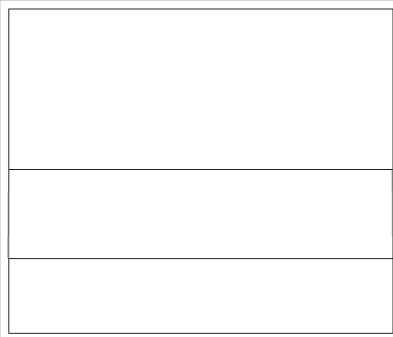


COLORING BOOK or Introduction to Actionscripting

CREATING YOUR PICTURE

1. Open a New File. Set the Movie Properties to the following:

- width = 550
- height = 400
- background color= white
- 12 frames per second



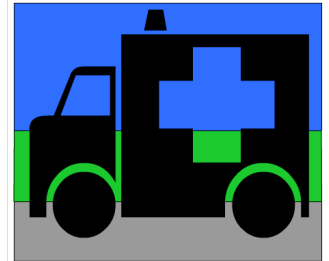
2. Select your Rectangle tool. Set the fill color to No Fill by clicking the box with the red slash for fill color. Draw a black rectangle on the scene, leaving approximately 3/4" on the right for a color bar. To help drag guides from the ruler [View-Rulers].

3. Select your line tool and draw a black horizontal line for your edge of the road, and a black horizontal line for the grass/sky border. Make sure you hold the shift key to get a straight line.

4. Use the Paint bucket to fill in the appropriate colors in the divided rectangles – Blue for the sky, green for the grass, and grey for the road. If it colors the whole rectangle, your lines are not touching.

5. **Insert a new layer.** Select your type tool. Use the following settings to type the letter "h" in the middle of your stage.

- Font Webdings
- Size 500 pt (you have to type this number in since it is not a preset.
- Color Black



5. Highlight your typed truck, position it on the “road,” and click Modify=> Break apart. Deselect the truck by clicking with the Selection tool outside of the stage.

6. Color the parts of the truck using the paint bucket:

- White: Cab and “+”
- Red: Trailer and Light
- Black: Tires

7. Using the ink bottle tool [black stroke], pour lines into each colored area of the truck and tires. Be careful that every part has an outline.

8. Now select all the items in frame 1 of layer 2, then Edit > Cut. Click on layer 1 and select Edit > Paste in place.

9. Holding down the shift key select all the lines (no fills). When all the lines are highlighted, including the outside lines, convert this to a graphic symbol, name it “outline.”

10. Edit > Cut the graphic symbol Outline. Click on frame 1 of layer 2 and Edit > Paste In Place the Outline symbol. Lock layer 2 for right now.

CREATING COLOR AREAS

11. Using your arrow tool, select the blue areas. These should be no black lines.. Make sure you also select the blue in the truck window.

12. Modify > Convert to a symbol. Call it “blue” with the properties of a button.

13. Highlight this button in the scene and insert the following actionscript:

```
on (release) {  
    iColor = new Color (this);  
    iColor.setRGB(_root.fillColor );  
    delete iColor;  
}
```

14. While the button is still highlighted, Click Insert > Convert to Symbol. Call it “sky” with the properties of a movie clip.

15. Set the movie clip color to tint= white 100% in the Properties panel.

16. Repeat 11 through 15 for each of the colored areas:

- Green: Button called “green”; Movie Clip called “grass”
- Red [truck box and light]: Button called “red”; Movie Clip called “truck”
- Black: Button called “black”; Movie Clip called “tires”
- Truck Cab White: Button called “white1”; Movie Clip called “cab”
- Cross White: Button called “white2”; Movie Clip called “cross”
- Gray: Button called “gray”; Movie Clip called “road”

This will result in all the areas of the picture being in button clip symbols inside movie clips symbols, with the button having the same script action.

Lock Layer 1.

CREATING YOUR COLOR PALLETE

17. Create a new layer. Make a circle colored white with black outline in the open area to the right of the truck. Highlight this circle and its outline and click Insert > Convert to Symbol. Make the button symbol called “colorswatch.”

18. Drag from the library at least 6 colorswatch instances on the stage in a column on the right side of the drawing. Do not copy and paste the first one. You must drag the symbol from the library to the scene! To line these colorswatches, position the top and bottom instance where you want them. Then select them all and use the Align panel to distribute them evenly and line them up (see next page for diagram).

19. Using effects panel, tint each colorswatch to a color that you would like as a choice for your coloring book. The outline will disappear. [Solution: open the colorswatch symbol. Select the outline, Convert to graphic symbol called colorOutline. Now drag the graphic over each colorswatch.] Make note of each color’s hex code (the six digits to make that color) for the next step.

20. Insert the following code for each button action. You need to insert the hex code for the color you want where you see the CCCCFF in the code. [Remember that the hex code for each color can be found in the main color palette.]

```
on (release) {  
fillColor = 0xCCCCCCFF;  
}
```

Use FFFFFFFF for white, 000000 for black, etc.

Lock Layer 3.

CREATING YOUR PAINTBRUSH

21. Create a new layer. Click Insert New Symbol. Name it brush and give it the properties of a movie clip.
22. Draw the paint brush of your choice in your new brush clip, being careful to set the cross hair center at the point which people will use to "dip" into the color swatch.
23. Insert a new layer in the brush clip and put the following action:

```
startDrag ("", true);
```

24. Click back on your movie (click Scene 1 above the Timeline) and drag an instance of the brush movie clip onto the stage.

25. Add a layer and insert the following script on frame 1

```
Mouse.hide();
```

26. Test your movie. File-Export the movie and Insert Flash on a Dreamweaver page.

