

Guided Computer Tutorials

Learning Adobe Animate CC

Module 1

By Greg Bowden

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Learning Animate CC

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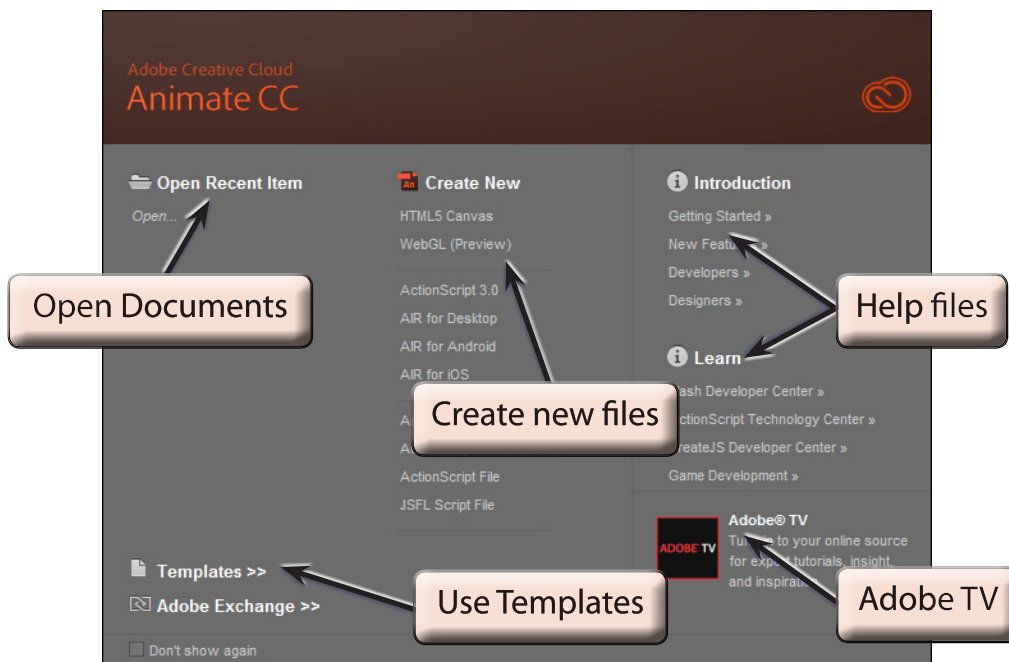
Animate Project 1

Getting Started With Animate

Adobe Animate (formerly Adobe Flash) is a design tool set up primarily to allow the efficient creation of animations, especially for web pages and computer games. It allows animations to be reduced to the lowest size possible so that the speed of operation within a web site is not too slow. In this chapter you will be introduced to some of the basics of the Animate screen.

The Animate Start Page

- 1 Load Adobe Animate CC and the following WELCOME screen should be displayed.

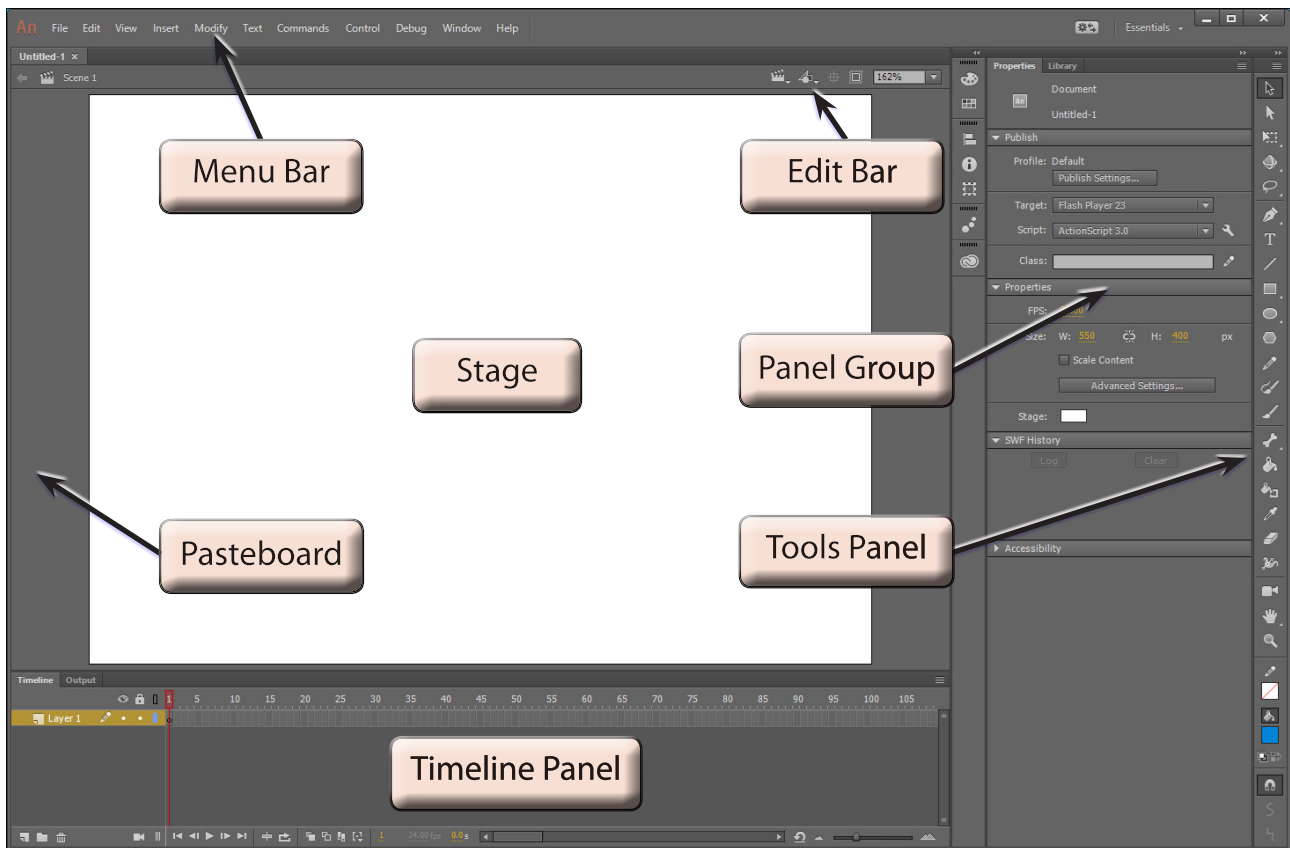


- 2 The WELCOME screen allows you to open saved files, start different types of files and obtain help with Animate.



The Animate Screen

- 1 You will receive the ANIMATE SCREEN similar to the following diagram.



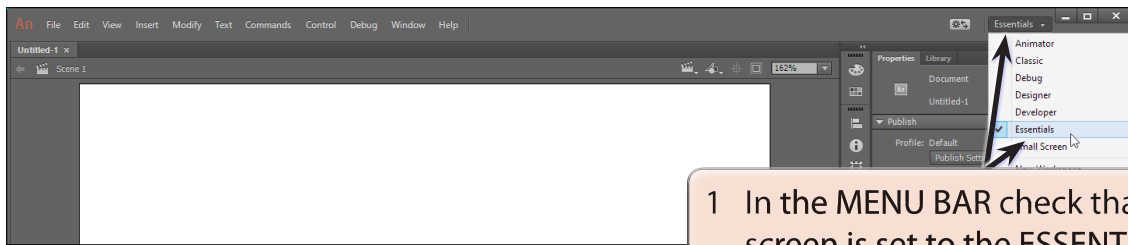
- 2 Look at the labelled sections of the diagram and refer to them until you are fully familiar with the different screen sections.

The Animate Workspace

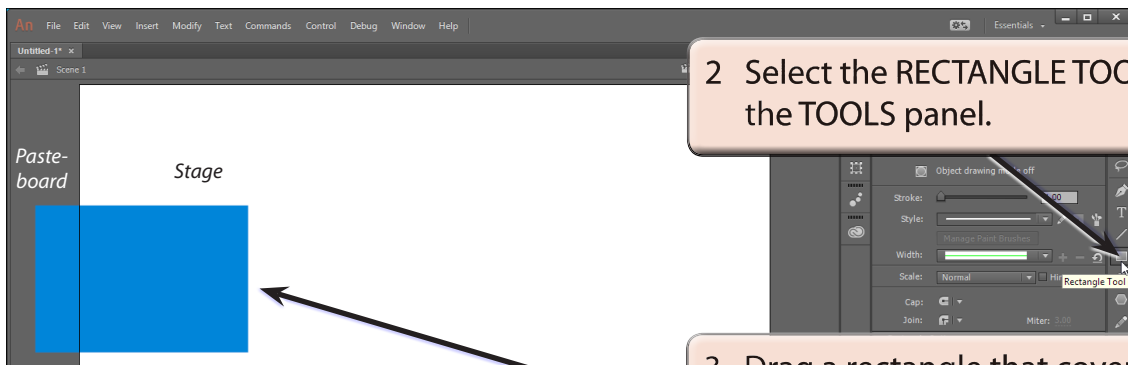
There are two parts to the Animate workspace, which is at the centre of the screen.

- The **STAGE AREA** which is the white area.
- The **PASTEBOARD** which is the dark area that surrounds the stage.

Only objects within the STAGE AREA are included in a movie. The PASTEBOARD is mainly used to allow objects to move on and off the stage.

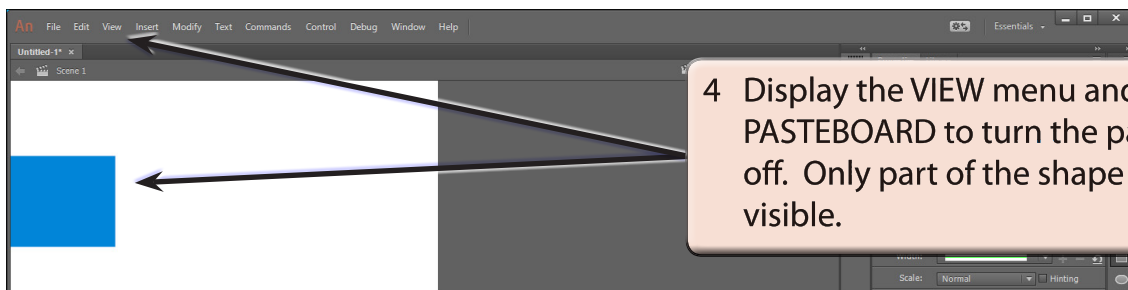


1 In the MENU BAR check that the screen is set to the ESSENTIALS workspace.



2 Select the RECTANGLE TOOL from the TOOLS panel.

3 Drag a rectangle that covers part of the stage and part of the pasteboard.



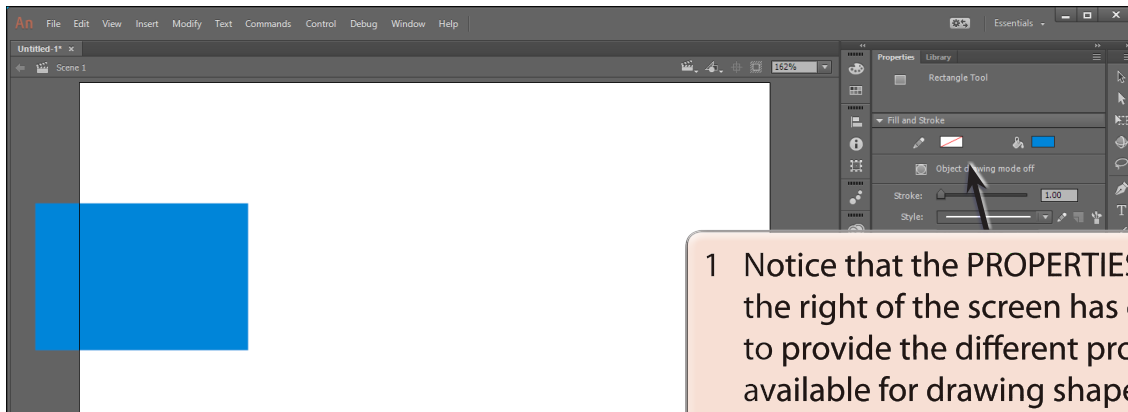
4 Display the VIEW menu and select PASTEBOARD to turn the pasteboard off. Only part of the shape is now visible.

NOTE: This is what the shape would look like if it was exported from Adobe Animate.

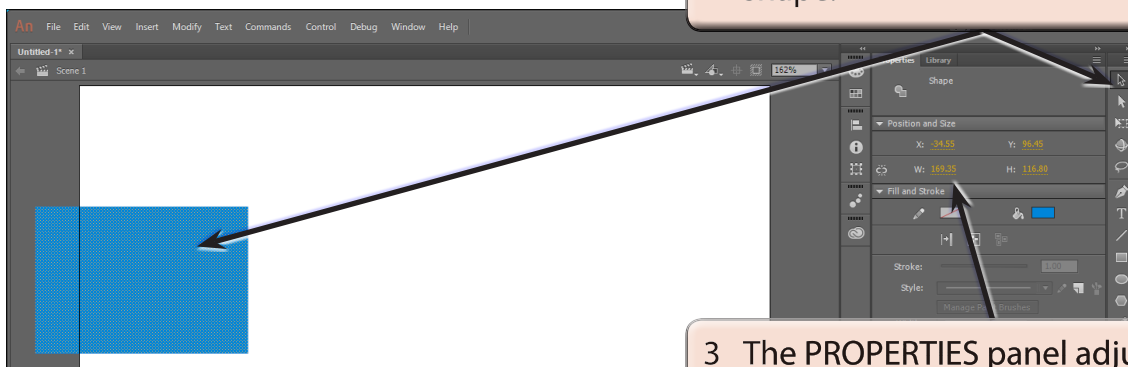
5 Display the VIEW menu and select PASTEBOARD to turn the pasteboard back on.

The Properties Panel

The PROPERTIES panel is one of the most used sections of the Animate screen.



- 1 Notice that the PROPERTIES panel at the right of the screen has changed to provide the different properties available for drawing shapes.



- 2 Click on the SELECTION TOOL in the TOOLS panel then click inside the shape.

- 3 The PROPERTIES panel adjusts to display the further properties.

- 4 With the shape selected, press the DELETE key to remove it from the stage. If its border remains, select it and delete it.

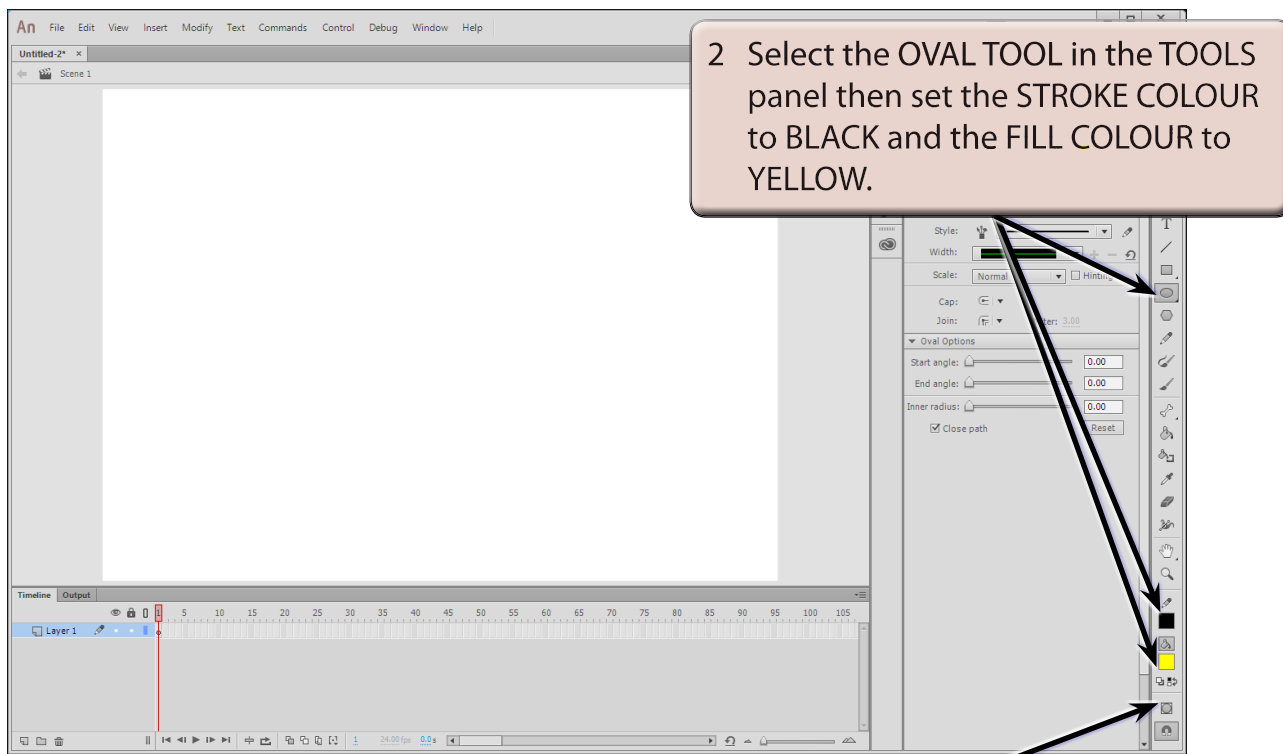
Drawing Tools

Before creating animations with Adobe Animate you need to be aware of the different Drawing Tools that Animate provides. You've already used the oval, rectangle, line and brush tools. This chapter will concentrate on some of the other drawing tools and techniques that are available in Animate.

Cookie Cutting

Cookie Cutting causes one shape to replace part or all of another shape when it is placed over the first shape. Most vector drawing programs keep each drawn shape as a separate entity, but Animate treats shapes differently. The shape that is drawn first is at the back of the stage. The next shape that is drawn is stacked above the first and any part of the first shape that is covered by the second is erased.

- 1 Load Animate or close the current file and create a new ACTIONSCRIPT 3.0 file.

