



MAKING FILLS WITH PHOTOGRAPHS IN FLASH CS3

In this tutorial, you'll learn how you can turn a photograph into a fill. Once you've mastered this skill, you'll be able to do some really creative things in Flash with your favourite photographs.

Below are three examples of the type of effects you can achieve. Whilst this tutorial relates to photographs, you can basically use any saved image on your computer as a fill.



Bitmap Fill applied to a circle shape.



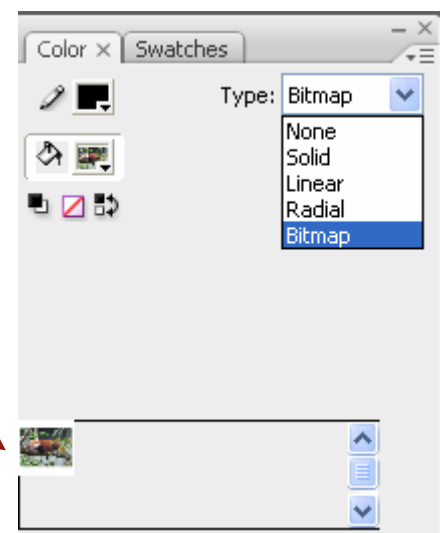
Bitmap Fill used with the Brush Tool



Bitmap Fill with fill transform set to show multiple photos.

Setting your Photograph as the Fill

1. Open a new flash file by selecting **File > New**.
2. To create a fill from a photo, we need to use the Color panel. The color panel should be visible at the top of the panels at the right hand side of the screen. If you can't see the mixer, select **Window > Color** or press **Shift + F9**.
3. From the drop down menu in the color mixer, select **Bitmap**.
4. **Locate and select** the photo you wish to use. Once selected, the photograph will appear in the bitmap swatch tray shown here.
5. Draw some shapes on the stage. You should see your photograph appear within the shapes.



Your photograph may appear similar to one of these examples. In the next step you'll learn how to alter or transform the position of the fill.





USING THE FILL TRANSFORM TOOL

When you use a photograph as a fill, it may not appear exactly where you'd like it to within your shape. You may want to move the photograph within the shape to focus on a part of the image or you may wish to resize the photo within the fill. To do these things, we need to use the fill transform tool.

7. To explore how this tool works, **click on the tool** and then on one of shapes that you have applied a bitmap fill too.



Fill Transform Tool

You should see two some small circle and square shaped handles appear over your shape. Each of these can be used to transform the fill. In the example below, I've used the rotate handle to tilt the photograph onto an angle. I've also used the width and height resize handles to make multiple copies of the photo appear.

Hover your mouse over the handles and trial them to learn how they work.



These handles allow you to transform the fill.

Important Note: Sometimes you may not see the handles when you select the fill transform tool. This may be because they have previously been dragged out of view. To find them again, change your view setting to 25% (or even smaller) and then move them back onto the stage. Once you have them where you want them, change your view back to the size you want.

PAINTING WITH A BITMAP

8. Once you've got your fill set as a bitmap, you can use the brush tool to paint lines and shapes of your choice that are filled by your photo or image.

The examples at the right have all been created using the brush tool with a bitmap fill.



Think that's cool?? Learn how to animate your fills in our Fill Effects Magic Animation Tutorial. Check it out on the Flash Classroom site.

