

Guided Computer Tutorials

Learning Adobe Animate CC

Module 2

By Greg Bowden

PUBLISHED BY

GUIDED COMPUTER TUTORIALS

PO Box 311

Belmont, Victoria, 3216, Australia

www.gct.com.au

© Greg Bowden

This product is available in Single or Multi User versions.

Single-user versions are for single student or teacher use at any particular time, just as a single copy of a text book would be used. If you intend to use the notes with multiple students the single user version should be upgraded to the multi-user version.

Multi-user versions allow the school or institution to print as many copies as required, or to place the PDF files on the school network, intranet and staff laptops. A certificate of authentication is provided with multi-user versions. Bookmarks provide links to all headings and sub-headings, and individual chapter files are provided.

First published 2019

ISBN: Module 2 978-1-922018-73-1

PDF document on DVD or Download

Adobe® Animate® CC is a product of Adobe Systems Incorporated.

THIS PRODUCT IS NOT ENDORSED OR SPONSORED BY
ADOBE SYSTEMS INCORPORATED, PUBLISHER OF ADOBE
ANIMATE CC

Every effort has been made to ensure that images used in this publication are free of copyright, but there may be instances where this has not been possible. Guided Computer Tutorials would welcome any information that would redress this situation.

Learning Adobe Animate CC

Module 2 Contents

Chapter 15: Using Masks

Creating a Mask over a Background	15-1
Creating the Background Layer.....	15-1
Inserting the Mask Layer.....	15-2
Creating the Mask	15-3
Background Colours.....	15-4
Editing the Mask	15-5
Animating Masks	15-6
Creating the Mask Symbol	15-6
Animating the Mask	15-8
Movie Clip Masks	15-9
Importing the Image.....	15-9
Creating the Movie Clip Symbol	15-10
Animating the Movie Clip.....	15-12
Adjusting the Motion Path.....	15-13
Exercise 15.....	15-15
Animate Assignment 15.....	15-16

Chapter 16: Using the 3D Tools

The 3D Rotation Tool.....	16-1
Creating the Movie Clip.....	16-1
Selecting the 3D Rotation Tool.....	16-2
Rotating the Object	16-3
Adjusting the Perspective	16-4
Adjusting the Vanishing Point	16-4
Moving the Rotation Point.....	16-5
Using the 3D Rotation Tool in Animations	16-6
The 3D Translation Tool	16-7
Creating the Movie Clip Symbol	16-7
Applying the 3D Translation.....	16-8
Movie Credits	16-10
Creating the Movie Clip.....	16-10
Animating the Text.....	16-12
Applying 3D Effects on Images	16-15
Importing the Image.....	16-15
Converting the Image to a Movie Clip Symbol.....	16-15
Animating the Globe.....	16-16
Adding Some Rotations	16-18
Animate Assignment 16.....	16-21

Chapter 17: Adding Sounds to Animations

Loading an Animation and Sound	17-1
Adding Sounds to the Timeline.....	17-1
Synchronising Sounds	17-3
Event	17-3
Stream	17-4
Stop	17-7
Sound Effects	17-7
Removing the Extra Sounds	17-7
Using the Fade in Effect.....	17-8
Editing Sound Effects.....	17-9
Adding Sounds to Buttons.....	17-11
Placing the Button on the Stage	17-11
Adding the Sound to the Library.....	17-11
Adding the Sound to the Button	17-12
Animate Assignment 17.....	17-14

Chapter 18: Using the Bone Tool

The Bone Tool Basics	18-1
Drawing the Shape	18-1
Applying the Bone Tool	18-2
Using the Bone Links	18-3
The Pin Option	18-4
Controlling Bone Movements	18-5
Constraining Movements and Rotations	18-7
Runtime	18-8
Animating Imported Images	18-9
Loading the Prepared File	18-9
Separating the Biceps	18-9
Separating the Forearm	18-12
Separating the Hand	18-13
Applying the Bone Tool	18-15
Creating the Animation	18-16
Animating Drawn Shapes	18-19
Drawing the Shape	18-19
Setting the Bone Structure	18-19
Animating the figure	18-21
The Spring Effect	18-22
Loading the Image	18-22
Applying the Bone Tool	18-23
Animating the Pin	18-24
Applying the Sprint Effect	18-25
Animate Assignment 18	18-26

Chapter 19: Using the Asset Warp Tool

Simple Asset Warping	19-1
Creating a Movie Clip Symbol.....	19-1
Inserting the Asset Warp Handles	19-2
Setting the Keyframes	19-3
Adjusting the Shape.....	19-3
Creating the Animation.....	19-4
Animating the Movie Clip.....	19-6
The Asset Warp Options.....	19-8
Exercise 19.....	19-9
More Detailed Asset Warps	19-9
Opening the Prepared File	19-9
Setting the Asset Warp Handles.....	19-11
Inserting the Frames and Keyframes	19-12
Setting the Right Legs Start Positions.....	19-13
Setting the Left Legs Start Positions.....	19-15
Copying the Keyframes	19-17
Applying a Classic Tween.....	19-18
Removing the First Keyframes.....	19-20
Animating the Symbol.....	19-22
Animate Assignment 19.....	19-24

Chapter 20: Code Snippets

Loading a Prepared Symbol	20-1
Naming the Movie Clip.....	20-1
Controlling Objects With the Arrow keys.....	20-2
Moving Objects With the Mouse	20-4
Opening Web Sites.....	20-6
Fading an Object	20-7
Multiple Code Snippets.....	20-9
Animate Assignment 20.....	20-11

Chapter 21: Invisible Buttons

Loading the Prepared File	21-1
Looking at the Animation	21-1
Stopping the Animation	21-2
Setting an Invisible Button.....	21-3
Creating the Button	21-3
Setting the Hit Area	21-4
Naming the Button Instance	21-5
Adding Some ActionScript	21-5
Adding Sound to the Button.....	21-7
Animate Assignment 21	21-9

Chapter 22: The Camera Tool

Animating a Still Photo.....	22-1
Loading the Image.....	22-1
Inserting the Camera Layer.....	22-2
Zooming In	22-3
The Camera Properties	22-4
Panning Around the image	22-5
Panning and Zooming.....	22-6
Applying Animation	22-8
Rotating the View	22-9
Further Camera Properties.....	22-10
Viewing Stage Content.....	22-11
Using the Camera Tool in Animations.....	22-12
Loading the Prepared Animation	22-12
Setting the Keyframes	22-12
Adding Camera Effects	22-13
Applying Easing	22-15
Zooming in on the Finish Line	22-17
Adding Extra Keyframes.....	22-18
Animate Assignment 22.....	22-20

Chapter 23: Publishing For Mobile Devices

Publishing a Animate File	23-1
Loading a Sample	23-1
Publishing the File for a Mobile Device	23-2
Creating a Mobile Application	23-4
Loading the Prepared File	23-4
The Ball Symbol.....	23-5
Setting the Drag Code	23-5
Setting the Orientation	23-7
Testing the Application	23-8
Publishing the Mobile App	23-10
Animate Assignment 23.....	23-12

Chapter 24: Text Formatting

Creating Text	24-1
Character Spacing	24-3
Selectable Text.....	24-4
Linked Text.....	24-6
Vertical Text.....	24-7
Paragraph Formatting.....	24-8
Loading the Prepared File	24-8
Text Alignments	24-8
Paragraph Spacing and Margins	24-10
Filters.....	24-11
Animating Letters.....	24-14
Breaking the Text Apart.....	24-14
Creating a Guide Layer	24-16
Adding frames to the Layers	24-17
Adding the Guide Lines.....	24-18
Animating the Letters	24-18
Exercise 24.....	24-20
Converting Text into Shapes	24-21
Breaking Text Apart Twice	24-21
Creating the Shape Tween	24-22
Some Other Text Effects.....	24-24
Reversing Frames	24-25
Animate Assignment 24.....	24-26

Chapter 25: Text Effect Movie Clips

Creating the Movie Clip Symbol	25-1
Entering the Text.....	25-1
Adding Keyframes.....	25-3
Animating the Letters	25-4
Keeping the Letters on the Screen.....	25-6
Looking at the Animation	25-7
Using the Movie Clip	25-9
Editing Movie Clips	25-11
Animate Assignment 25.....	25-14

Chapter 26: Creating Scenes

Loading the Prepared File	26-1
The Introduction Scene.....	26-2
Creating the Animation.....	26-2
Naming the Scene	26-5
The Apes Scene	26-6
Creating a New Scene	26-6
Adding a Background	26-7
Inserting the Gorilla.....	26-8
The Orangutan Layer.....	26-9
Looking at the Animation So Far	26-11
The Big Cats Scene	26-11
Changing the Order of Scenes.....	26-12
Duplicating Scenes	26-13
Stopping the Animation	26-14
Animate Assignment 26.....	26-15

Chapter 27: Useful Tools

Importing Video Clips	27-1
Selecting the Video	27-1
Selecting the Skinning.....	27-2
Playing the Video Clip	27-3
The Pen Tool	27-4
Drawing Straight Lines	27-4
Creating Curved Lines.....	27-6
Combining Curved and Straight Lines	27-7
Adding Anchor Points.....	27-10
Deleting Anchor Points	27-11
Line Width Tools	27-12
Variable Width Profiles.....	27-12
The Width Tool	27-15
Animating Shape Widths	27-17
Preset Animations	27-18
Creating the Object	27-18
Applying a Motion Preset	27-20
Saving a Motion Preset.....	27-21
Looking at Sample Animations	27-22
Animate Assignment 27	27-24

Animate Project 2

Using Masks

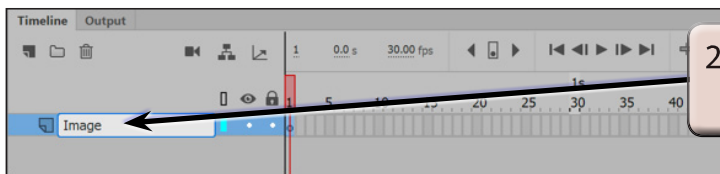
Some interesting and effective animations can be created using a layer to cover (or mask) part of another layer. The portion of the layer being covered can only be seen through whatever shape is drawn in the mask layer.

Creating a Mask over a Background

For this first example a mask will be used to display part of a photo of London.

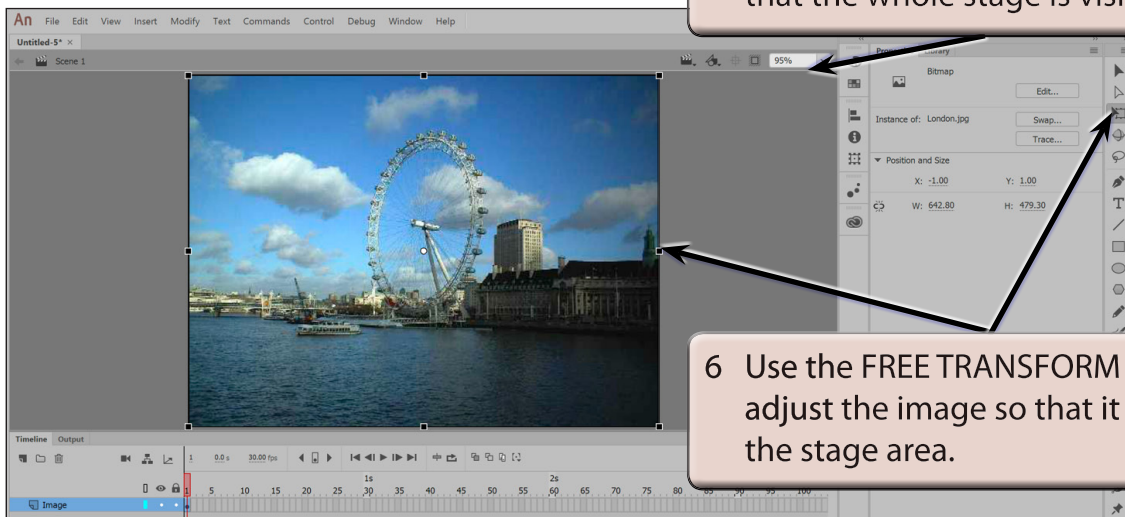
A Creating the Background Layer

- 1 Load Adobe Animate or close the current files and create a new STANDARD preset file from the CHARACTER ANIMATION section of the ANIMATE start screen.



- 2 In the TIMELINE panel alter the name of the layer to IMAGE.

- 3 Display the FILE menu, highlight IMPORT and select IMPORT TO STAGE.
- 4 Access the ANIMATE CC SUPPORT FILES, open the CHAPTER 15 folder and import the LONDON image.

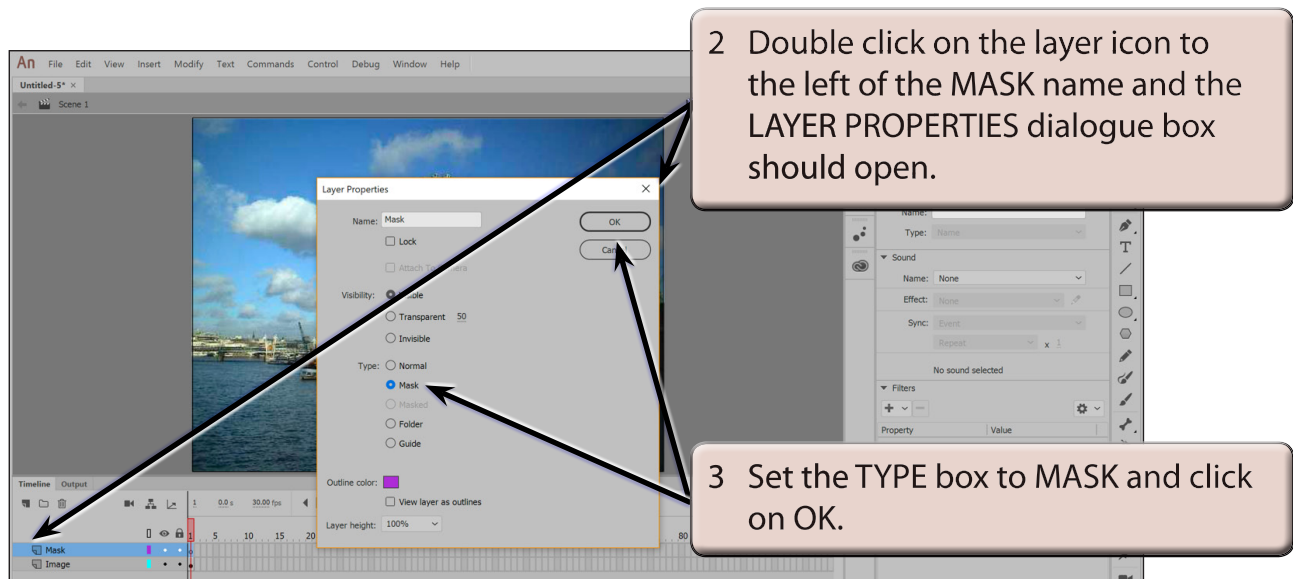
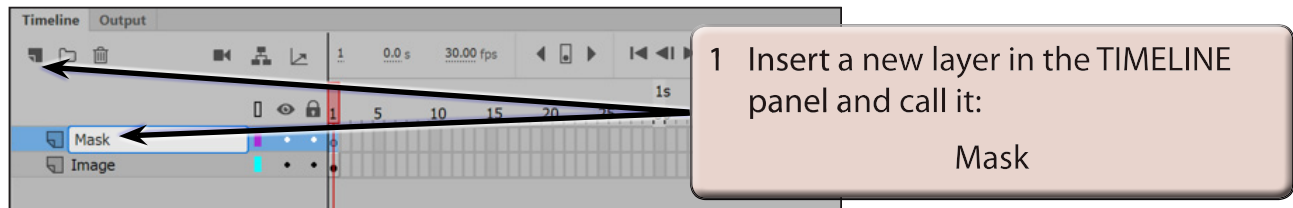


- 5 Set the ZOOM to FIT IN WINDOW so that the whole stage is visible.

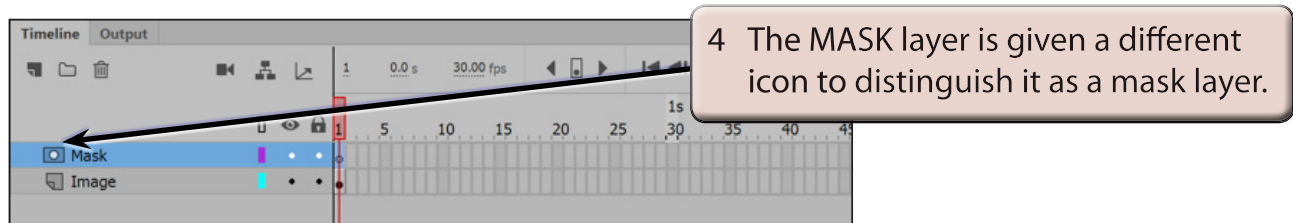
- 6 Use the FREE TRANSFORM TOOL to adjust the image so that it covers the stage area.

B Inserting the Mask Layer

For a mask to operate, a layer must be converted to a MASK layer.

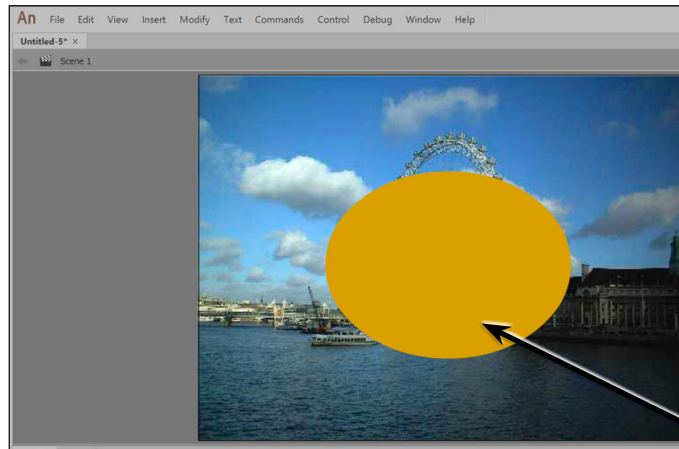


NOTE: You can also RIGHT+CLICK or CONTROL+CLICK on the layer name and select MASK from the CONTEXTUAL (or SHORTCUTS) menu.



