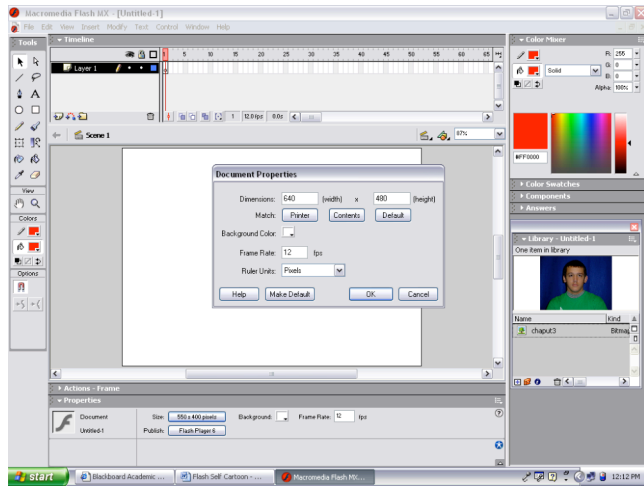
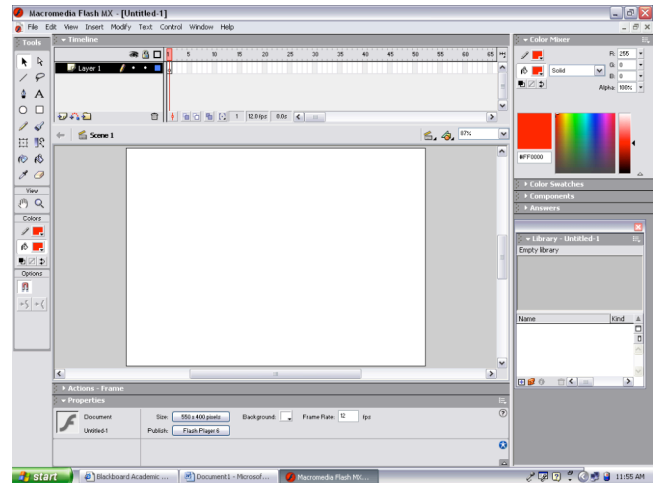


# Flash Self Cartoon

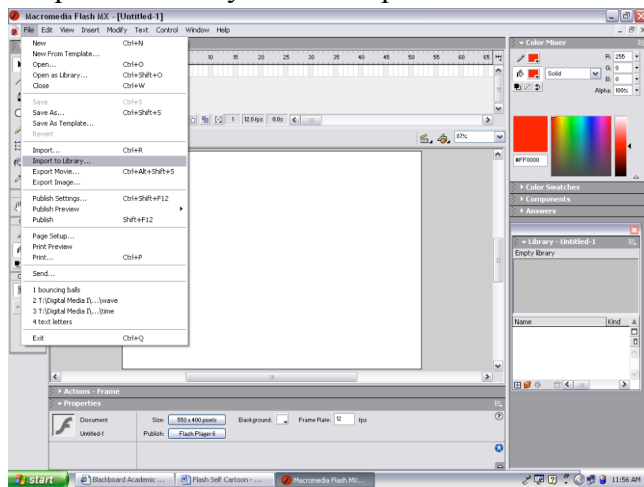
- Open a new Flash project
- Change the size to 640 x 480 pixels



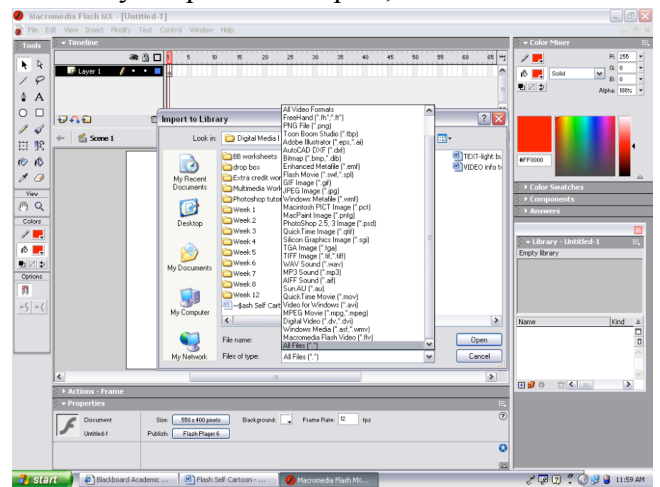
- Hit F11 to Open the Library and move Under palettes on right