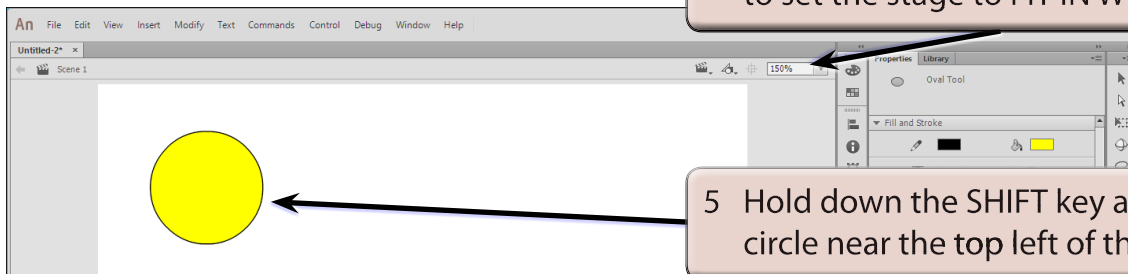


The screenshot shows the Adobe Animate workspace with a new file open. The Tools panel is visible on the right side of the interface. A callout box points to the Oval tool in the Tools panel, which is highlighted. Another callout box points to the Oval Options section in the Properties panel, specifically to the 'Object Drawing' button, which is not shaded. A third callout box points to the 'Stroke Colour' and 'Fill Colour' swatches, which are set to black and yellow respectively.

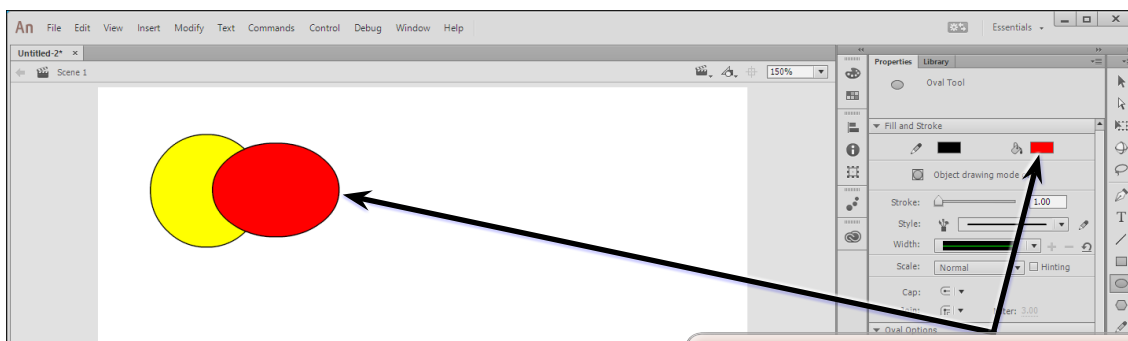
2 Select the OVAL TOOL in the TOOLS panel then set the STROKE COLOUR to BLACK and the FILL COLOUR to YELLOW.

3 Check that the OBJECT DRAWING button is turned off in the OVAL OPTIONS section of the TOOLS panel. It should not be shaded.

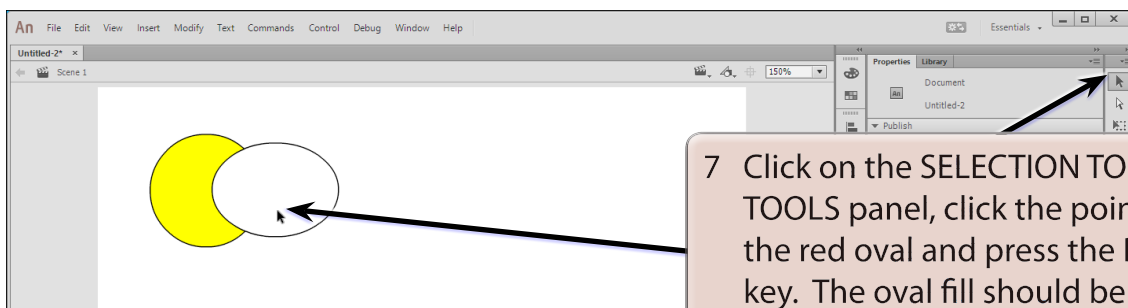
4 Use the ZOOM box in the EDIT BAR to set the stage to FIT IN WINDOW.



5 Hold down the SHIFT key and drag a circle near the top left of the stage.

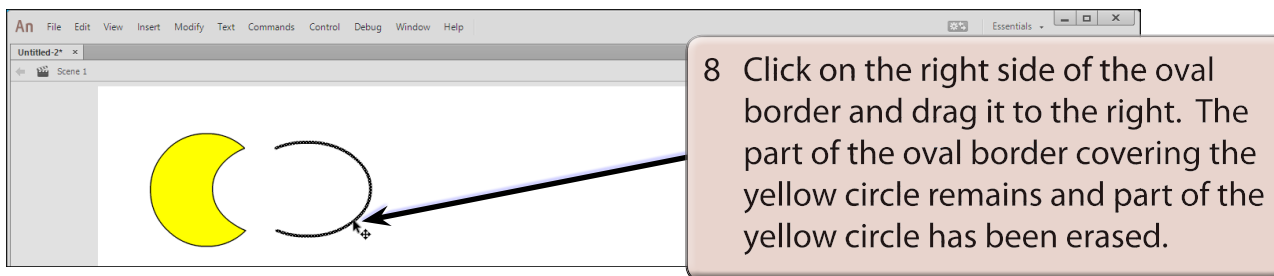


6 Set the FILL COLOUR to RED and drag another oval so that it covers part of the yellow circle.



7 Click on the SELECTION TOOL in the TOOLS panel, click the pointer inside the red oval and press the DELETE key. The oval fill should be removed and the border should remain.

NOTE: When you draw an oval or rectangle in Animate the shape has two parts, a fill and a border (or stroke).

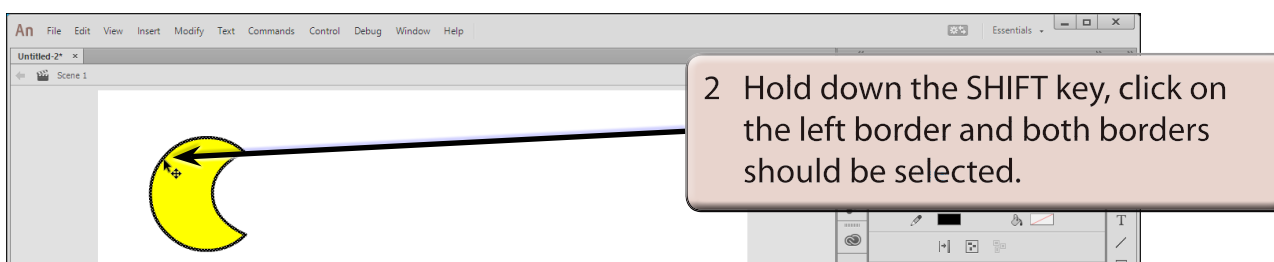
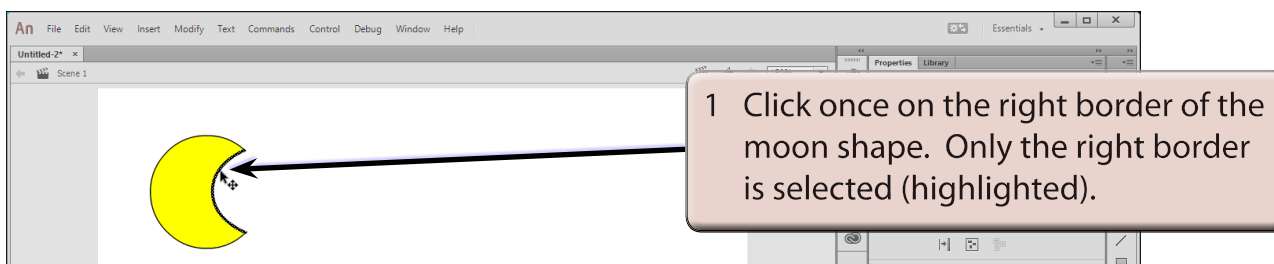


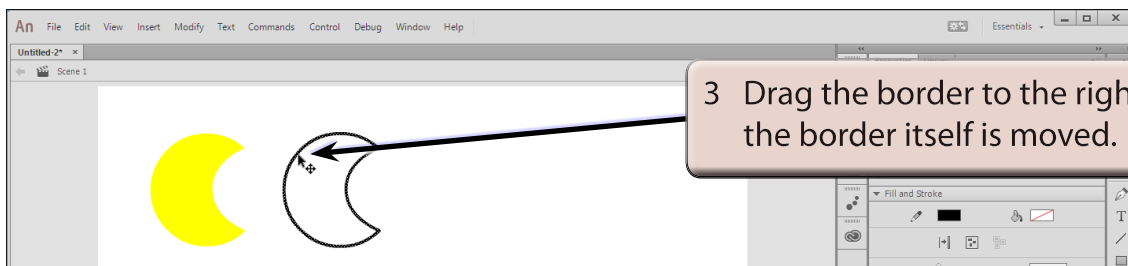
NOTE: This is what is meant by **COOKIE CUTTING** - the red oval cookie has cut the yellow circle cookie. It is a good way of creating a half moon shape.

- 9 The remaining part of the oval border should still be selected, press the DELETE key to remove it.

Selecting Shapes

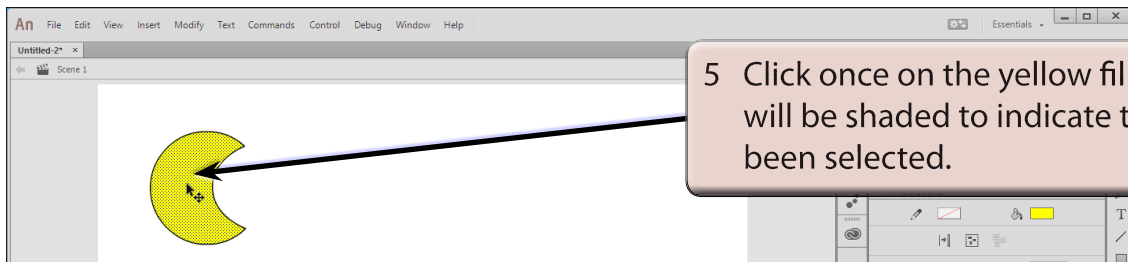
When you draw circles or rectangles they have both a border and a fill section. There are a number of ways of selecting each.



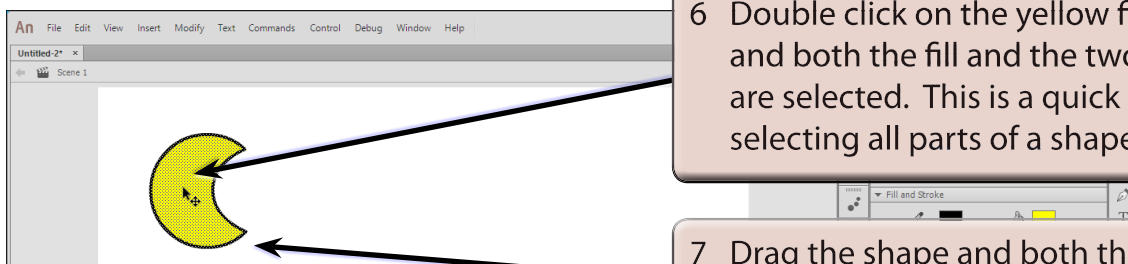


3 Drag the border to the right and just the border itself is moved.

- 4 Select UNDO MOVE by pressing CTRL+Z (Windows) or COMMAND+Z (Macintosh) to return the border to the fill.



5 Click once on the yellow fill and it will be shaded to indicate that it has been selected.



6 Double click on the yellow fill section and both the fill and the two borders are selected. This is a quick way of selecting all parts of a shape.

7 Drag the shape and both the fill and border should move.

- 8 Press the DELETE key to delete the half moon shape.

Symbols, Libraries and Layers

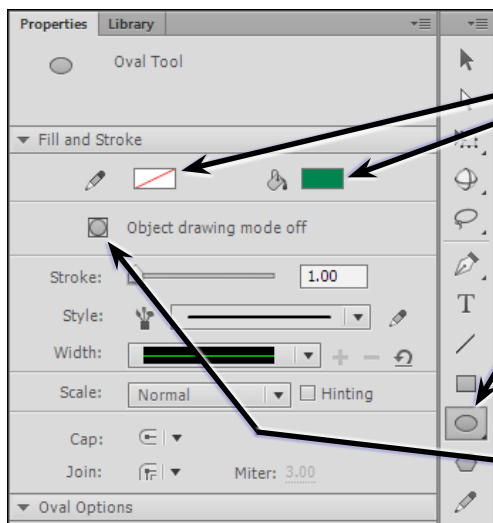
In this chapter you will look at creating SYMBOLS, using the LIBRARY panel and using LAYERS. These tools are vital when creating animations. They reduce the size of files and help you organise the assets used in an animation.

Creating a Logo

A simple company logo will be created using the rectangle, circle and text tools. It will then be converted into a symbol.

A Drawing a Circle

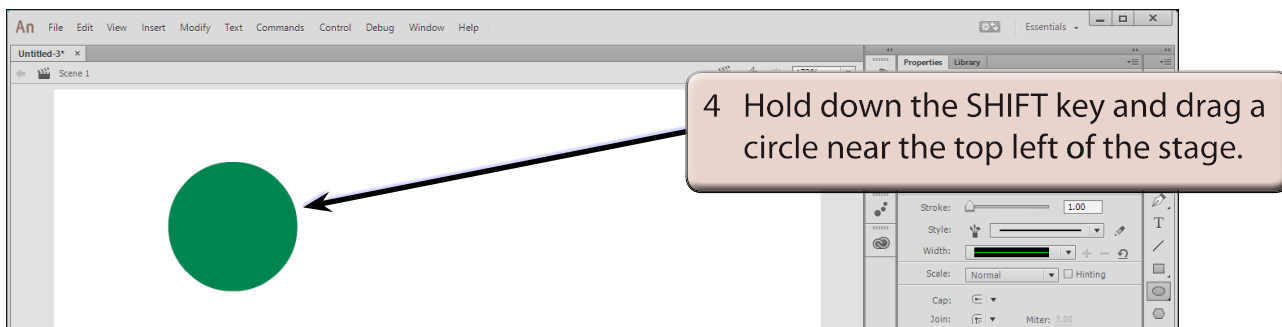
- 1 Load Animate or close the current files and create a new ACTIONSCRIPT 3.0 file.



- 2 Select the OVAL TOOL in the TOOLS panel then set the STROKE COLOUR to NO STROKE and the FILL COLOUR to DARK GREEN.

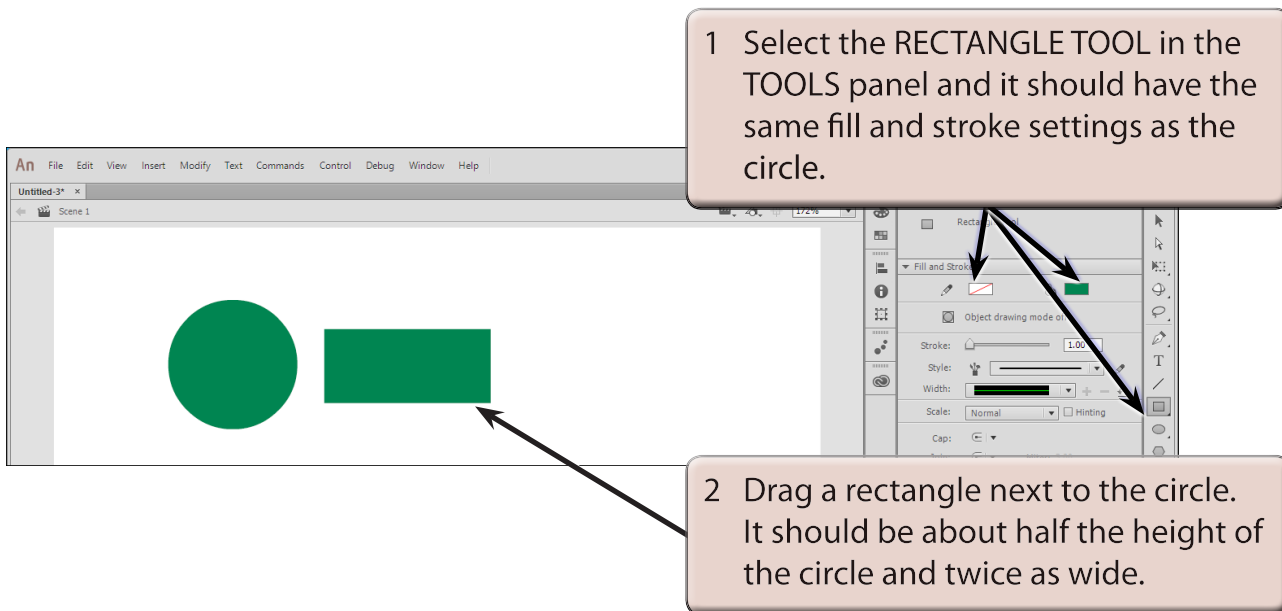
- 3 Turn off the OBJECT DRAWING option in either the PROPERTIES panel or the TOOLS panel (the icon should have no shading around it).

NOTE: By setting the STROKE to NO STROKE the circle will simply have a fill colour and no border.



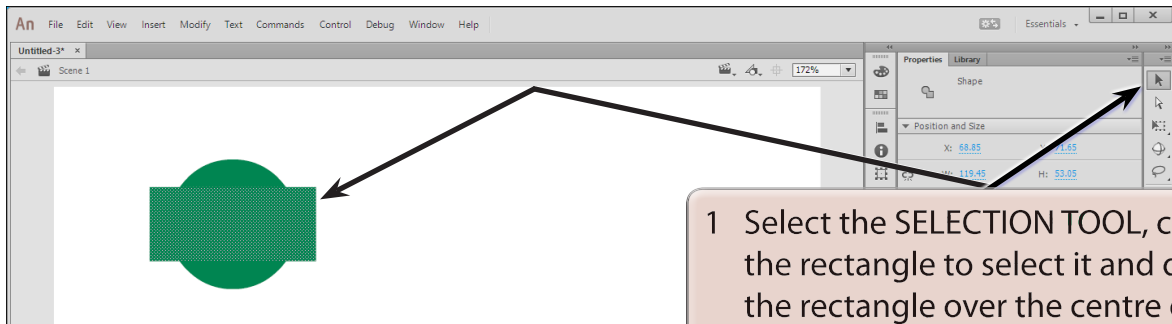
NOTE: The SHIFT key causes a perfect circle to be drawn rather than an oval.