C Creating the Mask

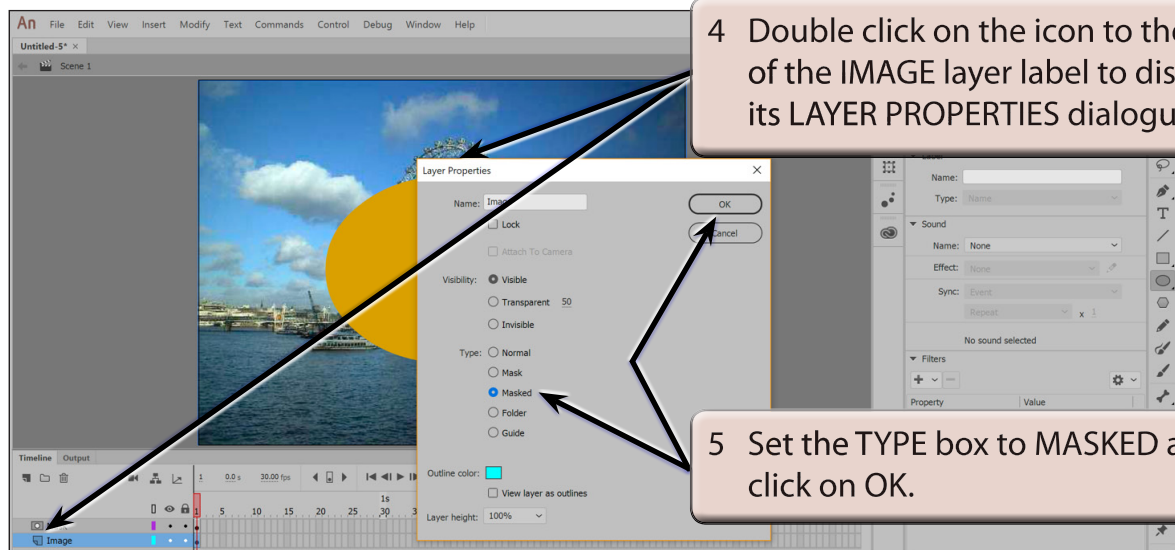
A shape now needs to be drawn in the MASK layer. The background will only be seen through this shape. You can use the shape tools such as the OVAL and RECTANGLE TOOLS to create the shape or use the BRUSH TOOL to draw a more complicated shape.



1 Select the OVAL TOOL from the TOOLS panel and set the STROKE COLOUR to NO COLOUR.

2 Draw an oval over the centre of the photo. The fill colour doesn't matter as shortly the background will be seen through the oval.

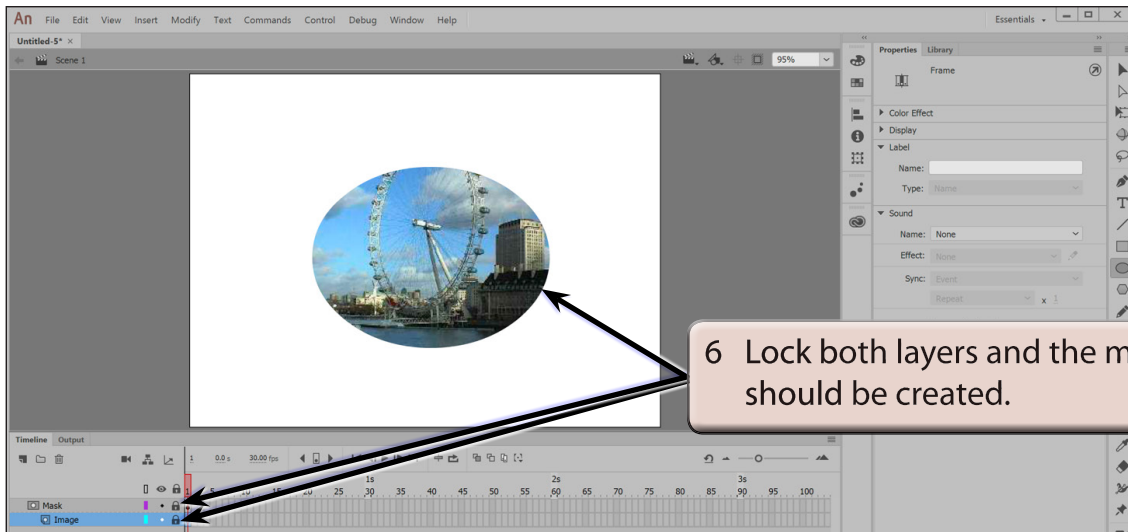
3 The program needs to be told which layer is to be masked. In this case it is the IMAGE layer.



4 Double click on the icon to the left of the IMAGE layer label to display its LAYER PROPERTIES dialogue box.

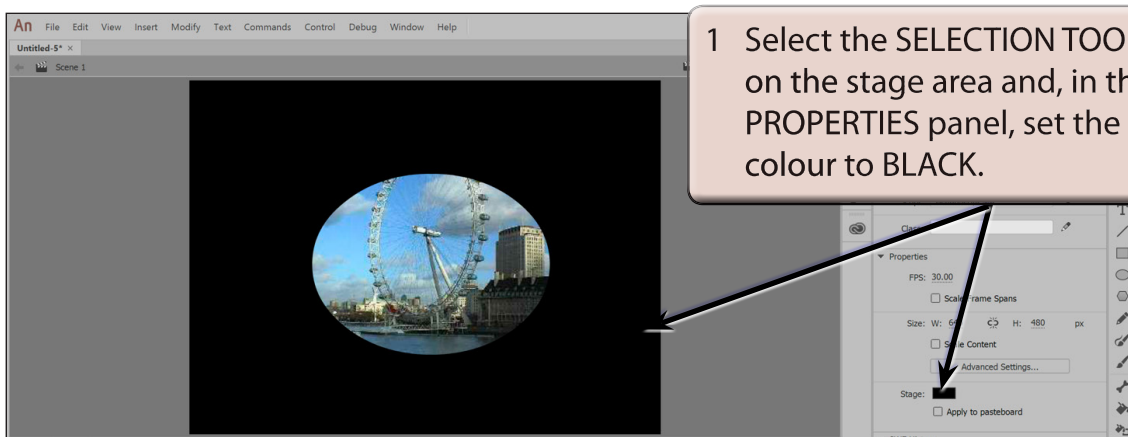
5 Set the TYPE box to MASKED and click on OK.

- NOTE:**
- i The IMAGE layer is indented under the MASK layer to indicate that it is masked by the MASK layer.
 - ii You can drag a layer to the lower edge of a MASK layer to quickly set it to a MASKED layer.



D Background Colours

Some interesting effects can be created by changing the background colour.



- 2 Try some other background colours if you wish to.

Using the 3D Tools

Adobe Animate provides two 3D tools, the 3D Rotation Tool and the 3D Translation Tool. These tools allow you to move and rotate objects as if they were three-dimensional shapes. The shapes are not true 3D shapes, just 2D postcards and the tools only operate on Movie Clip symbols.

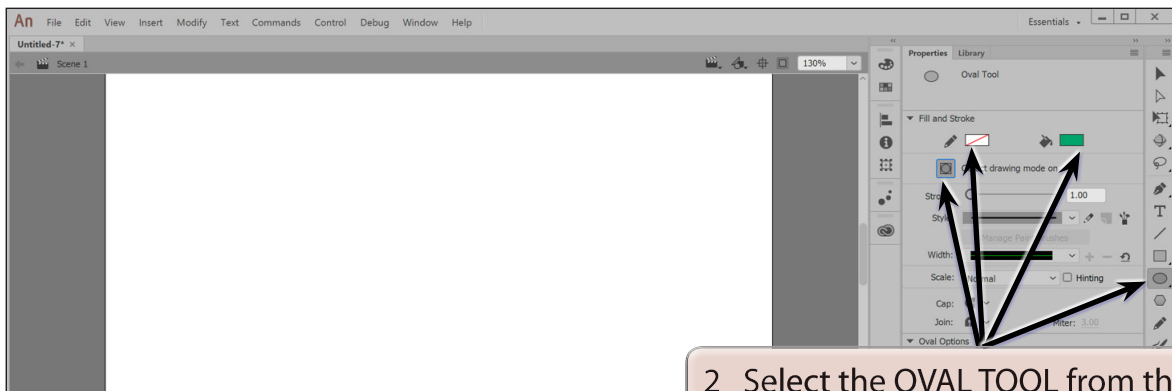
The 3D Rotation Tool

The 3D ROTATION TOOL allows you to rotate an object in the X, Y and Z axes.

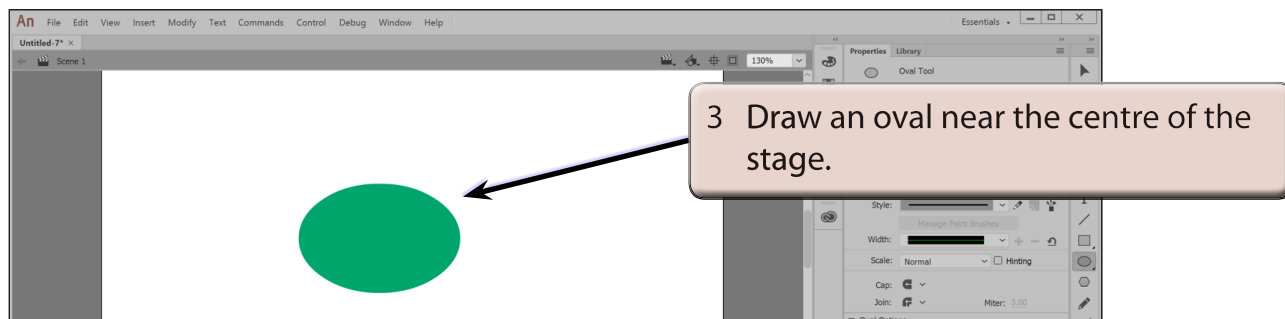
A Creating the Movie Clip

In order to use the 3D ROTATION TOOL, an object created in Animate or an image imported into the LIBRARY panel must be converted to a MOVIE CLIP symbol.

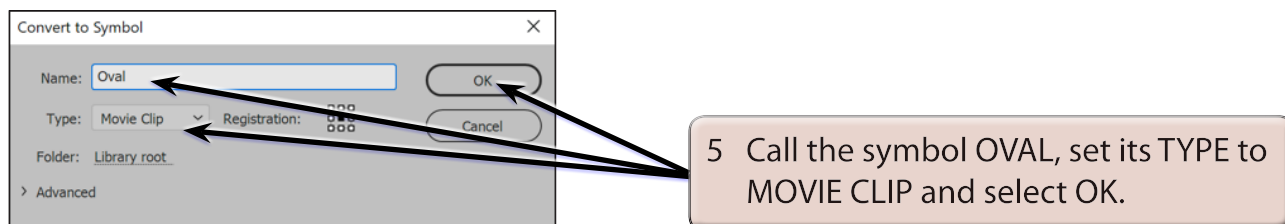
- 1 Load Adobe Animate or close the current files then create a new STANDARD preset file.



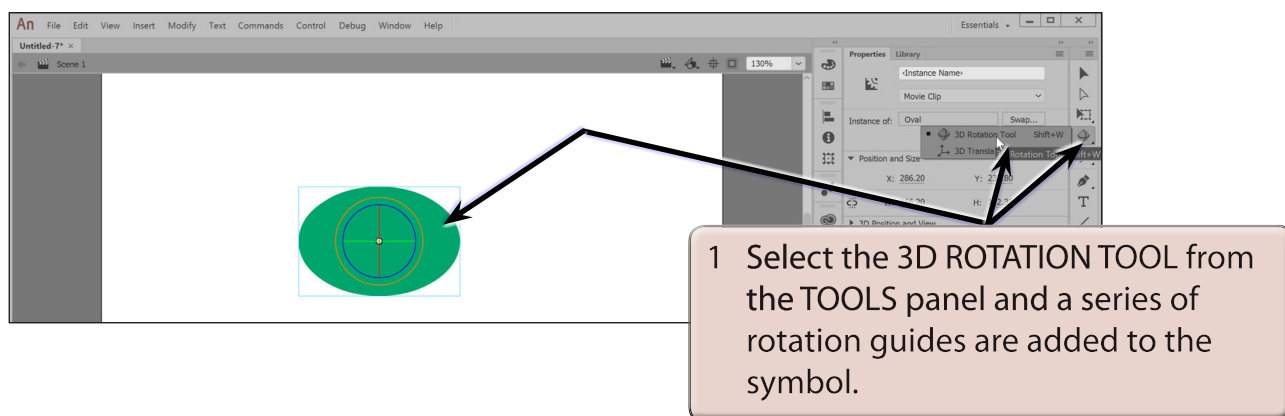
- 2 Select the OVAL TOOL from the TOOLS panel and, in the PROPERTIES panel, set the STROKE COLOUR to NO COLOUR, the FILL COLOUR to GREEN and turn on OBJECT DRAWING.



- 4 Select the SELECTION TOOL, select the oval then display the MODIFY menu and select CONVERT TO SYMBOL (or press the F8 key).

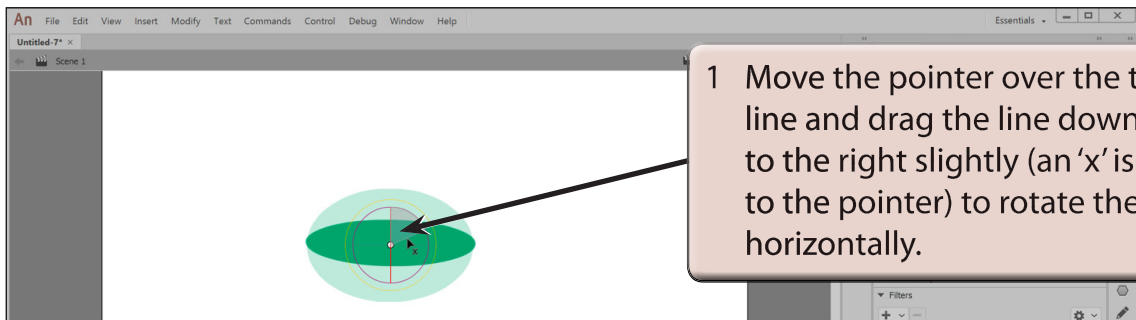


B Selecting the 3D Rotation Tool

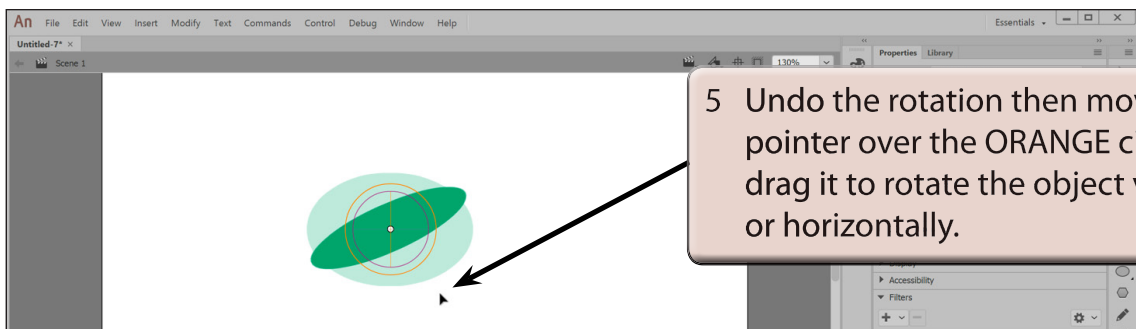
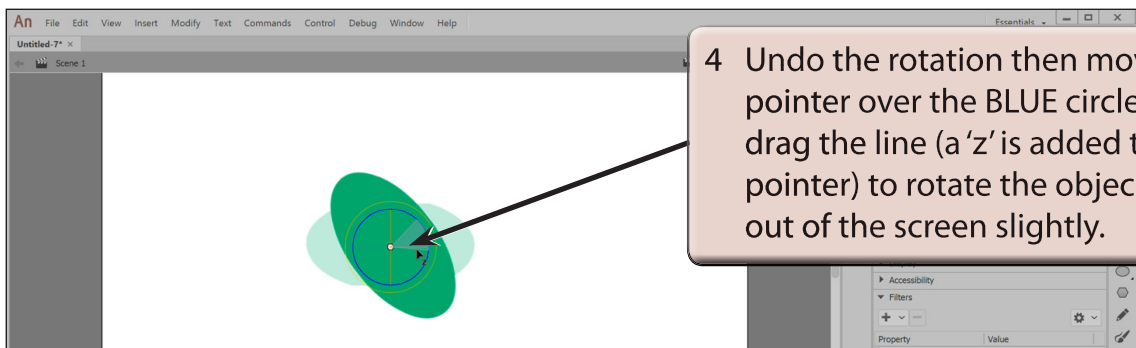
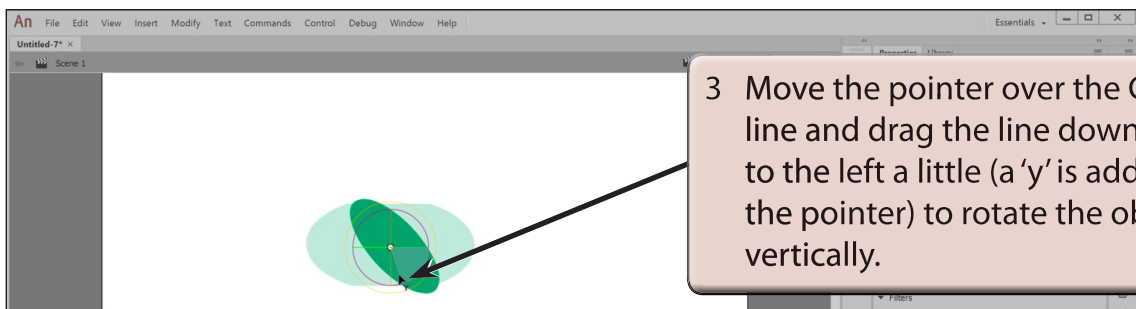


- 2 The rotation guides have the following purposes:
- The **RED** guide controls the HORIZONTAL (or X axis) movement.
 - The **GREEN** guide controls the VERTICAL (or Y axis) movement.
 - The **BLUE** guide controls the DEPTH (or Z axis) movement.
 - The **ORANGE** guide controls the movement both vertically and horizontally.

C Rotating the Object

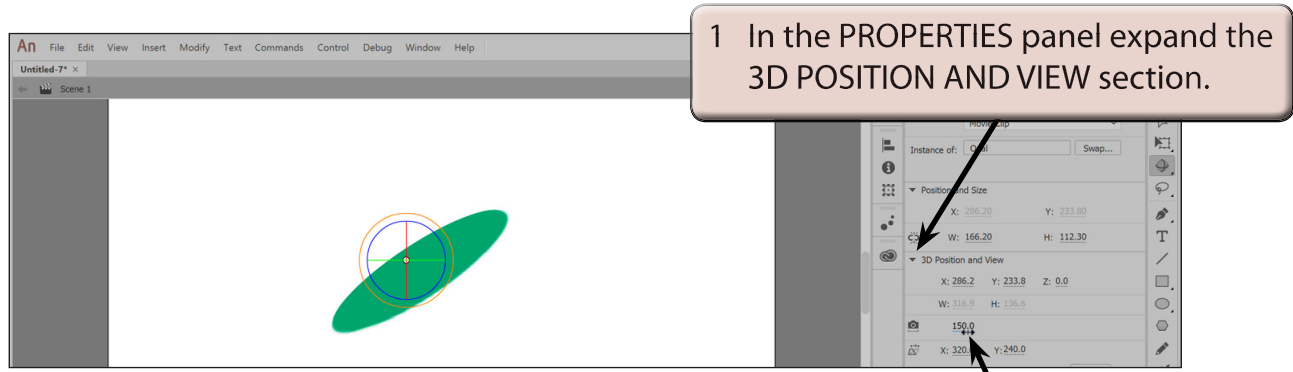


2 Press CTRL+Z or COMMAND+Z to UNDO the rotation.



D Adjusting the Perspective

You can control the FIELD OF VIEW (camera angle) by adjusting the PERSPECTIVE ANGLE in the PROPERTIES panel.



