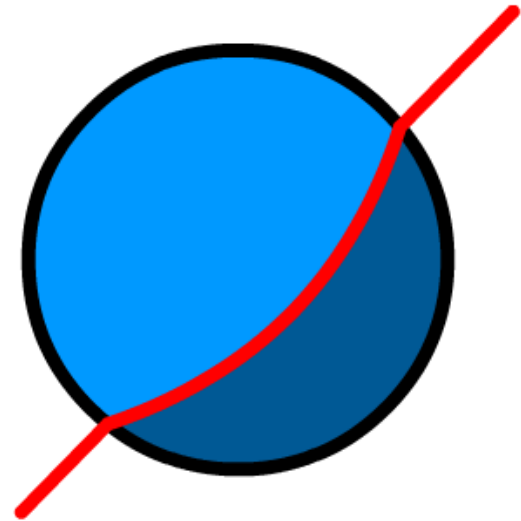


Digital Ink and Paint Week 2

Symbols, Remaining Tools, Shading,
Line Quality

Shading



- Shape Object
 - (or inside Drawing Object)
- Divide Shape using a Line/Stroke of different color
- Select Fill
- In Color Panel Select 'Brightness'
- Adjust color to reflect shadow or highlight
- Double Click on Line to Select and Delete

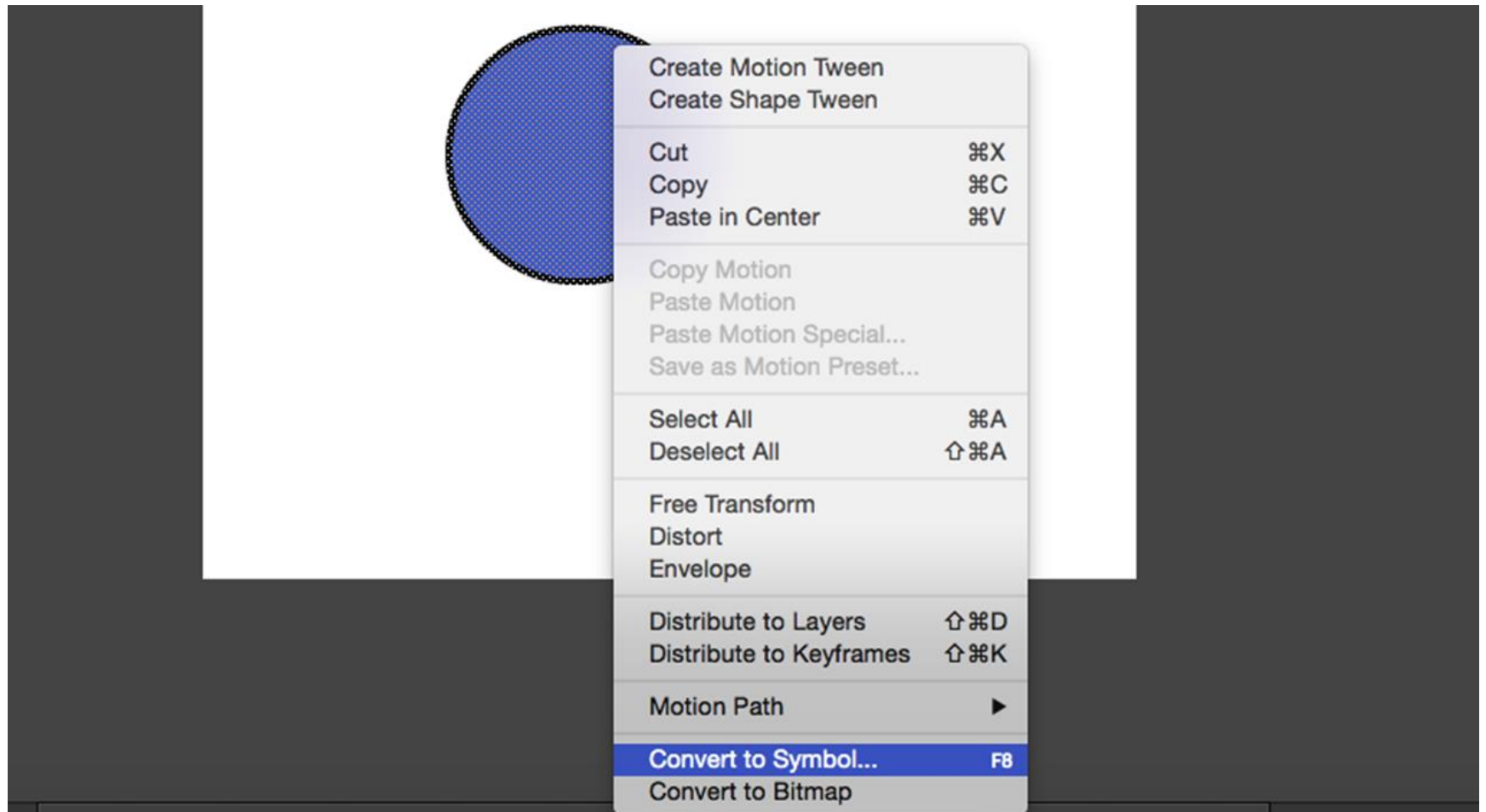
Line Quality

- Use Brush Tool and Pressure Sensitivity
- Use Select Strokes and Adjust Thickness
 - With Width Tool
 - With Stroke Size
- Convert Strokes to Fills
 - Select Strokes
 - Modify/Shapes/Convert Lines to Fills