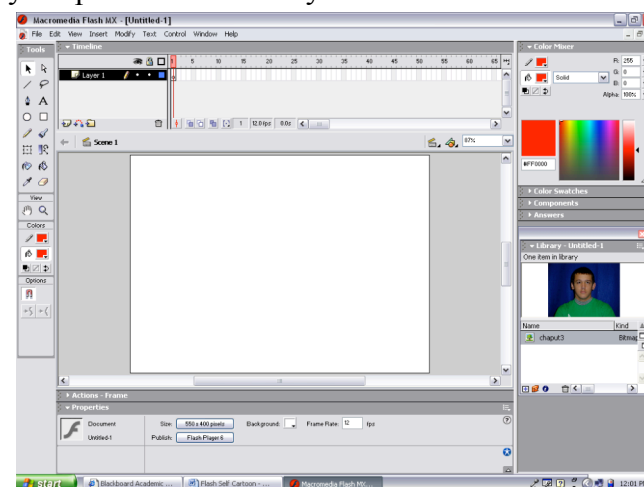
- File>Import to Library
- Import to Library box will open



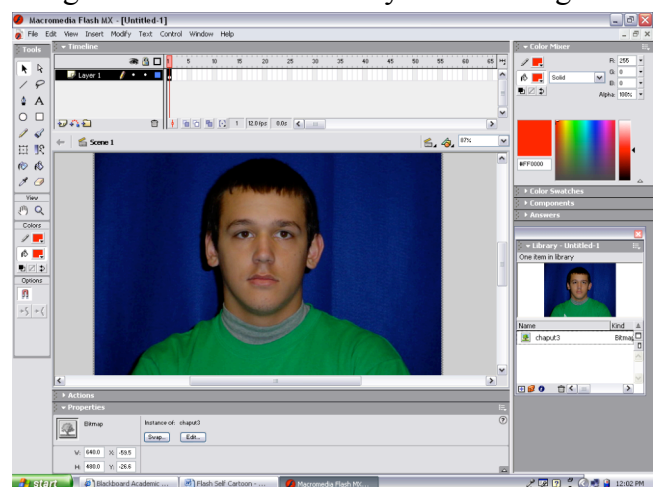
- Must select All Files from Files of type
- Choose your photo to import, click OK



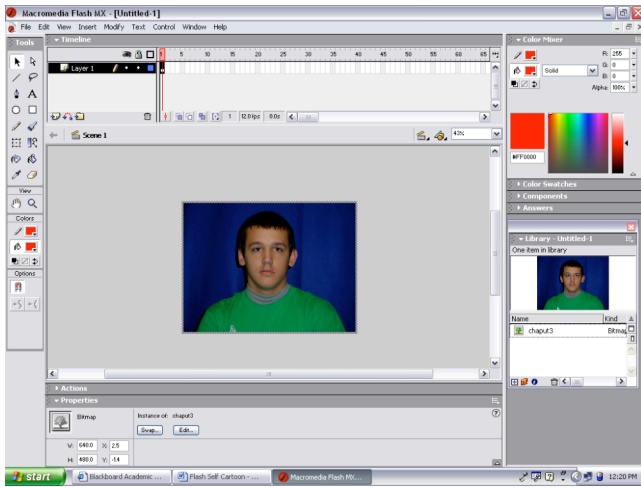
- Single click on the icon in the library to view your photo in the library