B Adding a Rectangle



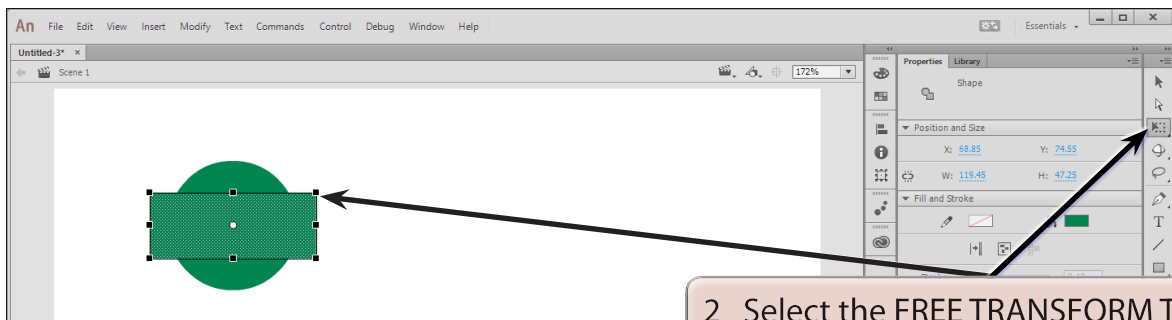
C Placing the Rectangle Over the Circle

The rectangle and circle will be combined.

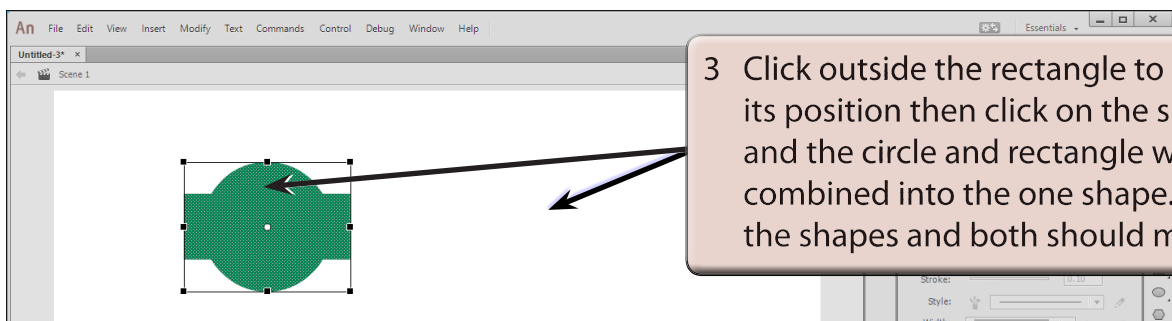


- 1 Select the SELECTION TOOL, click on the rectangle to select it and drag the rectangle over the centre of the circle.

NOTE: You can use the ARROW keys to nudge the rectangle into place.



- 2 Select the FREE TRANSFORM TOOL from the TOOLS panel and use the 'handles' to adjust the size of the rectangle if necessary.



- 3 Click outside the rectangle to set its position then click on the shape and the circle and rectangle will be combined into the one shape. Drag the shapes and both should move.

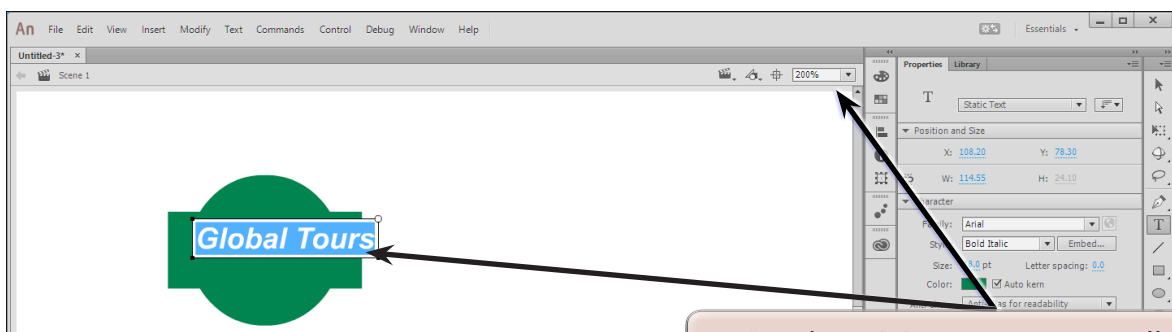
NOTE: You can press **CTRL+Z** on the Windows system or **COMMAND+Z** on the Macintosh system as many times as required to **UNDO** any previous steps if you are not happy with the logo so far, then try the steps again.

D Adding Text to the Logo

To complete the logo some text will be added inside the rectangle.

- 1 Select the **TEXT TOOL** from the **TOOLS** panel, set the **FONT SIZE** to 18 pt, click inside the left edge of the rectangle and enter:

Global Tours



- 2 Set the **ZOOM** to 200%, scroll to the logo and drag the **I-Beam** across the text to highlight it.

Motion Tween Animations

Adobe Animate provides two main ways of animating, Tweening and Frame by Frame Animation. The most common form is Tweening where you set a start point and an end point and let the program animate the object BETWEEN those points. This is where the term TWEEN comes from.

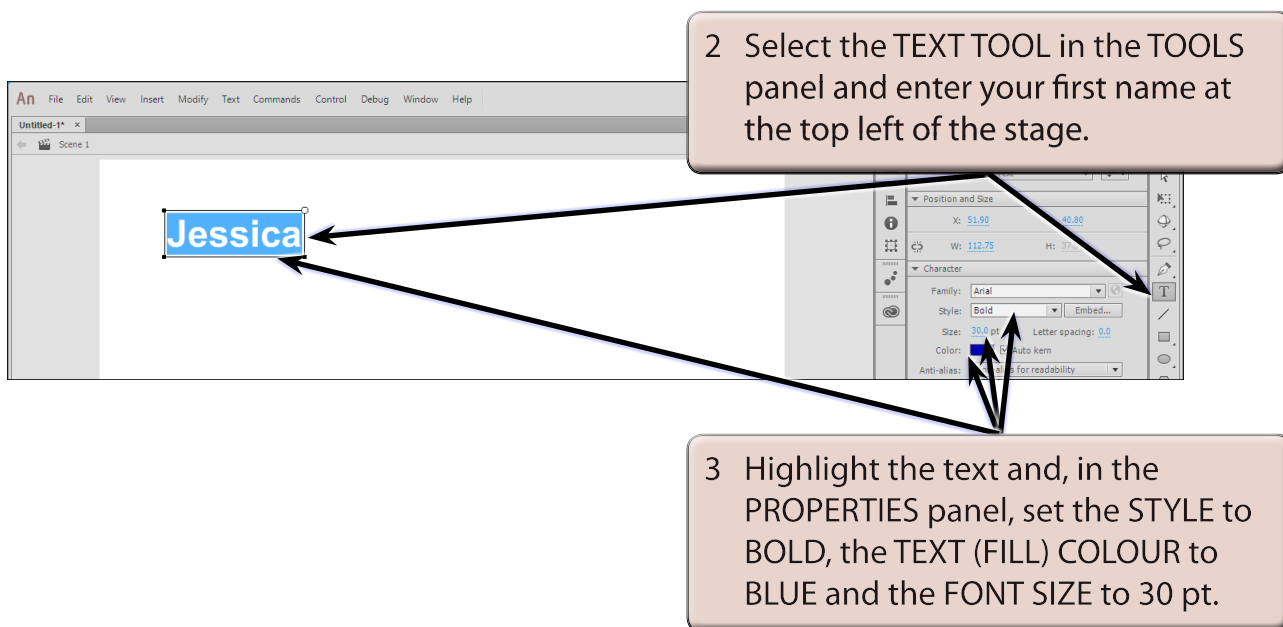
In this chapter you will be shown how to create TWEEN ANIMATIONS for a text symbol. The next few chapters will demonstrate animating graphics.

Creating a Motion Tween

Motion Tweening involves moving objects from a start point to an end point. You can Motion Tween objects, text, drawings, etc. They must be grouped or converted to a symbol (although text boxes can be animated directly). To illustrate Motion Tweening, a simple text symbol will be moved around the stage.

A Setting the Symbol

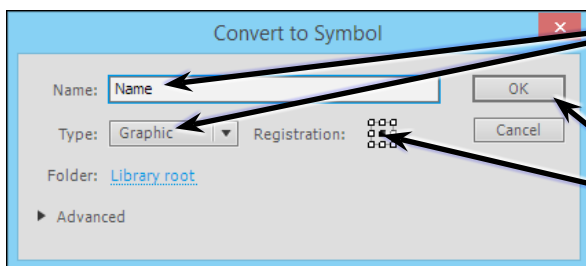
- 1 Load Animate or close the current files and create a new ACTIONSCRIPT 3.0 file.



The screenshot shows the Adobe Animate interface. On the stage, the text 'Jessica' is displayed in a blue box. The Properties panel on the right shows the following settings: Position and Size (X: 51.90, Y: 48.80, W: 112.75, H: 12.5), Character (Family: Arial, Style: Bold, Size: 30.0 pt, Color: Blue, Anti-alias: Smooth for readability). Arrows point from the text on the stage to the Properties panel and from the Tools panel to the text on the stage.

- 2 Select the TEXT TOOL in the TOOLS panel and enter your first name at the top left of the stage.
- 3 Highlight the text and, in the PROPERTIES panel, set the STYLE to BOLD, the TEXT (FILL) COLOUR to BLUE and the FONT SIZE to 30 pt.

- 4 Select the SELECTION TOOL and the text box should be selected, then use the MODIFY menu to select CONVERT TO SYMBOL.



5 Call the symbol NAME and set the TYPE to GRAPHIC.

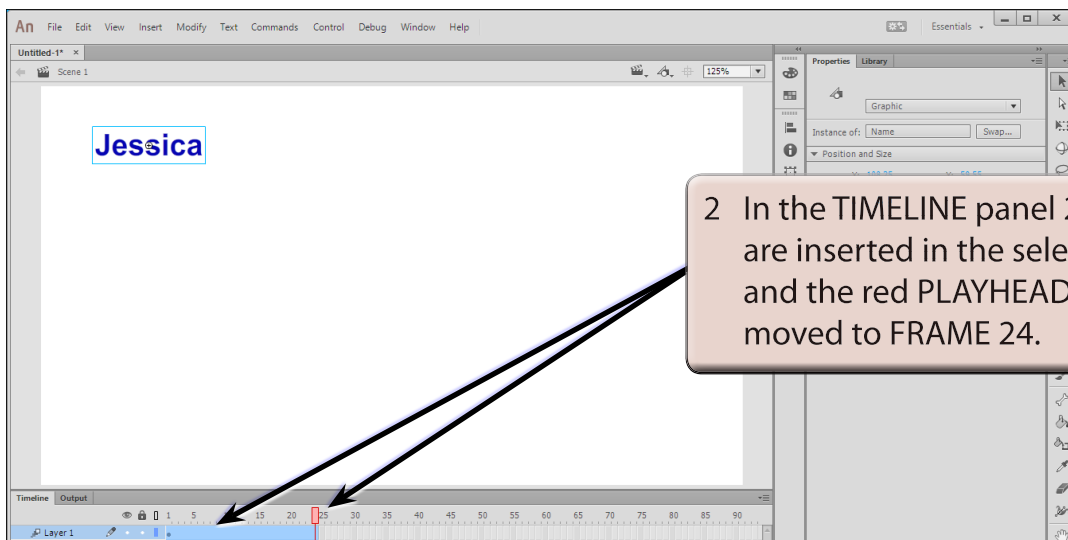
6 Set the REGISTRATION to CENTRE and select OK.

NOTE: Text can be Motion Tweened without converting it to a symbol, but it is useful learn how to create a symbol as other shapes do need to be converted to a symbol before they can be Motion Tweened.

B Setting the Motion Tween

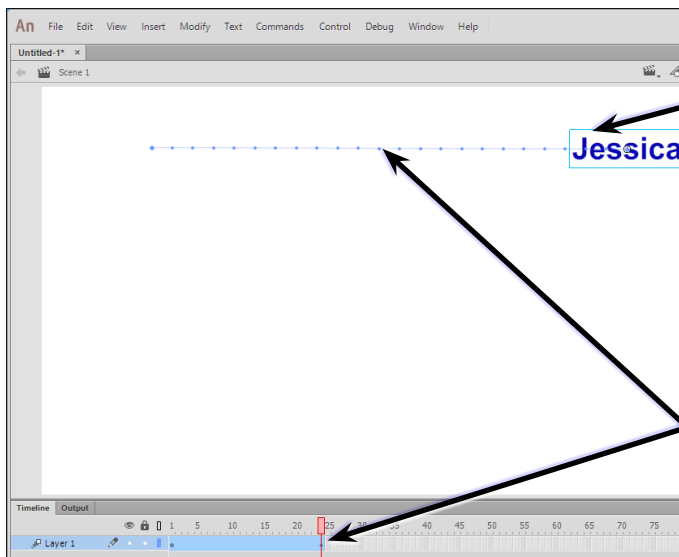
To animate an object frames need to be inserted in the TIMELINE panel. Animate is preset to insert 24 frames (which represents a 1 second animation) when you set a Motion Tween. However, you can easily adjust the number of frames once the animation is set.

- 1 Display the INSERT menu and select MOTION TWEEN.



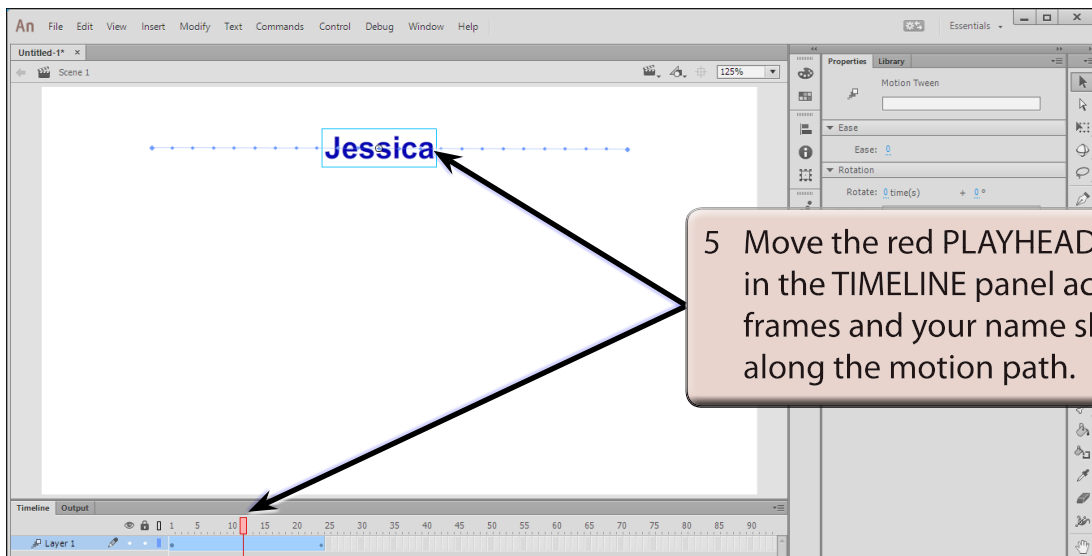
2 In the TIMELINE panel 24 frames are inserted in the selected layer and the red PLAYHEAD MARKER is moved to FRAME 24.

- NOTE:**
- i You can **RIGHT+CLICK** on the symbol and select **CREATE MOTION TWEEN** to create the **MOTION TWEEN** rather than using the **INSERT** menu.
 - ii You can change the default number of frames that are inserted using **DOCUMENT** from the **MODIFY** menu.



3 Move the symbol to the right of the stage. This will set its end position in the animation. It has not affected the position of the name at FRAME 1.

4 A blue MOTION PATH line is inserted to show you the path of the animation and a PROPERTY KEYFRAME MARKER is inserted at FRAME 24 in the TIMELINE panel.



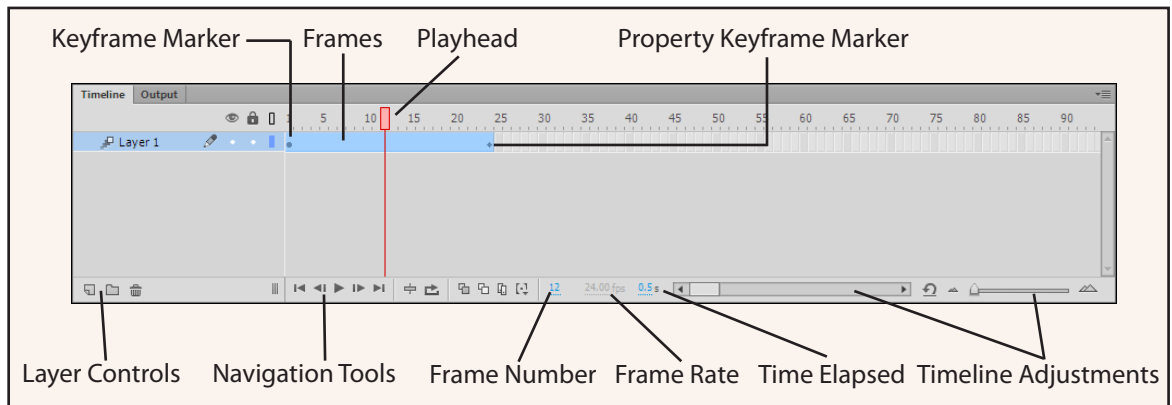
5 Move the red PLAYHEAD marker in the TIMELINE panel across the frames and your name should move along the motion path.

6 Use the **CONTROL** menu to **TEST** the movie then close the **TEST MOVIE** screen.

- 7 You can do a live preview of the animation without opening the TEST MOVIE screen.
- 8 Move the PLAYHEAD MARKER to FRAME 1, press the <enter> or <return> key and the animation should play once. It is a useful way of quickly testing that an animation is working correctly. You can also click on the PLAY arrow at the base of the TIMELINE panel.

Understanding the Timeline Panel

Now that you have created your first animation it is important that you understand the symbols used in the TIMELINE panel. The following diagram labels its sections.



