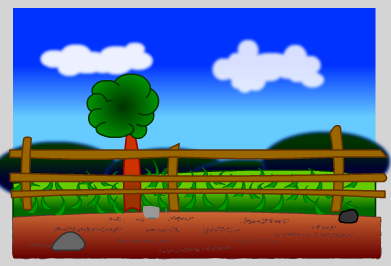
**How To Make a Cartoon Background in 2D Flash:**

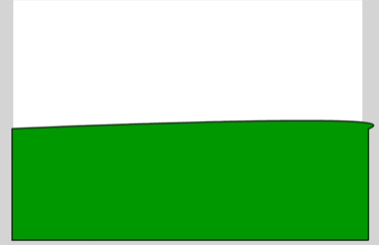
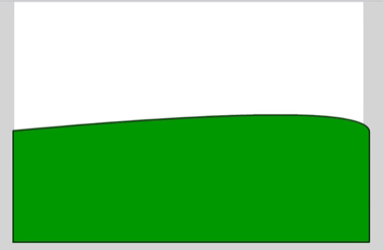


<http://www.youtube.com/watch?v=A8SoyG1bOKM>

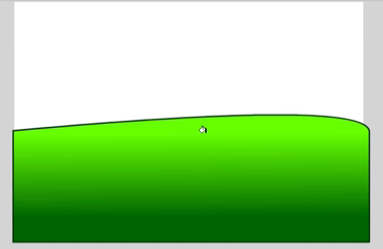
**Steps:**

1) Resize document by clicking on properties and edit size – change to 720 width by 480 height.

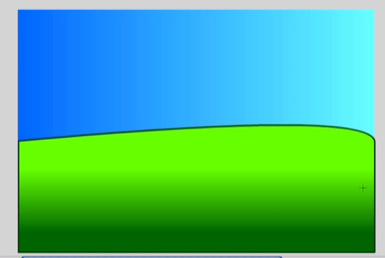
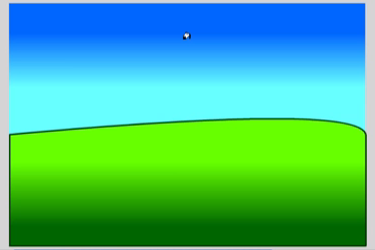
2) Rename layer to grass - Click rectangle tool and change stroke color to a dark green and fill color to a lighter green. Change stroke size to 3.0 Drag rectangle box across screen. Choose selection tool and click at top line and drag upward.

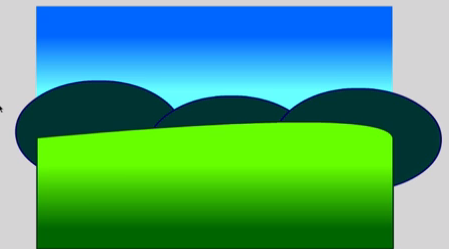
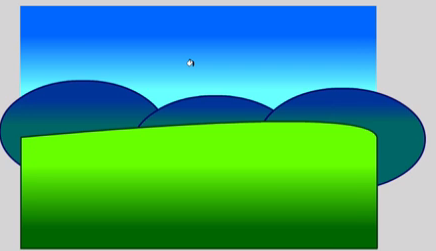
3) Now we want to change the color of the grass – choose paint bucket tool and then click color tab and change to linear – double click left arrow to choose starting dark green color and double click right arrow to choose light green ending color to add variation gradient. Click in green area on canvas and drag upward to make a lighter color on top. NOTE: the longer you drag the line the more seamless the color change.



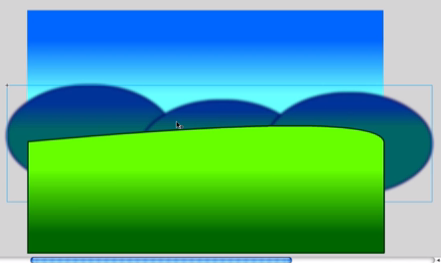
4) Insert new layer and rename sky and drag layer below grass – choose rectangle tool and click color tab and change to linear, then make starting color a dark blue and ending color to a lighter blue. Change stroke color to none. Create rectangle at top half of canvas. Use paint bucket tool and click and drag downward to make light color appear on lower half.