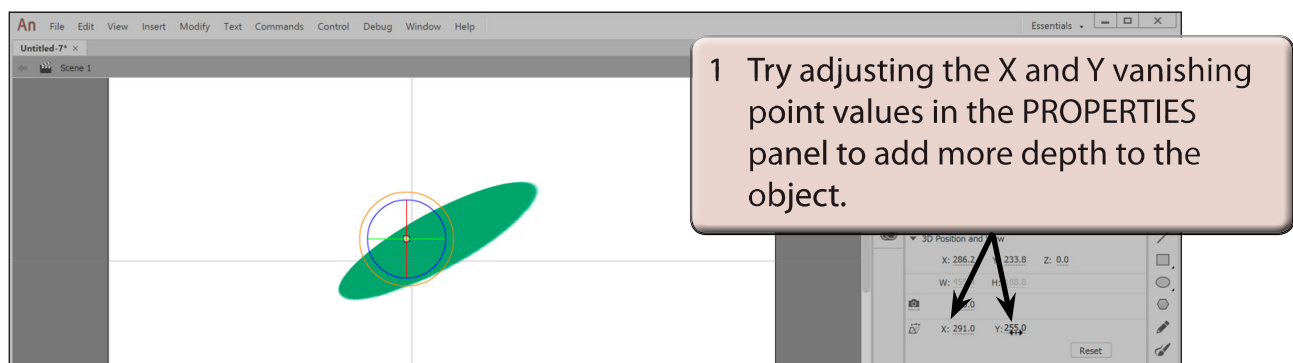
1 In the PROPERTIES panel expand the 3D POSITION AND VIEW section.

2 Drag the PERSPECTIVE ANGLE box to the left or right to adjust the camera angle.

NOTE: The default camera angle is 62.4° which can be entered in the PERSPECTIVE ANGLE box to return the view to normal.

E Adjusting the Vanishing Point

The VANISHING POINT controls the depth of view of the three dimensional object.



1 Try adjusting the X and Y vanishing point values in the PROPERTIES panel to add more depth to the object.

2 The RESET button can be used to return to the original vanishing point values.

Adding Sounds to Animations

A sound track can be added to Animate movies or buttons. This sound track can be music, a narrative that you record, pre-recorded sounds, etc. Animate will import sound formats such as MP3, AIF and WAV.

It is good practice to place sounds in a separate layer (or layers) so that you can control when the sound starts and finishes.

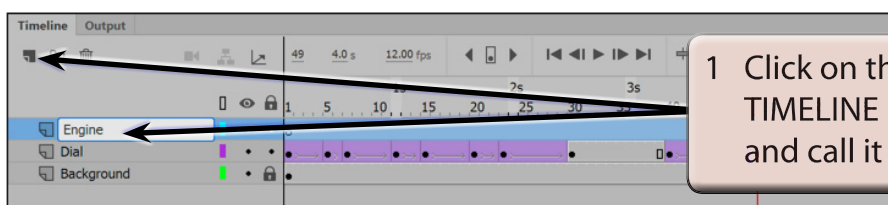
Loading an Animation and Sound

A sample sound will be imported into the LIBRARY panel then added to the car speedometer that you created in an earlier assignment.

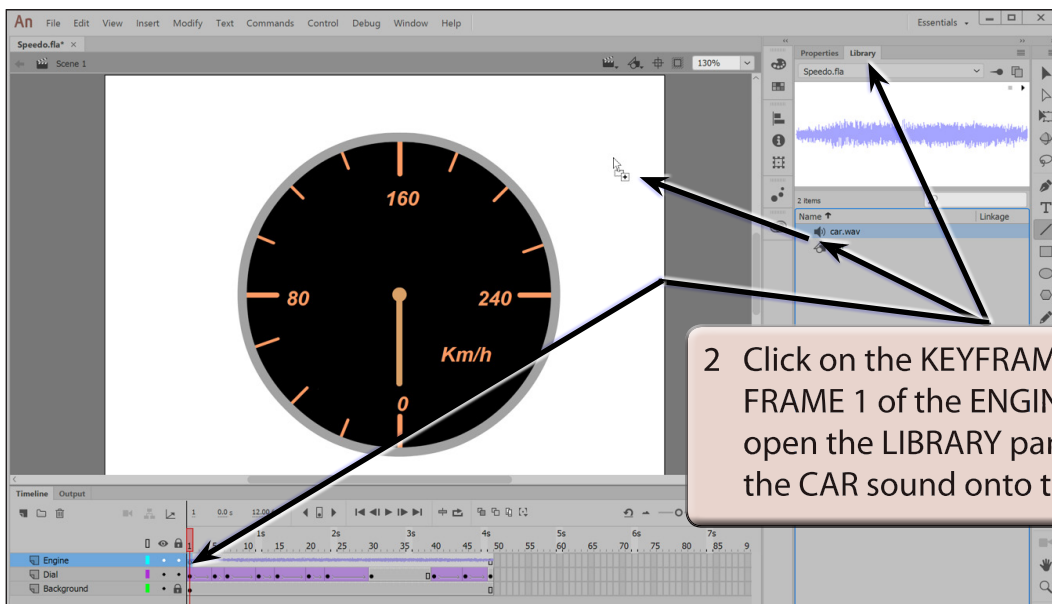
- 1 Load Adobe Animate or close the current files then click on the OPEN button.
- 2 Access the ANIMATE CC SUPPORT FILES, open the CHAPTER 17 folder and load the file:
Speedo
- 3 Display the FILE menu, highlight IMPORT and select IMPORT TO LIBRARY.
- 4 Access the ANIMATE CC SUPPORT FILES, open the CHAPTER 17 folder and open the sound file:
Car
- 5 Play the animation. In this case, a Classic Tween was used to make the change of direction of the dial easier to create.

Adding Sounds to the Timeline

You can add sounds directly to the movie by dragging the file onto the stage. However, for more control over the sound, it is better to add it into the required number of frames. Obviously, you will not see the sound on the stage, just in the TIMELINE panel.



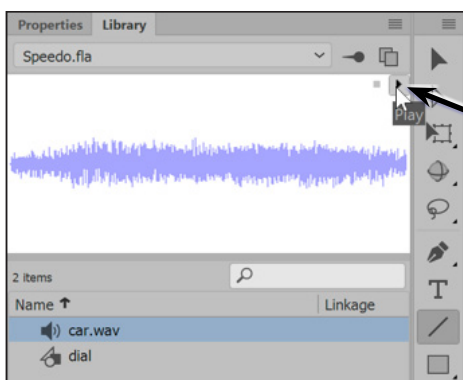
- 1 Click on the DIAL layer in the TIMELINE panel, insert a new layer and call it ENGINE.



2 Click on the KEYFRAME MARKER at FRAME 1 of the ENGINE layer then open the LIBRARY panel and drag the CAR sound onto the stage

- NOTE:**
- i You can press **CTRL+L** or **COMMAND+L** to quickly open the **LIBRARY** panel.
 - ii The sound waves are added to the **ENGINE** layer in the **TIMELINE** panel.

- 3 Use **SAVE AS** from the **FILE** menu to save the file in your **STORAGE** folder as:
Speedo
- 4 Press <enter> or <return> to preview the movie and the sound should play as the speedo dial moves.
- 5 Press the **ESC** key if the sound keeps playing.



6 In the **LIBRARY** panel there is a **PLAY** button to play sounds before adding them to the stage.

Using the Bone Tool

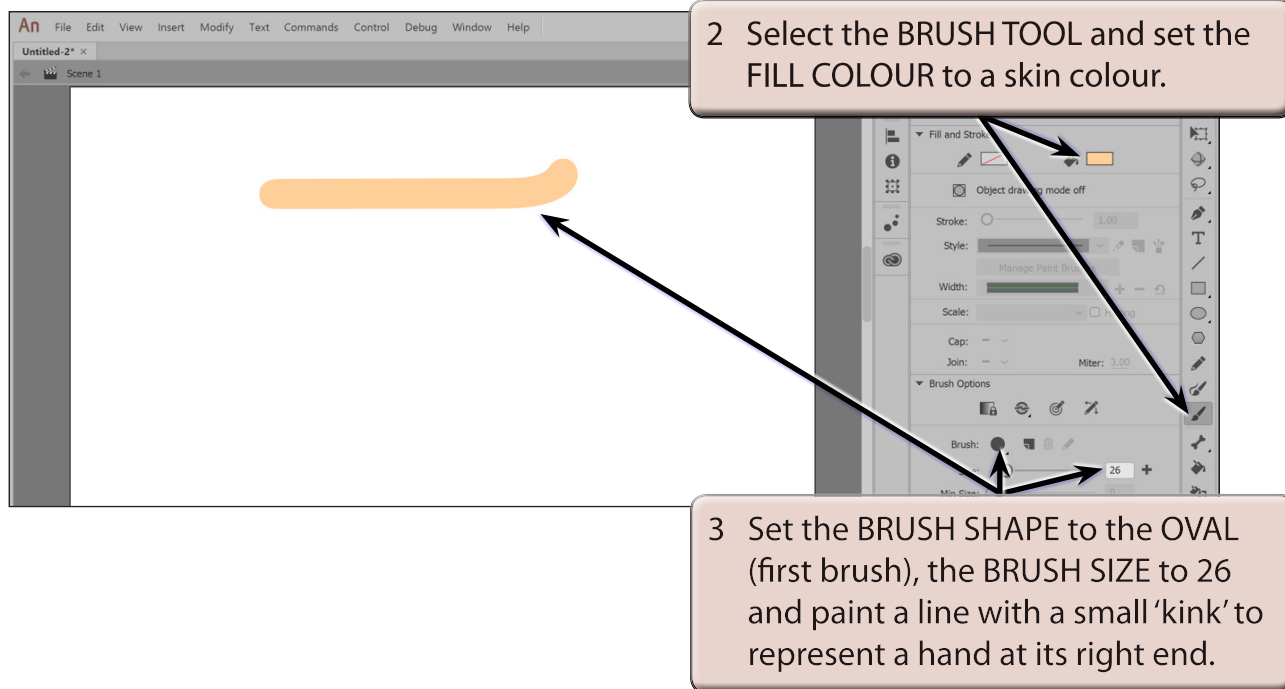
The BONE TOOL allows you to set hinges either within an object or between a group of objects. It can be applied to create human movements in arms and legs, robotic arm movements, crane operations, etc.

The Bone Tool Basics

To illustrate the basics of the BONE TOOL, a simple shape will be converted into an arm.

A Drawing the Shape

- 1 Load Adobe Animate or close the current files and create a new STANDARD preset file.

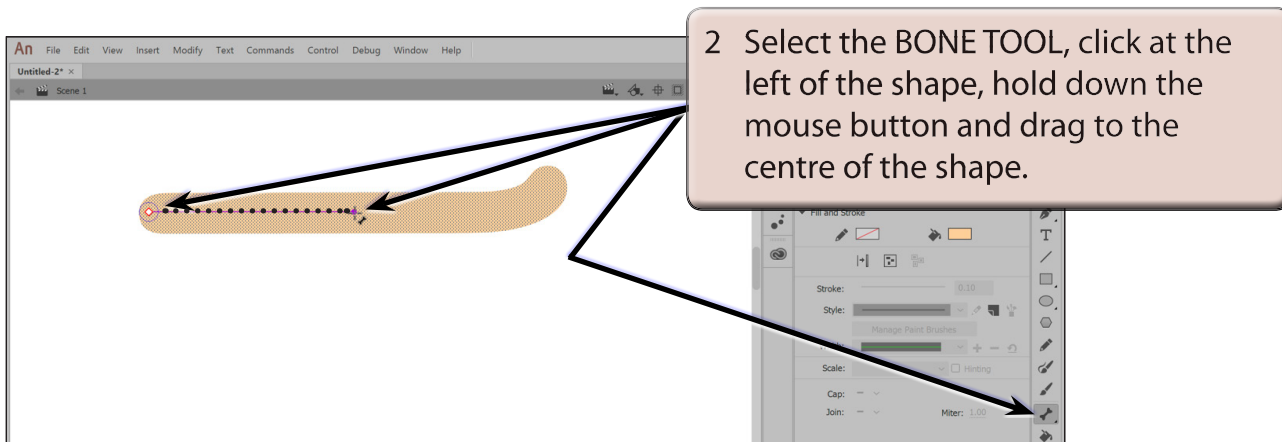


2 Select the BRUSH TOOL and set the FILL COLOUR to a skin colour.

3 Set the BRUSH SHAPE to the OVAL (first brush), the BRUSH SIZE to 26 and paint a line with a small 'kink' to represent a hand at its right end.

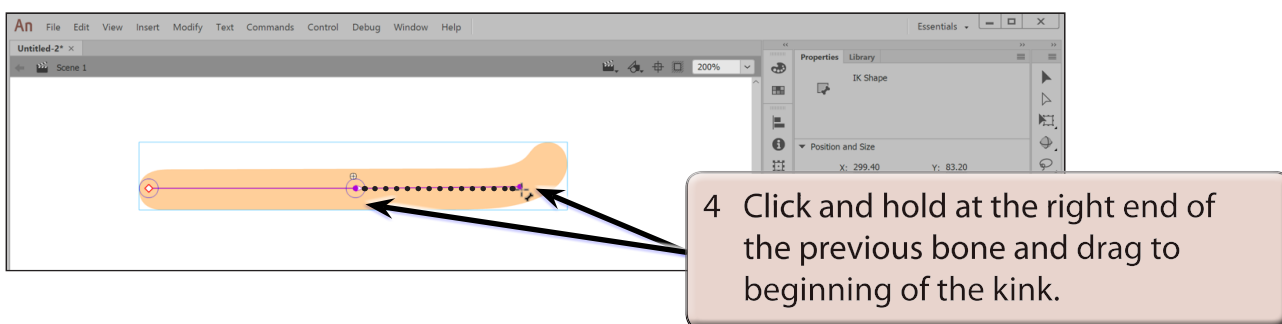
B Applying the Bone Tool

- 1 Press CTRL+ or COMMAND+ to zoom the view to 200%.



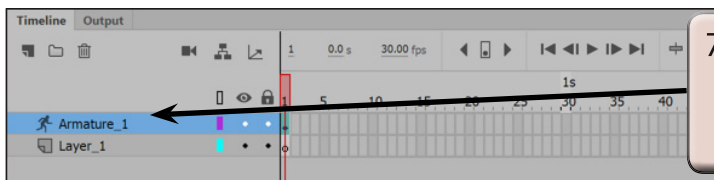
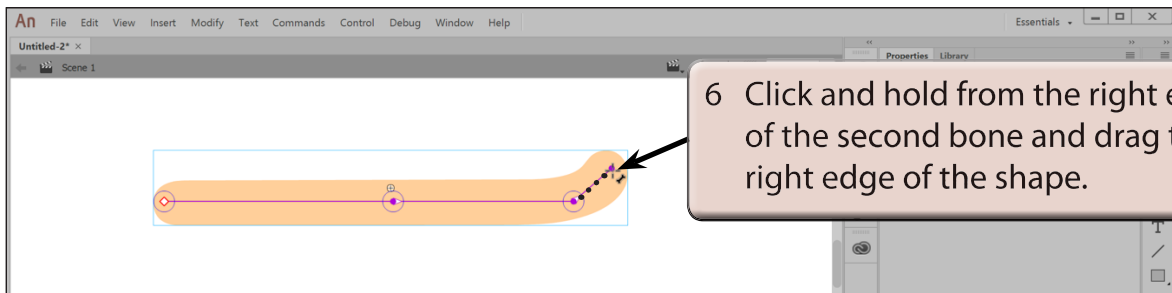
- 3 When you release the mouse button the first bone is created.

NOTE: This first section will represent a bone from the shoulder to the elbow.



- 5 Release the mouse button to create the second bone.

NOTE: This second section will represent a bone from the elbow to the wrist.

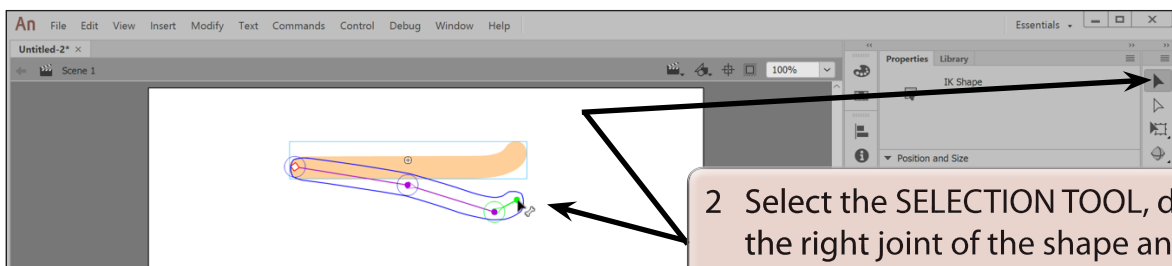


NOTE: All the bone sections are moved into the ARMATURE layer.

C Using the Bone Links

The bone sections have set a rotation point at the left of the shape and hinges (or joints) at the centre and near the right of the shape.

