DRAWING - BUTTERFLY1

Level: Basic

Approx. Teaching time: 1.5 hours

Target: Primary 1 or above
Notes to Users

- Marcomedia FreeHand is required for this tutorial. It is highly recommended to install Macromedia FreeHand v9.0 to execute the drawing project.

- In order to have a better understanding of the instructions mentioned in this tutorial, it is highly recommended for the users to learn the basic functions of FreeHand from the following resources before executing the drawing project.
  
  FreeHand Smart Guide - must read!  
  < http://beyondcert.hkedcity.net/training/fh9/index.htm >  
  - It is an on-line guide developed by BeyondCert.com. It contains tutorials and tips that help you quickly learn how to use FreeHand.
  
  FreeHand Help  
  - located at the Main Menu bar of the FreeHand application

  EduMMUG (Macromedia Educational User Group) Website  
  < http://www.edummug.org >  
  - It contains product information, course recommendation and useful links

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Tips for using the tutorial

Working with panels

Choosing a menu item in the Window menu shows or hides the panel. Frequently, you are instructed to open panels. However, if you already have a panel open, and you choose its command from the Window menu, the panel will close. If this happens, repeat the command to reopen the panel.

Undo

If you make a mistake while working through the tutorial, choose Edit > Undo (Ctrl + Z) as many times as necessary, and try again.

Level of Difficulty

Actually the tutorials of the Basic Level are written in greater details and are easier to learn. It is highly recommended for the beginners to start with the tutorials of Painting and Drawing.

Platform

The instructions and the screen captures of the tutorials are developed based on the Windows version. For Macintosh users, please note that the <Ctrl> key and <Alt> key mentioned in the tutorials stand for the <Command> key and <Option> key respectively.

Skill, Creativity and Imagination are most important

The artwork of this tutorial is for reference only. Users are encouraged to develop their own artworks according to their skill, creativity and imagination.
## Instruction:

<table>
<thead>
<tr>
<th>How to draw butterfly?</th>
</tr>
</thead>
</table>

- From the Toolbox, choose the `<**Ellipse**>` tool
- Hold down the `<**Shift**>` key
- Place the cursor in a blank area, and drag outwards to draw a circle, like this:

![Circle Drawing](image)

- From the Toolbox, choose the `<**Pointer**>` tool
- Click on the circle you just drawn to select it
- Open the `<**Stroke Inspector**>` from the Main Menu
- Set the Stroke Colour as **Black**, and Width as **2pt**, like this:

![Stroke Inspector](image)
**BASIC**

**Instruction:**

- Make sure the circle is being selected

- From the Main Menu, choose **Edit > Duplicate** (Ctrl+D), another circle is thus duplicated

- Make sure the duplicated circle is being selected

- **Double click** the `<Scale>` tool from the Toolbox to open the Transform panel

- Type **60** in the **Scale %** text block (If you do not want to reduce the stroke size, uncheck the **Line** option), like this:

```plaintext
[Diagram of the Transform panel with Scale % set to 60]
```

- Press the **Scale** button
Instruction:

- From the Toolbox, choose the <Pointer> tool
- Click on the smaller circle and drag it to the place as shown below:

![Diagram 1]

- From the Toolbox, choose the <Pointer> tool
- Drag the cursor from the upper left corner to the lower right corner as marked below to select the two circles:

![Diagram 2]

- Choose Modify > Group
- Choose Edit > Clone (Ctrl + Shift + C). Another object is thus duplicated and is placed at the same location above the original object
- From the Toolbox, choose the <Reflect> tool
- Click on the lower right corner of the object as shown below:

![Diagram 3]

- You can hold down the <Shift> key for easier adjustment
**Instruction:**

- The result should be like this:

![Image of a butterfly drawing](image)

- From the Toolbox, choose the `<Pointer>` tool
- Drag the reflected object to the left horizontally
- While dragging the circle, hold down the `<Shift>` key

![Image of a butterfly with a shift symbol](image)

- Drag the cursor from the upper left corner to the lower right corner as marked below to select all the objects:

![Image of a butterfly with a select symbol](image)

- Open the `<Xtra Operations>` Toolbar
- Choose the `<Union>` tool

![Image of a button for Xtra Operations](image)
- The result should be like this, they are the wings of the butterfly:

- Use the drawing tools from the Toolbox to draw some squares, circles and stars on the left wing:

  - Use the `<Rectangle>` tool and hold down the `<Shift>` key to draw square
  - Use the `<Ellipse>` tool and hold down the `<Shift>` key to draw circle
  - Use the `<Polygon>` tool and do the following settings to draw star (double click the Polygon tool to call up the Polygon Tool panel first)
- Use the `<Polygon>` tool and do the following settings to draw triangle (double click the Polygon tool to call up the Polygon Tool panel first)

- Use the pointer tool to move the objects to the desired area

- From the Toolbox, choose the `<Pointer>` tool

- Hold down the `<Shift>` key

- Click on the objects you just drawn on the wings to select them

- Select **Modify > Group** (Ctrl + G)

- Select **Edit > Clone** (Ctrl + Shift + C)

- Use the `<Reflect>` tool to flip the cloned object
Instruction:

- From the Toolbox, choose the **<Pointer>** tool
- Drag the reflected object to the left horizontally
- While dragging, hold down the **<Shift>** key
- Use the **<Ellipse>** tool to draw an oval
- Open the **<Stroke Inspector>**
- Set the Stroke Colour as **Black**, and Width as **2pt**, like this:
## Instruction:

- Use the `<Line>` tool and the `<Ellipse>` tool from the Toolbox to draw a line and a tiny circle, like this:

![Line and Ellipse](image)

- Use the `<Pointer>` tool and hold down the `<Shift>` key to select the line and the circle.

- Choose **Edit > Clone** (Ctrl + Shift + C) to duplicate the two selected objects.

- Use the `<Reflect>` tool to flip the cloned object.

- The result should be like this:

![Result](image)
**BASIC**

**Instruction:**

- **How to fill solid color?**

- Open the **<Color Mixer>**

  - Choose the **CMYK view** from the Color Mixer

![](image1.png)

- Use the **<Pointer>** tool to adjust the color value as shown below:
  (You can also type in the text block marked below to set the color value)

![](image2.png)

- **Color value** = 0c 20m 0y 0k
- Click the <Add to Color List> button from the Color Mixer Panel

- select Process and click the <Add> Button

- Use the Color Mixer to mix the following colors and add them to the Color List (You can mix any other colors as you like)

  - 0c 0m 30y 0k
  - 20c 0m 40y 0k
  - 0c 20m 30y 0k
  - 40c 0m 20y 0k
  - 20c 30m 0y 0k

- Open the <Color List> Panel from the Main Menu

- The Color List should display the following colors:
- Use the <Pointer> tool to select the object that you want to fill color (Hold down the <Alt> (Windows) or <Option> (Mac) key and use the <Pointer> tool to select an object within a group. Hold down the <Alt> (Windows) or <Option> (Mac) key together with the <Shift> key and use the <Pointer> tool to select two or more objects within a group.)

- Drag the desired color chip to the Fill selector of the Color List Panel, like this:

- The object is thus filled with the desired color

- The recommended color for different objects are listed below:
### BASIC

**Instruction:**

How to fill gradient?

- Use the `<Pointer>` tool to select the wings
- Open the `<Fill Inspector>`
- The settings of the `<Fill Inspector>` should be like this:

![Fill Inspector settings](image)

- Congratulations! The beautiful butterfly drawing is finished!

- The End