The important sections of the TIMELINE panel are:

- The **KEYFRAME MARKER** which is a solid •. It stores major changes in an animation. If there is no content in a KEYFRAME the dot will open.
- The **PROPERTY KEYFRAME MARKER** which is a diamond shape. It stores symbol property changes such as position, rotation, size, etc. in the animation.
- The **PLAYHEAD** which is the red rectangle and line. It allows you to move through the frames. The frame that the PLAYHEAD is over is the FRAME NUMBER which is displayed at the base of the TIMELINE panel.
- The **FRAMES** which are contained in a shaded bar in the TIMELINE panel. They control the duration of the animation.

Multiple Object Animations

When creating an animation you have some objects that move and others that are fixed. For that reason the use of LAYERS in animations becomes vital. To illustrate combining different objects into an animation, a simple animation of a bouncing ball will be created.

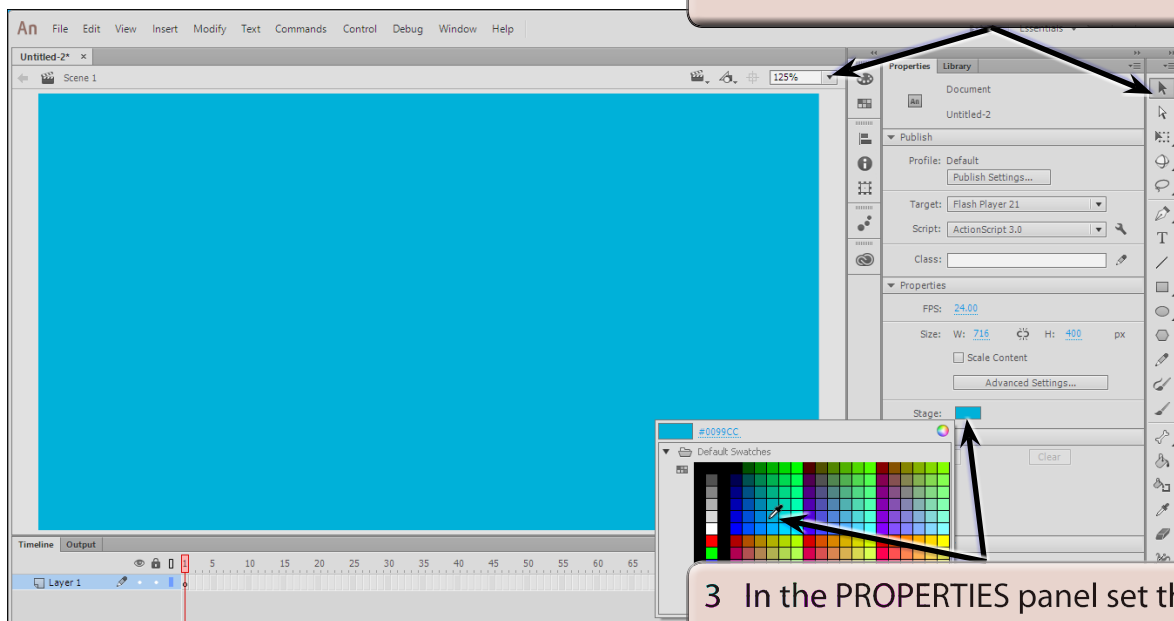
The Background Layer

The background will contain fixed objects so, once they have been added to the stage, their layer will be locked.

A Setting the Background Layer

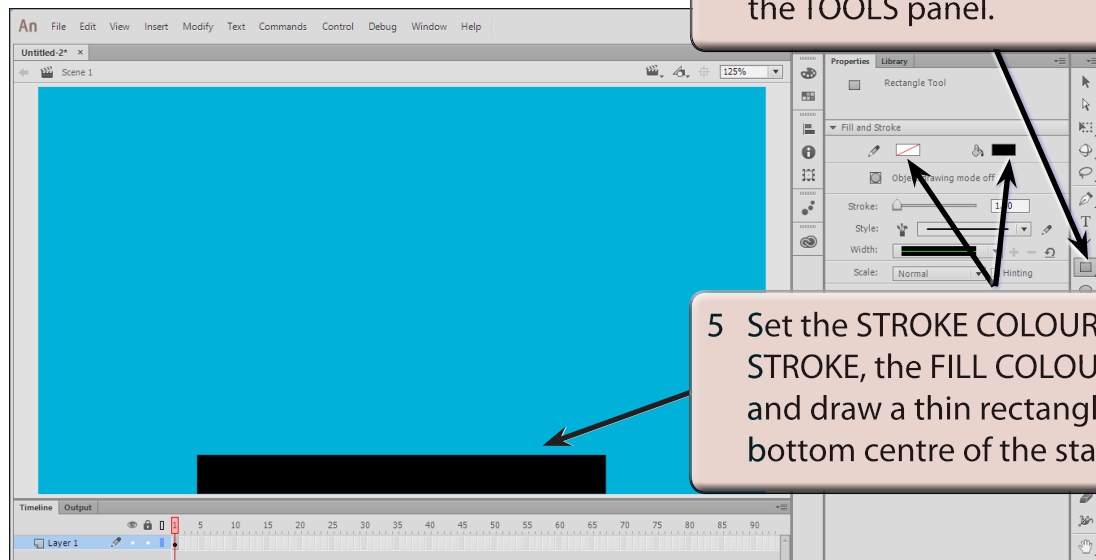
- 1 Load Animate or close the current files and start a new ACTIONSCRIPT 3.0 file.

- 2 Set the ZOOM to FIT IN WINDOW and select the SELECTION TOOL.



- 3 In the PROPERTIES panel set the STAGE COLOUR box to a mild blue.

NOTE: Setting the ZOOM to FIT IN WINDOW ensures that you can see the whole stage area as you build the animation.



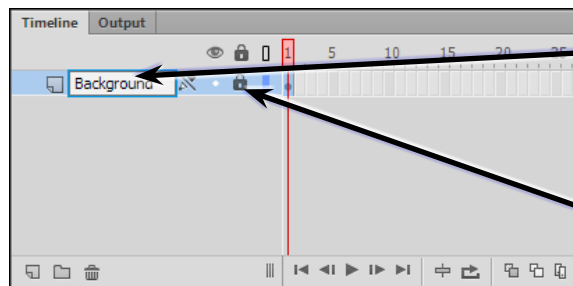
4 Select the RECTANGLE TOOL from the TOOLS panel.

5 Set the STROKE COLOUR to NO STROKE, the FILL COLOUR to BLACK and draw a thin rectangle at the bottom centre of the stage.

The screenshot shows the Adobe Animate CC interface. The main stage is a large blue rectangle. At the bottom center, a thin black rectangle has been drawn. The Properties panel on the right shows the Rectangle Tool selected. The Fill and Stroke section is expanded, showing the Fill color set to black and the Stroke color set to 'No Stroke'. The Timeline panel at the bottom shows 'Layer 1' selected.

B Locking the Layer

To avoid making any changes to the background its layer will be named and locked.

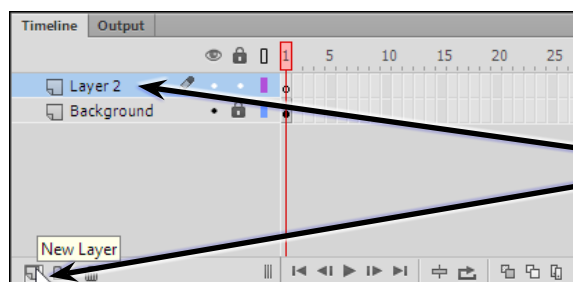


1 Double click on the LAYER 1 label in the TIMELINE panel and enter: Background

2 Click on the LOCK marker to lock the layer.

The screenshot shows the Timeline panel. The 'Background' layer is selected. The 'LOCK' marker (a padlock icon) is clicked to lock the layer. The 'Background' layer is now locked.

The Ball Layer



1 Click on the NEW LAYER button at the base of the TIMELINE panel to add a new layer to the panel.

The screenshot shows the Timeline panel. A new layer, 'Layer 2', has been added to the panel. The 'Background' layer is still visible below it. The 'NEW LAYER' button at the bottom of the Timeline panel is highlighted.

Other Tweening Types

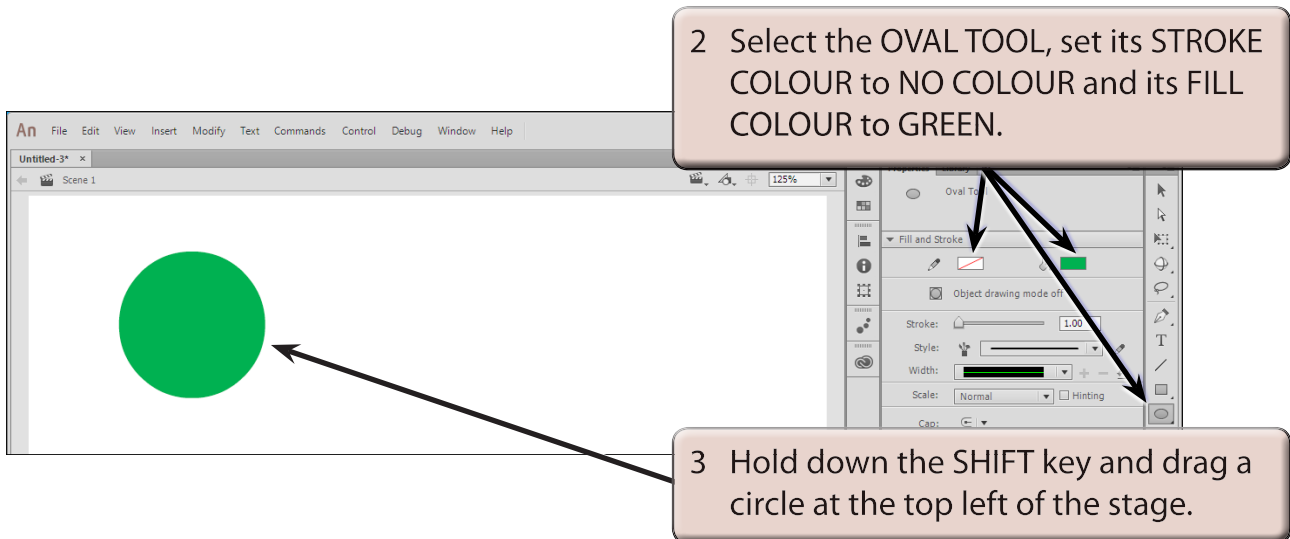
There are two other types of tweening that Animate provides, SHAPE tweening and CLASSIC tweening. We will look at both of these animation types in this chapter.

Shape Tweening

Shape tweening allows you to animate one shape into another. It operates on objects drawn using tools such as the rectangle, oval or pencil tools. It **does not** work with grouped objects or symbols. To illustrate this we will tween a circle into a rectangle.

A Setting the Start Shape

- 1 Load Animate or close the current files and create a new ACTIONSSCRIPT 3.0 file.

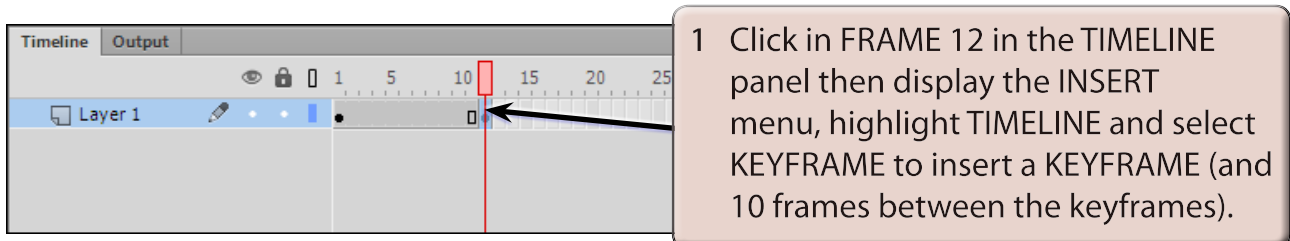


2 Select the OVAL TOOL, set its STROKE COLOUR to NO COLOUR and its FILL COLOUR to GREEN.

3 Hold down the SHIFT key and drag a circle at the top left of the stage.

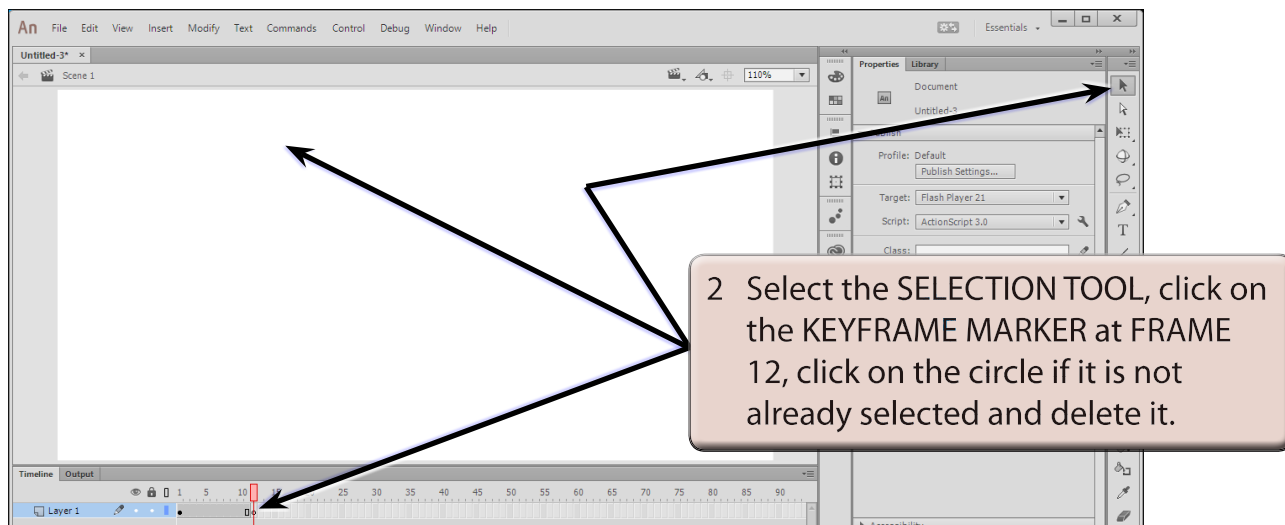
B Setting the End Shape

Let's set a 12 frame animation (0.5 seconds). When changing the shape in an animation, an extra KEYFRAME needs to be set at the end.

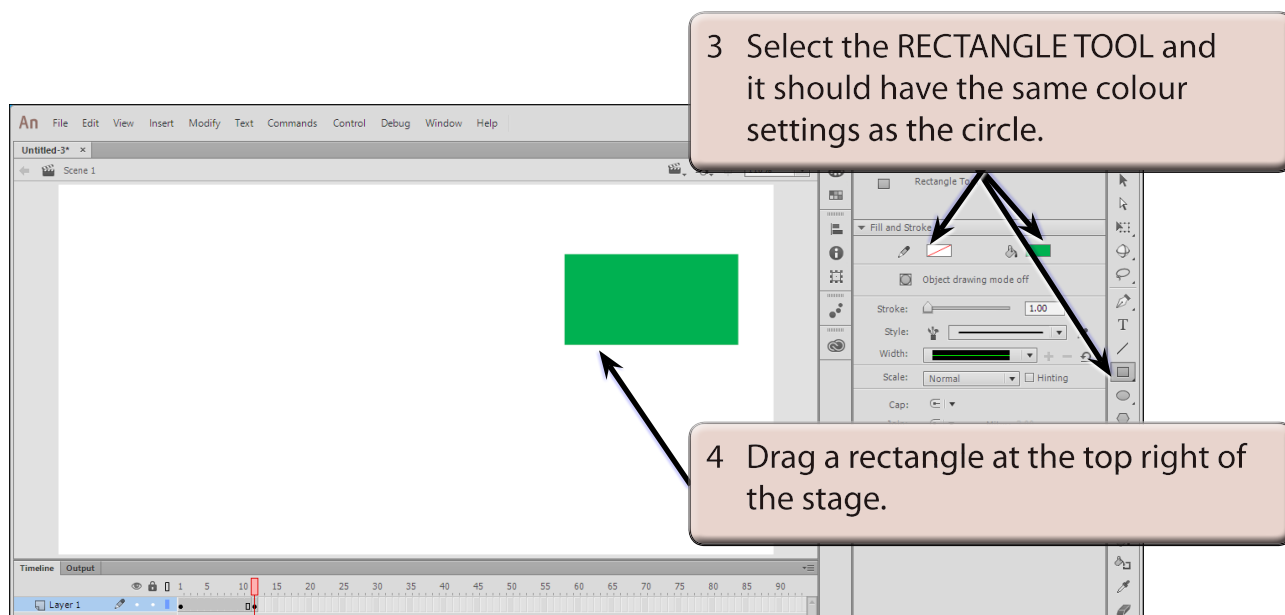


1 Click in FRAME 12 in the TIMELINE panel then display the INSERT menu, highlight TIMELINE and select KEYFRAME to insert a KEYFRAME (and 10 frames between the keyframes).

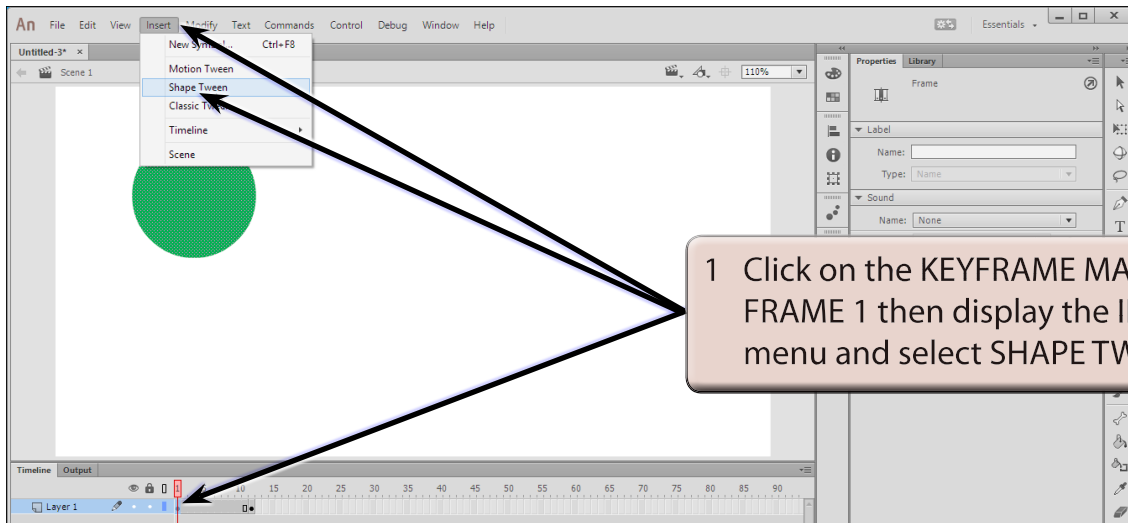
NOTE: When a major change is required in the animation such as inserting a different object, a **KEYFRAME** rather than a **PROPERTY KEYFRAME** needs to be used.



