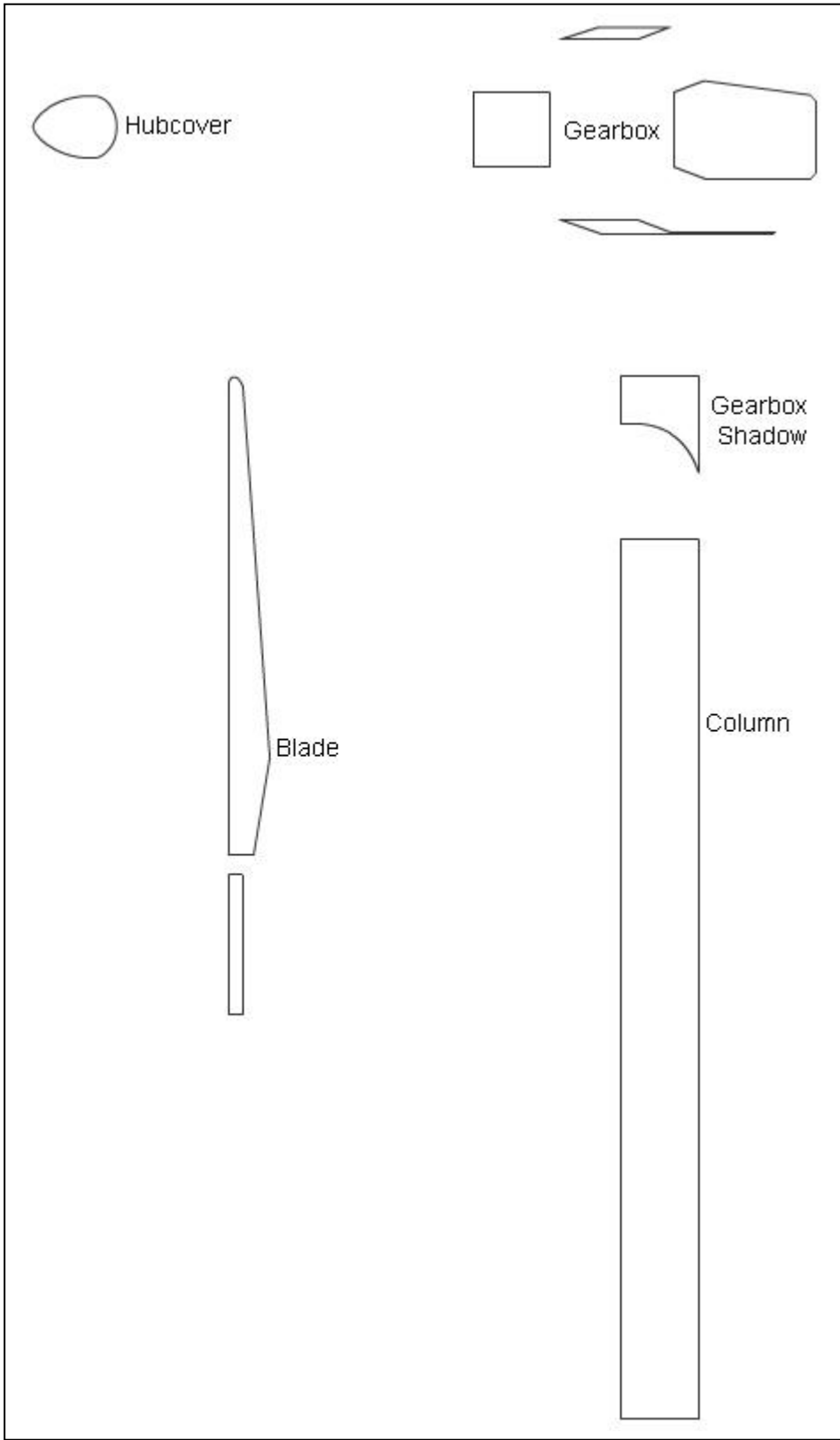
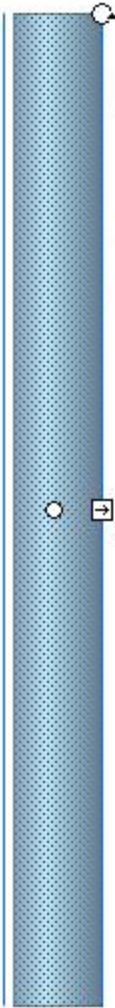