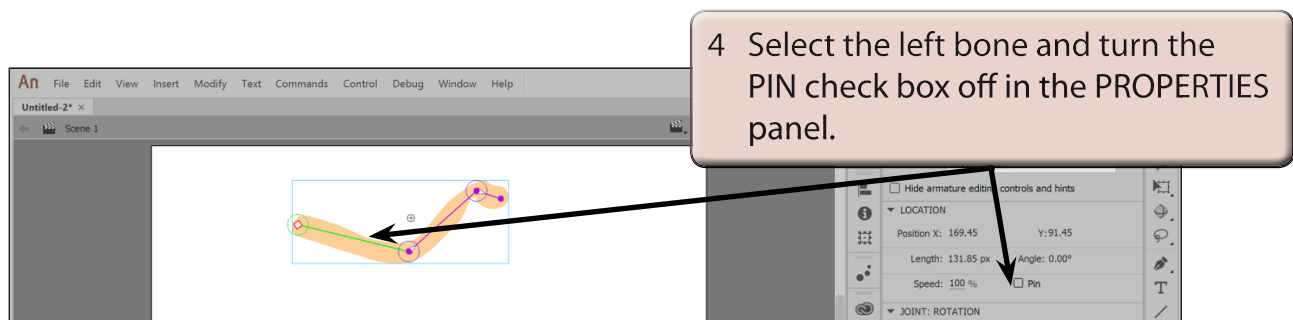
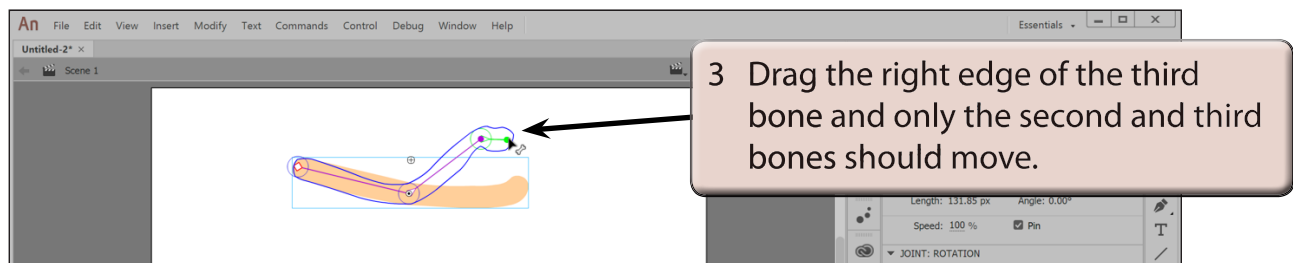
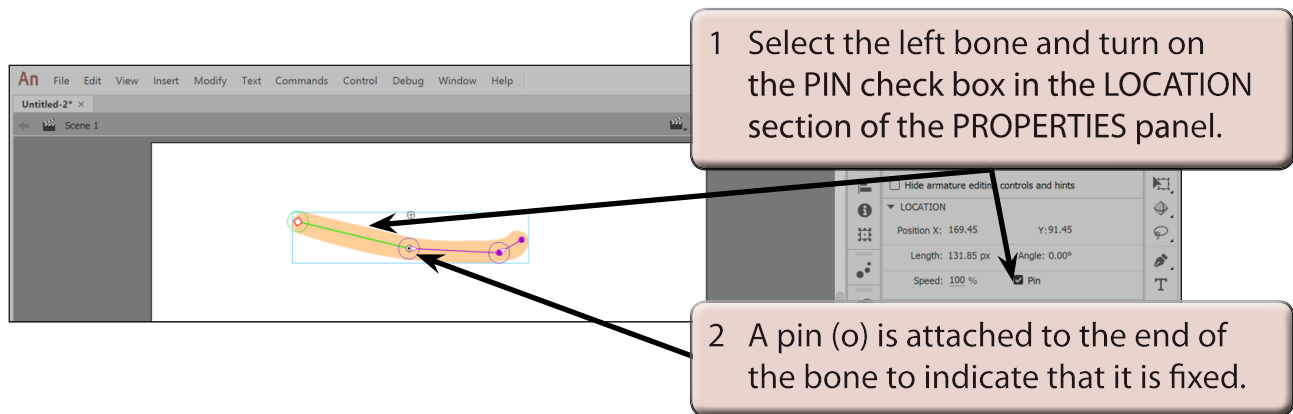
- 1 Press CTRL- or COMMAND- to return the view to 100%.



NOTE: When the mouse pointer is over a joint, a bone symbol is added to the pointer to indicate that the joint can be moved.

D The Pin Option

The PIN option allows you to fix the position of a bone and prevent it from moving.



5 Try moving the right bone again and all the bones should move.

Using the Asset Warp Tool

The ASSET WARP TOOL allows you warp bitmap or vector images to create movement. It is designed to be used with CLASSIC TWEENS. To illustrate the use of Asset Warps, movement will be added to a worm and to the legs of a spider.

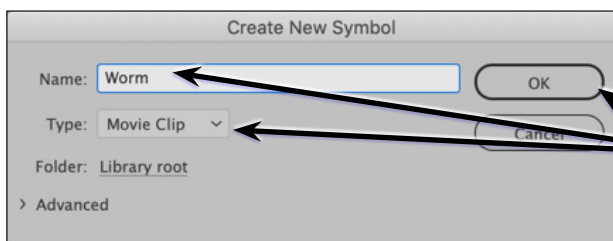
Simple Asset Warping

To illustrate the basics of the ASSET WARP TOOL, a worm image will be animated.

A Creating a Movie Clip Symbol

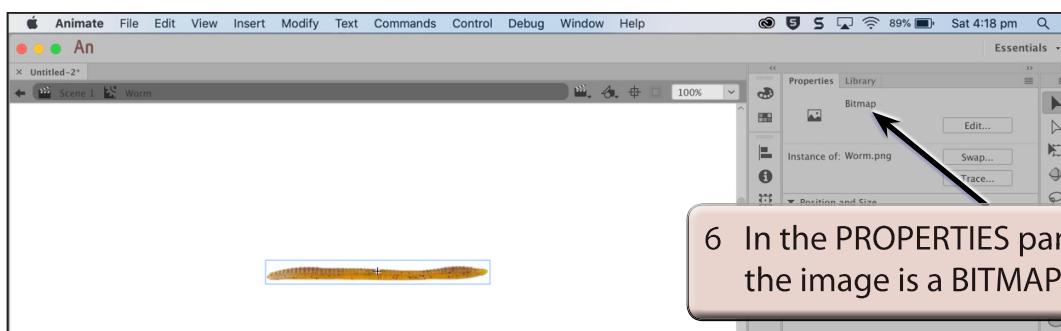
With Asset Warping you can create the animation in a normal Animate document, but if the motion is to be repeated, the base motion can be created in a Movie Clip Symbol.

- 1 Load Adobe Animate or close the current files and create a new STANDARD preset file.
- 2 Display the INSERT menu and select NEW SYMBOL (or press F8).



- 3 Call the symbol:
Worm
set its TYPE to MOVIE CLIP and select OK.

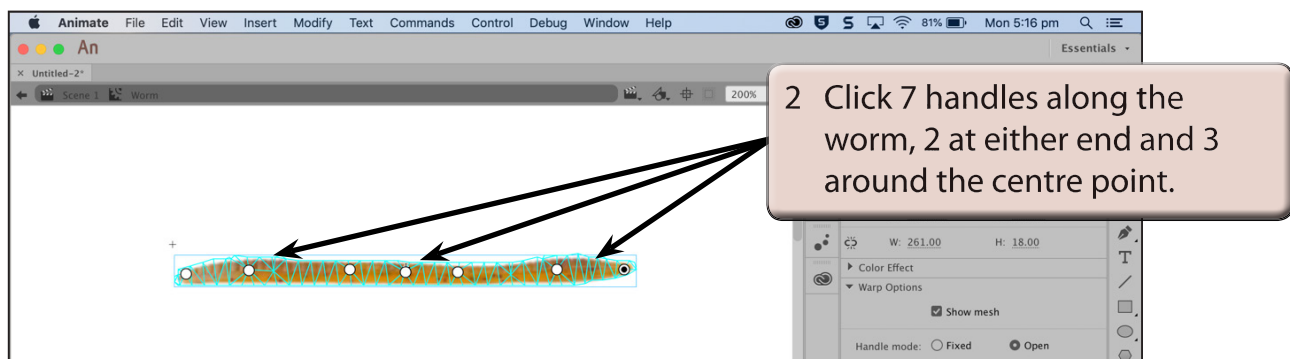
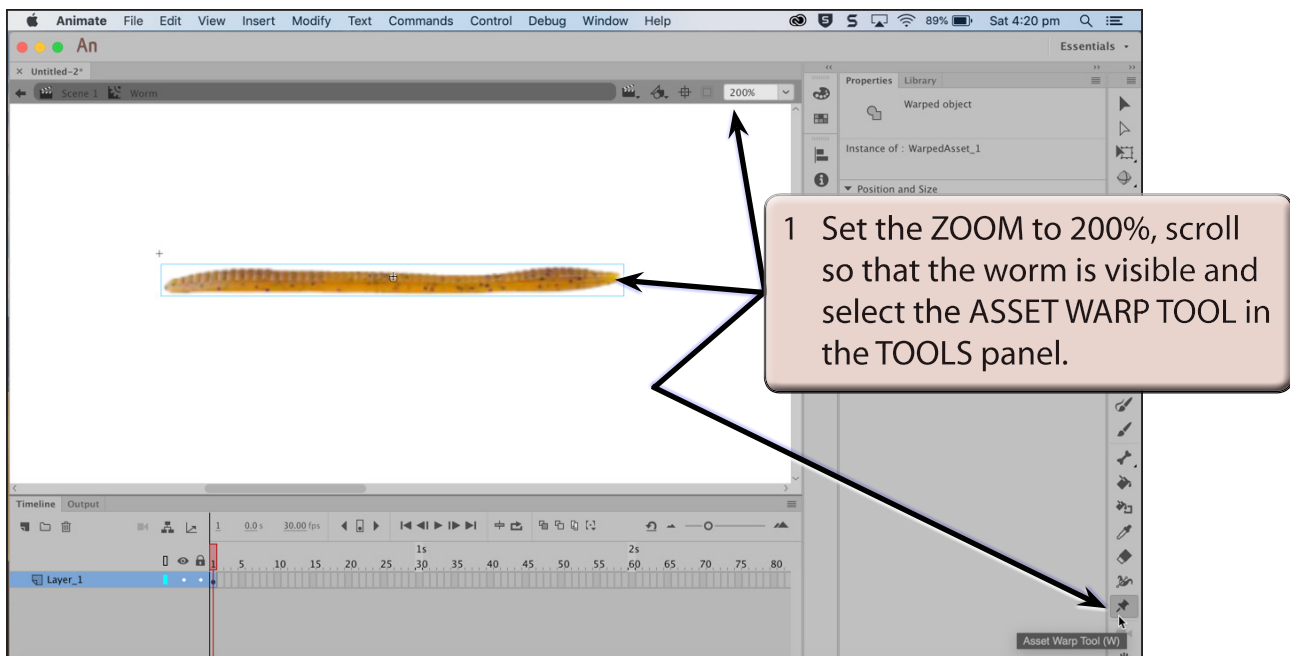
- 4 Display the FILE menu, highlight IMPORT menu and select IMPORT TO STAGE.
- 5 Access the CHAPTER 19 folder of the ANIMATE CC SUPPORT FILES and open the WORM image.



- 6 In the PROPERTIES panel notice that the image is a BITMAP image.

B Inserting the Asset Warp Handles

The ASSET WARP TOOL allows you to place handles at various positions along the shape.

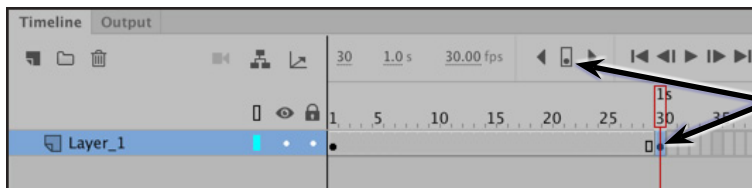


- 3 There are two settings for ASSET WARP handles in the PROPERTIES panel:
- **OPEN** which allows the handles to be moved.
 - **FIXED** which prevents the handle from moving, but allows the handle to be rotated.

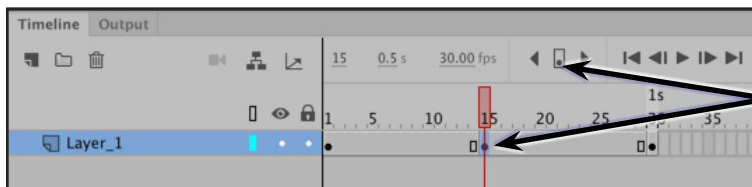
You can also turn the MESH off if you don't want it displayed.

C Setting the Keyframes

For this basic animation, two extra keyframes will be added, one at the end of the animation and another at the centre. Setting keyframes before animating will set the Asset Warp handles at each of the new keyframes.



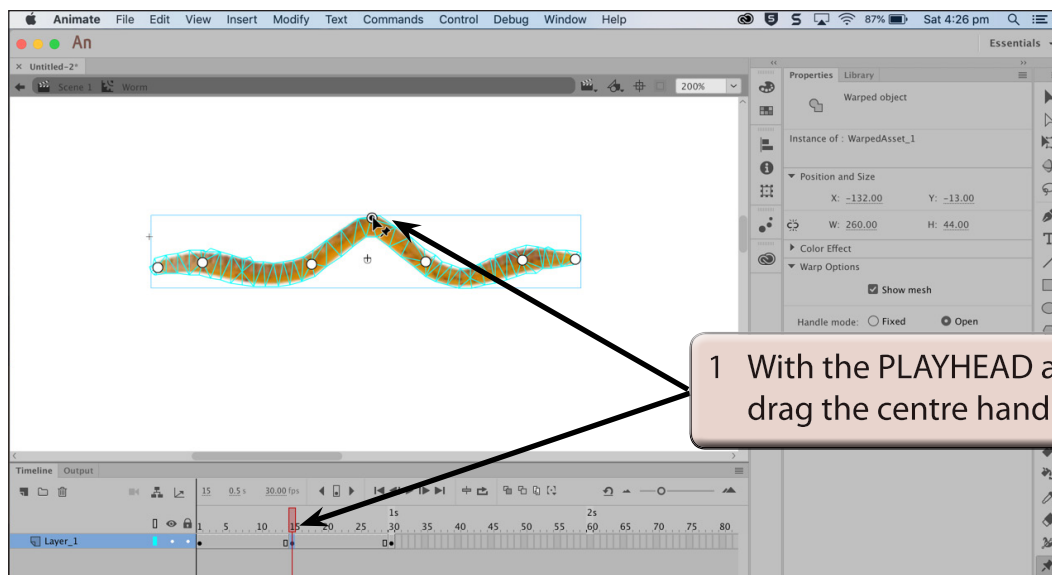
- 1 Click on FRAME 30 in the TIMELINE panel and insert a KEYFRAME by clicking on the INSERT KEYFRAME icon (or pressing the F6 key).



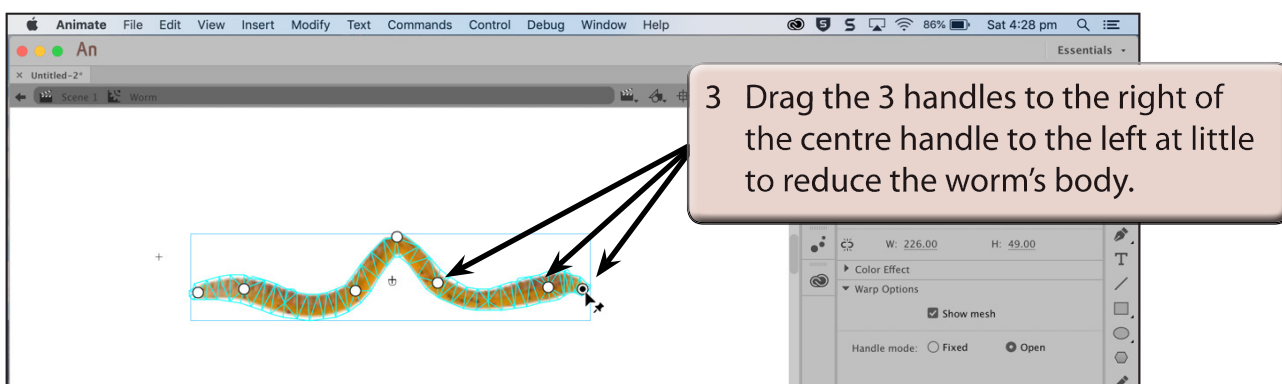
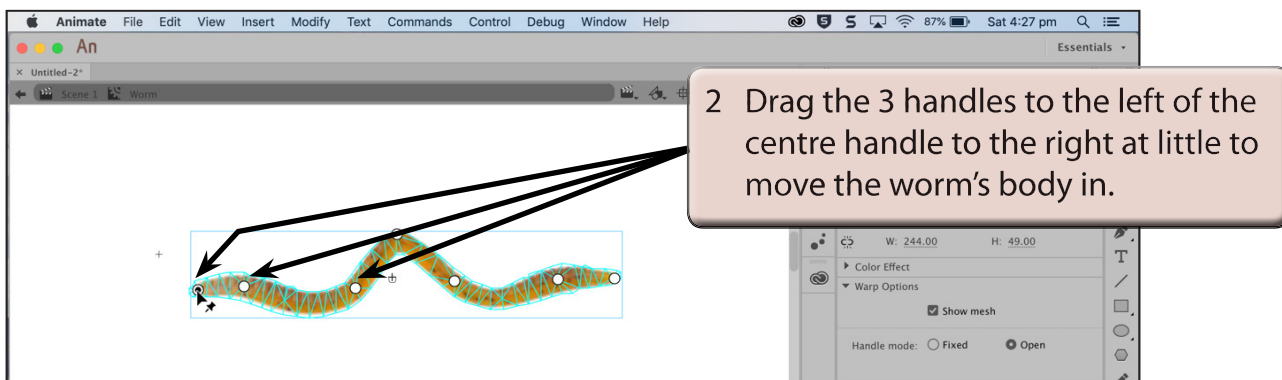
- 2 Click on FRAME 15 in the TIMELINE panel and insert another KEYFRAME.

NOTE: The WARP handles set in FRAME 1 will be included in the new KEYFRAMES at FRAMES 15 and 30.

D Adjusting the Shape

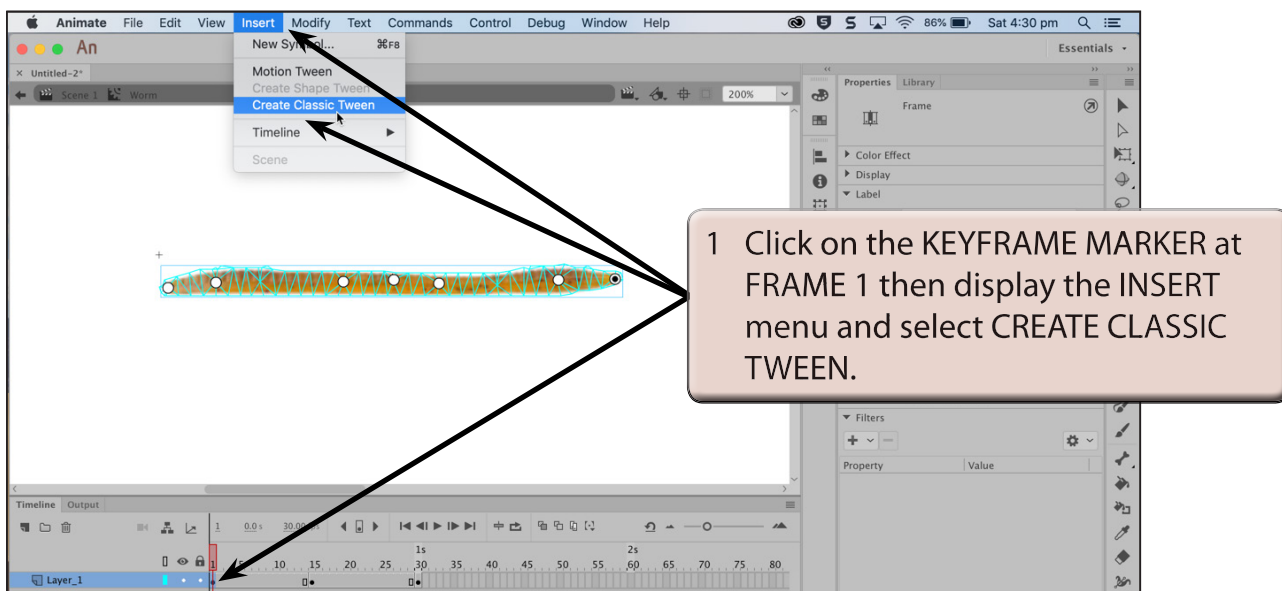


- 1 With the PLAYHEAD at FRAME 15, drag the centre handle up.