NOTE: i The **KEYFRAME MARKER** at **FRAME 12** should change to an open dot as there is now no content in the frame.
ii The circle is still at **FRAME 1**.



C Setting the Shape Tween



1 Click on the KEYFRAME MARKER at FRAME 1 then display the INSERT menu and select SHAPE TWEEN.

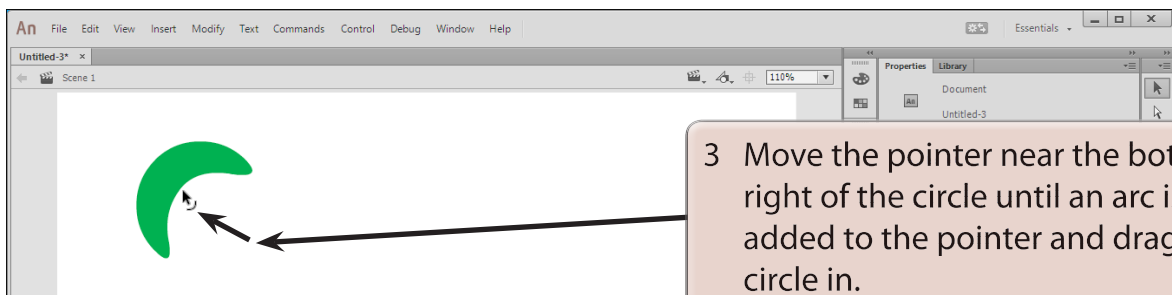
NOTE: Notice that the TIMELINE shading has changed to LIGHT GREEN to let you know that a SHAPE TWEEN has been set. A MOTION TWEEN is LIGHT BLUE.

- 2 Press <enter> or <return> to preview the animation and the circle should gradually change into a rectangle.

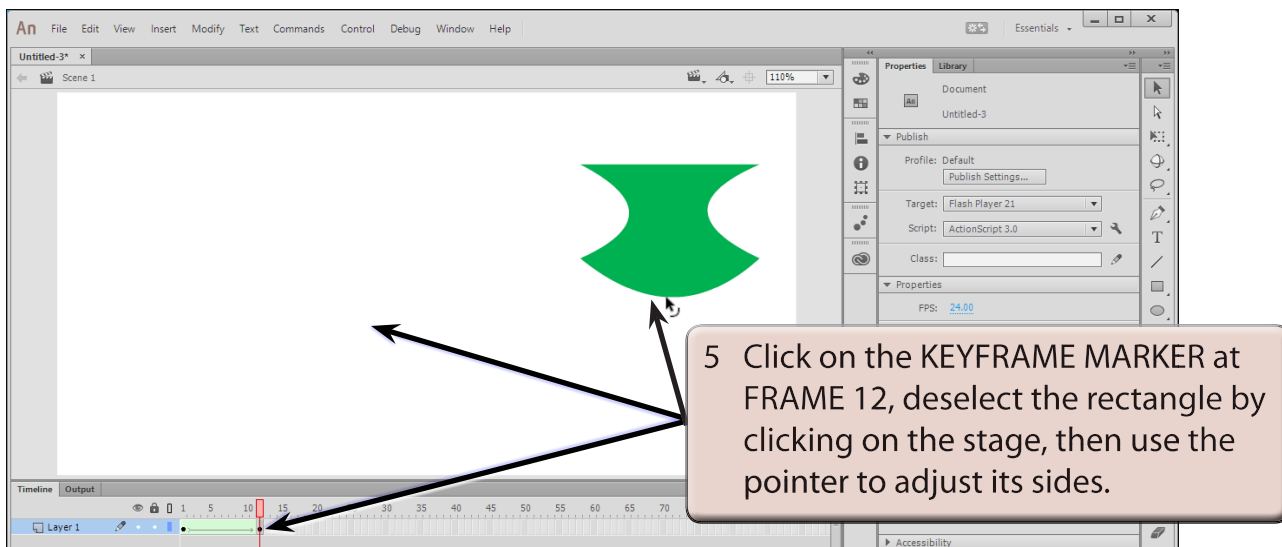
D Adjusting Shapes

You can adjust the shapes to produce some interesting effects.

- 1 Click on the KEYFRAME MARKER at FRAME 1 in the TIMELINE panel.
- 2 Select the SELECTION TOOL and click anywhere on the stage to deselect the circle.



4 Preview the animation to view the effect.



6 Preview the animation to view the effect.

Fixed Point Animations

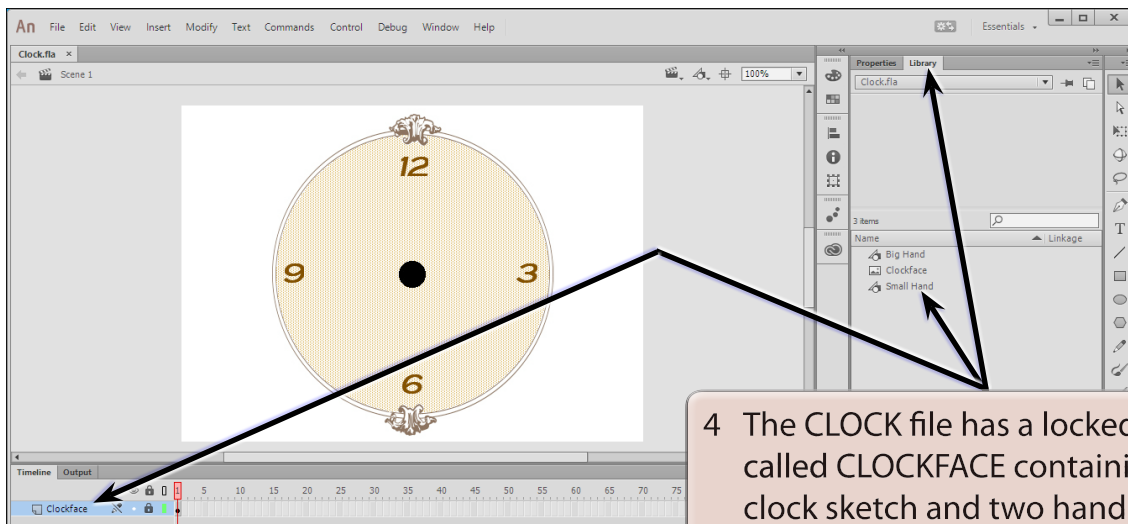
There are times when you want an object to stay fixed at one end and move around that point. Some examples of this are the hands of a clock, the dials in speedometers or fuel gauges, or levels in a computer game. In this chapter fixed point animations will be demonstrated by animating a clock that has been prepared for you. The hands will be animated to move from 3 o'clock to 4 o'clock.

Loading the Prepared File

- 1 Load Animate or close the current files and click on the OPEN button in the ANIMATE welcome screen.
- 2 Access the ANIMATE CC SUPPORT FILES, open the CHAPTER 7 folder and load the file:

Clock

- 3 Open the LIBRARY panel (or press CTRL+L or COMMAND+L).



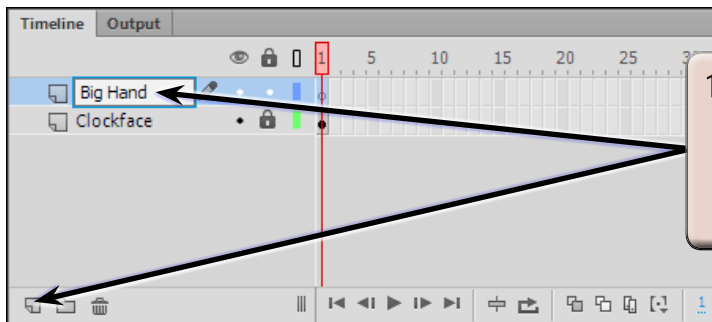
- 4 The CLOCK file has a locked layer called CLOCKFACE containing the clock sketch and two hand symbols in the LIBRARY panel, BIG HAND and SMALL HAND.

- 5 These resources will be used to complete the animation.
- 6 Use SAVE AS from the FILE menu to save the file in your STORAGE folder under the file name:

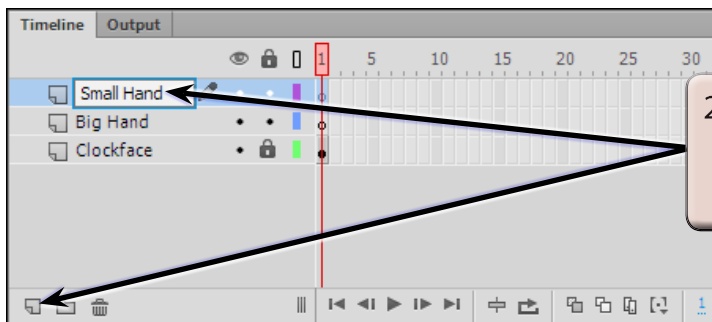
Clock

Adding Layers

Two extra layers will be needed, one for the BIG HAND and the other for the SMALL HAND.



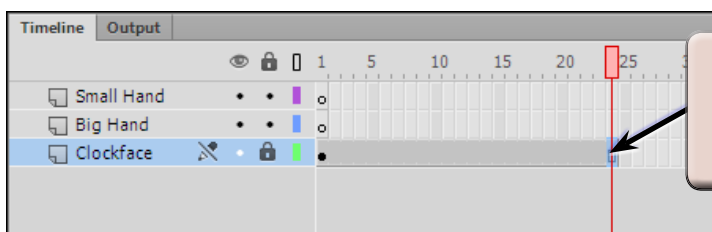
1 Click on the NEW LAYER button at the base of the TIMELINE panel to add a new layer and call it BIG HAND.



2 Click on the NEW LAYER button again to add another layer and call it SMALL HAND.

Inserting the Clockface Layer Frames

We will make this a 1 second animation (24 frames). Frames will need to be added to the CLOCKFACE layer so that the clock sketch stays on the screen throughout the animation.



Click on FRAME 24 of the CLOCKFACE layer and press the F5 key to insert an extra 23 frames to the layer.

Circular Animations

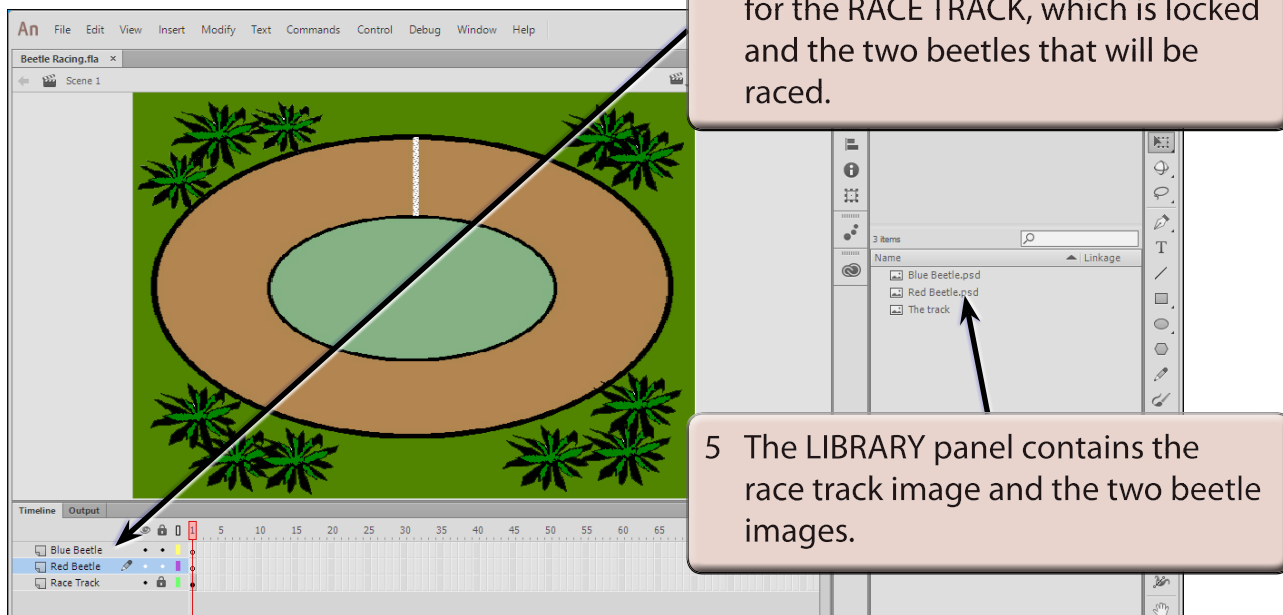
Animations that involve objects orbiting around a point can be done using fixed points, but when you want objects to orbit in a circular motion, their motion paths need to be created. To illustrate this, a beetle race animation will be produced. The race track and the beetles have been prepared for you.

Loading the Prepared File

- 1 Load Animate or close the current files and click on the OPEN button.
- 2 Access the ANIMATE CC SUPPORT FILES, open the CHAPTER 8 folder and load the file:

Beetle Racing

- 3 Open the LIBRARY panel.



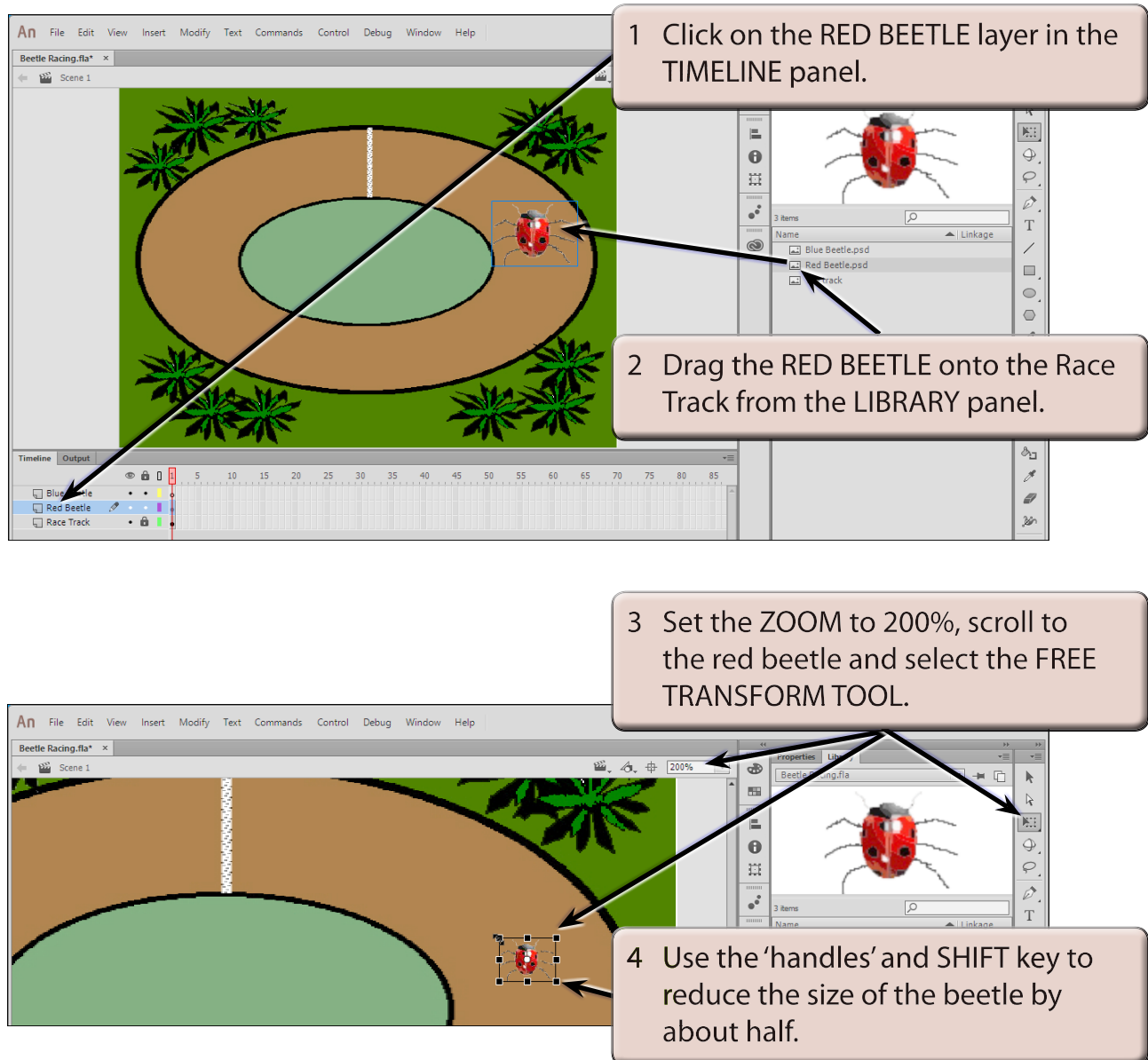
- 6 Use SAVE AS from the FILE menu to save the file in your STORAGE folder under the name:

Beetle Racing

Converting the Beetles to Symbols

The two beetles in the LIBRARY panel are bitmap images. In order to animate them efficiently they need to be converted to symbols.