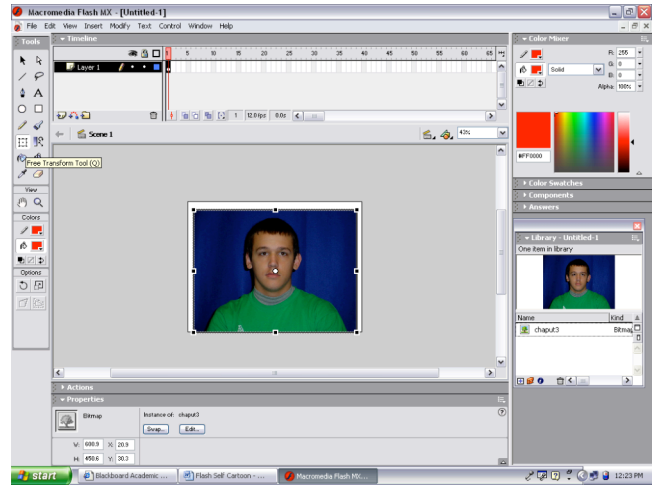
- Click on the Black Arrow tool to move picture.
- Drag the icon from the library onto the stage



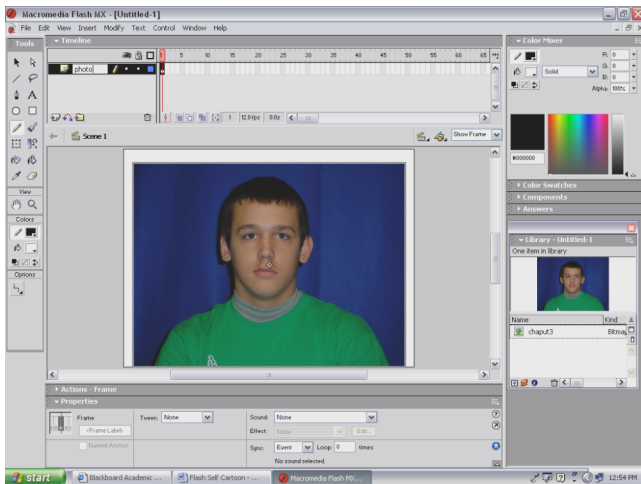
-Zoom out (Ctrl -) to resize the image



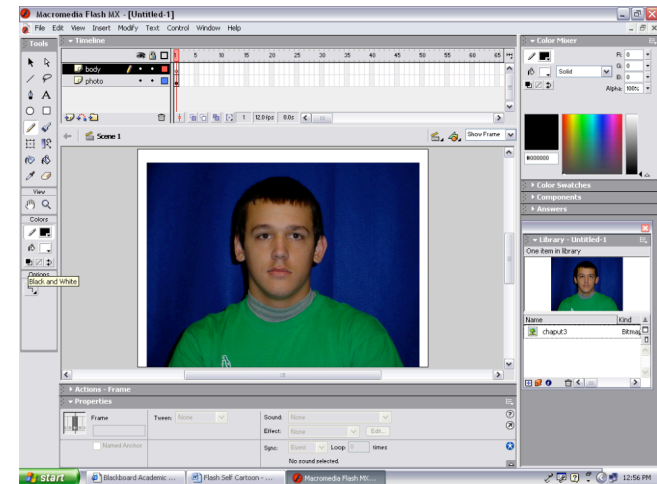
-Click on the Free Transform tool  
-Resize your picture (Hold Shift, drag at corners)  
-Leave some headspace at top, make bottom of body at bottom of stage



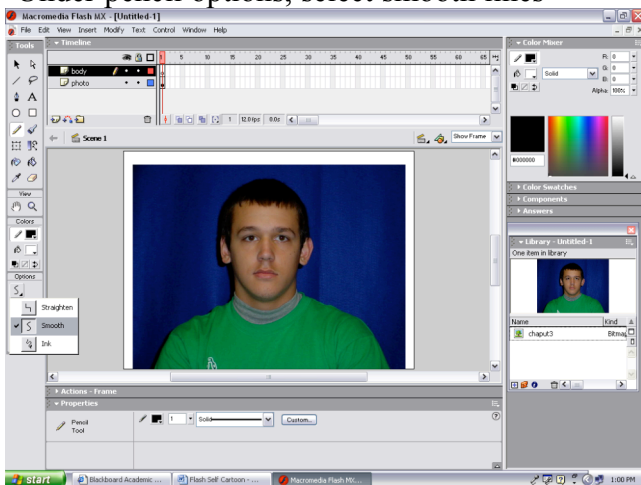
-Label the layer photo  
-Create a new layer and label it body