E Creating the Animation

Classic Tweens are used to animate Asset Warp handles.



Code Snippets

Adobe Animate has its own programming language called ActionScript. This allows you to enter code to more accurately and professionally control your animations. However, ActionScript does take quite some time to learn. To allow you to use ActionScript without needing to know how to write ActionScript commands, Animate provides CODE SNIPPETS of some of the common tasks used in Animate animations.

Using Code Snippets is also a good way to develop your understanding about how ActionScript commands need to be entered.

Loading a Prepared Symbol

Code Snippets need to be applied to movie clip symbols so, to save time, one has been prepared for you.

- 1 Load Adobe Animate or close the current files then click on the OPEN button.
- 2 Access the ANIMATE CC SUPPORT FILES, open the CHAPTER 20 folder and load the file:

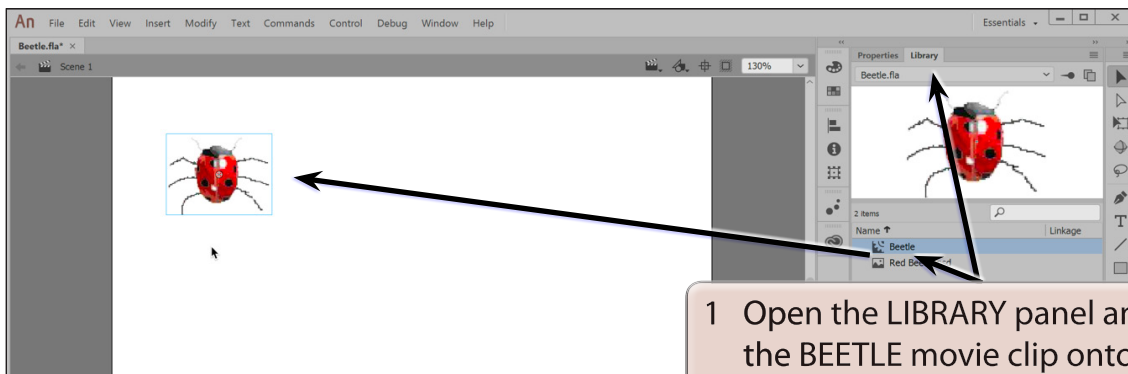
Beetle

- 3 Use SAVE AS from the FILE menu to save the file in your STORAGE folder as:

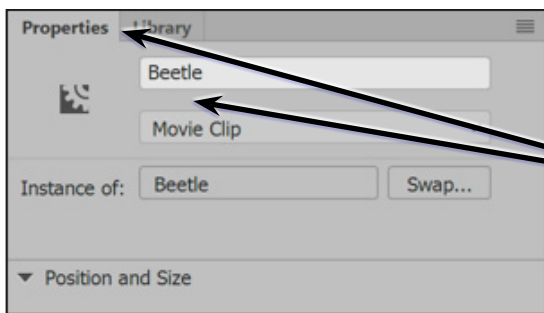
Beetle

Naming the Movie Clip

When using ActionScript it is best to name the movie clip before applying code snippets to it. If you don't do this, Animate will ask you to anyway.



- 1 Open the LIBRARY panel and drag the BEETLE movie clip onto the stage.

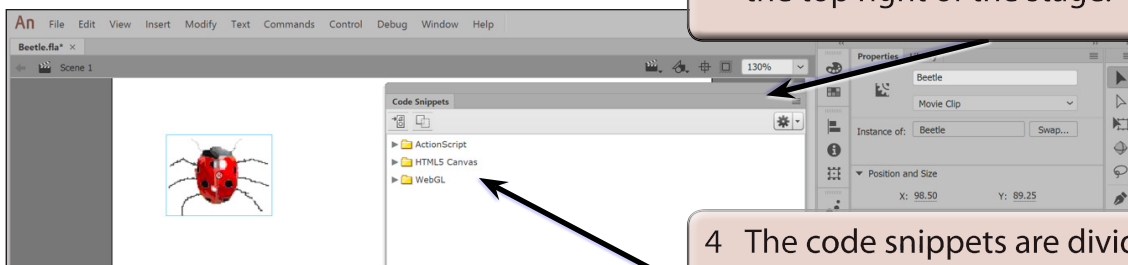


- 2 Open the PROPERTIES panel, enter the name BEETLE in the INSTANCE NAME box and press <enter> or <return>.

Controlling Objects With the Arrow keys

You can set a movie clip symbol to be controlled by the keyboard arrows when the file is exported.

- 1 The BEETLE movie clip symbol should be selected on the stage.
- 2 Display the WINDOW menu and select CODE SNIPPETS to open the CODE SNIPPETS panel.



- 3 Move the CODE SNIPPETS panel to the top right of the stage.

- 4 The code snippets are divided into categories for the different canvas types that Animate provides.

NOTE: In this chapter the code snippets for ActionScript 3.0 will be looked at. The HTML5 Canvas and WebGL code snippets are applied in the same way, but they are used if you are using Animate to create content for non-Animate devices or graphics code.

Invisible Buttons

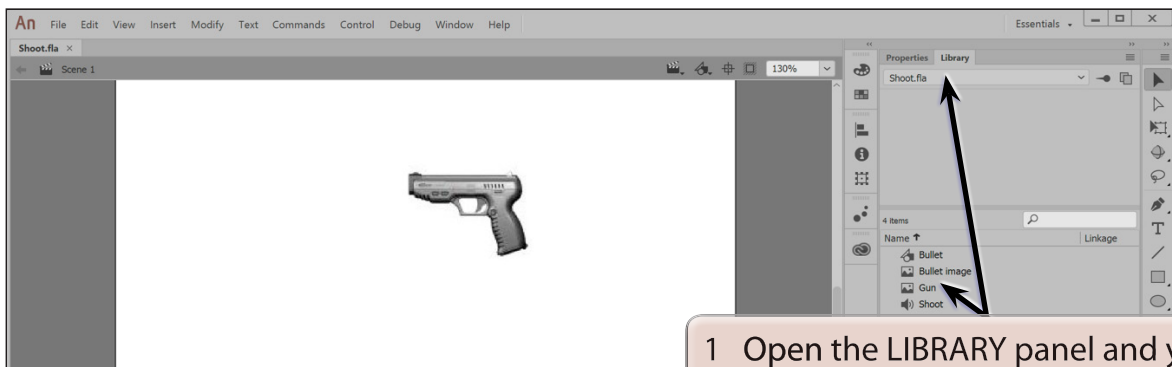
Invisible buttons are buttons that just have content in their HIT area. This means that their content is not seen, but the HIT area is active and can be clicked on. To illustrate the use of INVISIBLE BUTTONS an animation that allows the user to click on a gun to fire a bullet will be created. This is a technique employed in some computer games. It will involve entering some ActionScript to force the gun to fire.

Loading the Prepared File

- 1 Load Adobe Animate or close the current files and click on the OPEN button.
- 2 Access the ANIMATE CC SUPPORT FILES, open the CHAPTER 21 folder and load the SHOOT file.
- 3 Save the animation in your STORAGE folder under the name:

Shoot

Looking at the Animation

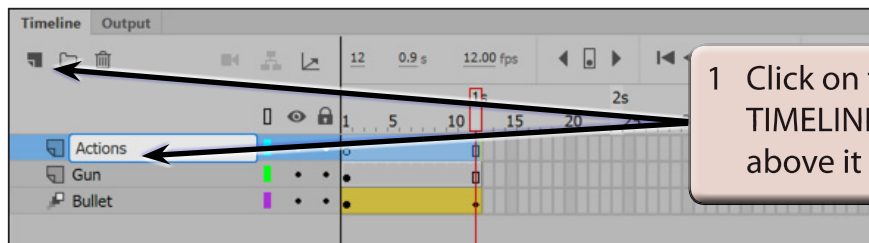


- 1 Open the LIBRARY panel and you will see four assets: Bullet, Bullet Image, Gun and the Shoot sound.

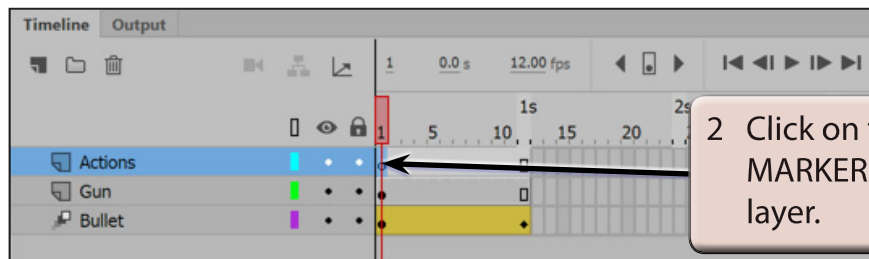
- 2 Preview the animation and the bullet should 'fire' from the gun. It is just a simple Motion Tween that moves the bullet from behind the gun to the left of the stage. We want the animation (and a sound) to play only when the gun is clicked on.

Stopping the Animation

A stop command needs to be inserted so that the animation will not automatically play. It is good practice to put all your action commands in their own layer.

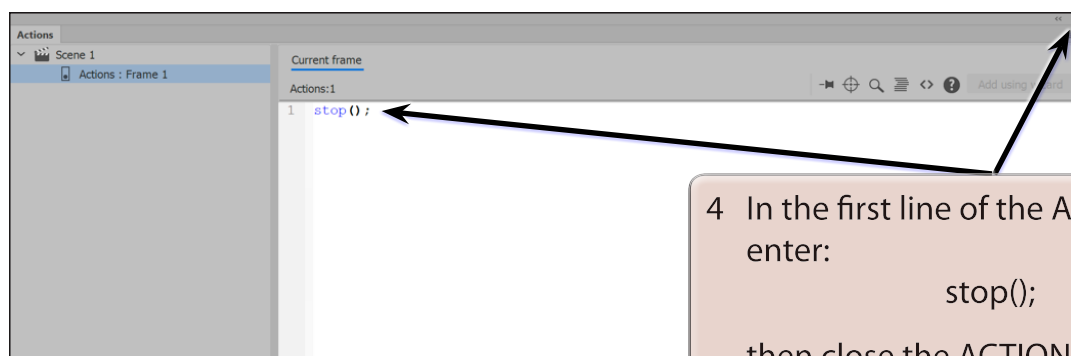


1 Click on the GUN layer in the TIMELINE panel, insert a NEW LAYER above it and call it ACTIONS.



2 Click on the empty KEYFRAME MARKER at FRAME 1 of the ACTIONS layer.

- 3 The ACTIONS panel needs to be opened. Display the WINDOW menu and select ACTIONS (or press the F9 key).



4 In the first line of the ACTIONS frame enter:

`stop();`

then close the ACTIONS panel by clicking on its CLOSE box.

NOTE: A small o is added above the blank KEYFRAME MARKER in the ACTIONS layer. This is the STOP symbol.

The Camera Tool

The Camera Tool allows you to pan across an animation or zoom in on specific parts just as you can do with a camera. It can add 'real-life' effects to your animations. To introduce the Camera Tool a photo will be animated using the Camera Tool then the Camera Tool will be applied to the Beetle Racing animation.

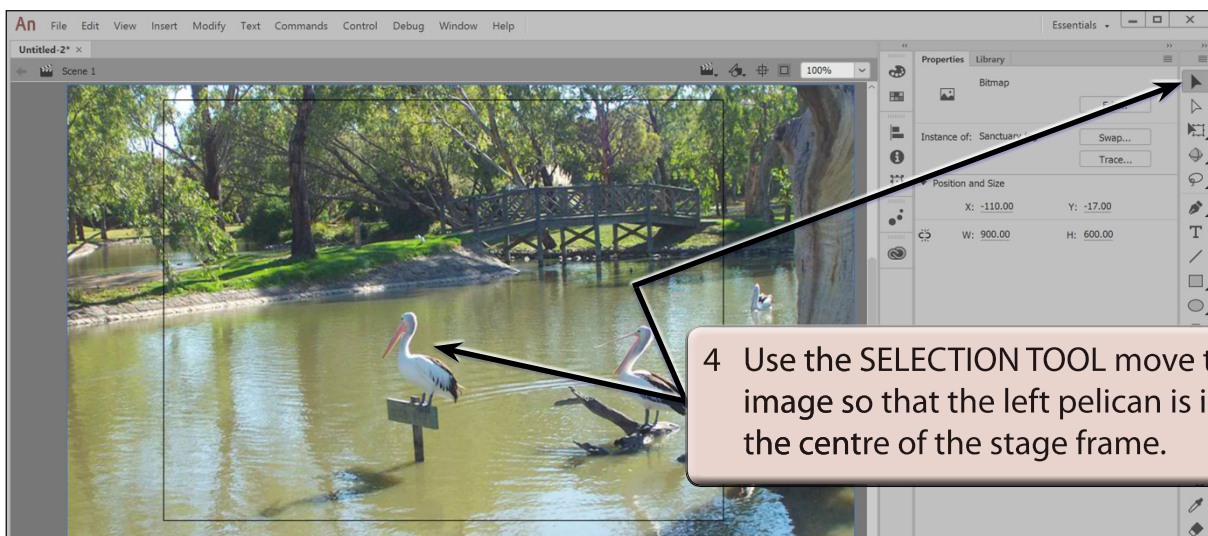
Animating a Still Photo

A still photo can be brought to life using the Camera Tool.

A Loading the Image

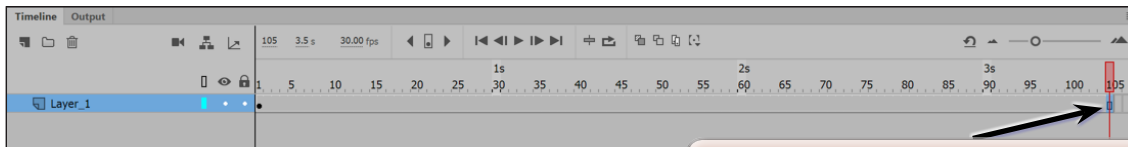
- 1 Load AdobeAnimate or close the current files and create a new STANDARD preset file.
- 2 Display the FILE menu, highlight IMPORT and select IMPORT TO STAGE.
- 3 Access the ANIMATE CC SUPPORT FILES, open the CHAPTER 22 folder and load the image:

Sanctuary

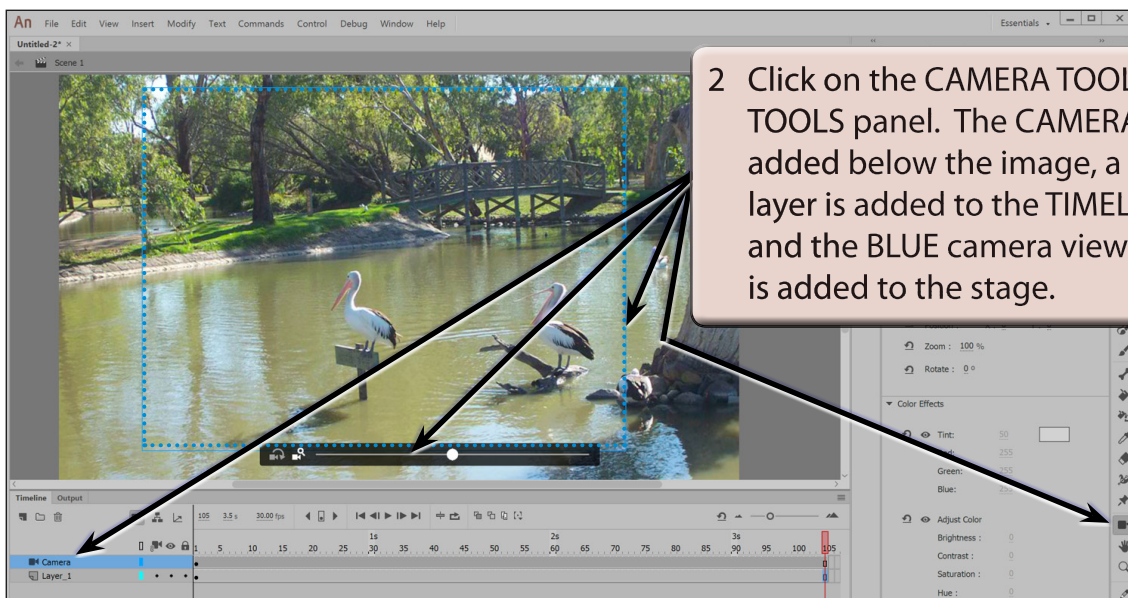


B Inserting the Camera Layer

The CAMERA TOOL adds a CAMERA layer to TIMELINE panel which records all the camera effects. The CAMERA TOOL is in the TOOLS panel and at the top left of the TIMELINE panel.

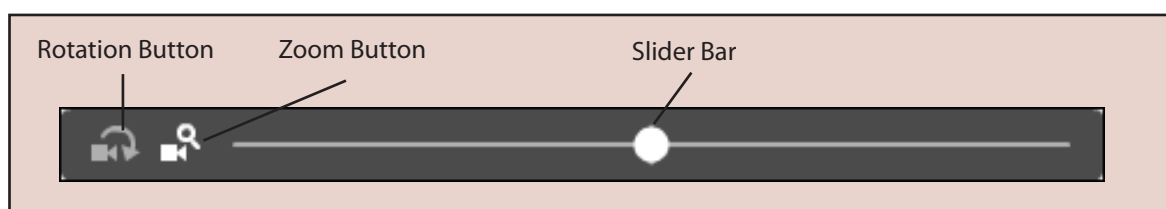


- 1 Click on FRAME 105 of the LAYER 1 layer in the TIMELINE panel and press F5 key or the use the INSERT menu to insert some frames.



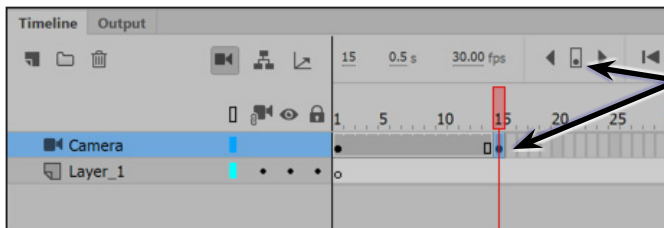
- 2 Click on the CAMERA TOOL in the TOOLS panel. The CAMERA panel is added below the image, a CAMERA layer is added to the TIMELINE panel and the BLUE camera viewer frame is added to the stage.

