

How to create visual effects

With Adobe Flash Professional filters (graphics effects), you can add interesting visual effects to text, buttons, and movie clips. You can change text, shapes, and symbols in many ways by adding filters. This guide illustrates how to apply specific effects to shapes, how to edit effects, and how to remove effects. You can apply any number of effects by using this technique.

Applying graphic filters to symbols

In the following steps, you first create a shape, convert the shape to a symbol, and then apply a filter to the symbol.

For more information on creating shapes in Flash, see the guide “How to draw and create shapes.” For more information on creating symbols, see the guides “Symbols, instances, and the library” and “How to work with symbols.”

To create a visual effect:

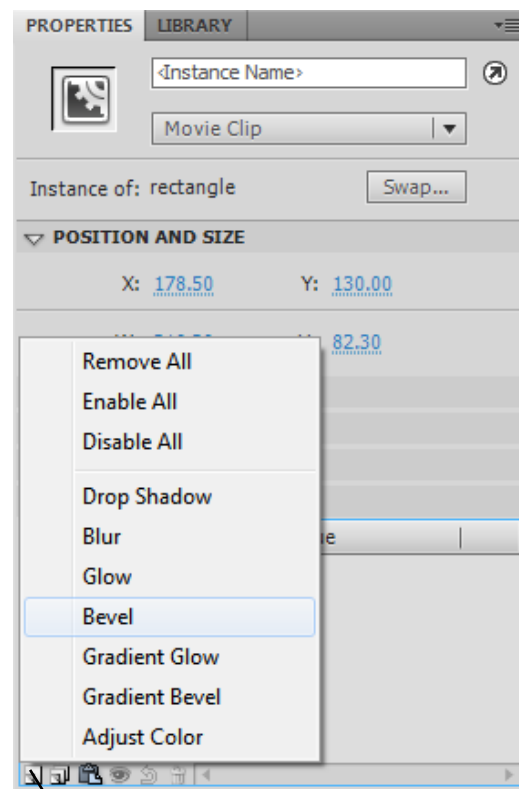
1. Start Flash and open a new blank document (ActionScript 3.0).
2. From the Tools panel, select a shape tool, such as the Rectangle tool.
3. In the Properties panel, select properties for the shape.
4. Draw your shape on the Stage.

You need to convert the shape to a symbol before you can add a filter.
5. Select the shape on the Stage.

Note: If your shape includes a stroke and fill or more than one object drawing, be sure to select the entire shape or group.
6. Convert the shape to a movie clip symbol or a button symbol.

Note: The object must be a movie clip or button symbol to add a filter. You cannot add filters to graphic symbols.
7. Make sure the symbol is still selected on the Stage and expand the Filters section in the Properties panel.
8. Click the Add Filter button in the lower-left corner of the Properties panel to open the Add Filter menu (**Figure 1**).
9. Select a filter, such as Bevel.

Flash applies the filter to the symbol (**Figure 2**).



Add Filter

Figure 1 Properties panel



Figure 2 Bevel filter

10. Examine the filter properties in the Properties panel (**Figure 3**).
11. Experiment with the bevel properties to see the affect on the symbol. For example, change the highlight color or increase the Blur and Distance values.

Note: To change the color of the symbol instead of the effect's shadow or highlight, you must open the symbol and edit its underlying shape.

12. With the symbol still selected, click the Add Filter button and apply another filter, such as Blur.

Flash adds the second filter to the symbol, as shown in the Properties panel (**Figure 5**). It does not replace the existing filter.