Wind Turbine (building an image)





Column Parameters

W: 44.00 H: 495.95

Linear Gradient

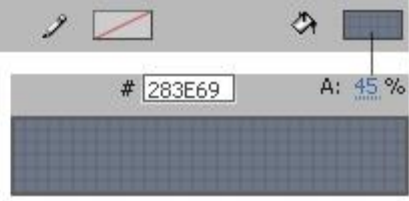


Column

Column Shadow Parameters

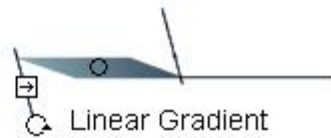
W: 44.00 H: 54.50

FILL AND STROKE



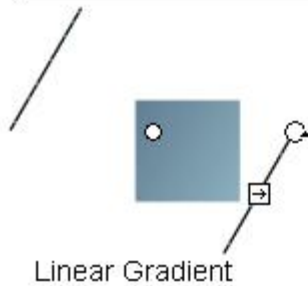
Fill Color

Gear Box Detail Parameters



W: 120.35 H: 8.05

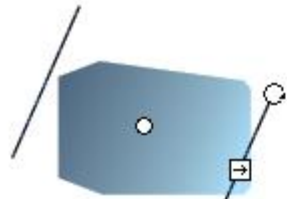
Gear Box Detail Parameters



W: 43.25 H: 42.00



Gear Box Detail Parameters



Linear Gradient