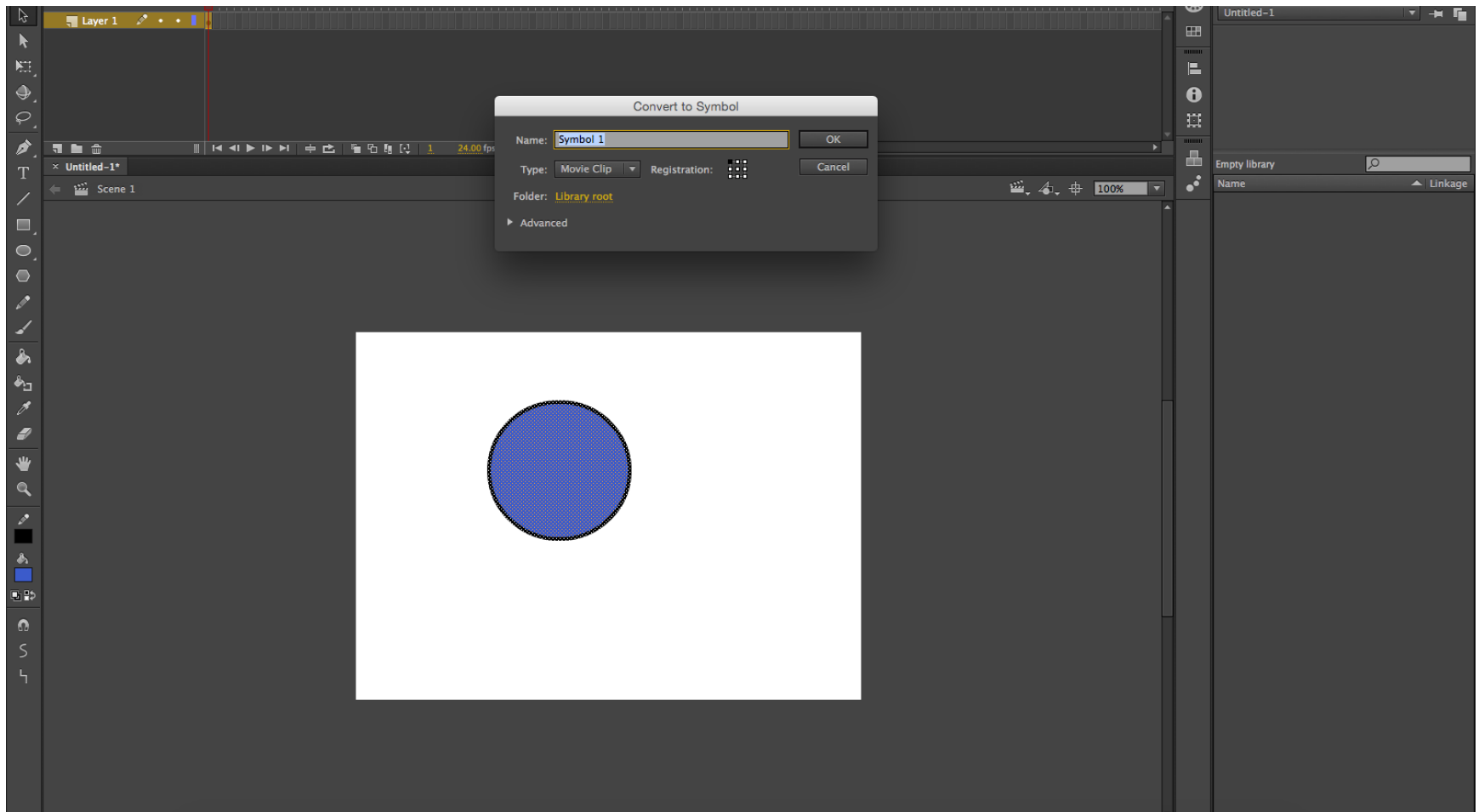
Symbols

- Classic Tweening, Motion Tweening and Bone All require you animate using Instances of Symbols
- Symbols are stored in a Library
- Instances are 'Copies' or 'Clones of the Symbol
- If you Edit the Symbol, All Instances are changed

