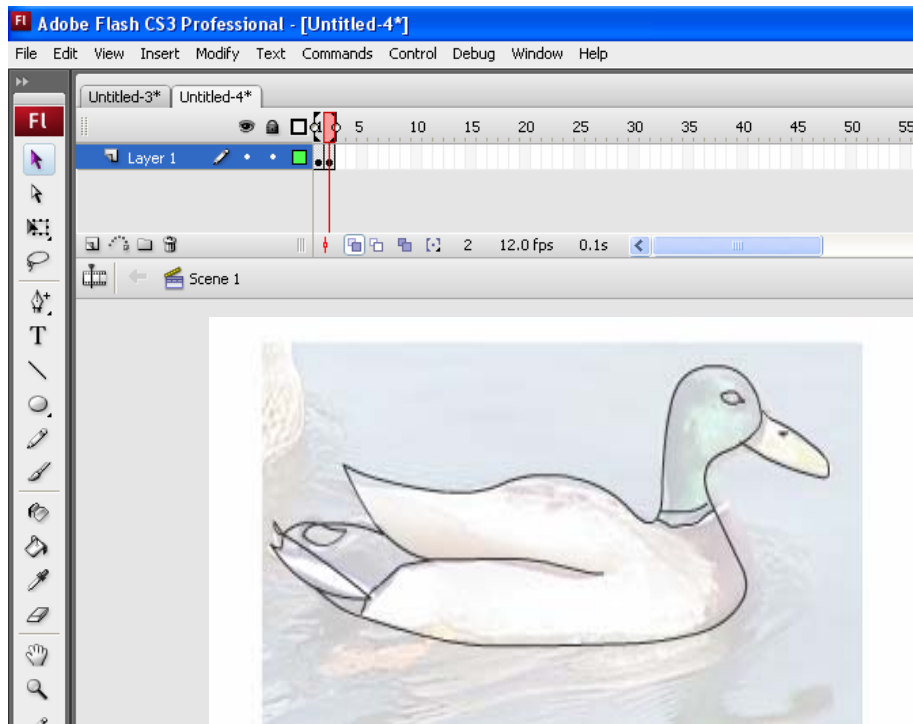
6. Click on the second keyframe in your timeline and click on the onion skin tool. This will enable you to see a faint version of your image in the second keyframe.





- Using the drawing tools of your choice, **trace** over the faint image in the second keyframe to create your own drawing.

The screenshot below shows the result I got when I took a photo of a duck and traced it using this process. I used the pencil tool to do this.



- Once you are happy with your image, you no longer need the original graphic in your Flash file. Remove it by deleting the first keyframe in the timeline. To do this, **select** the first keyframe and then right click on your mouse and select **Remove Frames** from the menu that appears.
- You will find that you now just have one keyframe containing the image that you have drawn. This image is now ready to be converted to a symbol, animated or even exported to use in another graphics application.
- Your final step is to **turn the onion skinning off**. Click on the Onion Skin Tool button to do this.

This trick is great if you aren't really confident at drawing. Just remember to ensure that your image isn't exactly the same as the original.

Remember to check out some more graphics tutorials on the Flash Classroom site to improve your skills in this area.