W: 80.00 H: 55.50



Gear Box Detail Parameters



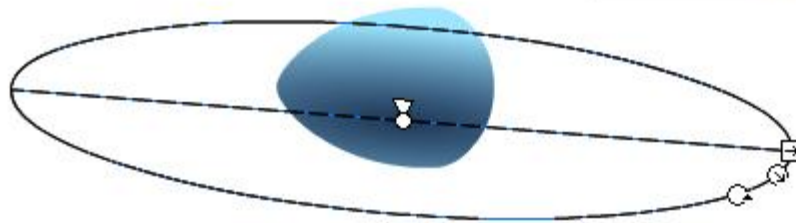
Linear Gradient

W: 60.30 H: 6.65



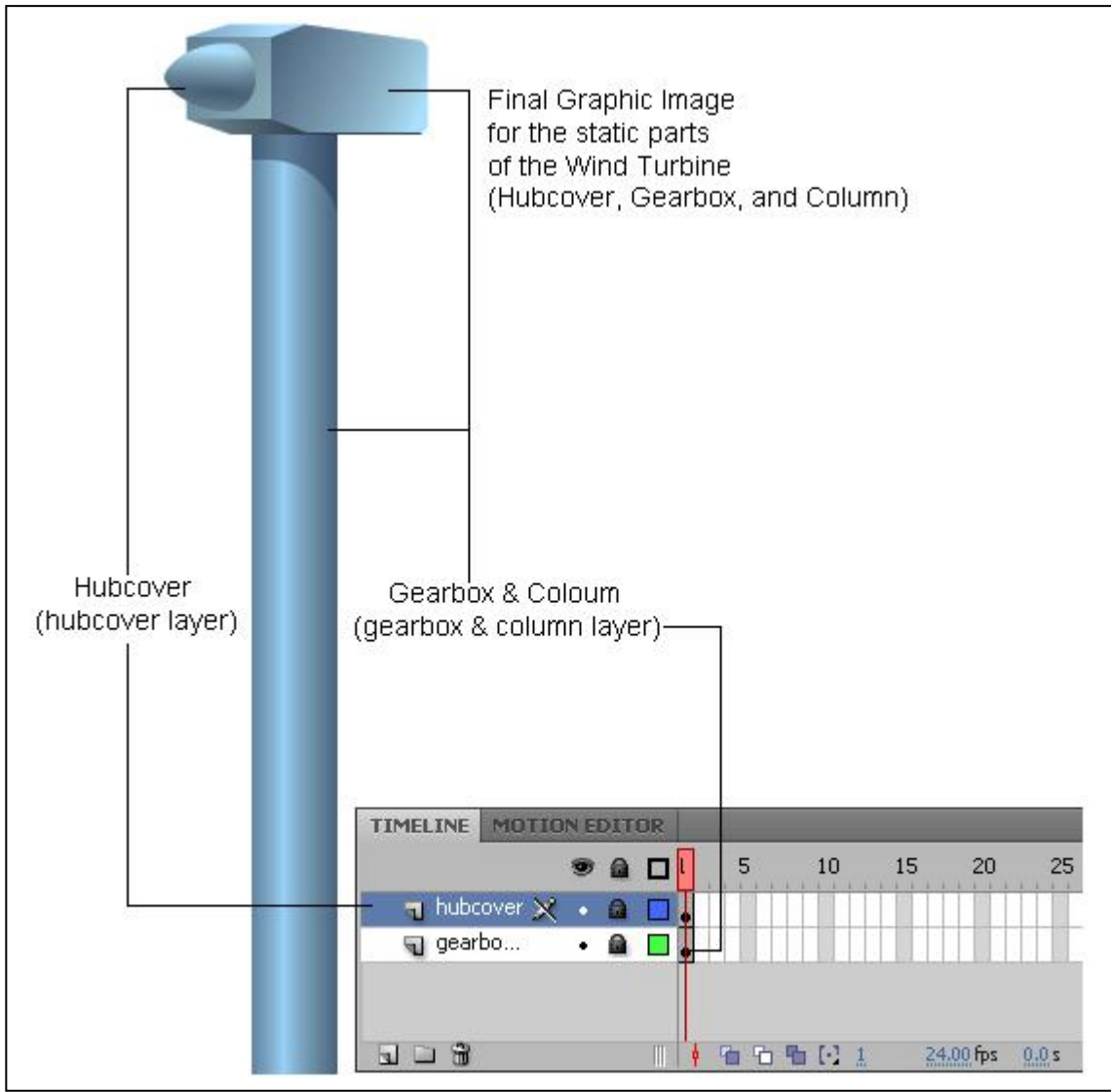
Hubcover Parameters

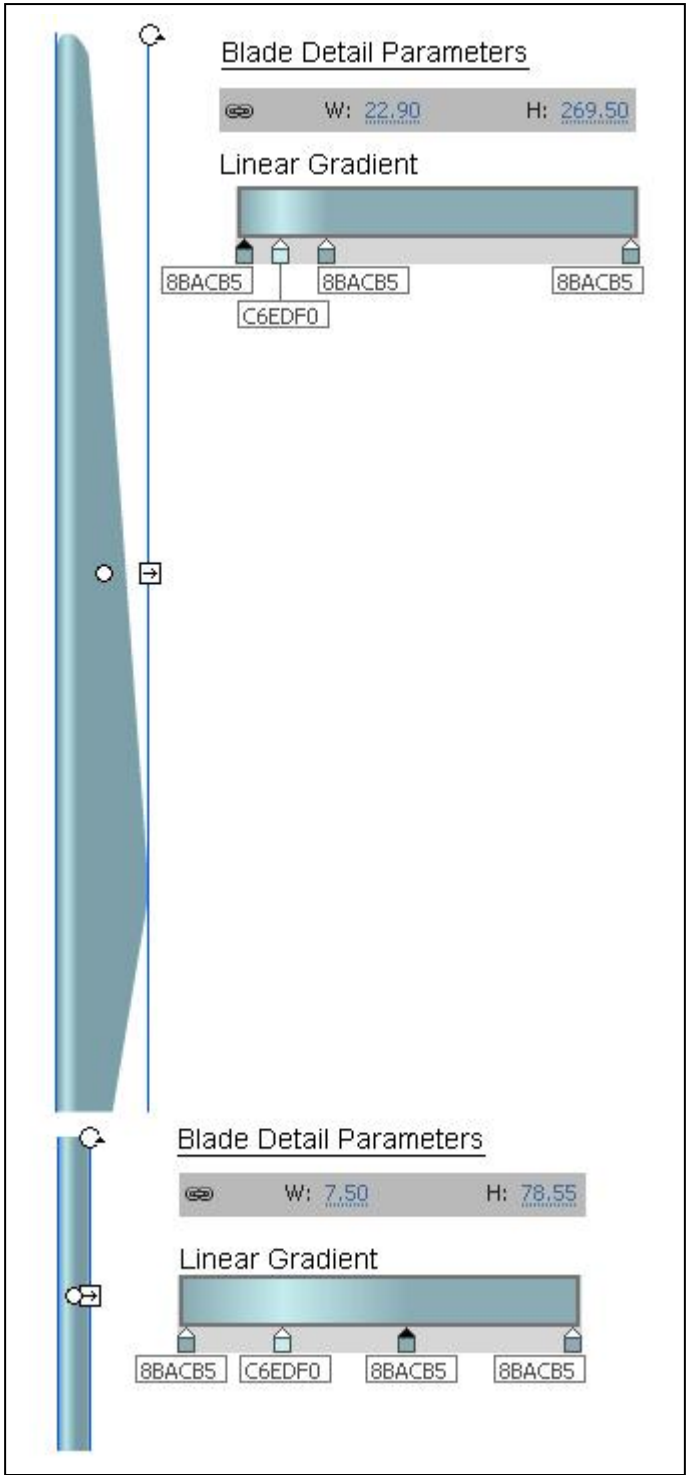
W: 47.10 H: 34.90



Radial Gradient







Convert Blade image into Graphic Symbol (blade)

The screenshot displays the Adobe Flash CS4 interface. On the left, a blue wind turbine blade is selected. A context menu is open over the blade, with the 'Convert to