


Tracing Imported Images

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Threshold	50	70	100	100	50	200	200	10
min area	40	40	40	20	10	10	40	2



The tracing of imported images can be a powerful tool in flash. The new image is editable with colors and shapes available for change after tracing. This tutorial is an exercise in what the trace bitmap settings are for.

You will need to save the [tracing fla](#) and [the girl](#) for this tutorial

1. Open up the tracing1 fla file.
2. Click File=> Import. Find the picture of the girl.jpg on your hard drive and import.
3. Place a copy of the girl in each column of your stage so that you have 8 images across the stage.
4. Click on the first image in the column labeled 50-40, Click Insert=>Convert to Symbol. Call the symbol 50-40 and make it a movie clip.

Click on the second image in the column labeled 70-40, Click Insert=>Convert to Symbol. Call the symbol 70-40 and make it a movie clip.

Click on the third image in the column labeled 100-40, Click Insert=>Convert to Symbol. Call the symbol 100-40 and make it a movie clip.
Make the rest movie clips just as above.

5. Double click the first image to open the symbol. Click on the image of the girl inside to highlight her. Click Modify=>Trace bitmap. Set the settings to Threshold 50 and minimum of 40. click ok. Click back to scene1.

6. Back at scene 1 double click on the Second image to open symbol 70-40. Click on the image of the girl inside to highlight her. Click Modify=>Trace bitmap. Set the settings to Threshold 70 and minimum of 40. click ok. Click back to scene1.

7. Back at scene 1 double click on the Third image to open symbol 100-40. Click on the image of the girl inside to highlight her. Click Modify=>Trace bitmap. Set the settings to Threshold 100 and minimum of 40. click ok. Click back to scene1.

Continue on these tracing using the settings in each column. When you are done, you should be able to compare the different settings to see exactly what tracing bitmap does. :) You can no w edit each file if you want since they are no longer bitmaps.