- 3 The CAMERA panel is labelled in the following diagram:

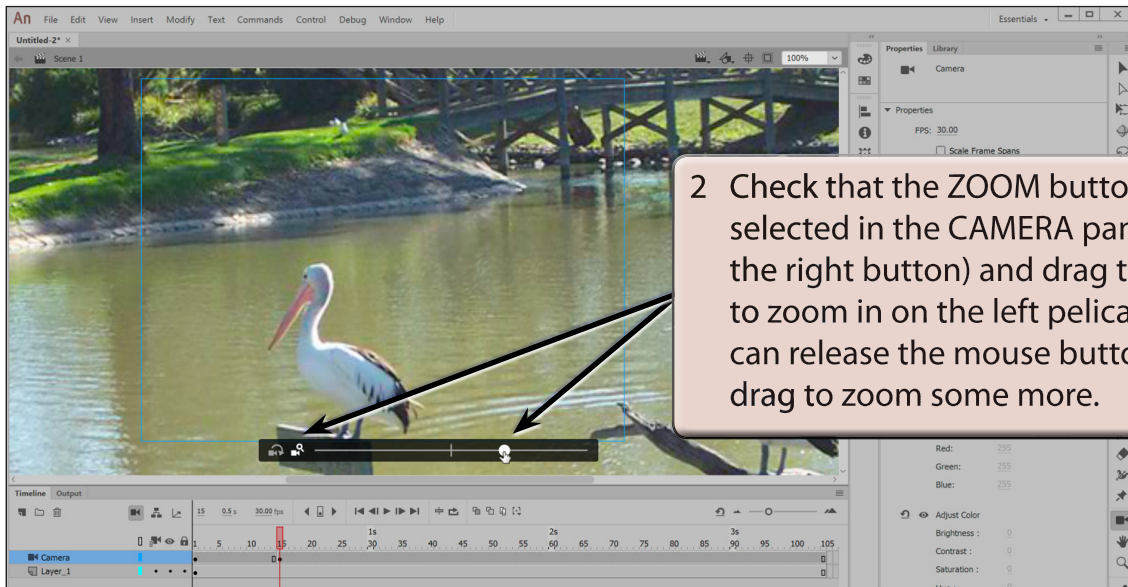


C Zooming In

The first part of the animation will zoom in on the left pelican.

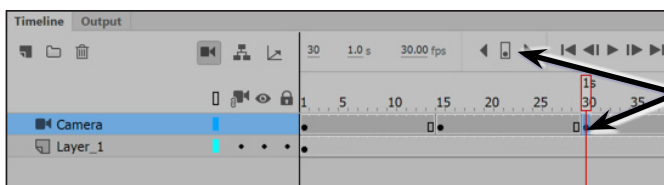


- 1 Click on FRAME 15 of the CAMERA layer in the TIMELINE panel and click on the INSERT KEYFRAME icon (or press the F6 key) to insert a keyframe.



- 2 Check that the ZOOM button is selected in the CAMERA panel (it is the right button) and drag the SLIDER to zoom in on the left pelican. You can release the mouse button then drag to zoom some more.

NOTE: The blue camera frame represents the stage and it shows you what part of the image will be seen in the animation.

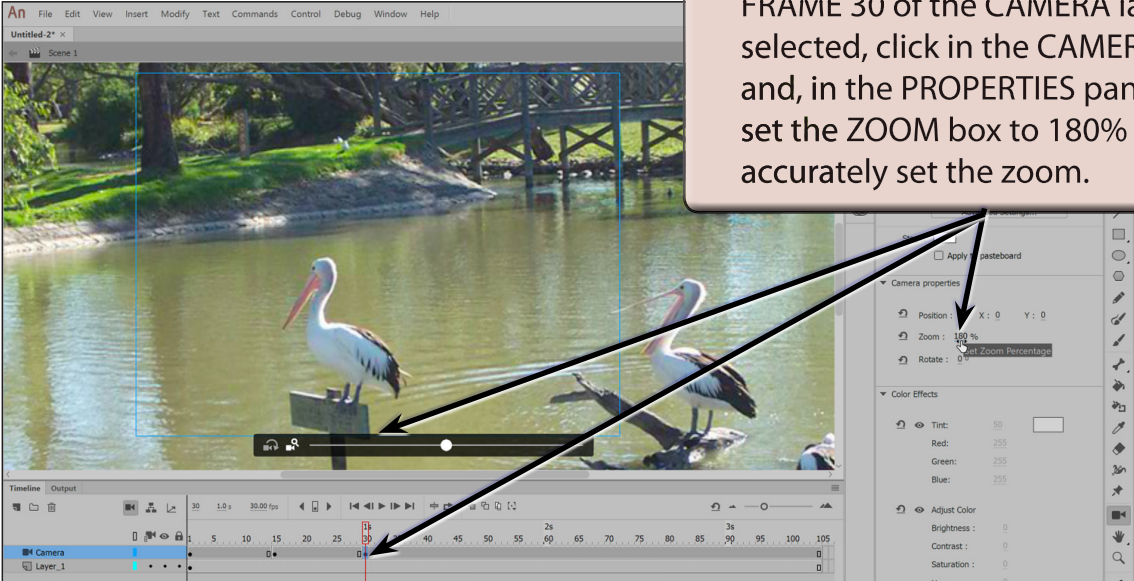


- 3 Click on FRAME 30 of the CAMERA layer in the TIMELINE panel and insert another KEYFRAME. This keyframe will keep the zoom on the screen for 15 frames.

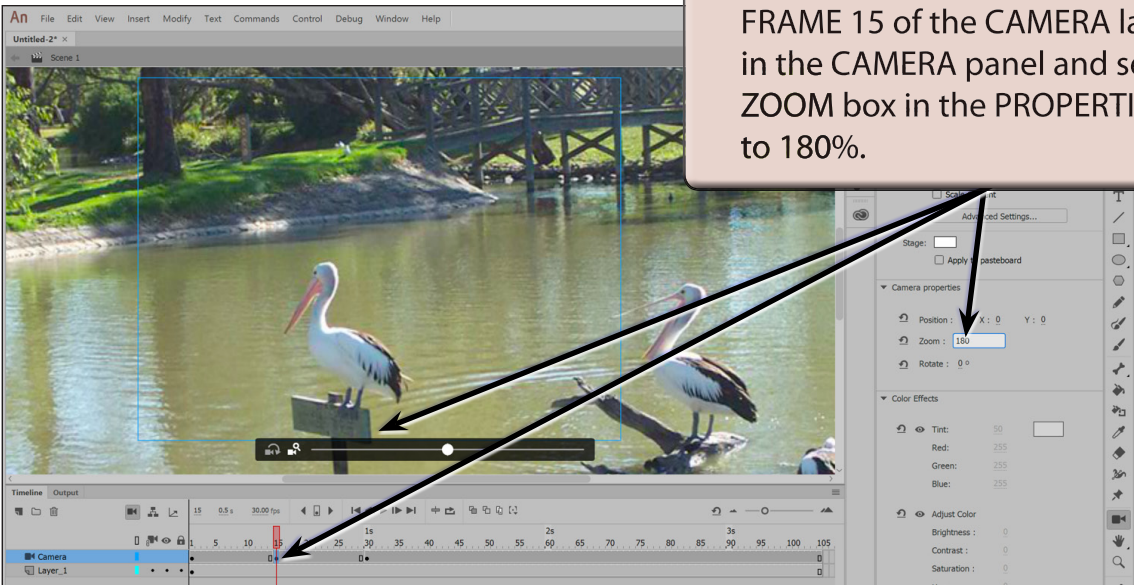
D The Camera Properties

CAMERA PROPERTIES can be accurately set in the PROPERTIES panel. If the CAMERA PROPERTIES are not displayed, simply click on the CAMERA TOOL or the CAMERA panel to see them.

1 With the KEYFRAME MARKER at FRAME 30 of the CAMERA layer selected, click in the CAMERA panel and, in the PROPERTIES panel, set the ZOOM box to 180% to accurately set the zoom.

The screenshot shows the Adobe Animate interface. The main stage displays a scene with two pelicans on a log in a pond. A blue camera viewfinder is positioned over the scene. The timeline at the bottom shows a keyframe marker at frame 30 on the 'Camera' layer. The Properties panel on the right is open to the 'Camera properties' section, where the 'Zoom' is set to 180%. Arrows point from the text box to the keyframe marker and the zoom value in the Properties panel.

2 Click on the KEYFRAME MARKER at FRAME 15 of the CAMERA layer, click in the CAMERA panel and set its ZOOM box in the PROPERTIES panel to 180%.

The screenshot shows the Adobe Animate interface with the timeline keyframe marker moved to frame 15. The Properties panel on the right shows the 'Zoom' value set to 180%. Arrows point from the text box to the keyframe marker and the zoom value in the Properties panel.

Publishing For Mobile Devices

You can publish your Animate animations so that they can be viewed on mobile devices. When Animate files are published for mobile devices they are saved as .AIR or Adobe Integrated Runtime files and all required files for either Android or iOS (Apple) systems are packaged together for easy upload to the required system. This packaging of files is called Captive RunTime.

In this chapter we will look at publishing a current Animate file in the AIR format and creating a file specifically for viewing on a mobile device. It is important to understand that when creating a mobile application, some ActionScript programming is required, so if you want to use Animate for that purpose, you will need to do some learning of ActionScript.

Publishing a Animate File

Any of the Animate animations that you have created in these modules can be exported for display on a mobile device. However, the dimensions of the document may not be suitable for view on a smaller screen. For that reason, we will use a sample Animate animation that has been set to a mobile screen size.

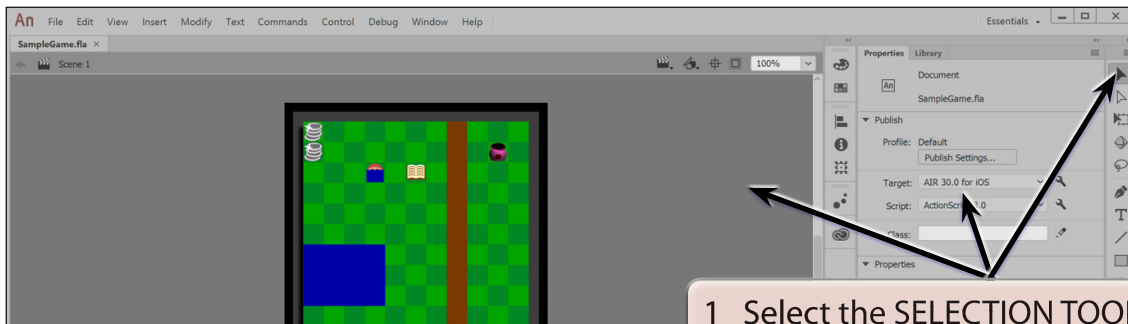
A Loading a Sample

- 1 Load Adobe Animate or close the current files and click on the OPEN button in the start screen.
- 2 Access the ANIMATE CC SUPPORT FILES, open the CHAPTER 23 folder and open the SAMPLEGAME file.
- 3 The file is a game that gets the user to use the arrow buttons to move a figure to find money, books and artefacts.
- 4 Save the file in your STORAGE folder under the name:

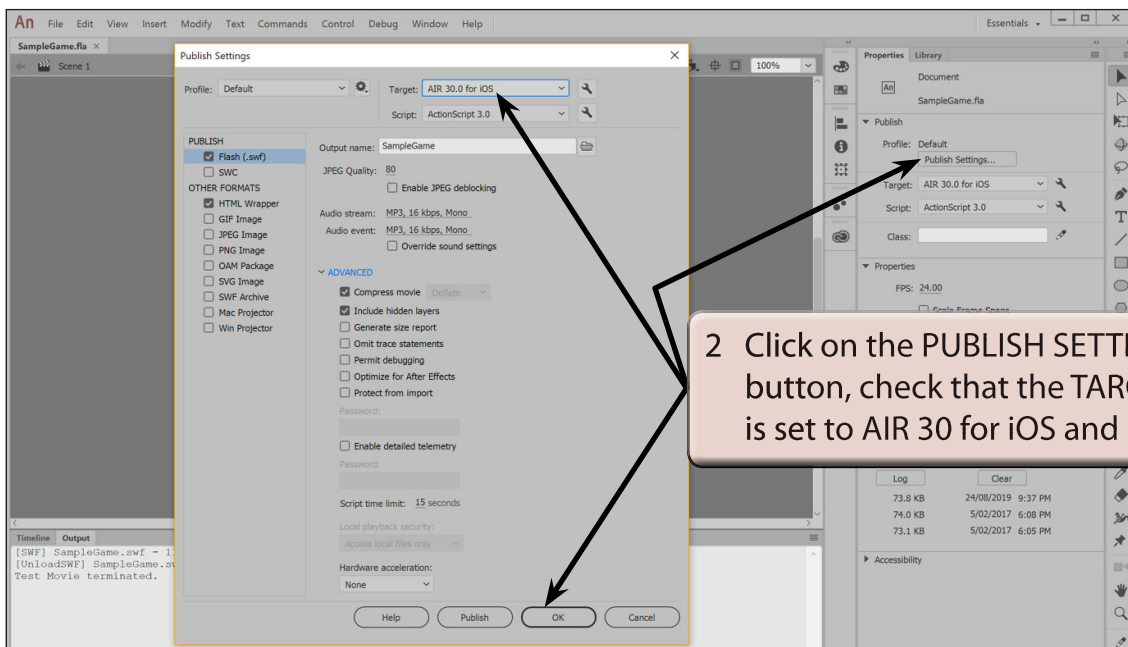
SampleGame
- 5 Display the CONTROL menu and select TEST to see how the animation performs as a SWF file designed for use on a mobile device. You use the arrow keys to move the figure over objects to collect them.
- 6 Close the TEST MOVIE screen.

B Publishing the File for a Mobile Device

We can see how the file will look on a mobile device. In this case we will publish to the iOS system.



- 1 Select the SELECTION TOOL, click on the STAGE and, in the PROPERTIES panel, the PUBLISH section should be displayed.



- 2 Click on the PUBLISH SETTINGS button, check that the TARGET box is set to AIR 30 for iOS and select OK.

NOTE: You can also select PUBLISH SETTINGS from the FILE menu to open the PUBLISH SETTINGS dialogue box.

Text Formatting

You can create a variety of different text effects using Animate. This ranges from standard text formatting through to detailed text animation. The PROPERTIES panel has all the text formatting options.

Creating Text

When using text within Animate you have all the fonts in the computer's system available to you. However, those fonts may not be available on the user's computer. Therefore, it is advisable to use fonts from regular font families.

For example:

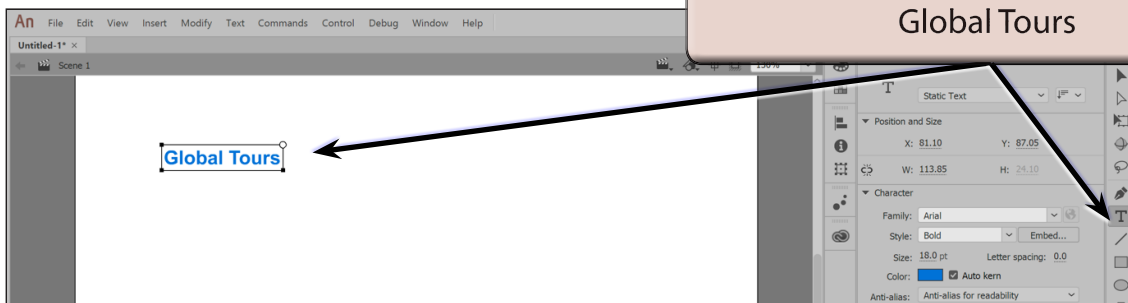
The SANS SERIF font family includes: Arial, Helvetica, Verdana, Myriad Pro.

The SERIF font family includes: Times New Roman, Century Schoolbook, Minion Pro.

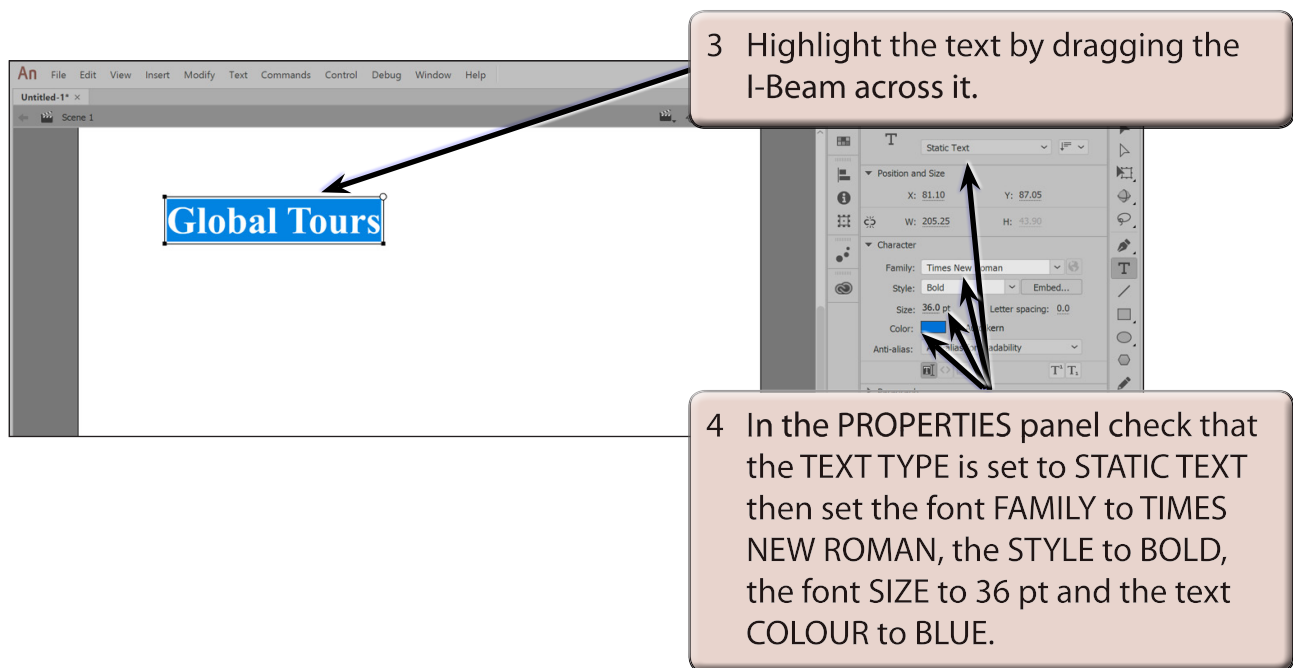
- 1 Load Adobe Animate or close the current files and create a new STANDARD preset file.

- 2 Select the TEXT TOOL, click the I-Beam near the top left of the stage and enter:

Global Tours



NOTE: If you use fonts that are unusual and possibly not in a user's system, it is best to use the **EMBED** button in the **PROPERTIES** panel to embed the font in the animation. This does increase the size of the file a little, but it ensures that the font is not replaced by a different font from the user's system.