Symbol...' option highlighted. The 'Convert to Symbol' dialog box is open, showing the following fields and options:

- Name: blade
- Type: Movie Clip
- Registration: (3x3 grid icon)
- Buttons: OK, Cancel

Below the dialog, the Library panel is visible. It shows the file 'Wind Turbine (layout).fla' and contains one item named 'blade'.

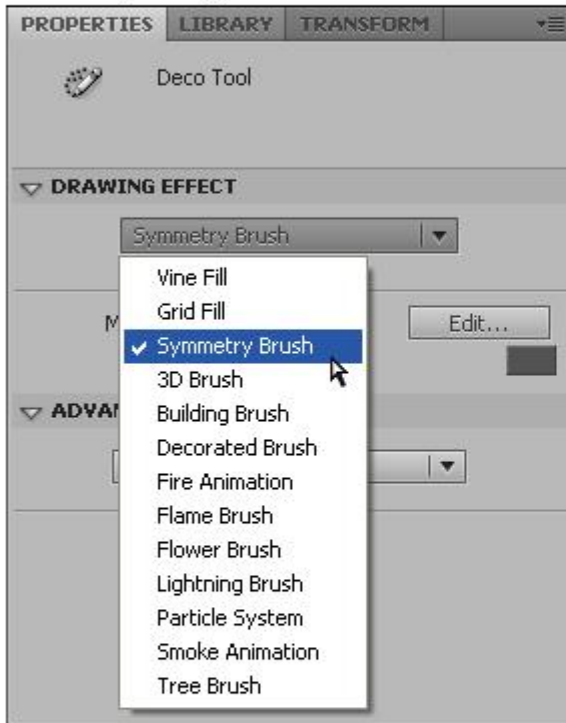
New symbol blade appears in the Library

Using the Deco Tool for creating image of the three blades Propeller.