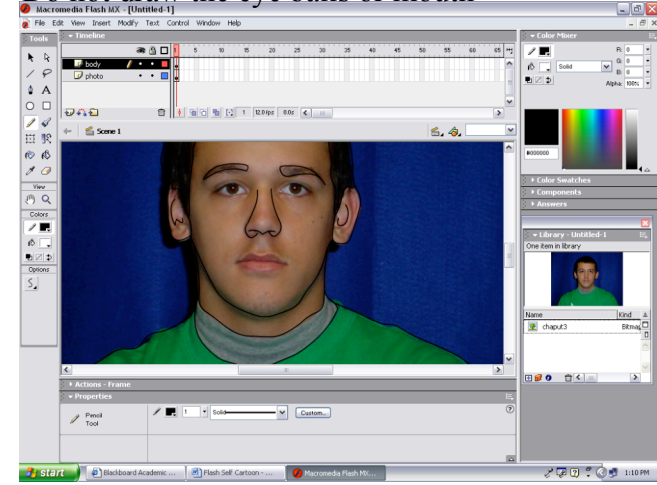
-Reset your colors to black and white  
-Select the pencil tool



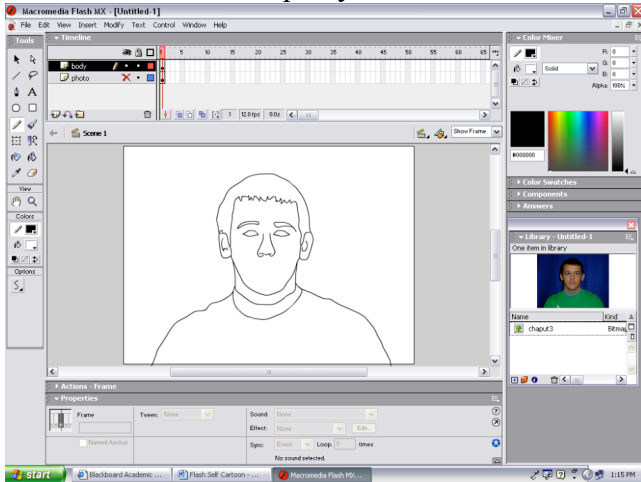
-Make sure Black is your pencil stroke color  
-Properties Menu at bottom, choose size 1, solid line  
-Under pencil options, select smooth lines



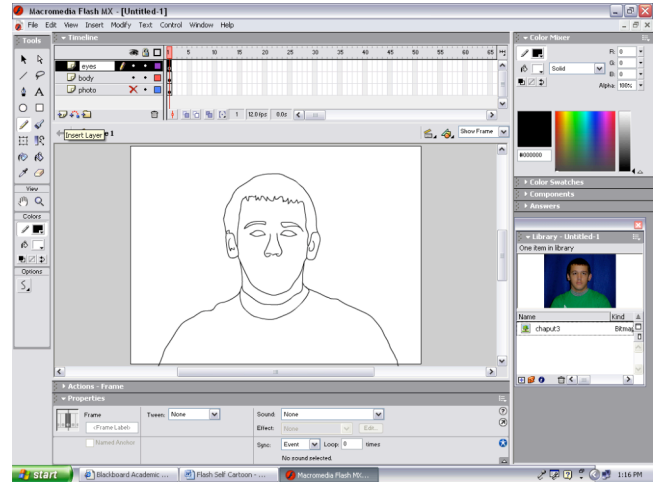
-Very slowly begin tracing your photo  
-Make the outline for the face, hair, body  
-Do not draw the eye balls or mouth



- Once you have traced the body, hide the photo
- Look to make sure all lines connect
- Use eraser to clean up any mistakes

