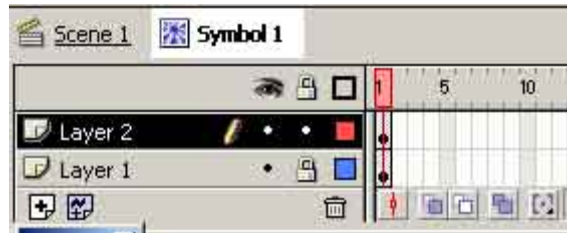


Masking an Image

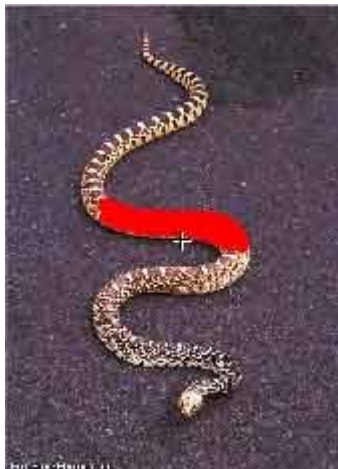
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Download [this image](#) for this tutorial.

1. Open a new symbol and call it snake.
2. In flash Click FILE=>IMPORT and browse for the image you just downloaded.



3. Lock layer 1 by clicking the lock on the layer.
4. Right click on Layer 1 and select Insert Layer. Highlight frame 1 of layer 2.
5. Select your brush tool, and select red as your fill color. Paint on layer 2 over the snake or butterfly, adjusting your brush shape and size as you go so that you make an accurate overlay for the object.



6. Right click on the word layer 2 and select MASK.



7. To adjust your mask, you must unlock the mask layer.
8. Click back on your scene1. Open your library and Drag as many copies of your symbol as you want in your movie and scale, rotate, skew, etc for each instance of the symbol.