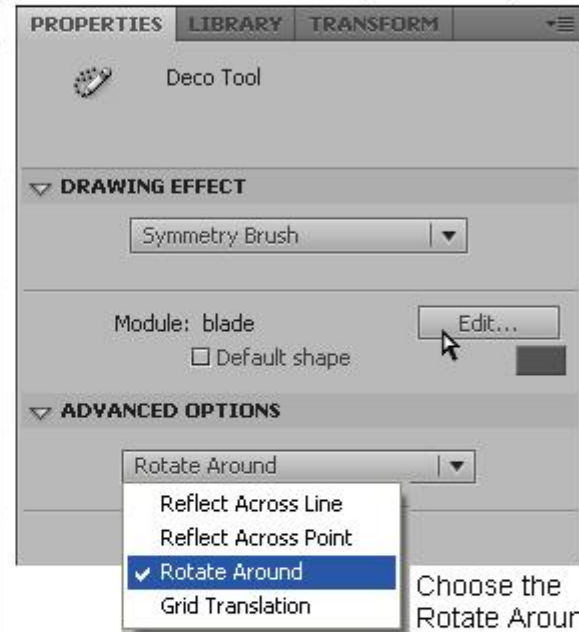


1. Choose the Deco Tool from the Tool Panel.

2. In the Properties Inspector choose the Symmetry Brush from the list.

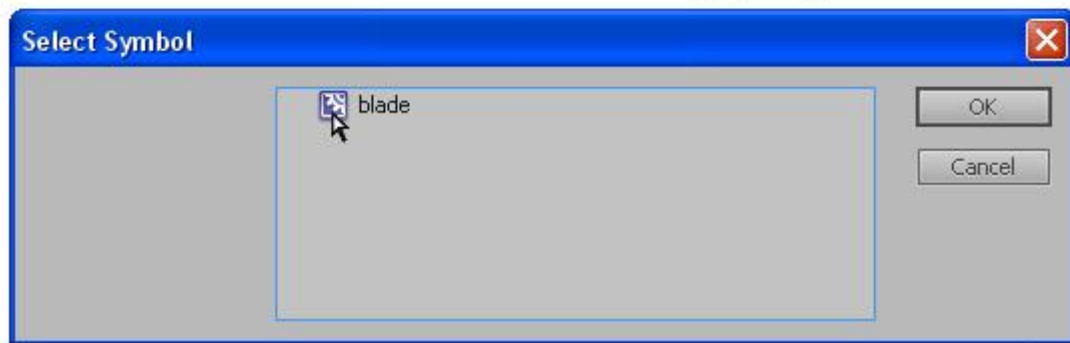


3. In the Properties Inspector click the Edit button. The Select Symbol box opens.

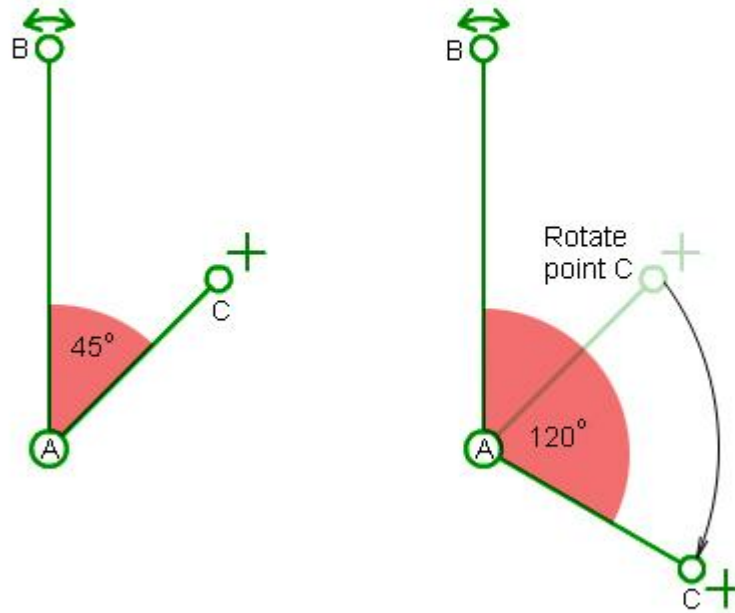


Choose the Rotate Around

4. In the Select Symbol box click the blade graphic symbol.