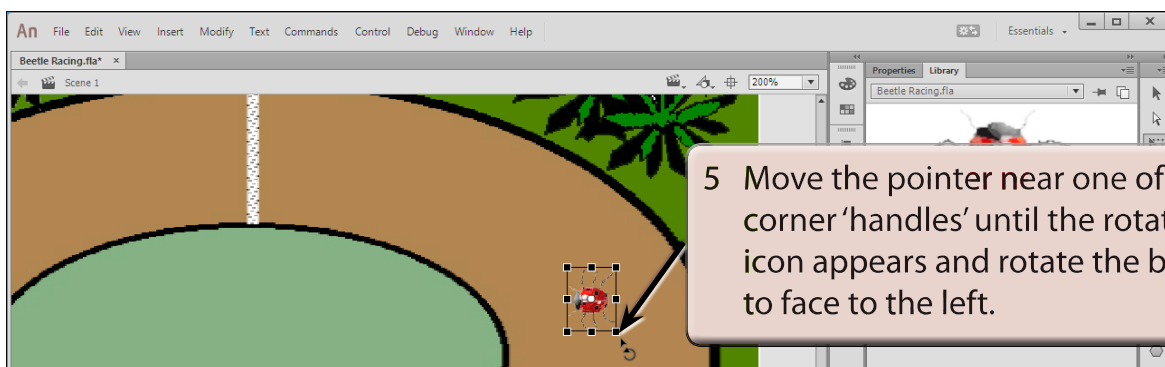
A The Red Beetle



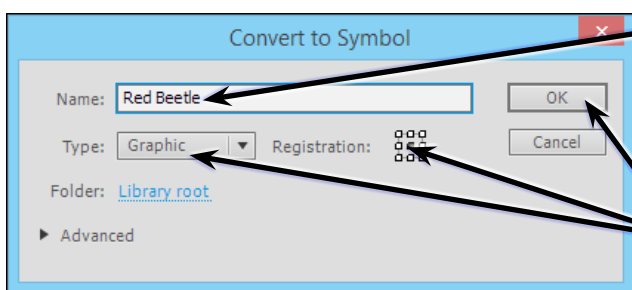
The image shows a sequence of steps in Adobe Animate. The first screenshot shows the 'Beetle Racing.fla' file with a scene containing a green field, a brown oval track, and a red beetle. A callout box with the number 1 points to the 'Red Beetle' layer in the timeline. A second callout box with the number 2 points to the 'Red Beetle.psd' file in the library panel. The second screenshot shows the red beetle on the track with a bounding box. A callout box with the number 3 points to the 'FREE TRANSFORM TOOL' in the toolbar. A third callout box with the number 4 points to the handles of the bounding box. A note at the bottom states: 'NOTE: The SHIFT key keeps the proportions of the beetle in tact.'

- 1 Click on the RED BEETLE layer in the TIMELINE panel.
- 2 Drag the RED BEETLE onto the Race Track from the LIBRARY panel.
- 3 Set the ZOOM to 200%, scroll to the red beetle and select the FREE TRANSFORM TOOL.
- 4 Use the 'handles' and SHIFT key to reduce the size of the beetle by about half.

NOTE: The SHIFT key keeps the proportions of the beetle in tact.



5 Move the pointer near one of the corner 'handles' until the rotation icon appears and rotate the beetle to face to the left.



6 Press the F8 key (or use the MODIFY menu) to convert the image to a symbol and set the NAME box to:

Red Beetle

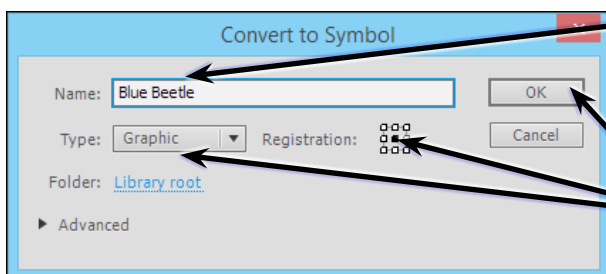
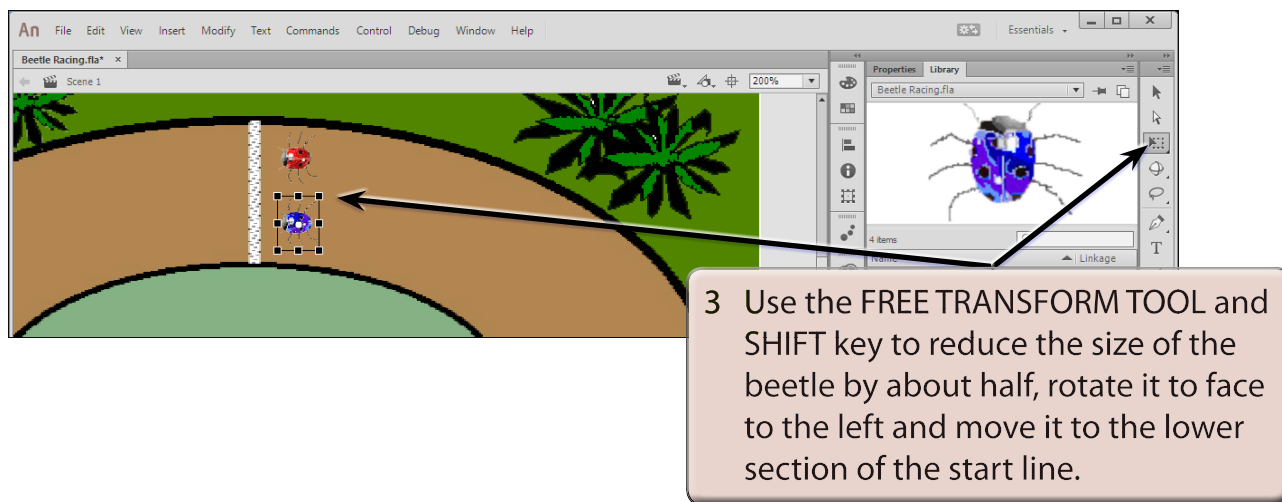
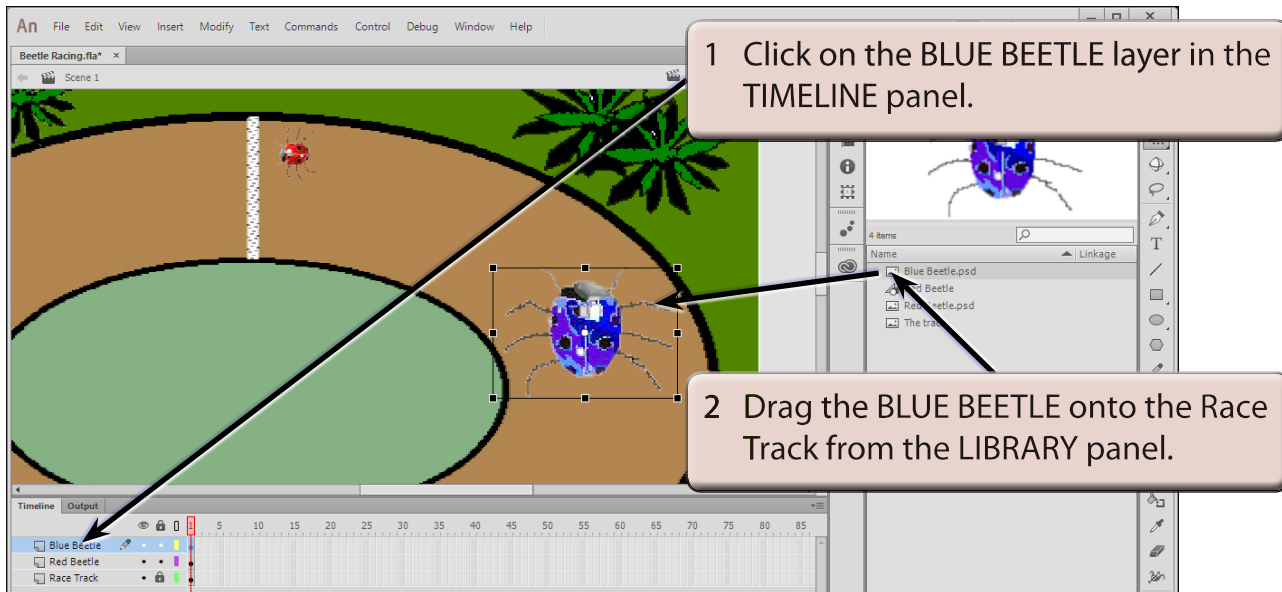
7 Set the TYPE box to GRAPHIC, the REGISTRATION to CENTRE and click on OK.



8 Move the pointer into the symbol frame, but not over the centre marker and drag the beetle to the top of the starting line.

- NOTE:**
- i Be careful not to drag the centre registration marker of the symbol. If you do, press **CTRL+Z** or **COMMAND+Z** to undo the move.
 - ii There are now two red beetle items in the **LIBRARY** panel. The symbol is a copy of the bitmap image. If you delete the bitmap image, the symbol will be an empty frame.

B The Blue Beetle



4 Press the F8 key (or use the MODIFY menu) to convert the image to a symbol and set the NAME box to:

Blue Beetle

5 Set the TYPE box to GRAPHIC, the REGISTRATION to CENTRE and click on OK.

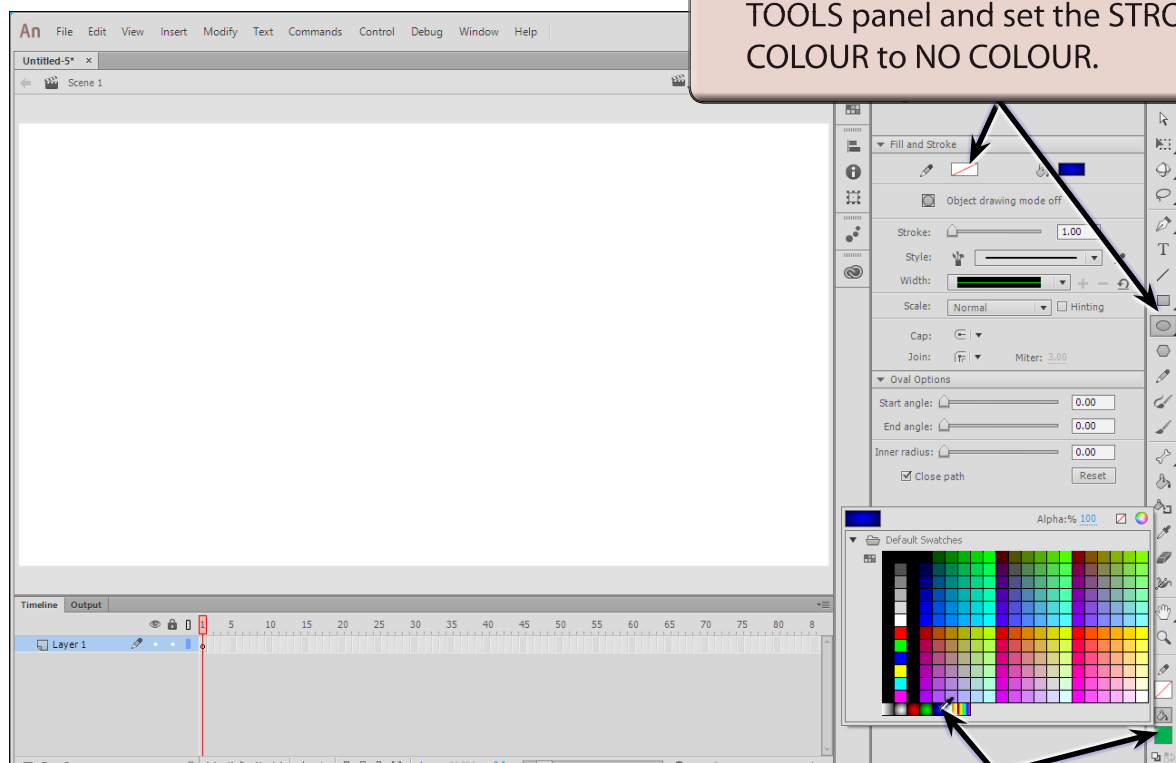
Frame By Frame Animations

There are times when a Motion, Shape or Classic Tween will not create the animation you require. Another way to animate is to insert a series of keyframes close to one another and just alter the objects in each keyframe a little. This is called a Frame By Frame Animation. It is not as desirable as Motion, Shape or Classic Tweening because you need to do more of the work, but there are times when it produces a better result. It mimics how animations were created before computers were used.

To illustrate a Frame By Frame Animation, a simple animation showing an eye winking will be created.

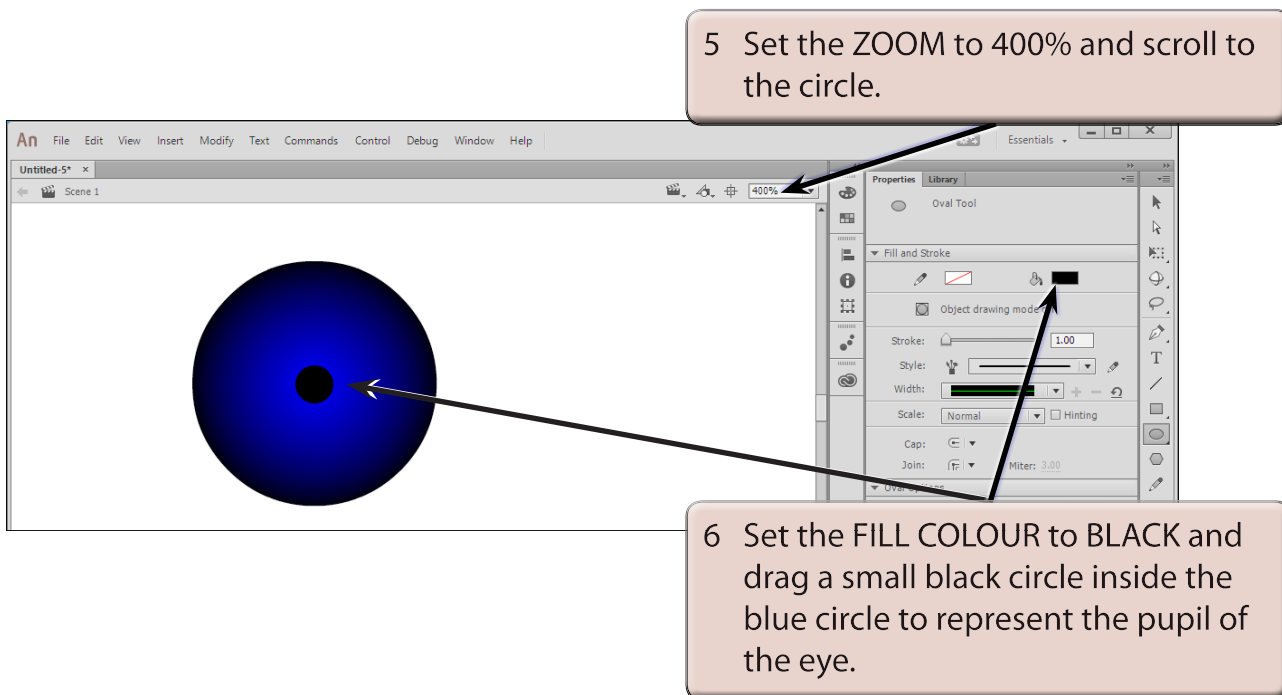
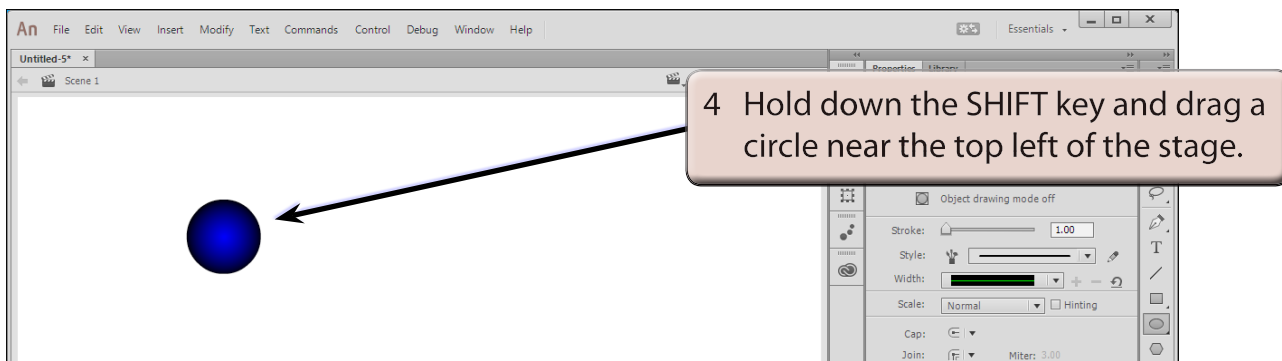
Drawing an Eyeball

- 1 Load Animate or close the current files and create a new ACTIONSCRIPT 3.0 file.



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

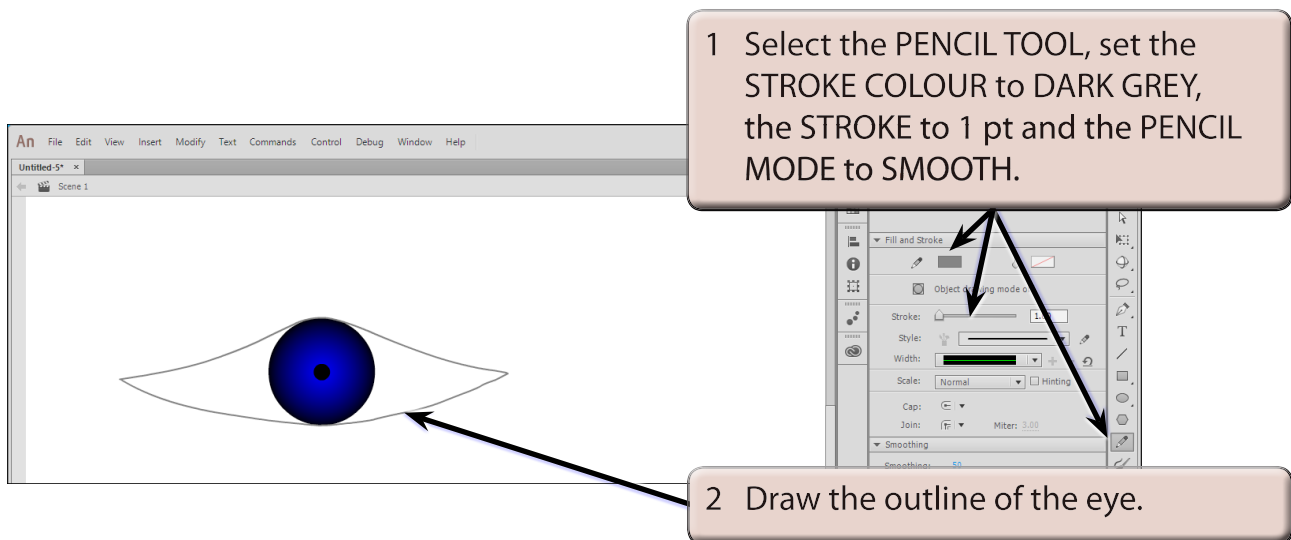
- 3 Click on the FILL COLOUR icon and set it to the BLUE GRADIENT at the base of the FILL COLOUR palette.