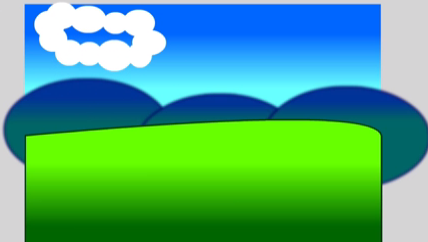
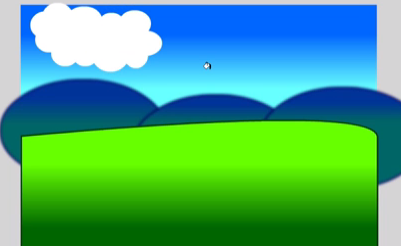
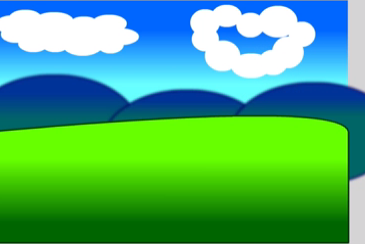
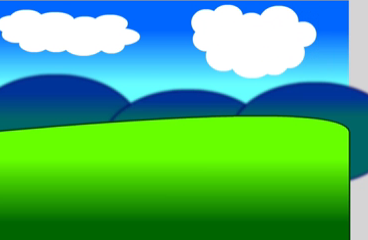
5) Insert new layer above sky and below grass and rename hills – choose oval tool and change stroke color to a darker blue and fill color to a dark greenish blue. Create oval hill on canvas. Use selection tool and edit copy and paste in center then reposition. Repeat. Choose paint bucket tool and then color tab and change to linear and change color to a dark blue and end color to a green color. Click on oval and drag downward. Repeat on other two hills.

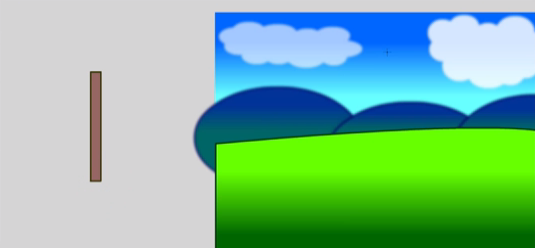
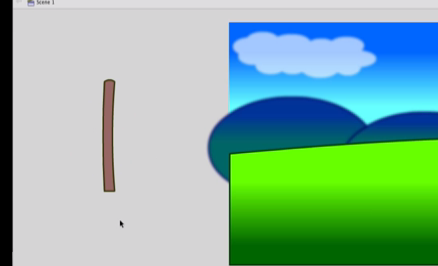
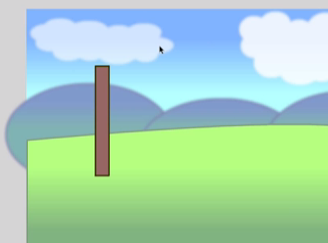
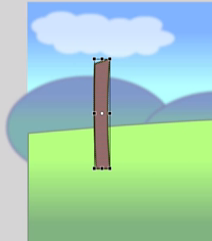
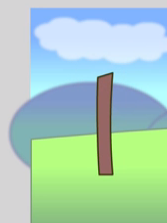
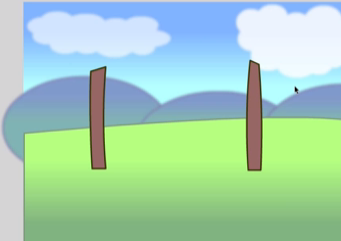
6) Use selection tool and click hills layer and then create symbol set as movie clip. Now click properties tab and go down to bottom and click blur and change quality to high.



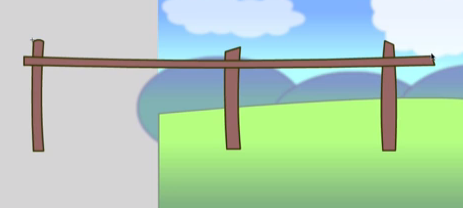
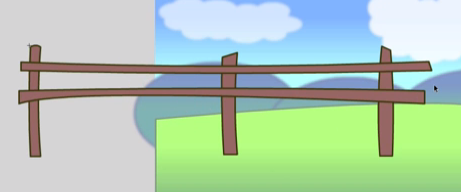
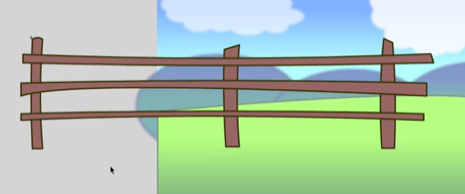
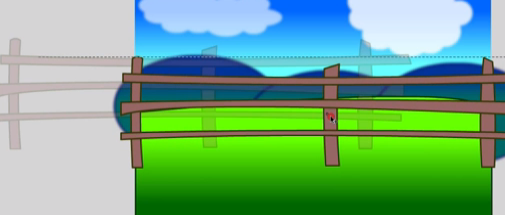
7) Insert new layer above sky and rename clouds – use oval tool and change stroke to none and fill to white. Draw some ovals to create clouds, fill with white if necessary using paint bucket tool. Click cloud layer and create symbol as movie clip. Use free transform tool and shrink/re-size. Repeat process to create new cloud. Use selection tool and double click new cloud and create symbol naming cloud 2. Holding shift key select both clouds and add filter to add blur and change to high. Choose color tab and change to alpha to change transparency. Cloud 1 to 65%, Cloud 2 to 85%.

