PAINTING USING FLASH'S BRUSH TOOL
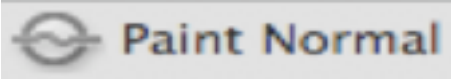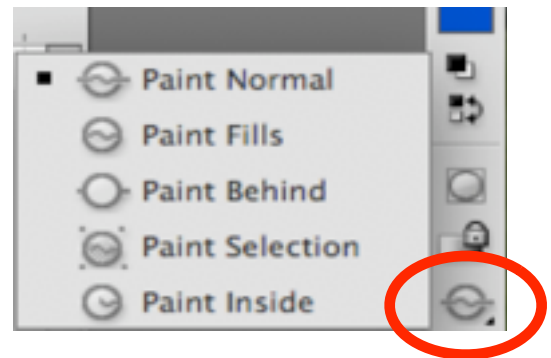
1.New file AS 3.0 or 2.0 (550x400)
2.Oval Tool
3.Select Stroke
4.Select Fill
5.Merge Drawing Mode
6.Draw oval on the stage
7.Change the Stroke size to ~6
8.B (Brush)

We'll be exploring Brush Modes -- From the Brush Modes drop down icon:

PAINT NORMAL:

1.Choose: Paint Normal icon (just below the Lock Fill icon)

2.Click & Hold Down the icon and choose Paint Normal
3.Choose different (contrasting) color for the brush
4.Paint all over stage -- inside/outside oval (leave some of the oval showing). Notice you're "painting over" the stroke & fill
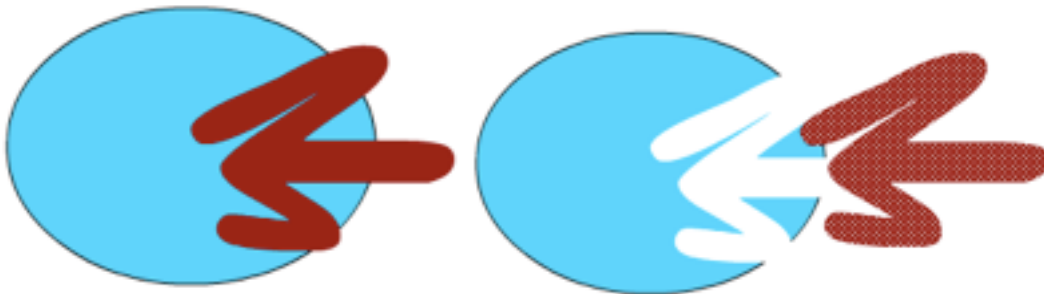
5.Selection tool (V) select the shape/pattern you just drew
6.After selected, click it again & drag it away
7.Notice it cuts out (or "cookie cuts") the oval -- that's because we're in MERGE DRAWING MODE. MERGE DRAWING MODE allows elements to interact and "merge" into one another. Compared to Illustrator, where every element we create is, by default, a separate object, in Flash, these elements -- while MERGE DRAWING MODE is active, actually interact and directly affect one another. This mode is exclusive to Flash and is one of the many features that allow the user to create remarkable and unique shapes and designs.
8.⌘+Z to just the oval

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PAINT FILLS:
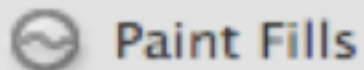
1.Choose ![Paint Fills] from the Brush Modes dropdown.
2.Using your B (Brush) tool, draw everywhere over the oval, inside & outside.
Notice in this mode, the stroke remains intact. Flash paints only the fill & the stage outside our oval -- it really paints everything except strokes!
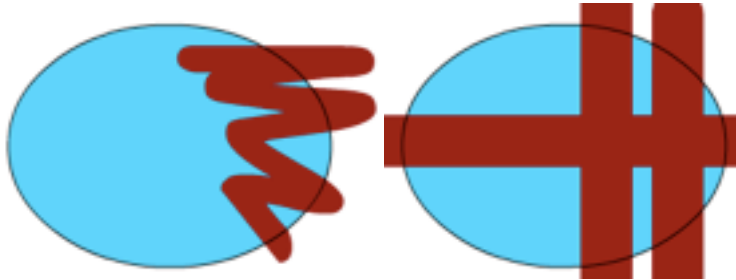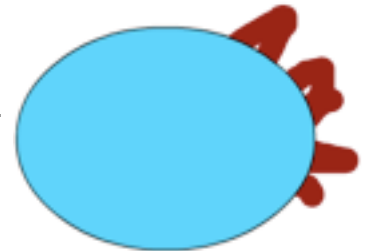
3.V (Selection Tool)
4.To get rid of unwanted painted sections, select the paint outside of the oval and delete it.
5.Try constraining the brush to vertical or horizontal strokes to make stripes on the egg!
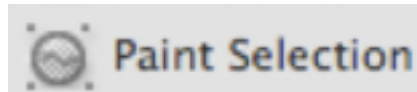6.⌘+Z to just the oval.