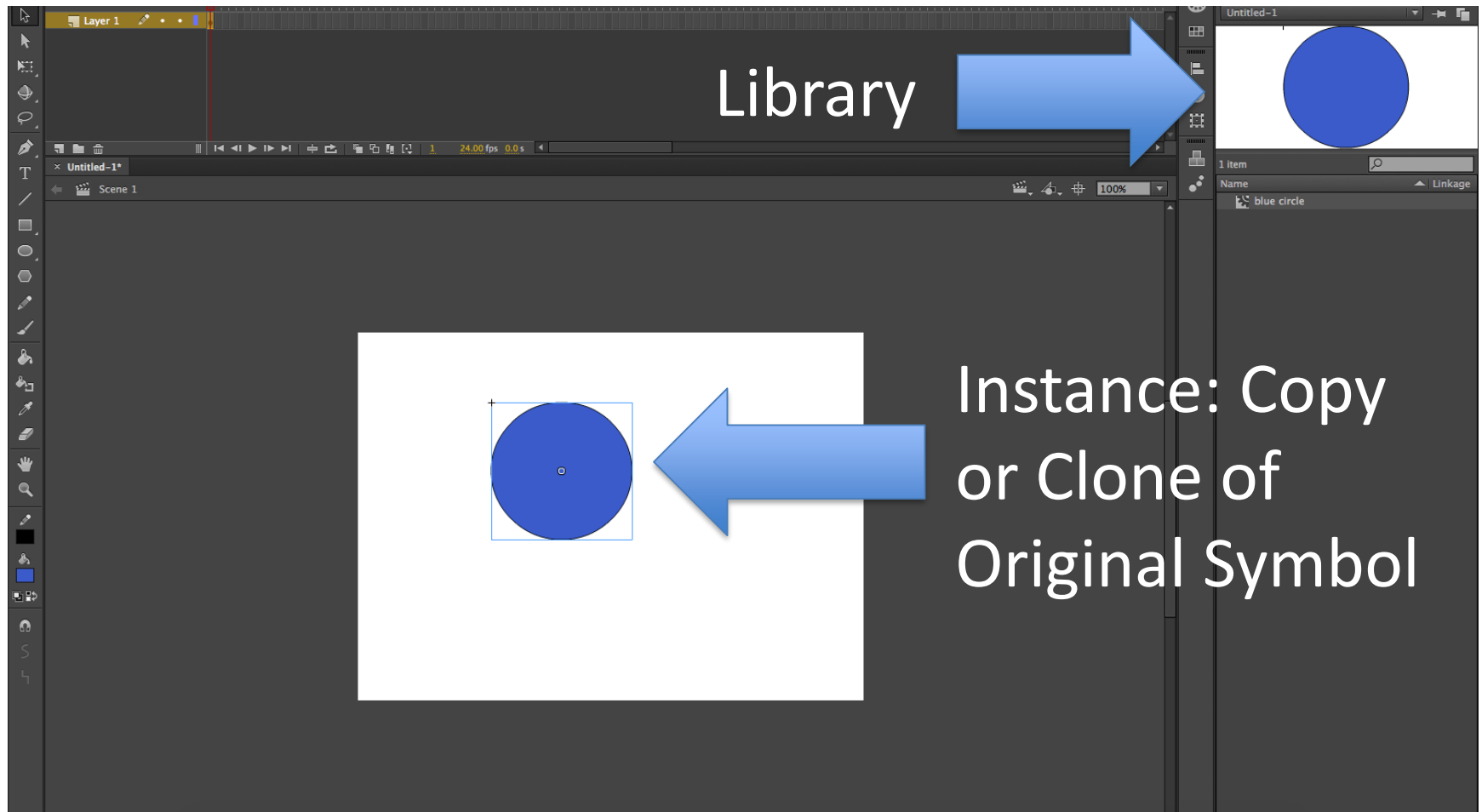
Select object, Right Click/Convert to Symbol



Symbol Dialogue Box: Name, Registration Point Position (center), Symbol Type: Movie Clip or Graphic, 'OK'