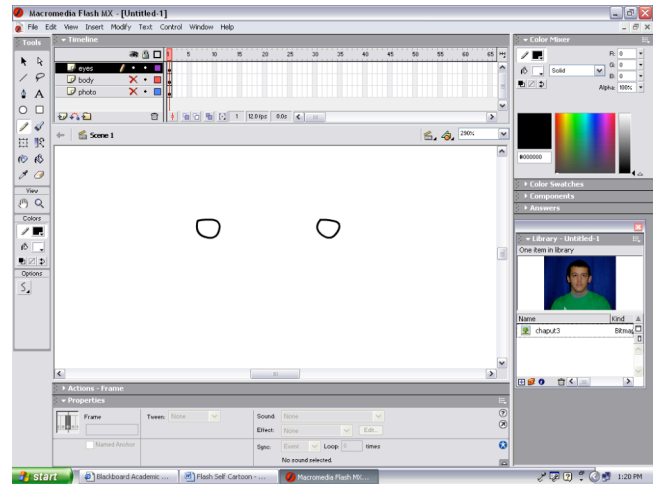
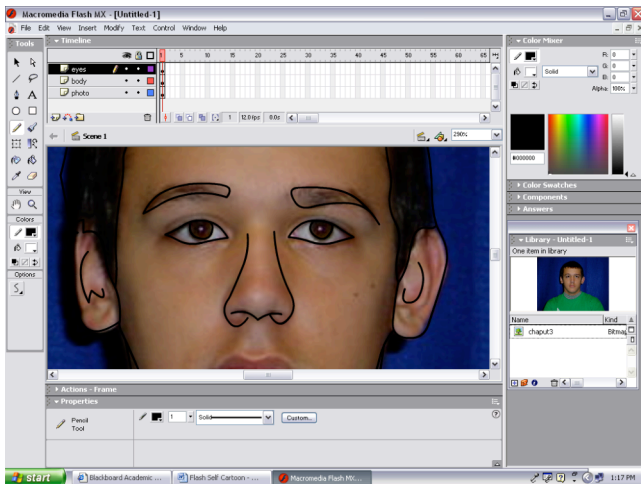


- Create a new layer and label it eyes



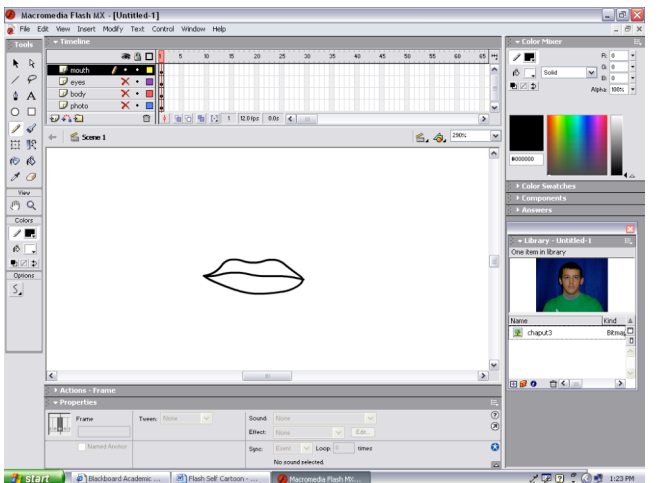
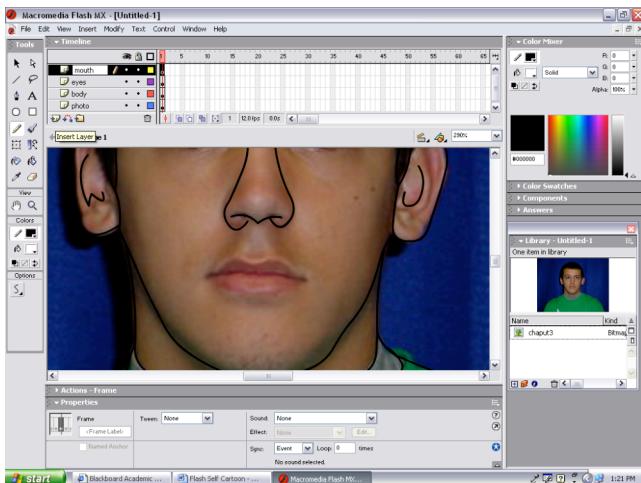
- Show the photo again
- Zoom in, select pencil tool from toolbar
- Make sure you are on the eyes layer
- Trace around the eye balls on each eye
- This is a new layer, make sure the lines connect!