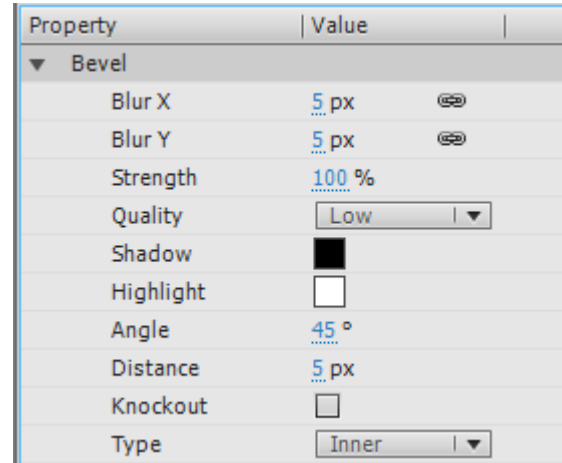


Figure 3 Bevel filter properties



Figure 4 Modified Bevel filter

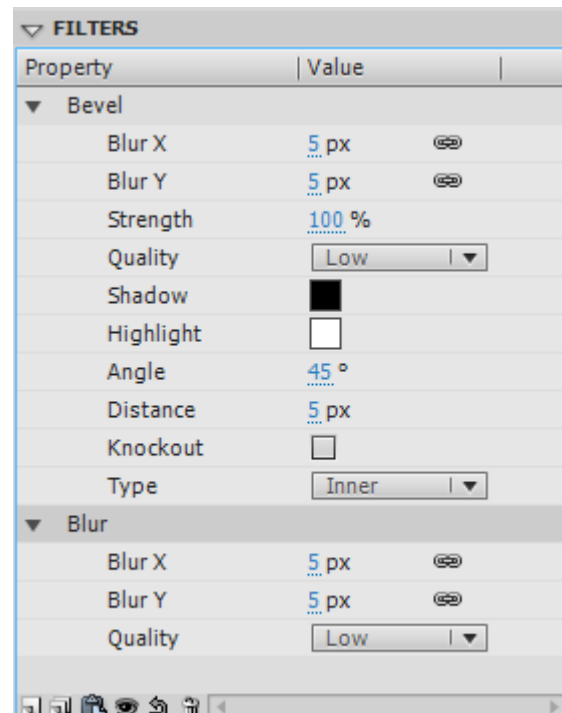


Figure 5 Two filters on the same symbol

Removing and disabling visual effects

You can remove or disable an effect after you have applied it.

To remove or disable an effect:

1. Select the object from which you want to remove a filter.
2. In the Properties panel, select the header for the filter you want to remove.

You can disable a filter (turn it off without removing it). You can also remove the filter from the symbol.

3. Click the Enable Or Disable Filter button (eye) at the bottom of the Properties panel (**Figure 6**).

The filter no longer appears on the symbol, but it still exists in the Properties panel for the selected object.

The properties for the filter are hidden and a red X appears in the filter header in the Properties panel (**Figure 7**).

4. Click the Delete Filter button (trash can) at the bottom the Properties panel (**Figure 6**).

The effect is removed completely from the symbol and the Properties panel.

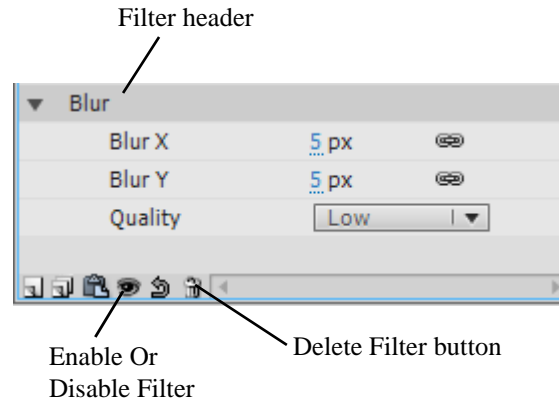


Figure 6 Properties panel

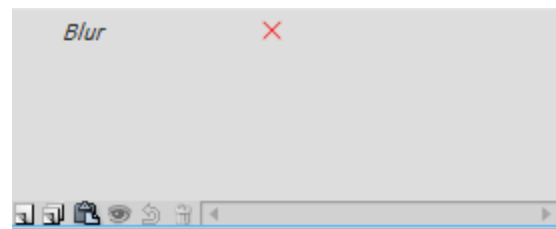


Figure 7 Disabled Blur filter in the Properties panel