TEXTURES IN FLASH
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- **SKILL LEVEL: EASY**
- **NO .FLA**
- Know how to use symbols and create movie clips
- Know how to apply actions

TUTORIAL

I'll start off and admit that its best if you do not import any graphics into flash because it makes the file size jump way up. But there are times you want a certain look and its the only way to achieve it. If you do decide to use textures, there are infinite possibilities. This tutorial will give you a few techniques, tips, and ideas for using textures.

It is very easy to give objects textures in Flash. All you need is an area that you can fill into.

1. First off you need to find a bitmap/.jpg that you can fill your object with. Try to find small files that can tile seamlessly. Import the graphic into Flash using **File > Import**.

2. Using the text example above, you then need to create the text you want to have the texture on.

3. Then break is apart using **Modify > Break Apart** (Ctrl + B).

4. Go to your personal Library of symbols (Ctrl + L) and import the bitamp graphic onto your movie stage. Break the graphic apart.

5. Using the color picker tool select the graphic with it. This will pick up the texture itself so that you can fill your text with it now. Your mouse cursor should now look like a small paint bucket with a lock by it.

6. Simply click on your text and walaah! Your text should fill with the texture =)