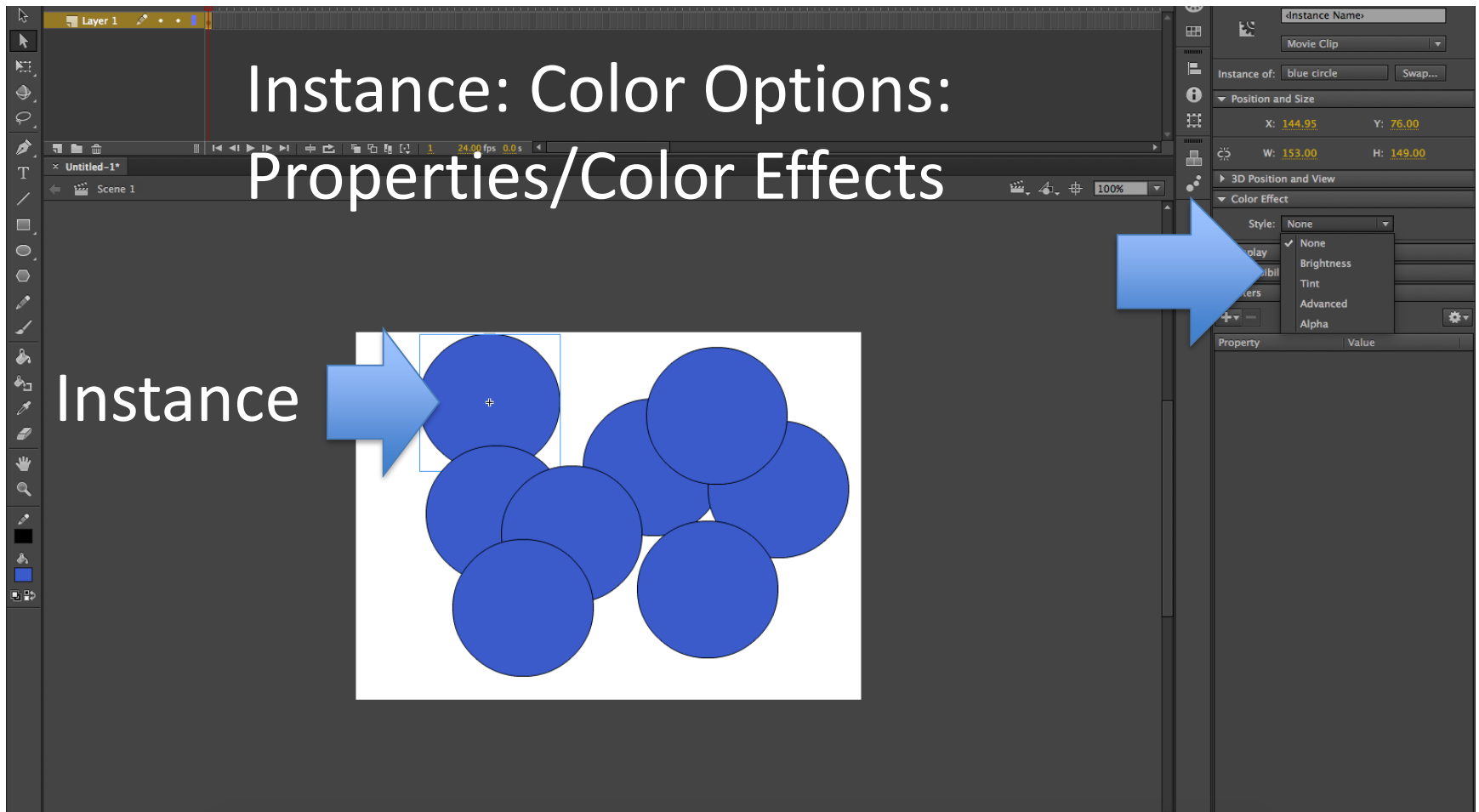
Instance on Stage, Original Object Converted to Symbol, Stored in Library



Able to Drag Multiple Instances from Library: Options; Color Effect, Free Transform Tool