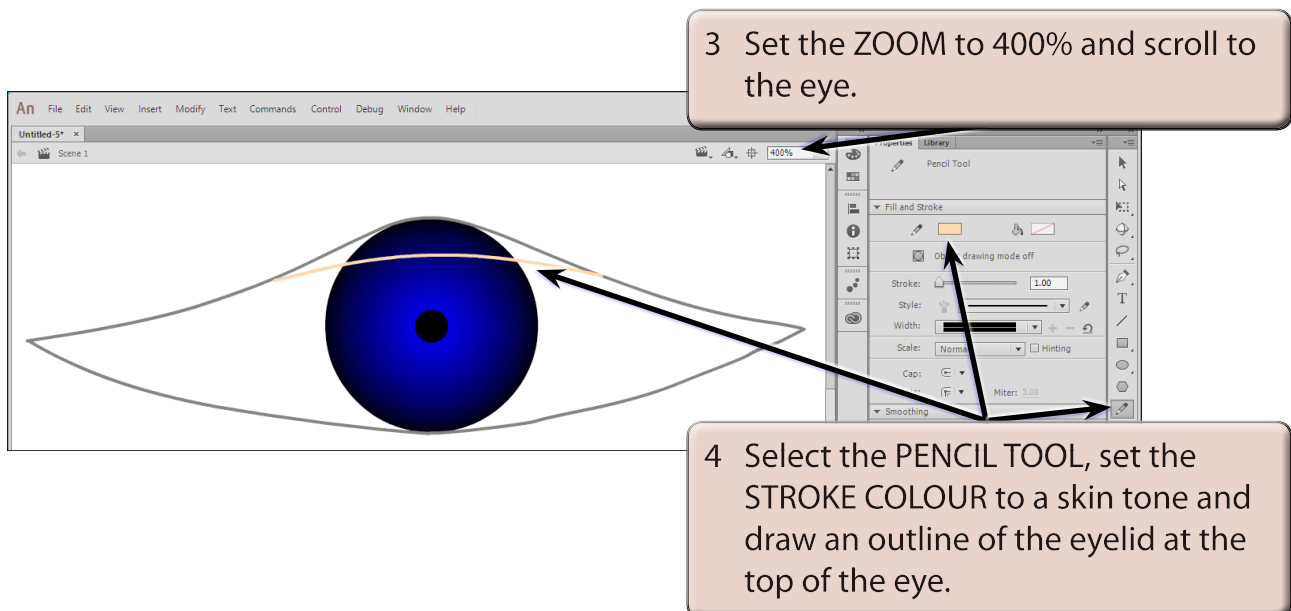
7 Set the ZOOM to 200%.

Adding the Eye Shape

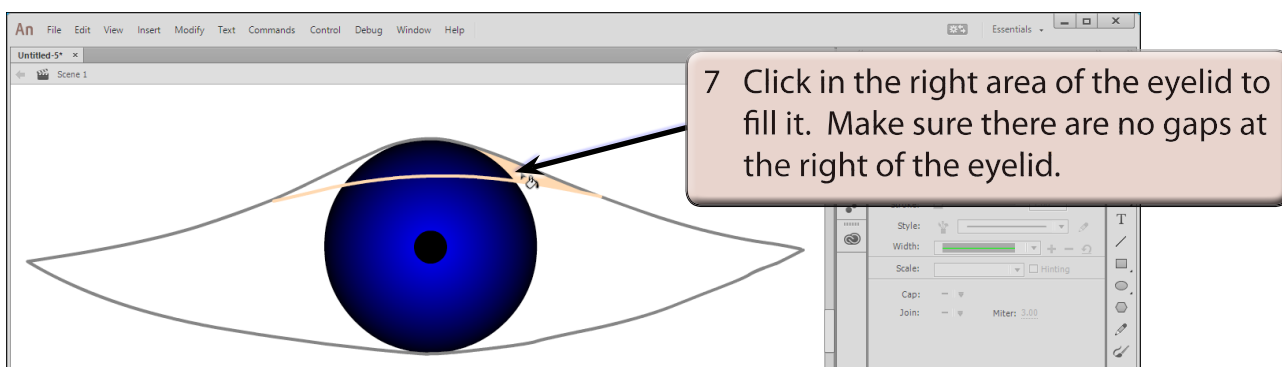
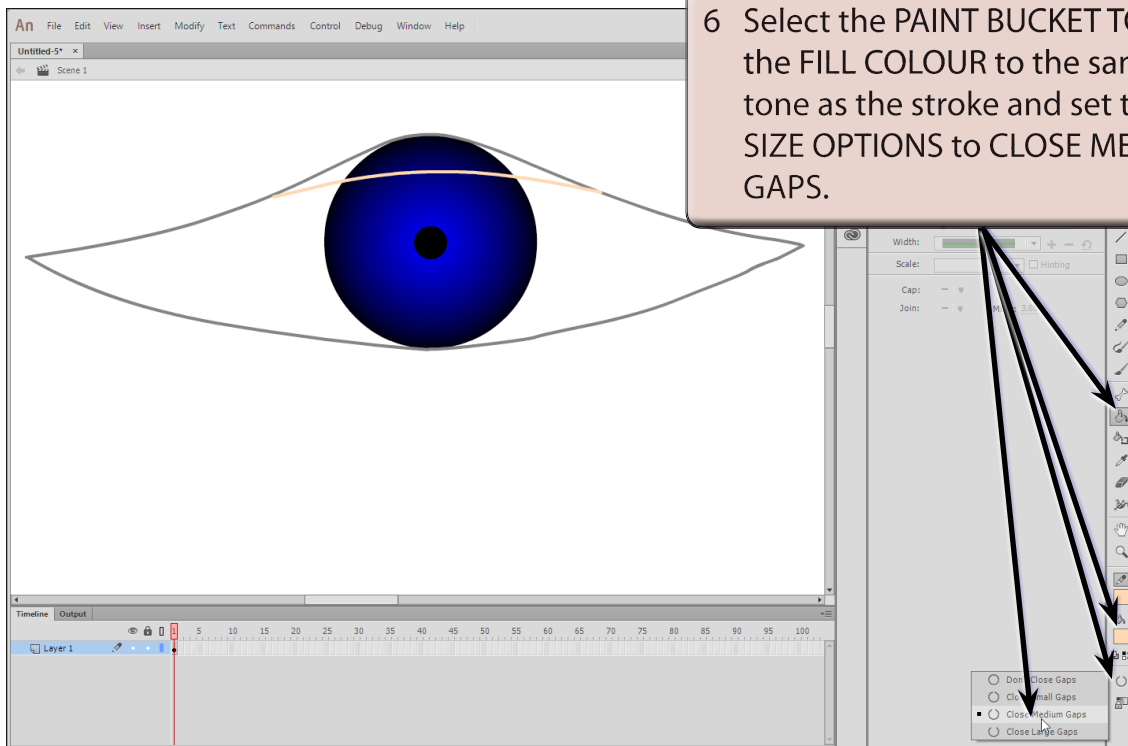
The eye shape will be drawn in a dark grey using the PENCIL TOOL.



- NOTE:**
- i You can press **CRTL+Z** or **COMMAND+Z** to undo any pencil lines you draw and try again until you get the shape you want.
 - ii The **SELECTION TOOL** can be used to adjust the shape.



5 Use the SELECTION TOOL to smooth any rough areas.



- NOTE:**
- i If the fill leaks into other parts of the image, undo the fill and use the PENCIL TOOL to close any gaps.
 - ii Animate can have difficulty filling areas of the stage at times, so you may need to use the BRUSH TOOL to paint in the area.

Creating Movie Clips

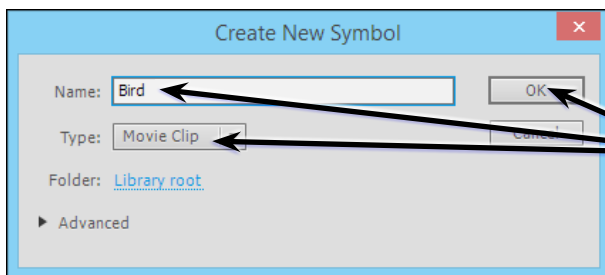
Movie clips are an important feature of Animate. You can create an animated movie clip as a symbol and use it many times within other animations without affecting the size of the file. Movie Clip Symbols are self-contained animations with their own independent timeline so they do not complicate the timeline of the main animation you are creating. Think of a Movie Clip Symbol as a completed animation that can be used within other animations.

Creating a Movie Clip

Movie clips are created as a symbol then used as required. A simple movie clip of a bird flapping its wings will be created.

A Setting a Movie Clip Symbol

- 1 Load Animate or close the current files and create a new ACTIONSCRIPT 3.0 file.
- 2 Display the INSERT menu and select NEW SYMBOL.

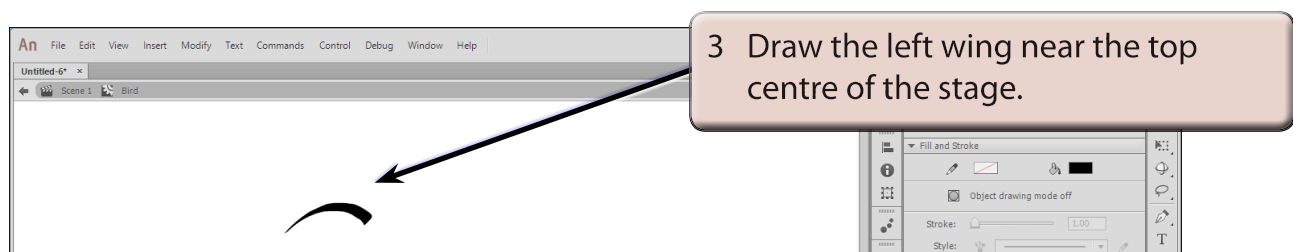
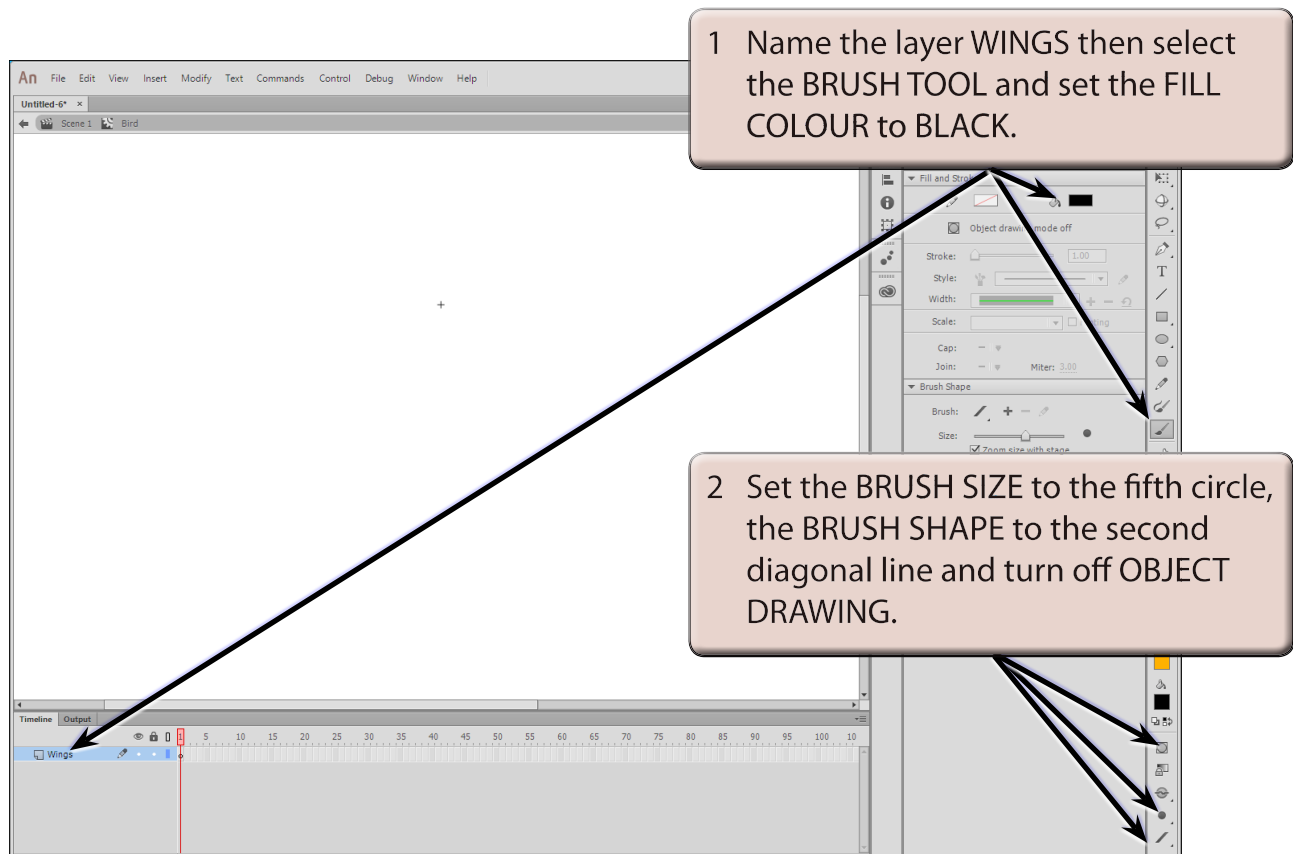


- 3 Name the symbol BIRD, set the TYPE box to MOVIE CLIP and click on OK.



- 4 The screen will be set to MOVIE CLIP EDIT MODE. Notice that the BIRD label is added in the EDIT BAR above the STAGE to indicate that you are editing the symbol.

B Drawing the First Position of the Bird



NOTE: It might take a few goes to get the wing looking right. Use **CTRL+Z** or **COMMAND+Z** to undo the wing until you produce the shape you want. The mouse needs to be rotated a little as you draw the wing.