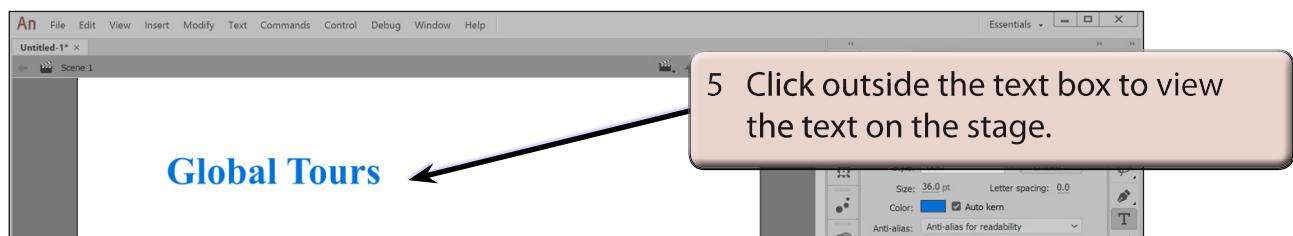


The screenshot shows the Adobe Animate CC interface. On the stage, the text 'Global Tours' is displayed in a blue, bold font. A callout box with an arrow points to the text on the stage. Another callout box with an arrow points to the Properties panel, which shows the text type set to 'Static Text', the font family set to 'Times New Roman', the style set to 'Bold', the size set to '36.0 pt', and the color set to 'Blue'. A third callout box points to the 'Color' property in the Properties panel.

3 Highlight the text by dragging the I-Beam across it.

4 In the PROPERTIES panel check that the TEXT TYPE is set to STATIC TEXT then set the font FAMILY to TIMES NEW ROMAN, the STYLE to BOLD, the font SIZE to 36 pt and the text COLOUR to BLUE.

- NOTE:**
- i The font SIZE can be entered by clicking in the SIZE box in the PROPERTIES panel and entering the required size or by dragging the bottom border of the SIZE box.
 - ii There are 3 types of text. STATIC which is used in normal Animate animations, DYNAMIC which can change within an animation, for example the scores from a computer game, and INPUT where the user is asked to enter text from the animation. DYNAMIC and INPUT text are used in conjunction with ActionScript code.

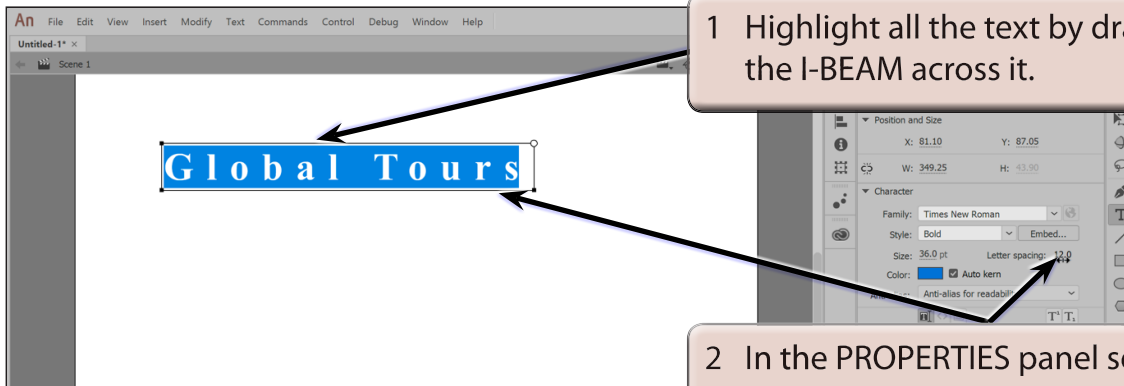


The screenshot shows the Adobe Animate CC interface. On the stage, the text 'Global Tours' is displayed in a blue, bold font. A callout box with an arrow points to the text on the stage. Another callout box with an arrow points to the Properties panel, which shows the text type set to 'Static Text', the font family set to 'Times New Roman', the style set to 'Bold', the size set to '36.0 pt', and the color set to 'Blue'. A third callout box points to the 'Color' property in the Properties panel.

5 Click outside the text box to view the text on the stage.

Character Spacing

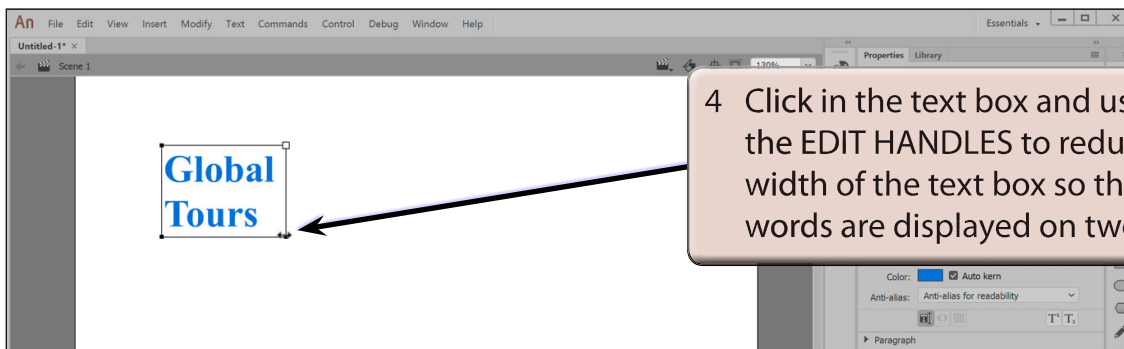
You can control the character spacing in all the words or just on selected letters.



The screenshot shows the Adobe Animate interface. The text 'Global Tours' is selected within a text box on the stage. The Properties panel on the right is open, showing the 'Character' section. The 'Letter spacing' is set to 12.0. Arrows point from the text box and the 'Letter spacing' value to the numbered instructions.

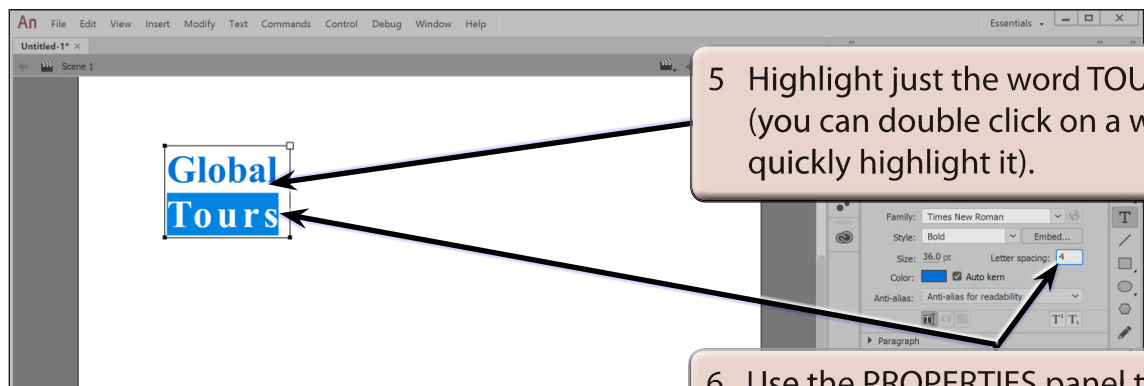
- 1 Highlight all the text by dragging the I-BEAM across it.
- 2 In the PROPERTIES panel set the LETTER SPACING box to 12 pixels and all the letters in the text will be spaced out.

3 Return the LETTER SPACING to 0.



The screenshot shows the Adobe Animate interface. The text box containing 'Global Tours' is on the stage. The Properties panel on the right is open, showing the 'Paragraph' section. The 'Letter spacing' is set to 0.0. An arrow points from the text box to the numbered instruction.

- 4 Click in the text box and use one of the EDIT HANDLES to reduce the width of the text box so that the words are displayed on two lines.



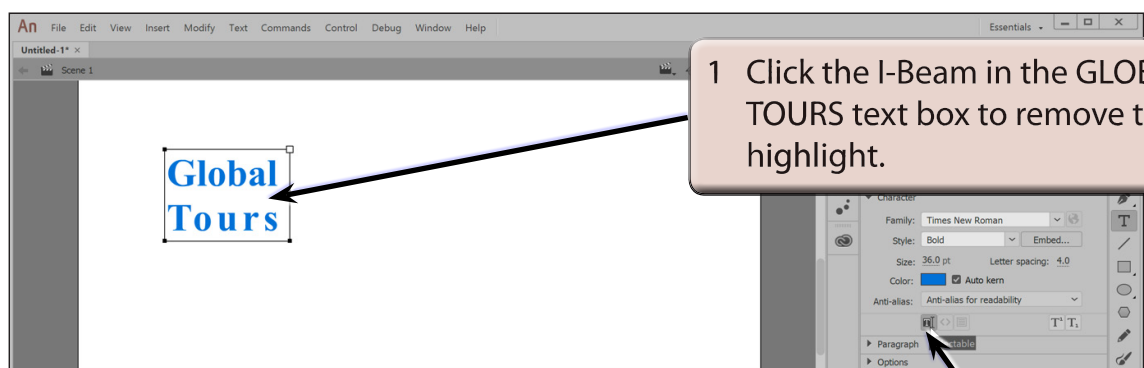
The screenshot shows the Adobe Animate CC interface. In the center, the text 'Global Tours' is displayed in a blue, bold, sans-serif font. The word 'Tours' is highlighted with a blue selection box. Two callout boxes provide instructions: one points to the word 'Tours' and the other points to the 'Letter spacing' field in the Properties panel, which is set to 4.

5 Highlight just the word TOURS (you can double click on a word to quickly highlight it).

6 Use the PROPERTIES panel to increase the LETTER SPACING to about 4 pixels so that the word TOURS is the same width as the word GLOBAL.

Selectable Text

You can allow text from an Animate file to be copied and pasted within a web site. This might be useful if you are providing information on a web site that others may wish to use. Only a whole text box can be made selectable, not individual words.



The screenshot shows the Adobe Animate CC interface. In the center, the text 'Global Tours' is displayed in a blue, bold, sans-serif font. The word 'Tours' is highlighted with a blue selection box. Two callout boxes provide instructions: one points to the word 'Tours' and the other points to the 'Selectable' button in the Properties panel, which is shaded.

1 Click the I-Beam in the GLOBAL TOURS text box to remove the highlight.

2 In the PROPERTIES panel check that the SELECTABLE button is turned on. The button should be shaded.

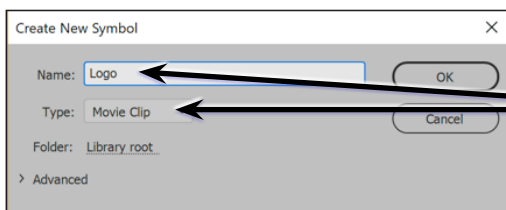
Text Effect Movie Clips

You can set special text effects as a movie clip then import them into web pages. For example, you might want an animated logo or a message animating across the screen. An ActionScript 3.0 file will be used here, but if your file is to be added to a web site it would be better to use a HTML5 Canvas file.

Creating the Movie Clip Symbol

The first step in the process is to create the Movie Clip Symbol.

- 1 Load Adobe Animate or close the current files and create a new STANDARD preset file.
- 2 Display the INSERT menu and select NEW SYMBOL.

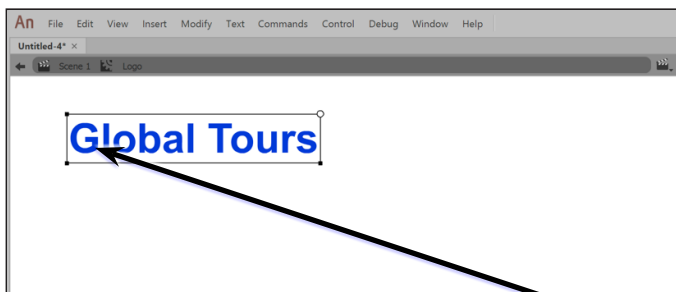


- 3 Name the symbol LOGO and set the TYPE to MOVIE CLIP.

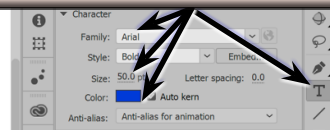
- 4 Select OK and your screen will be set to MOVIE CLIP EDIT MODE.

Entering the Text

Some text will be entered then broken apart and distributed to layers so that each letter is in a separate layer. Once this is completed each letter can be animated.

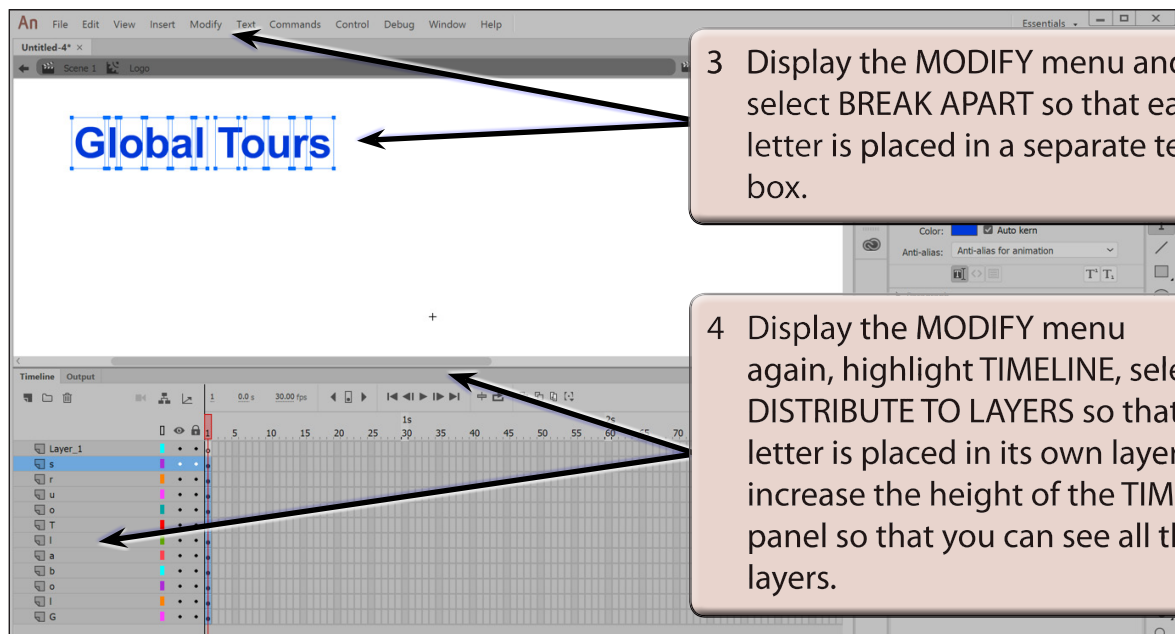


- 1 Select the TEXT TOOL, set the FONT to ARIAL, the STYLE to BOLD, the SIZE to 50 pt and the text COLOUR to BLUE.



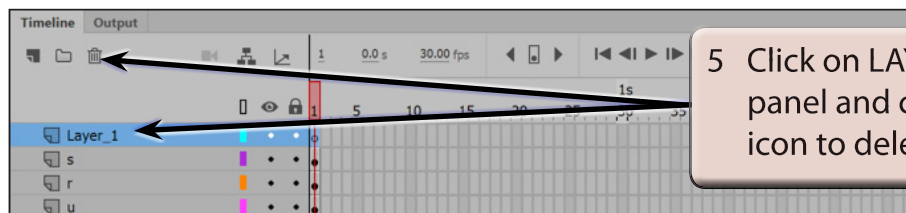
- 2 Click the I-Beam on the stage and enter:

Global Tours

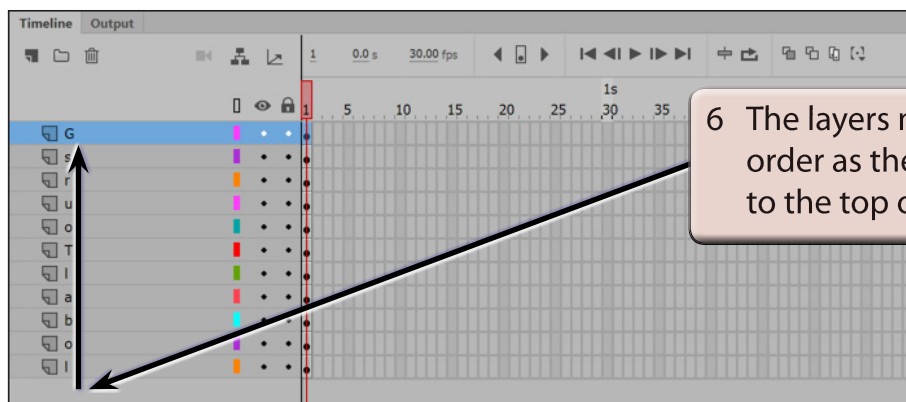


3 Display the MODIFY menu and select BREAK APART so that each letter is placed in a separate text box.

4 Display the MODIFY menu again, highlight TIMELINE, select DISTRIBUTE TO LAYERS so that each letter is placed in its own layer and increase the height of the TIMELINE panel so that you can see all the layers.



5 Click on LAYER 1 in the TIMELINE panel and click on the DELETE LAYER icon to delete the layer.



6 The layers need to be in the same order as the words. Drag the G layer to the top of the layer list.

Creating Scenes

Scenes are self contained Animate screens that follow each other in sequence, just like the acts of a play. To illustrate how scenes are used, a simple 4-scene zoo animation will be created. The first scene will introduce the Zoo, the second scene will show animations about Apes and the third and fourth scenes will display Big Cat animations.

We will just use animal photographs in this example so you can see how to put the scenes together. In the normal use of scenes you would create more detailed animations.

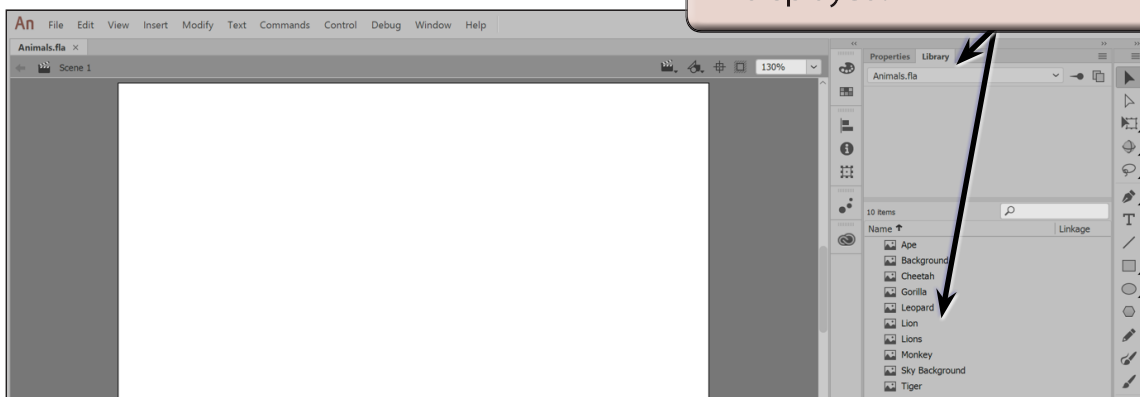
Loading the Prepared File

A file with all the photographs and backgrounds has been prepared for you.