- To make sure your lines connect, turn off all layers except the eyes layer
- If your circles do not connect, you must connect them now.

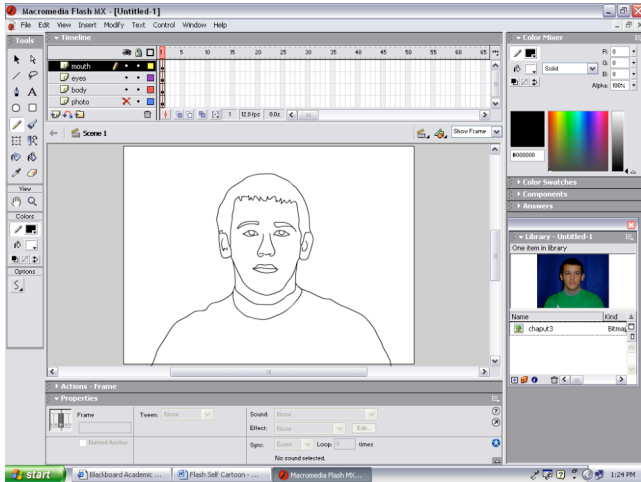


- Turn all layers back on
- Create a new layer and label it mouth

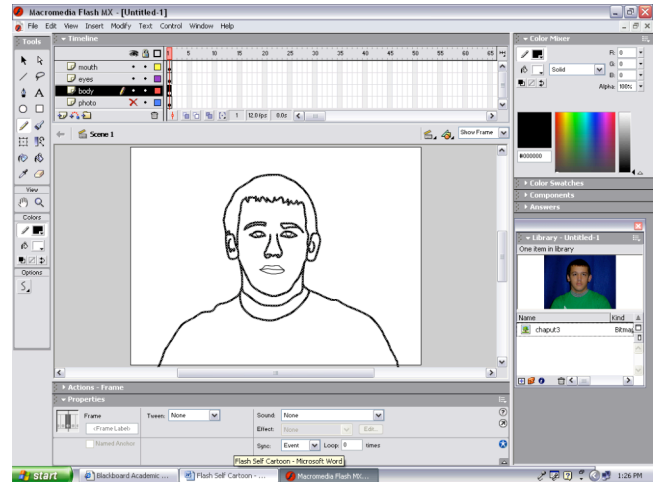
- Trace the mouth as is on the photo
- Turn off all layers except the mouth to view



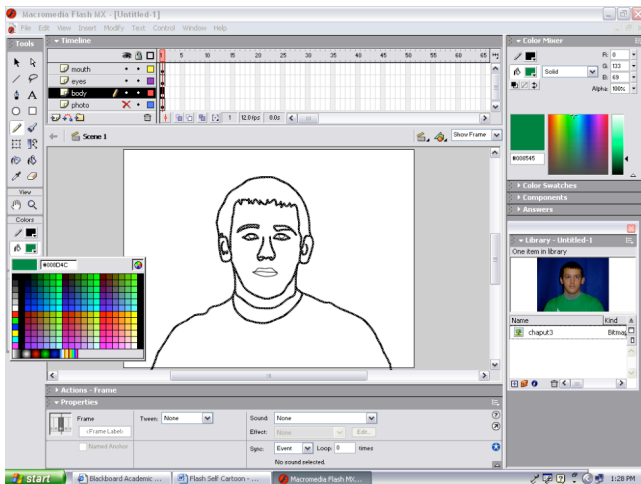
- Turn all layers on, except the photo layer
- Next we will begin to add some color to our cartoon