PAINT BEHIND:
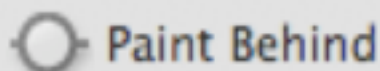
1.Choose ![Paint Behind] from the Brush Modes dropdown.
2.Paint over the shape
Notice your painting BEHIND the shape.
3.⌘+Z to just the oval

PAINT SELECTION:

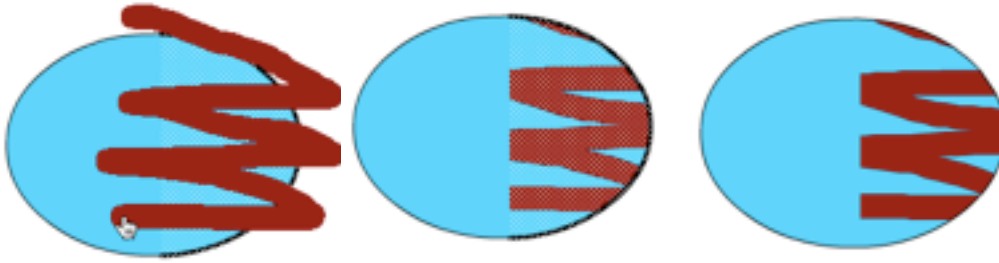1.Choose: ![Paint Selection] from the Brush Modes dropdown.
2.Paint over oval
3.Notice nothing gets painted -- that's because there's no selection.
4.V
5.Draw/select half the circle
(Notice the white dots show selection)
6.B
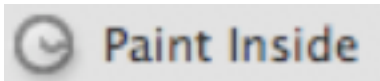7.Check that **Paint Selection** is selected
8.Paint all over the place

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Notice that PAINT SELECTION only paints the selected section and only the FILLS and not STROKES!

9.⌘+Z to just the oval.

1.Choose [Paint Inside] from the Brush Modes dropdown.

2.B

3.Paint all over

Notice that it's hard to tell exactly what the heck it's doing... so....

4.⌘+Z to just the oval

5.V

6.Select the shape and its stroke by double-clicking the oval.

7.OPTION+Click & drag to make a copy of the oval -- drag it away from the original. (Notice the cursor changes while you do this...)

8.Click off the stage into the pasteboard area to deselect everything.

9.B (you should be in **PAINT INSIDE** brush mode already)

10.Start painting INSIDE one oval (i.e., first position cursor over the fill of the first oval, THEN click down and drag to paint EVERYWHERE, including the new oval, then release.
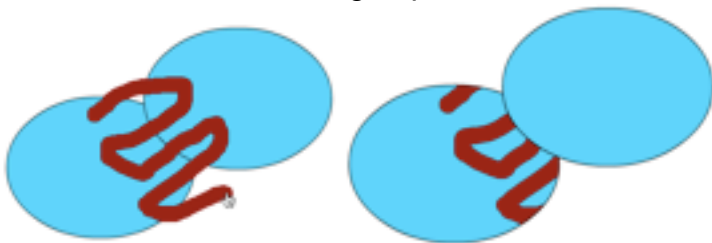
Notice, only the shape *in which you started* to PAINT INSIDE is changed.

That's a quick look at the different brush modes in Flash!