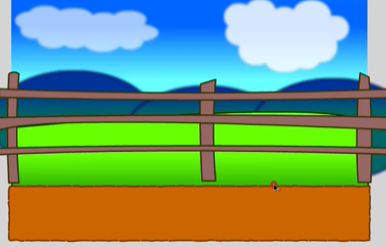
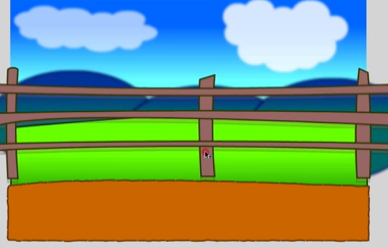
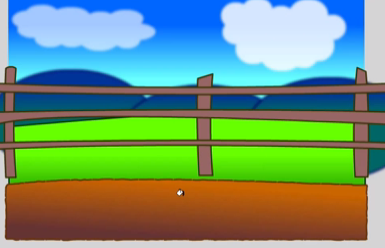
8) Insert new layer above grass and rename fence – Select rectangle tool and change stroke color to dark brown and change fill color to light brown. Draw a fence post outside of canvas. Use selection tool to distort. Click fence layer and create symbol name fence. Double click post to go into symbol and add new layer to create another post. Use selection tool to distort. Use free transform tool to shrink to give variety. Insert new layer and click rectangle tool and draw another post. Distort with selection tool.

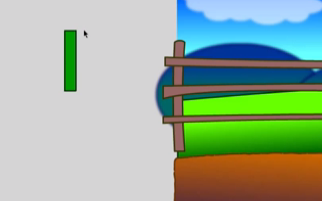
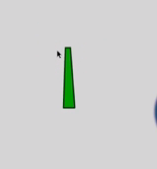
9) Insert new layer and draw rectangle post horizontally. Distort with selection tool. Insert new layer and repeat for middle post. Insert new layer and repeat for bottom post. Go back to main scene – and center fence onto main canvas.

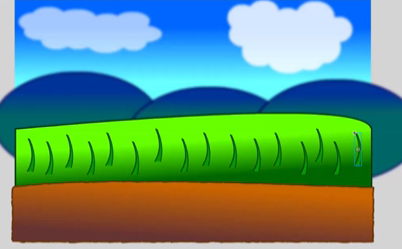
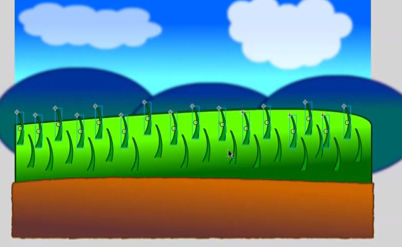
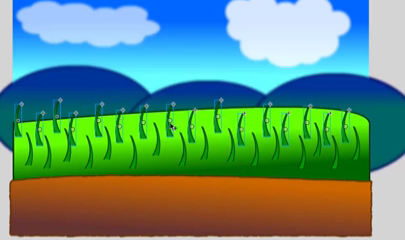
13) Insert new layer above grass and rename road - Use rectangle tool and change stroke color to dark brown and fill color to orangy color. Change line style to ragged. Draw rectangle across bottom of canvas. Use selection tool to bow upward. Use paint bucket tool and change color to linear and change beginning and ending color. Drag downward so it appear lighter near the top of road. May need to adjust grass color by using eyedropper tool and clicking on grass then unlock paint bucket and redo drag.

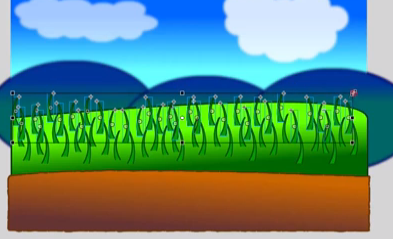
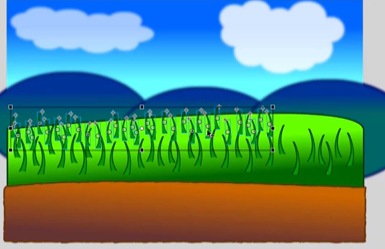
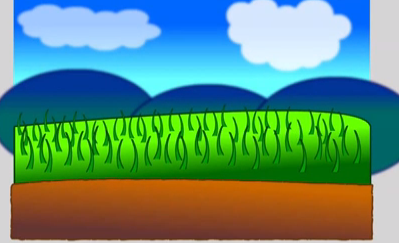
14) Add new layer above fence and rename grass blades – use rectangle tool and change stroke color to dark green and fill to a lighter green. Change style to solid. Draw a rectangle off to the side of the canvas. Reshape using selection tool. Delete bottom line. Select grass blade layer and create symbol.

