We have already learned to import graphics to the library and stage.

You can also paste a graphic:

* Open the program and file containing the graphic you want to add-copy- Ctrl C
* Switch back to flash and Ctrl V- but I find that it does not keep the transparencies this way and you may have to break apart to make it a bitmap

Graphic file types it supports: GIF, JPG, PNG, BMP, DIB, TGA, QTIF, WMF, EMF, PDF, PICT, PCT, PNTG, Freehand and Illustrator files. Flash files( SWF, SPL) Quicktime Movie (MOV).**Photoshop files (PSD\_ which it will keep the transparency layers)** and AutoCAD (DXF)

**Converting bitmaps to Vector Graphics**

1. Select the bitmap you want to convert
2. Click Modify>Bitmap>Trace Bitmap
3. Type a value that determines the amount of colour variance between neigbouring pixels.

* A smaller number- many vector shapes
* A larger number fewer vector shapes

1. Type a minimum pixel size for any vector shape. This value determines the number of surrounding pixels that flash considers when assigning the pixel colour
2. Select the smoothness Flash traces the outline of the bitmap
3. Select how sharply Flash traces the corners\
4. Click OK

Flash replaces the graphic, replacing the bitmap with vector images.

**Movie inside of a Movie**

If you want ot create animation onan object and then have that objet move.

1. Place on the stage and press F8. Save it as a movieclip.
2. Double click and it will go to an editing stage
3. Here you can trace the bitmap save the individual items as graphic symbols-
4. Use keyframes to create your animation
5. When you are finished click on the arrow to get back to the stage
6. Your movie clip is now in the library.