Instance: Color Options:
Properties/Color Effects

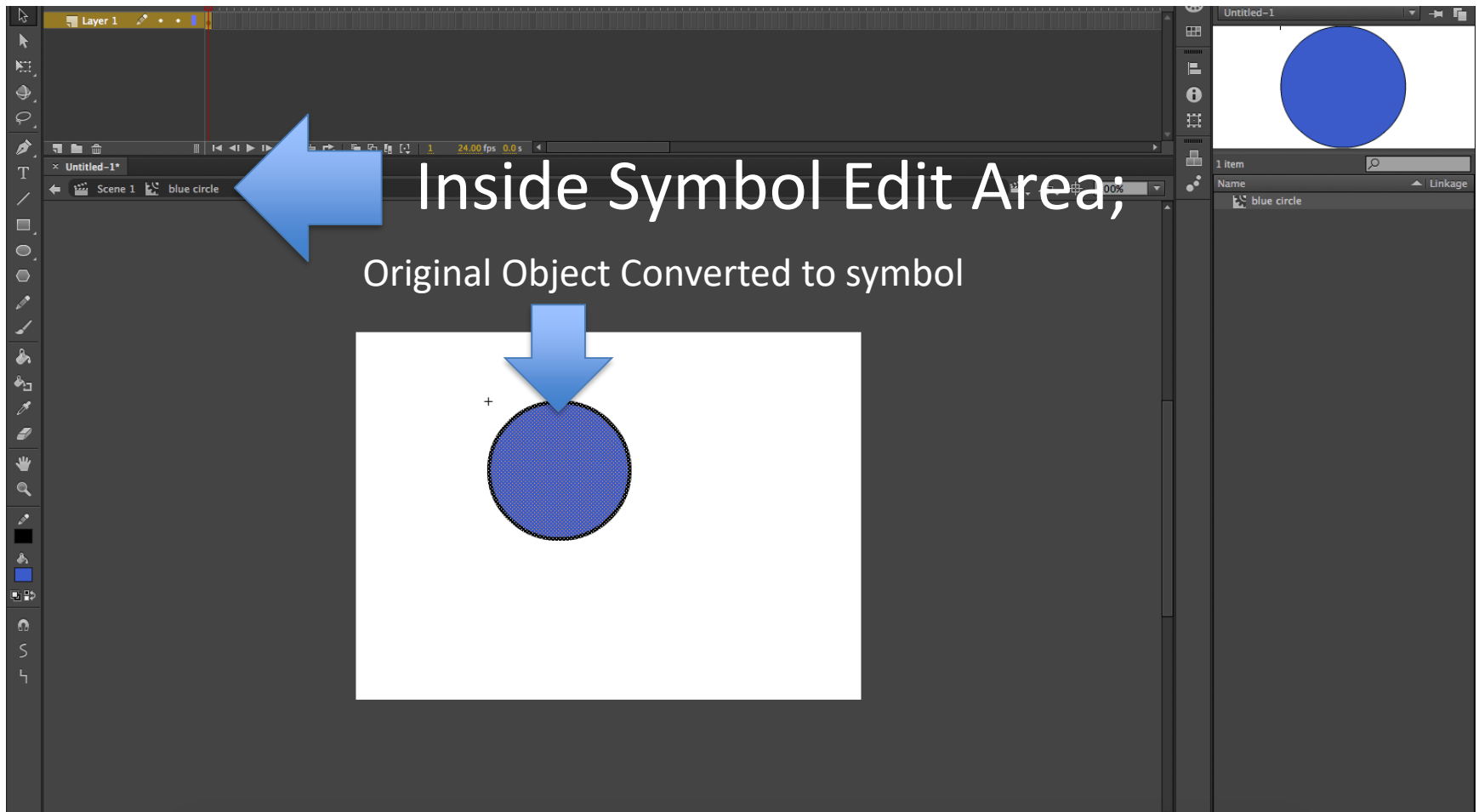
Instance



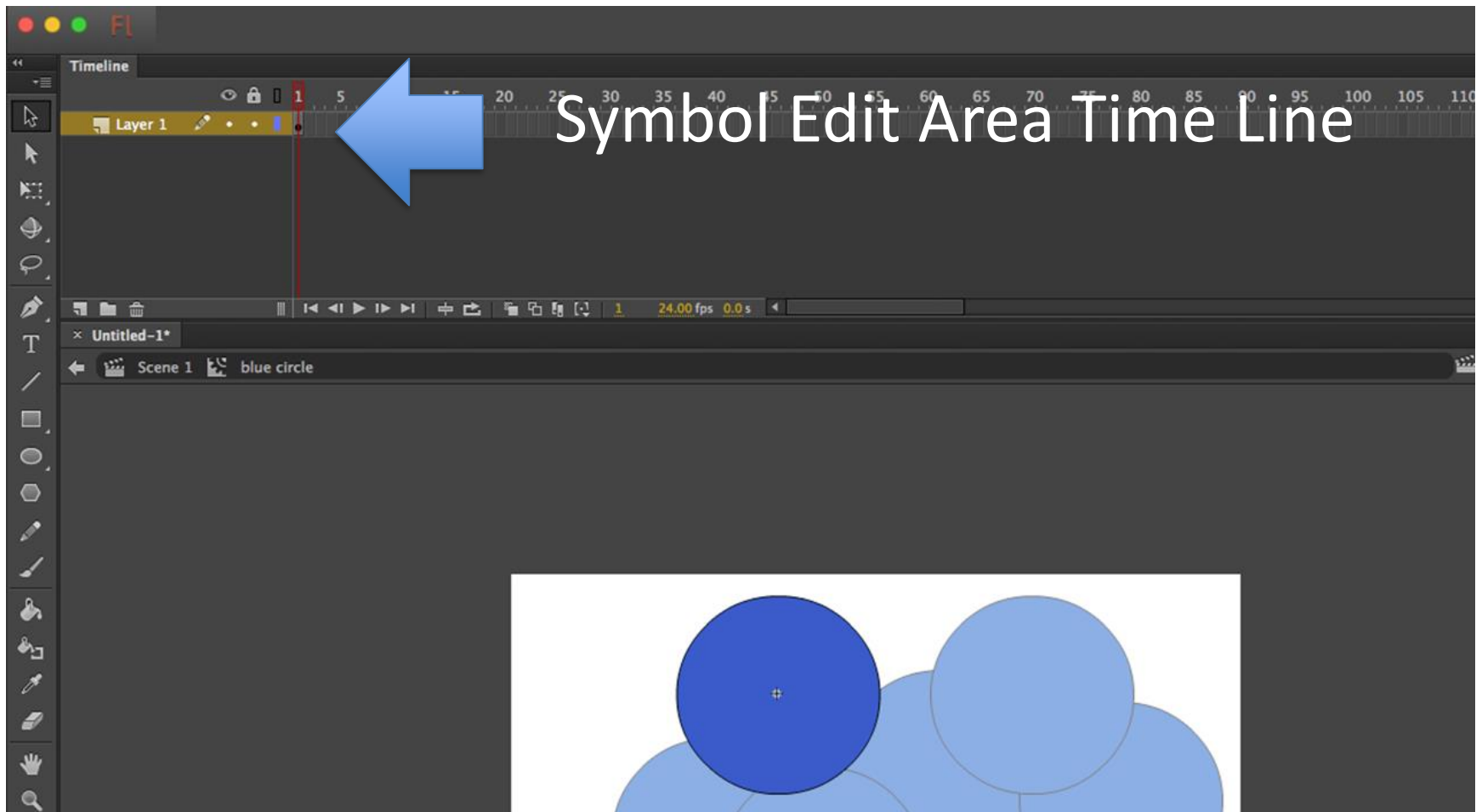
The screenshot displays the interface of an animation software. On the left, a library of blue circles is shown, with one circle selected and highlighted by a blue arrow pointing to the word "Instance". The main workspace shows a scene with several blue circles. On the right, the properties panel is open, showing the "Color Effect" section. A blue arrow points from the "Color Effect" section to the "Style" dropdown menu, which is open and showing options: "None", "Brightness", "Tint", "Advanced", and "Alpha". The "None" option is selected. The properties panel also shows "Position and Size" with X: 144.95, Y: 76.00, W: 153.00, and H: 149.00.