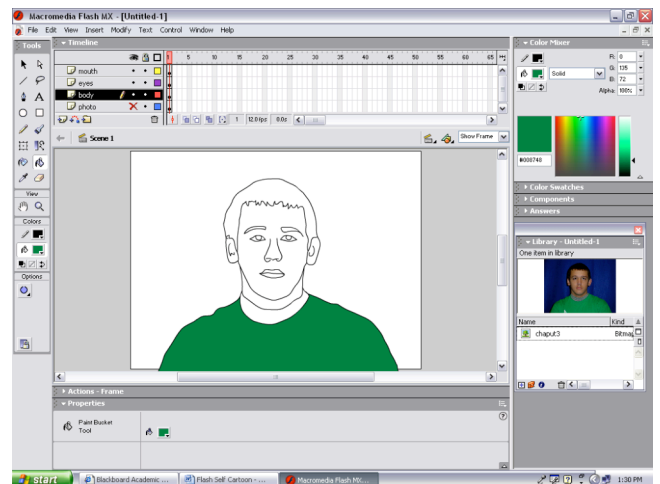
- On the timeline, click on the body layer
- All lines on this layer will show selected on stage



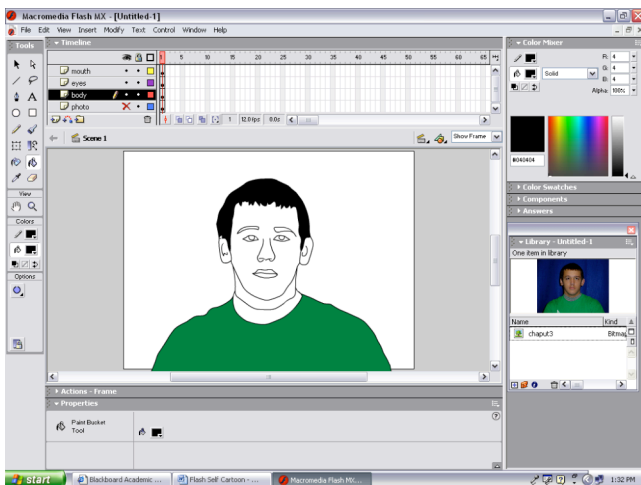
- Click on the fill color on the toolbar
- You can use the color picker to pull the color from your clothing in the picture in the library, or you can choose a color from the swatches



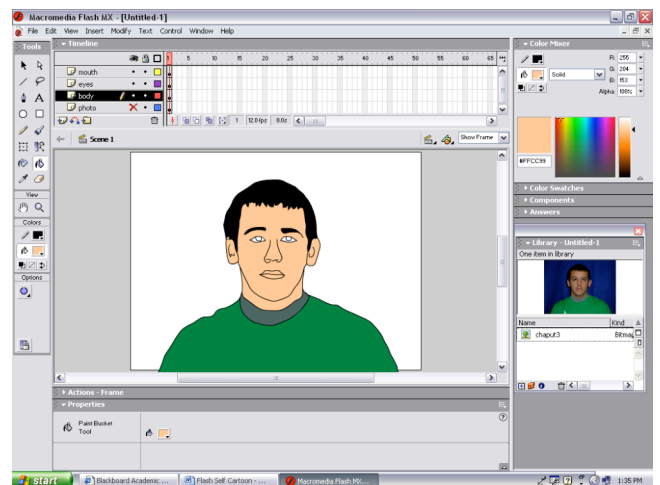
- Click on the Paint bucket tool on the toolbar
- On the stage click inside your shirt to fill with color
- If you have lines that don't touch, it will not fill!



- Repeat this process of choosing the fill color for the hair.
- Then fill the hair with the paint bucket
- Remember all this should be on body layer