15) Hide fence layer and move grass blade onto canvas. Shrink using free transform. Copy and paste several times and place among grass. Click on grass blade layer and copy and paste. Click modify – transform – flip horizontal. Use free transform to shrink. Adjust blades individually so they don’t intersect.

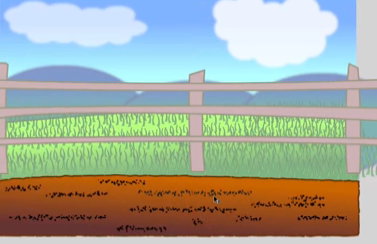
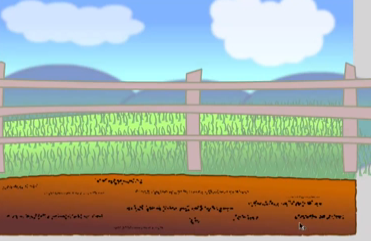
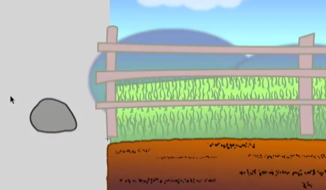
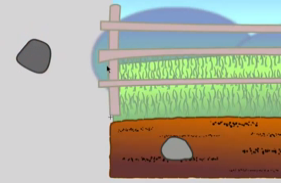
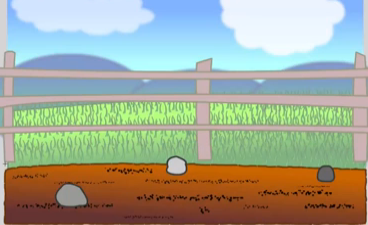
    

16) Click grass layer and edit copy and edit paste into a new layer. Use free transform to shrink. Drag new grass blade layer below original layer. Copy and paste grass blades as necessary to fill area.

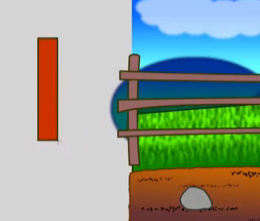
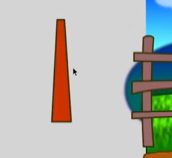
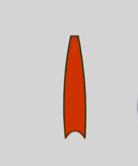
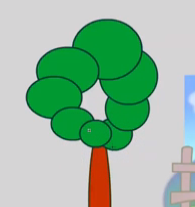
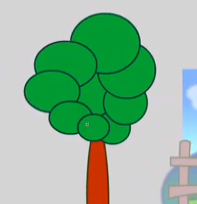
  

17) Drag fence layer above both grass layers so it is in front.

18) Click on road layer and create symbol as movie clip. Double click to go into symbol. Add new layer and rename gravel. Use line tool and change stroke color to black and fill to none. Change style to stippled. Change stroke size to 10.75. Draw some lines on the road. Adjust lines individually changing stroke size to add variation. Insert new layer and rename rocks. Select rectangle tool and change stroke color dark grey and fill color to light grey, stroke size to 3.0, style to solid. Draw a rectangle of the side of canvas and use selection tool to give shape. Reposition on road and shrink as necessary. Repeat creating new rocks with darker greys. Return to main scene. Drag road above grass layers. You can blur grass layers to X value of 4 to blend more.

19) Insert new layer above road and rename tree – use rectangle tool and change stroke color to dark brown and fill color to reddish color. Draw rectangle outside canvas. Use selection tool to transform. Select tree layer and create symbol. Double click to go into symbol. Add new layer and rename tree top. Use oval tool and use dark green for stroke and light green for fill color. Draw some ovals and fill if necessary. Use eraser tool and choose erase lines. Use paint bucket tool and change color tab to radial, use light green for start and dark green for end color. Click on tree top and drag upward. Repeat for trunk. Return to main scene and position/resize. Drag grass blades layer above tree layer.

20) Copy and paste character symbol into scene – extend timeline to 70frames for all layers by selecting all frames and pressing control and click to insert frame. Select frame 70 for character and insert keyframe. Use selection tool to drag character to opposite end of canvas. Click on frame 1 again and insert a classic tween. Click control – test scene.