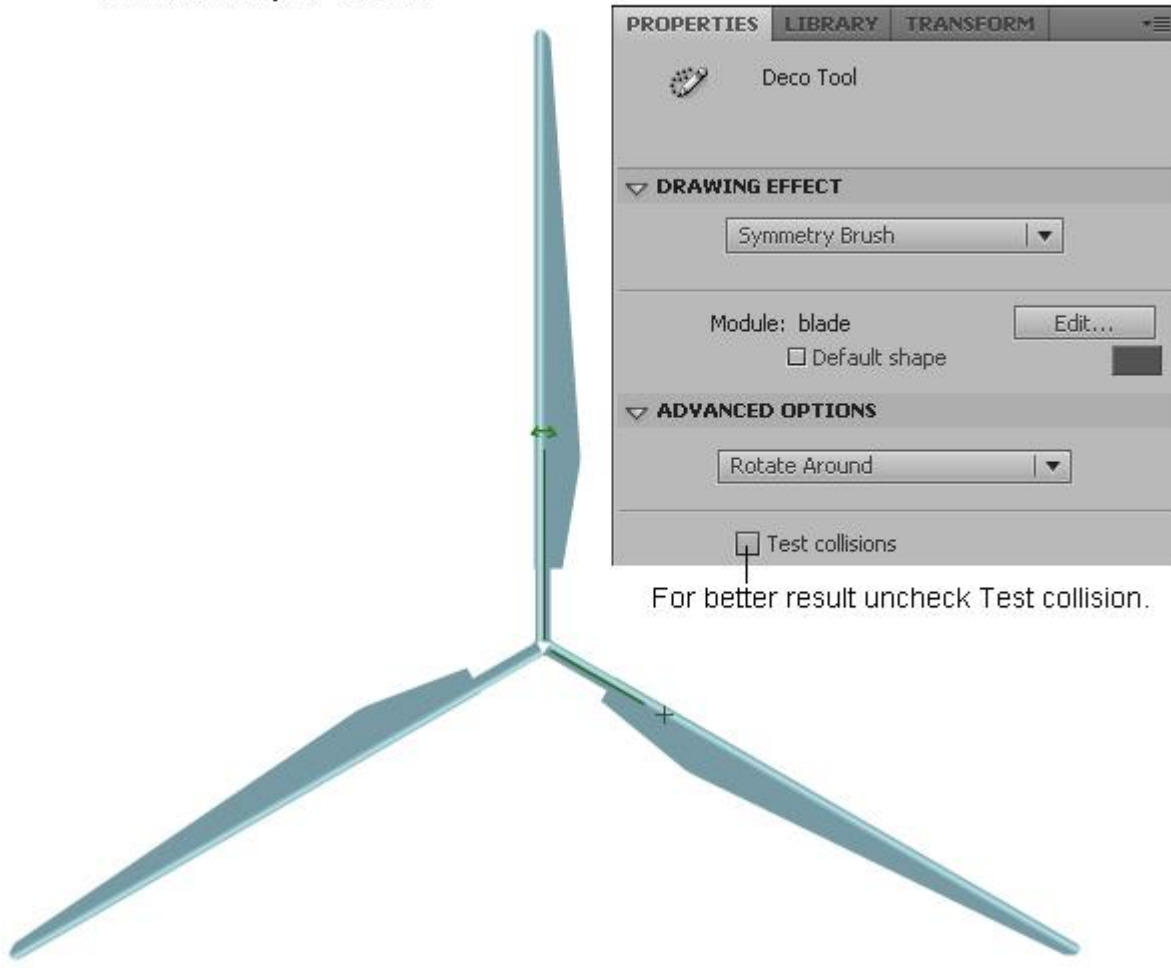


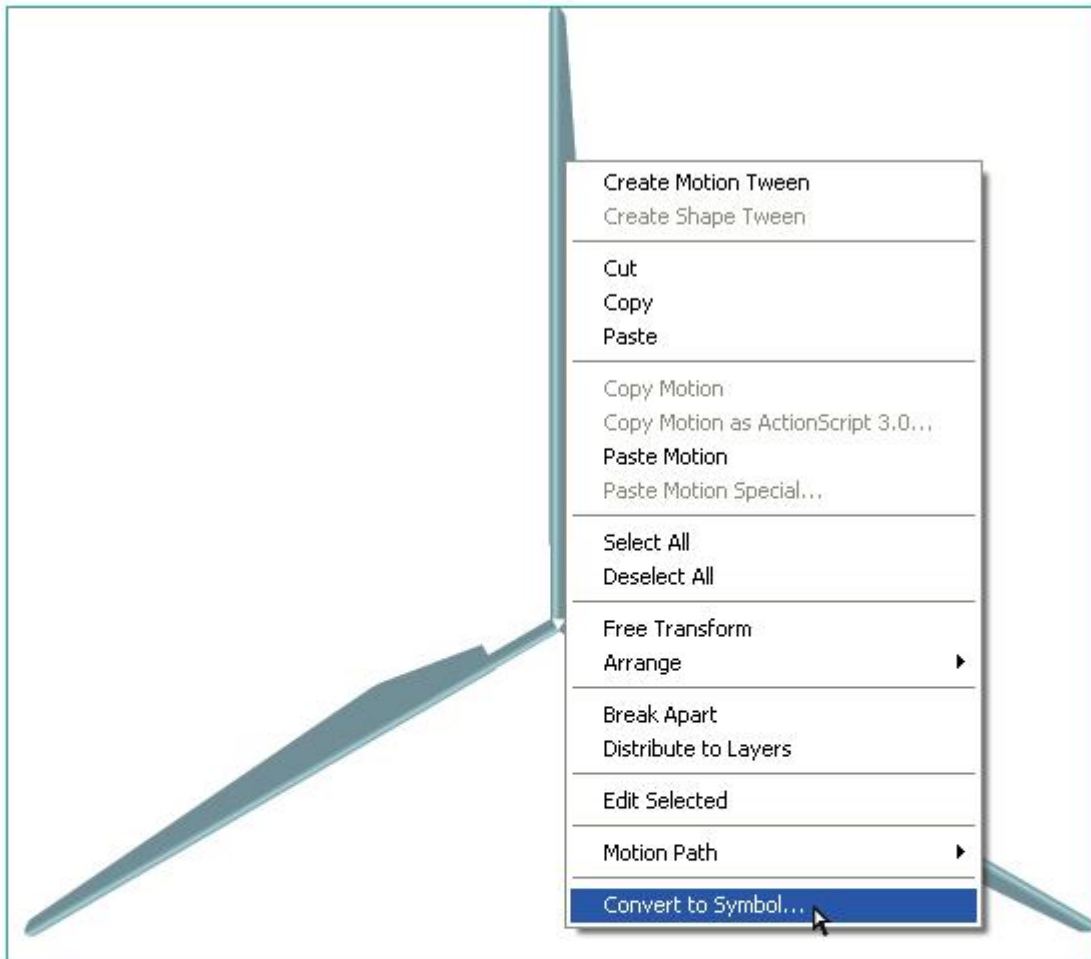
With the Symmetry Brush you can create repeating pattern of the blade symbol that is symmetrical around the point (A). A green pattern appears on the Stage that shows the center point (A), the main axis (B), and the secondary axis (C) that determines how frequently the symbol (blade) is repeated.



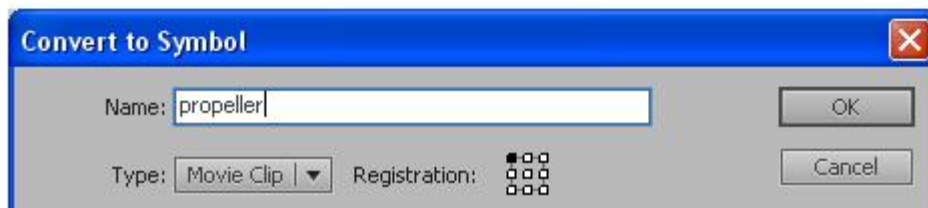
Rotate point (C) to the right until angle between (B) axis and (C) axis is 120 degrees.

Click on the Stage to place the blade symbol (keep your mouse pressed).
Drag it around the green axes until you get the radial pattern of three blades.
Then release your mouse.





Select the Propeller image on the Stage > Right Click > Choose the Convert to Symbol from the list.



Name it propeller.