- 1 Load Adobe Animate or close the current files and click on the OPEN button.
- 2 Access the ANIMATE CC SUPPORT FILES and open the CHAPTER 26 folder.
- 3 Open the ANIMALS file.
- 4 Use SAVE AS from the FILE menu to save the file in your STORAGE folder under the name:

Animals

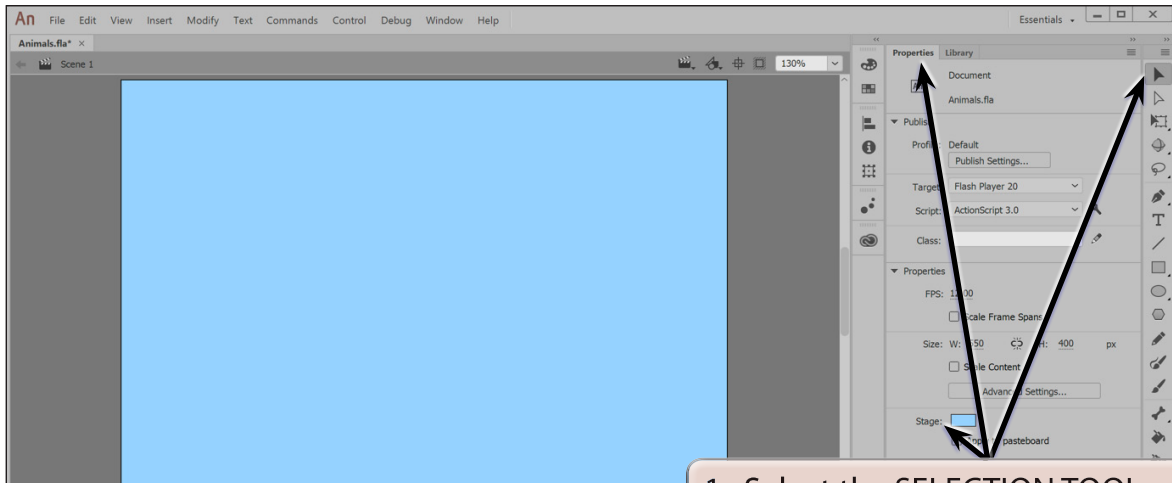
- 5 Open the LIBRARY panel and the assets that will be used should be displayed.



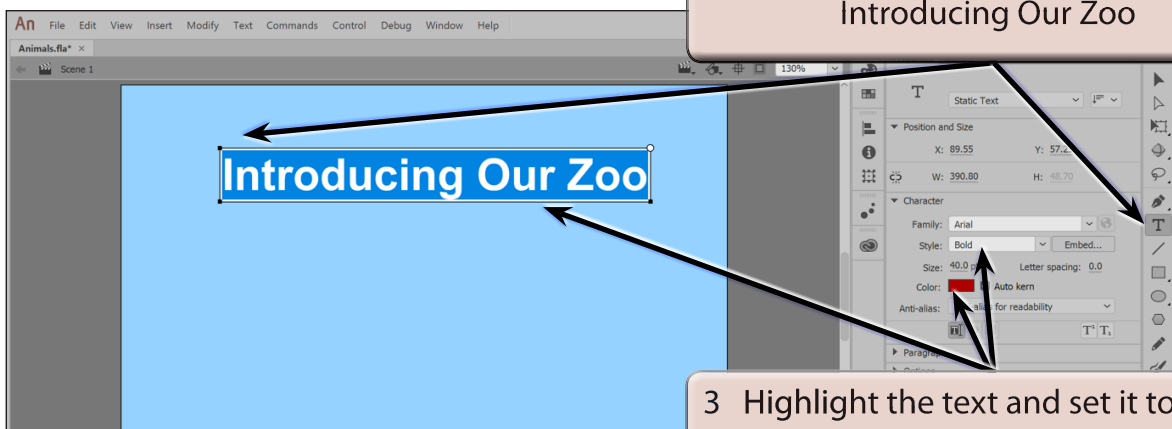
The Introduction Scene

The Introduction scene will simply place the title on the screen as an animation.

A Creating the Animation



- 1 Select the SELECTION TOOL, open the PROPERTIES panel and set the STAGE colour to a light colour.



- 2 Select the TEXT TOOL and, at the top centre of the stage, enter:
Introducing Our Zoo
- 3 Highlight the text and set it to a font of your choice, BOLD, 40 pt and a dark colour.

Useful Tools

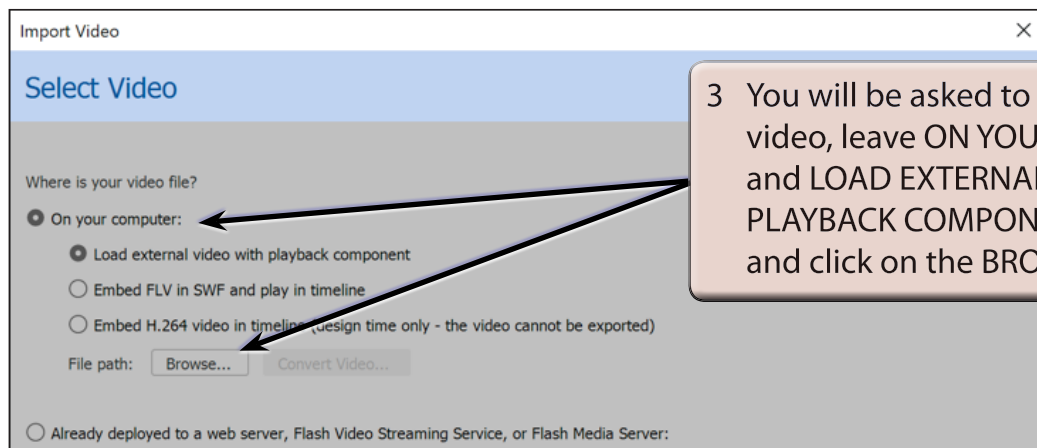
To complete this module some useful tools that Animate provides will be looked at. These include importing Video Clips, the Pen Tool, the Width Tool and using Preset and Sample Animations.

Importing Video Clips

Video clips can be inserted into Animate and used within animations. The videos can be in a variety of formats, such as MP4 (H264) or F4V (H264).

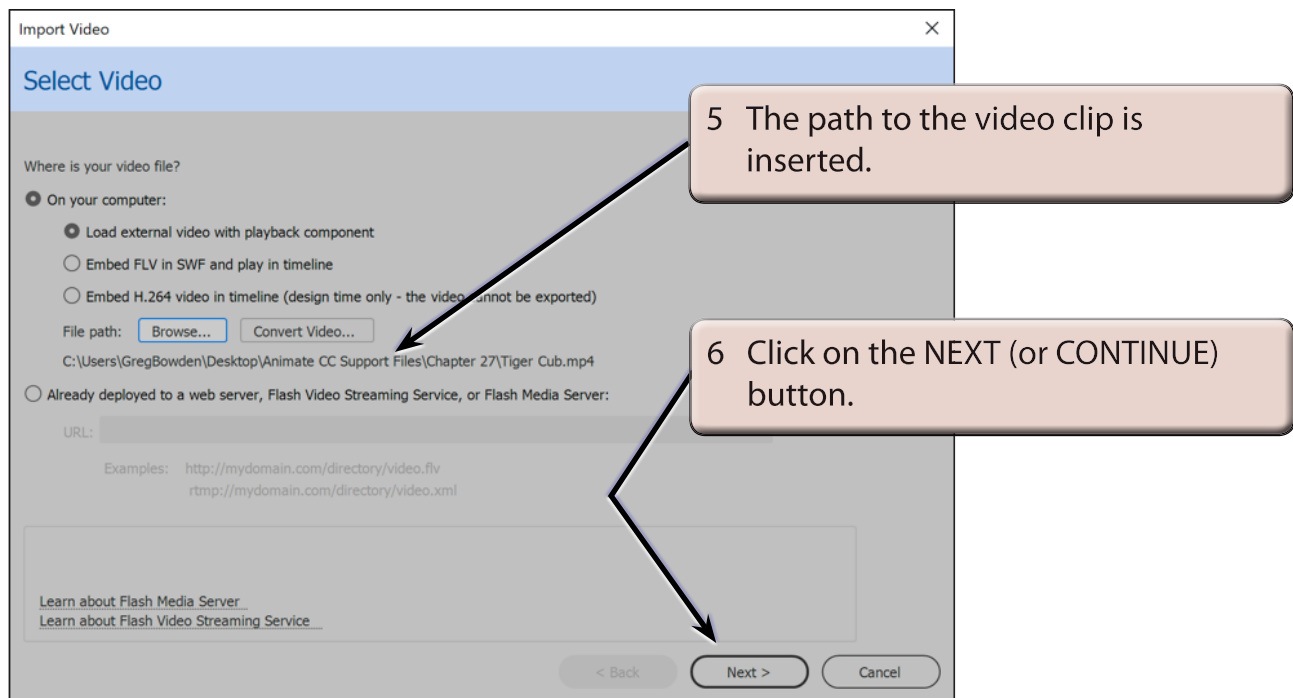
A Selecting the Video

- 1 Load Adobe Animate or close the current files and create a new STANDARD preset file.
- 2 Display the FILE menu, highlight IMPORT and select IMPORT VIDEO.



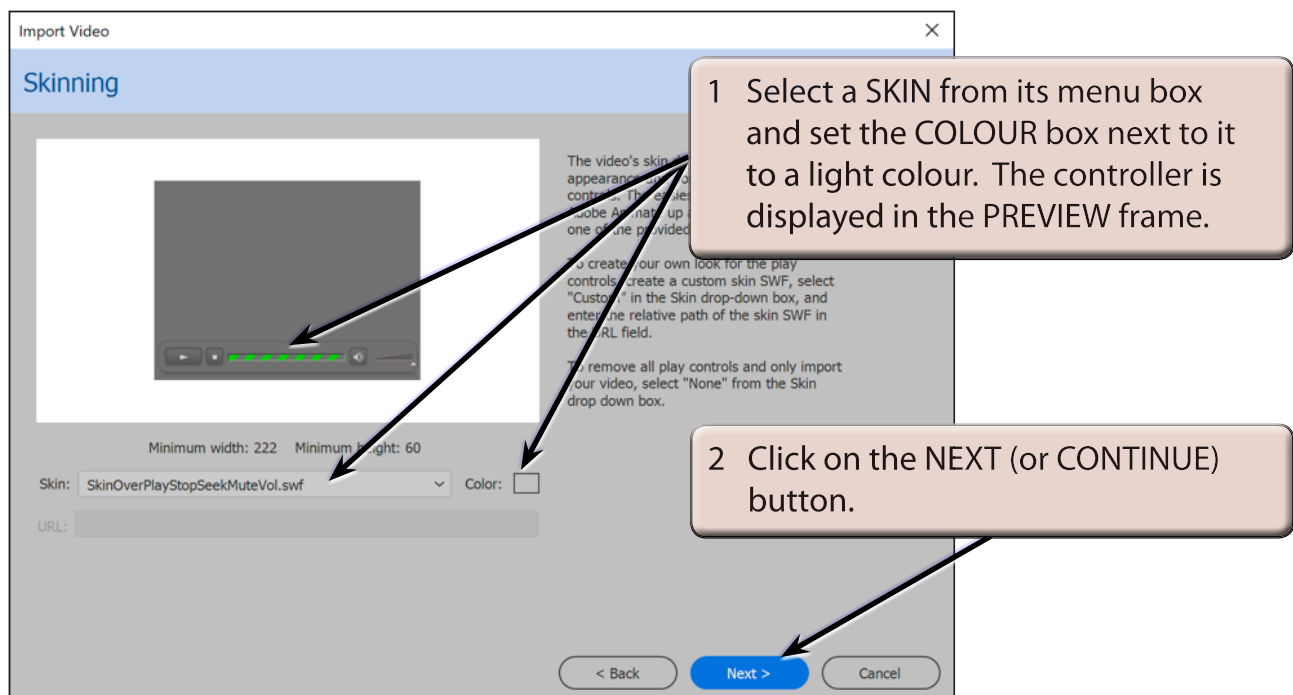
- 3 You will be asked to select the video, leave ON YOUR COMPUTER and LOAD EXTERNAL VIDEO WITH PLAYBACK COMPONENT selected and click on the BROWSE button.

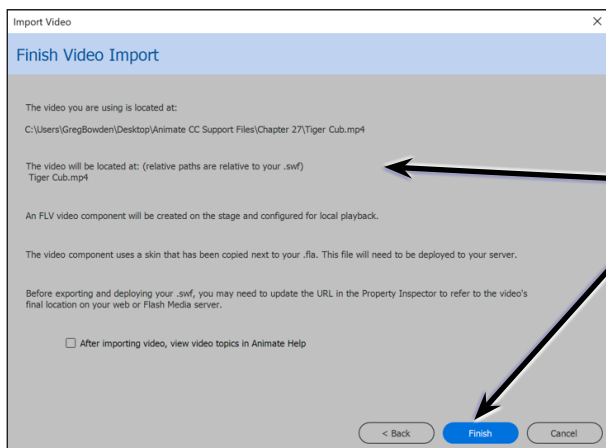
- 4 Access the CHAPTER 27 folder of the ANIMATE CC SUPPORT FILES and open the TIGER CUB.MP4 file.



B Selecting the Skinning

The SKINNING is the video controller that is added to the video. Animate provides a range of different controllers for you to select from.

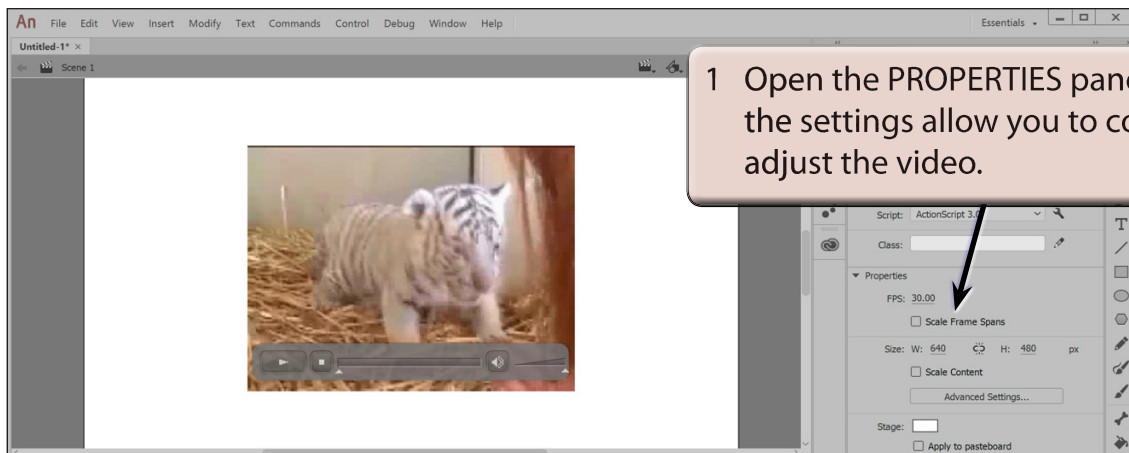




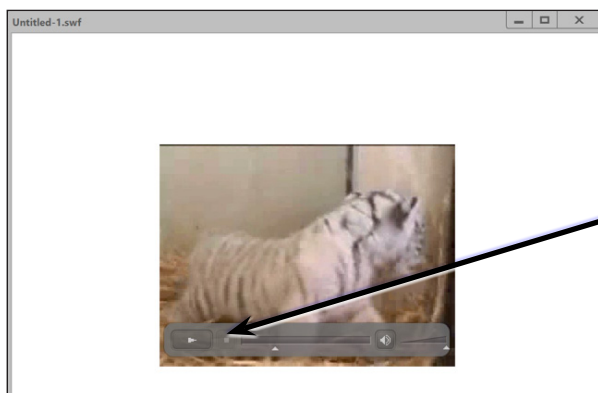
3 A summary of the settings is provided, click on the FINISH button to complete the import.

C Playing the Video Clip

The video clip is added to the stage and it can be used in animations.



1 Open the PROPERTIES panel and the settings allow you to control or adjust the video.



2 Test the movie and the PLAY/PAUSE button in the CONTROLLER can be used to pause then play the video.

- NOTE:**
- i You could add the video clip to the **INTRODUCTION** scene of the **ANIMALS** animation that you created in Chapter 26.
 - ii The video clip can be resized, moved on the stage and have animations inserted around it.
 - iii You can export Animate animations as video files using the **FILE** menu - **EXPORT** - **EXPORT VIDEO**.

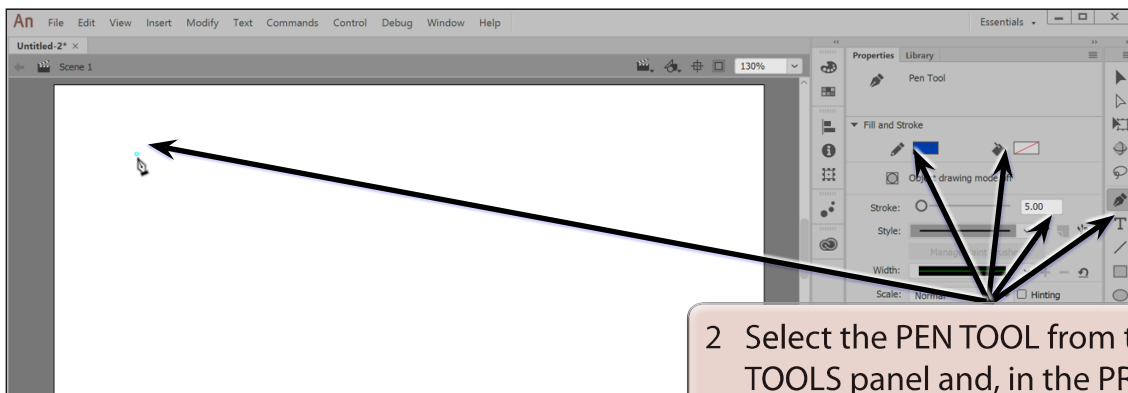
The Pen Tool

The **PEN TOOL** allows you to create custom vector paths that can be filled, outlined or selected. It is one of Animate's more difficult tools to master, but if you intend to use Animate to create detailed artwork, it is worth learning how to use it.

A Drawing Straight Lines

Straight lines are easily created with the **PEN TOOL**. Points are clicked on the stage and straight lines are inserted between those points. The points are called **ANCHOR POINTS**.

- 1 Close the current file and create a new **STANDARD** preset file.



- 2 Select the **PEN TOOL** from the **TOOLS** panel and, in the **PROPERTIES** panel, set the **STROKE COLOUR** to a dark colour, the **STROKE SIZE** to 5 pt, the **FILL COLOUR** to **NO COLOUR** and click an anchor point near the top left of the stage.