Property	Value
Instance of	blue circle
Position and Size	X: 144.95, Y: 76.00, W: 153.00, H: 149.00
Color Effect	Style: None
	<input checked="" type="checkbox"/> None
	<input type="checkbox"/> Brightness
	<input type="checkbox"/> Tint
	<input type="checkbox"/> Advanced
	<input type="checkbox"/> Alpha

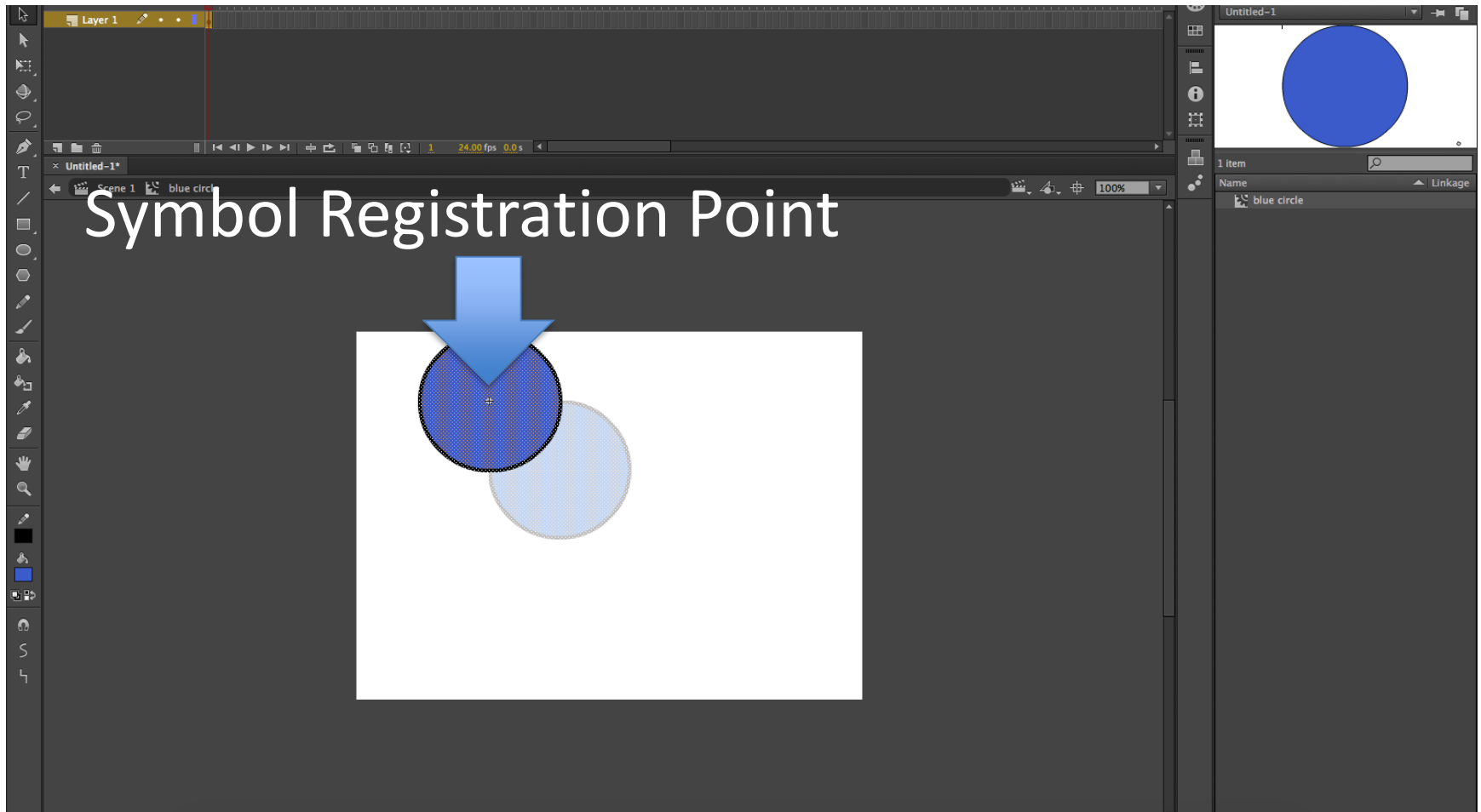
Double Click Instance on Stage or Thumbnail in Library to enter the Symbol Edit Area