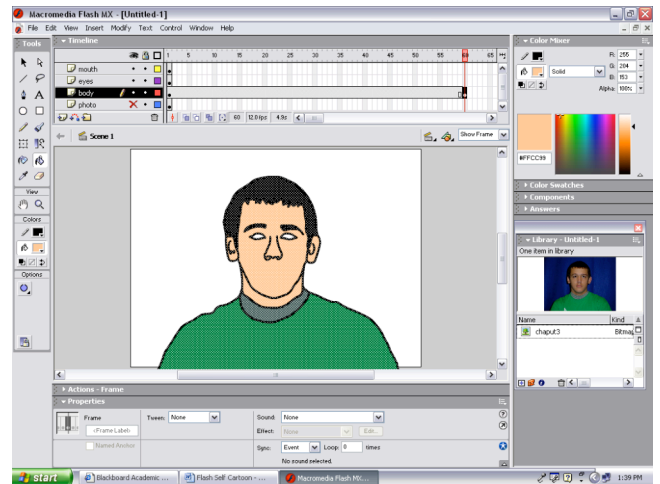
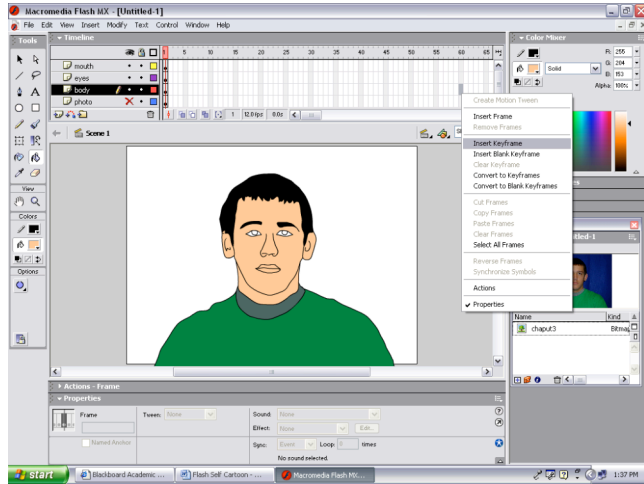


- Continue this process for all clothing and skin
- Eyedropper does not do as well with skin tone
- You will want to choose skin tone from swatches
- Do not fill in eyeballs or mouth!



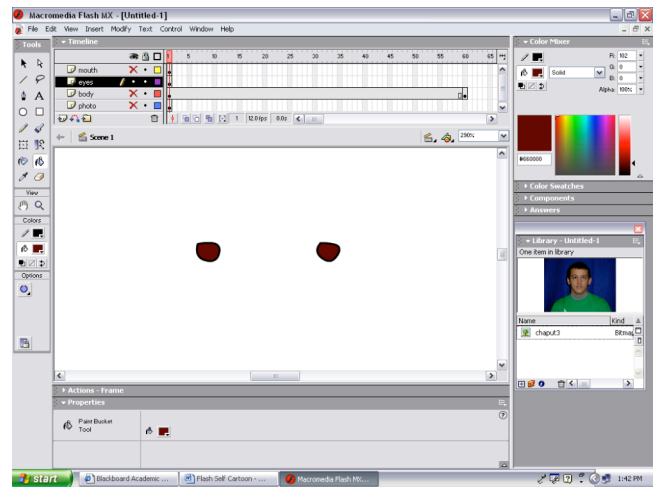
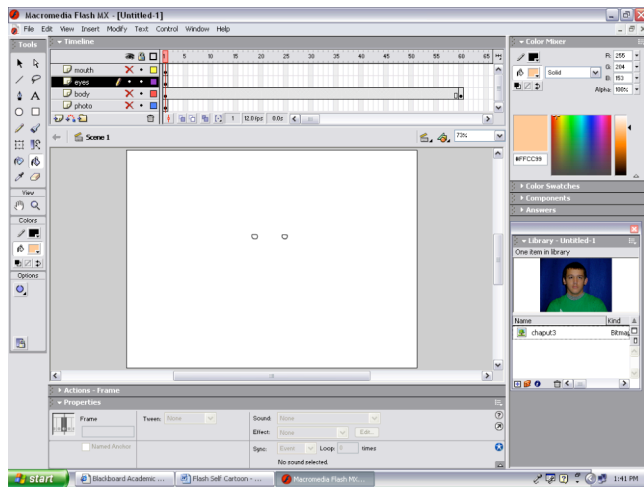
- We want to make the body last a duration of 60 frames
- In timeline, on body layer, click frame 60
- Right click > Insert Keyframe

-This will make the body stay in place 60 frames



- Move the red playhead back to the front
- Hide all layers except the eyes
- Click on the eyes layers to select it

-Fill the eye balls with color  
-If lines don't connect, it will not fill



- Hide all layers except the mouth
- Click on the mouth layer to select it

-Fill in the mouth with color  
-If lines don't connect, it will not fill