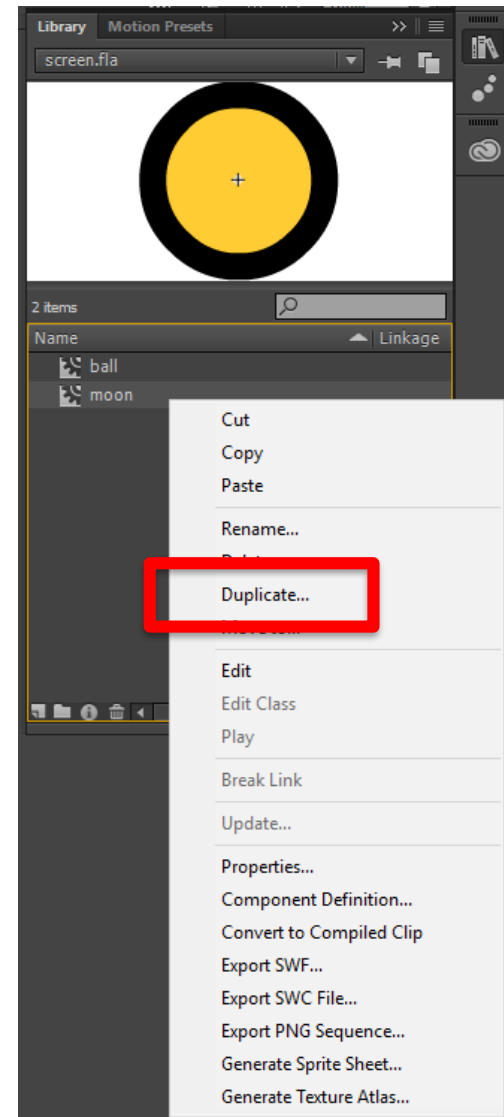
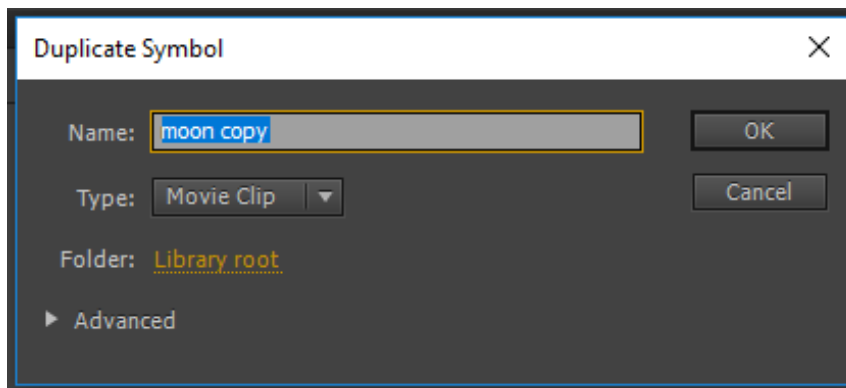
Symbol Edit Area Has its own Timeline; Can add additional Layers



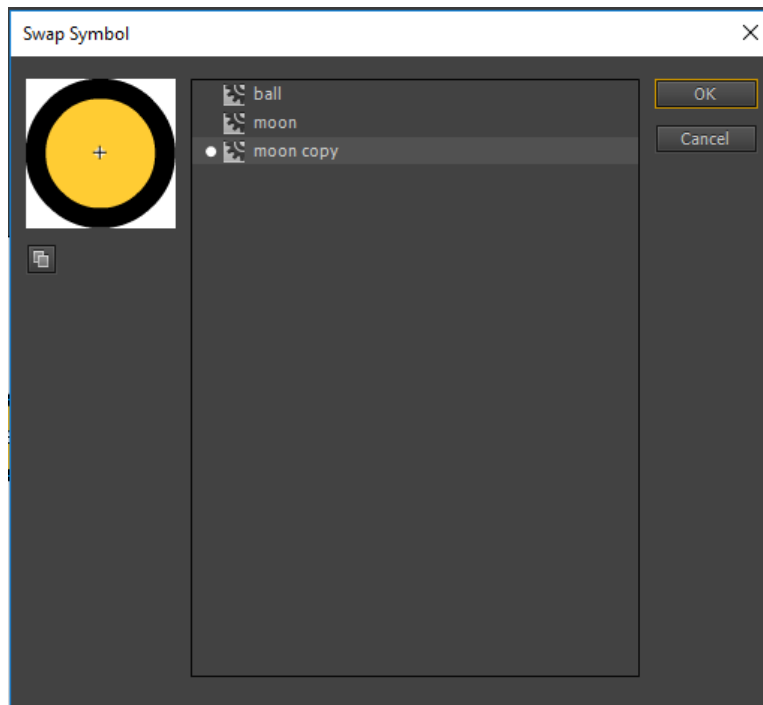
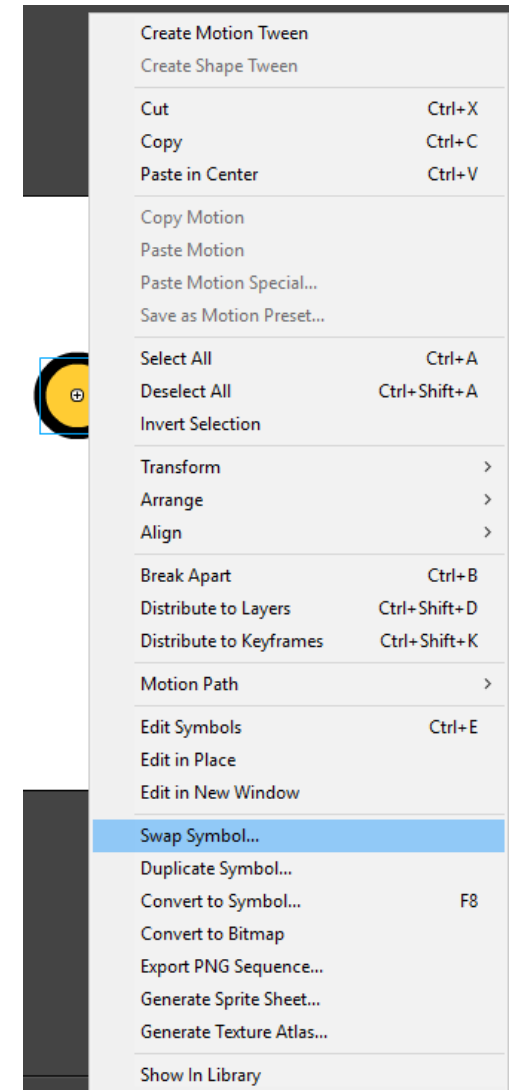
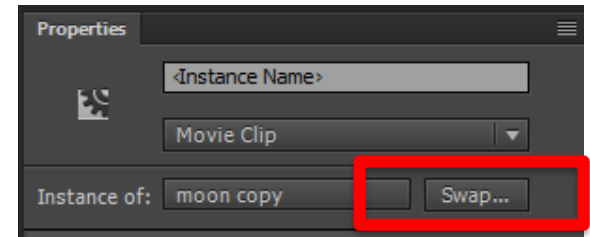
To Adjust Symbol Registration Point: Symbol Edit Area, Select Object, Move Object in relation to registration Point.



- Any Changes you Make to the Original Symbol in the Symbol Edit Area changes ALL the Instances on the Stage.
- Right Click on Symbol Name in Library
- Choose 'Duplicate' to create an Exact copy of the Selected Symbol
- Change the Name/Type of New Symbol



- Right Click on an Instance on the Stage to Bring up an Instance Menu
- You can ‘Swap’ the Instance with any other Symbol in the Library
 - A ‘Swap’ Option is also in the Properties Panel
 - The Instances will Swap Registration Point to Registration Point



Segmenting your Character