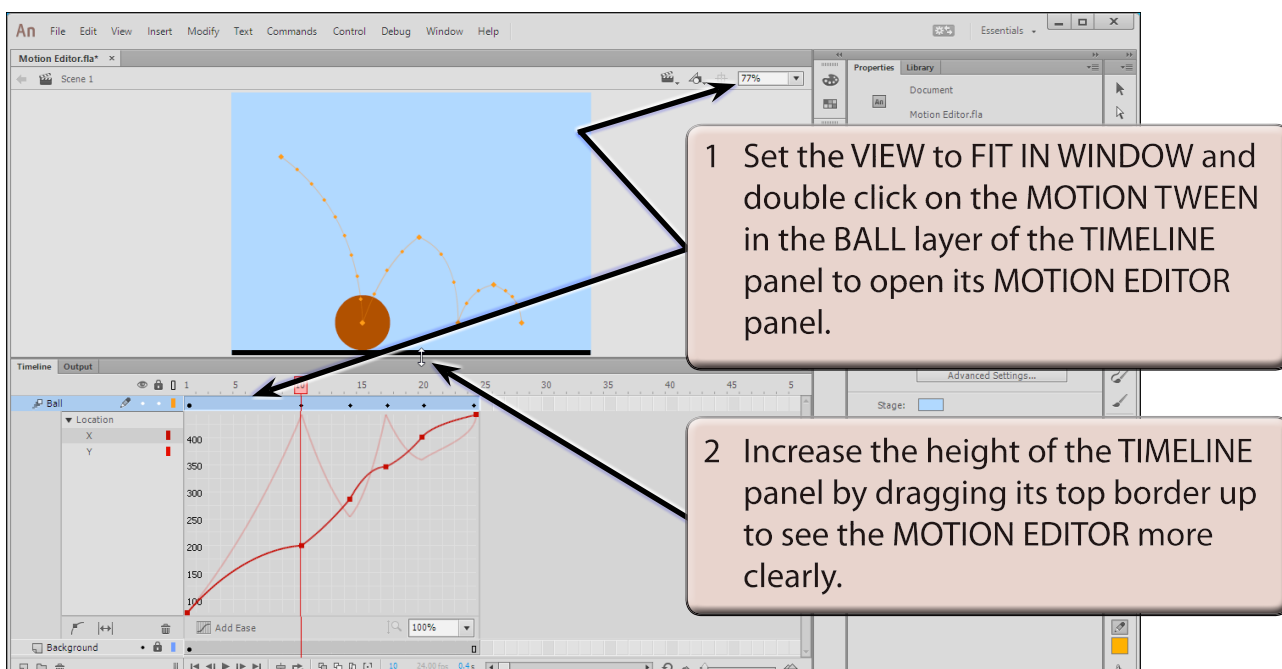
Using the Motion Editor Panel

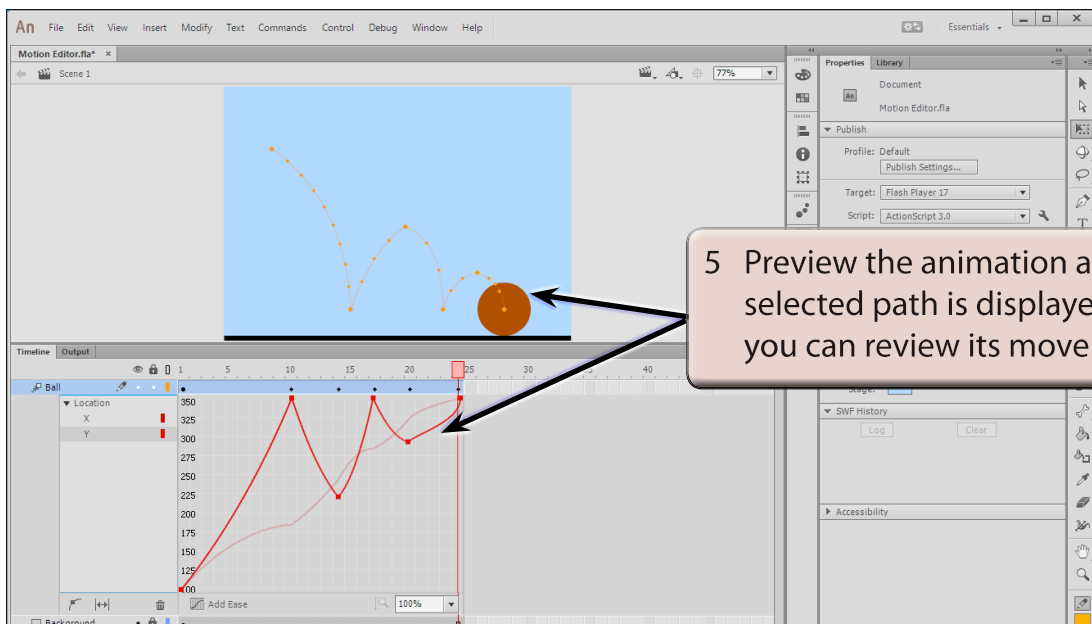
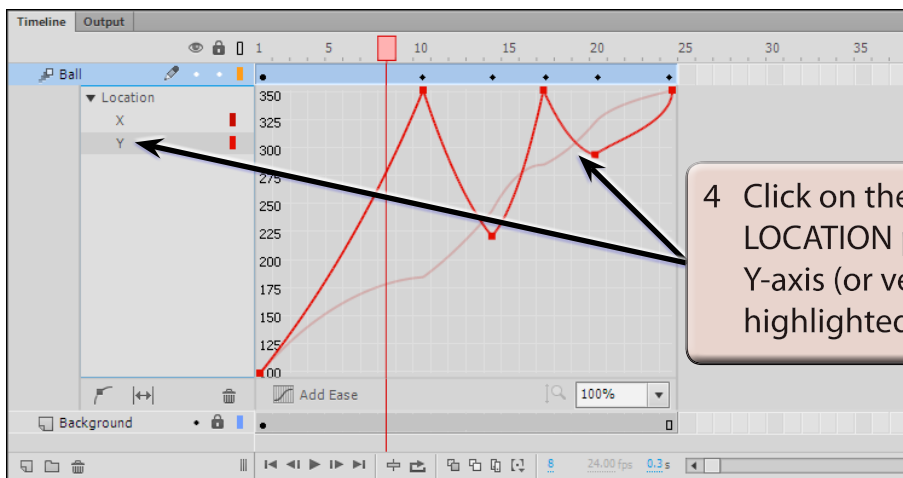
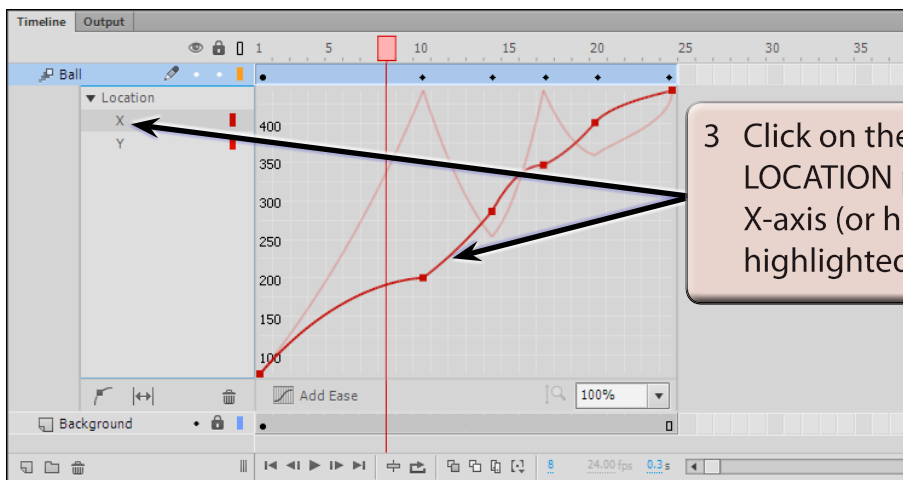
The MOTION EDITOR panel allows you to fine tune your MOTION TWEEN animations. It is opened by double clicking on a motion tween layer in the TIMELINE panel. In this case an animation of a bouncing ball will be adjusted.

Loading the Prepared File

- 1 Load Animate or close the current files and select OPEN in the Animate Welcome screen.
- 2 Access the Chapter 11 folder of the ANIMATE CC SUPPORT FILES and open the file:
Motion Editor
- 3 Use SAVE AS from the FILE menu to save the file in your STORAGE folder as:
Motion Editor
- 4 Preview the animation - it is a simple animation of a bouncing ball.

Opening the Motion Editor Panel



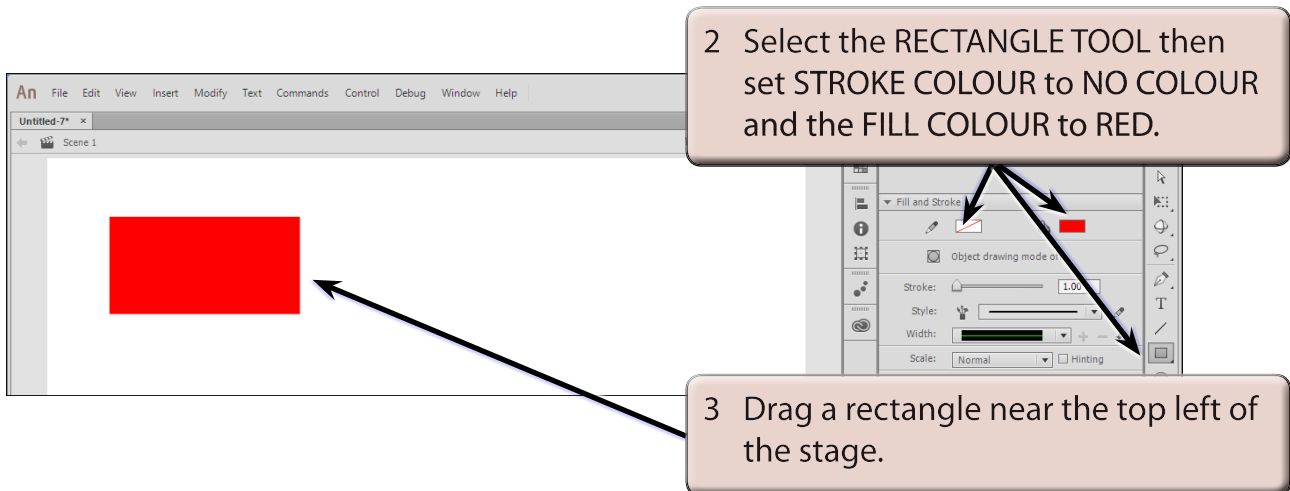


Creating Buttons

Animate can be used to create elegant buttons that change when the mouse is moved over them or when the mouse is clicked. These buttons can be filled with colours or colour gradients to produce a three dimensional effect. You can also add sounds or actions to buttons. To demonstrate how to create a button, a rectangle will be combined with some text to produce a simple button.

Creating a Simple Button

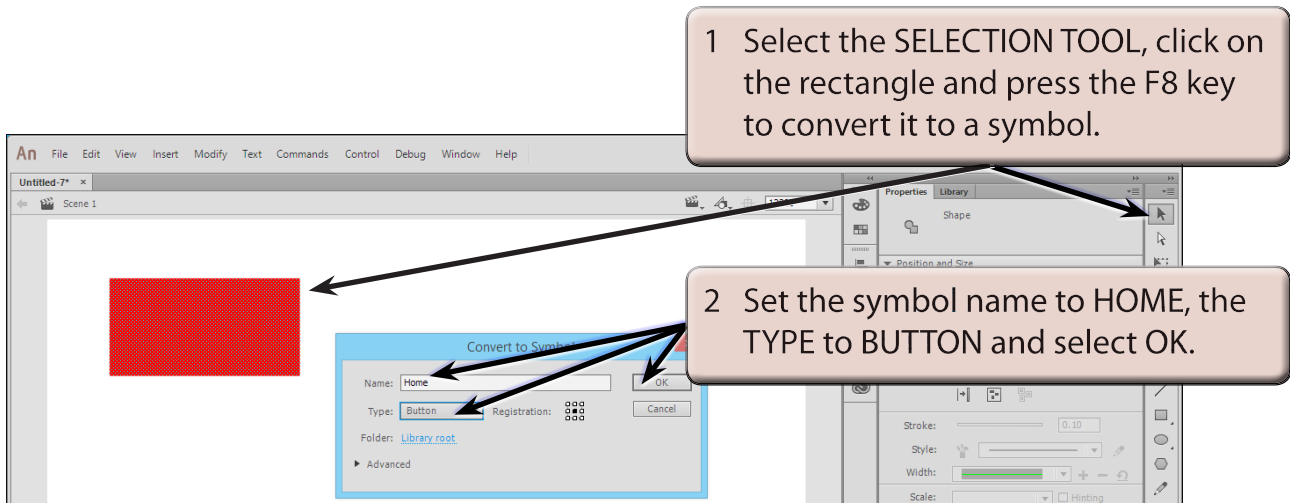
- 1 Load Animate or close the current file and create a new ACTIONSCRIPT 3.0 file.



2 Select the RECTANGLE TOOL then set STROKE COLOUR to NO COLOUR and the FILL COLOUR to RED.

3 Drag a rectangle near the top left of the stage.

A Setting the Button Symbol



1 Select the SELECTION TOOL, click on the rectangle and press the F8 key to convert it to a symbol.

2 Set the symbol name to HOME, the TYPE to BUTTON and select OK.

B The Button States

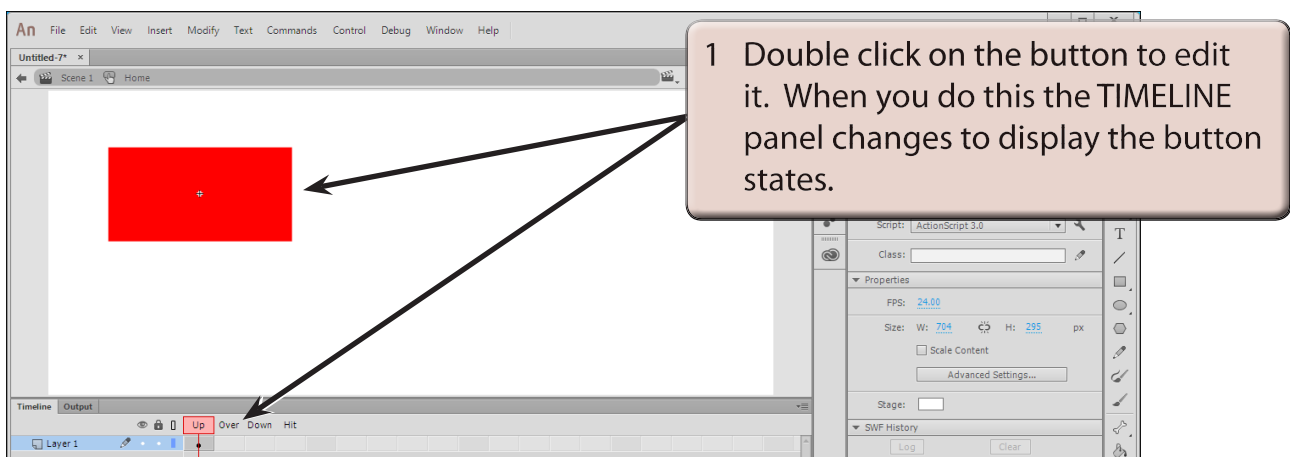
A button can have four different states:

Mouse Up which is the appearance of the button when the mouse pointer is not near the button.

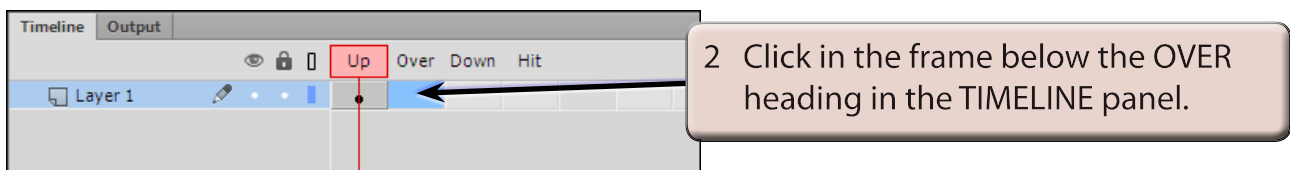
Mouse Over which is the appearance of the button when the mouse pointer is moved over the button.

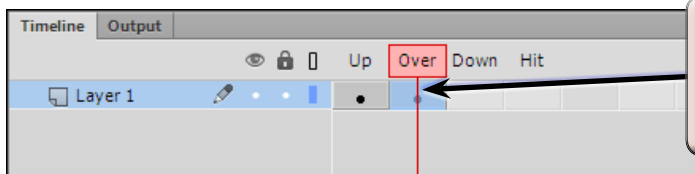
Mouse Down which is the appearance of the button when the mouse button is clicked on the button.

Hit Area which is the area where the button settings are activated.

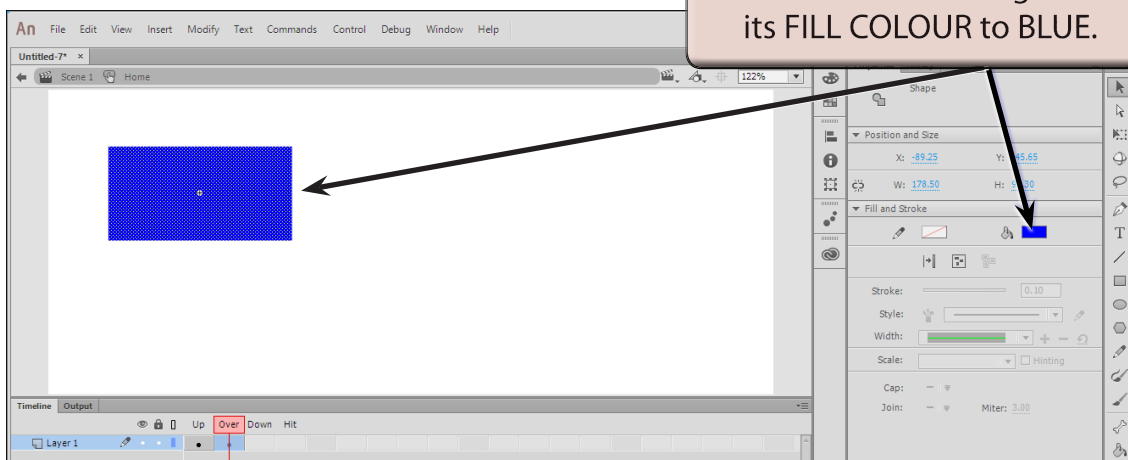


NOTE: Notice that the name of the button is displayed next to the SCENE name in the EDIT BAR above the stage. This indicates that the screen is in BUTTON EDIT MODE.

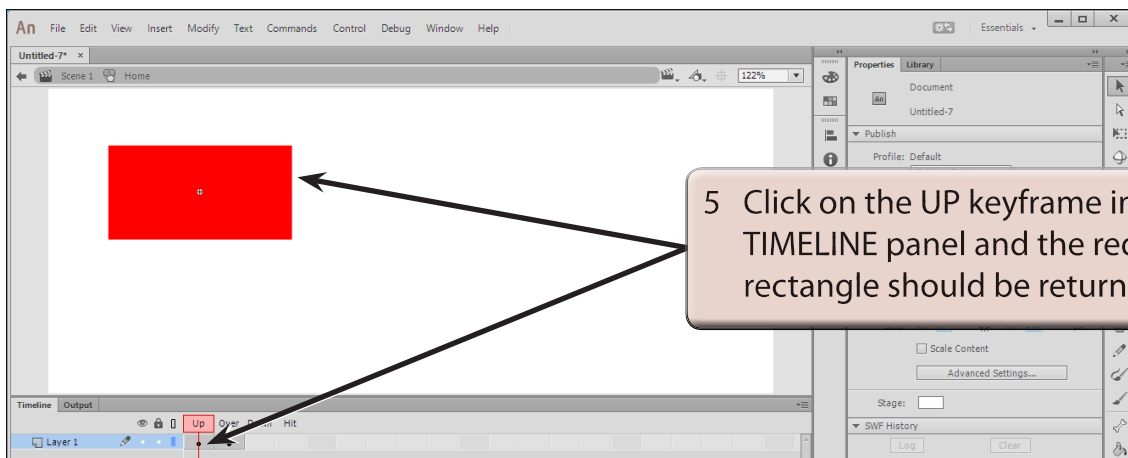




3 Use the INSERT menu - TIMELINE - KEYFRAME (or press the F6 key) to add a keyframe to the OVER state.

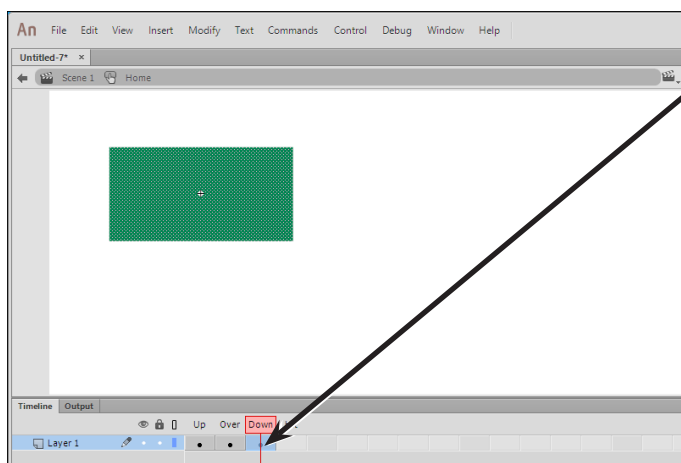


4 Click on the rectangle and change its FILL COLOUR to BLUE.



5 Click on the UP keyframe in the TIMELINE panel and the red rectangle should be returned.

NOTE: The colour change has only affected the OVER state. The PLAYHEAD can be dragged across the states to see how the button will operate.

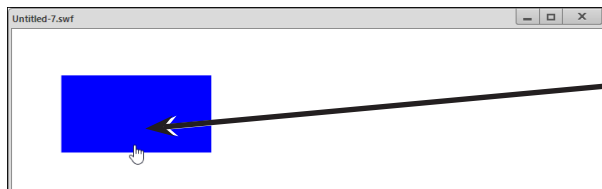


6 Click in the frame below the DOWN section in the TIMELINE panel and use the INSERT menu or F6 key to insert another KEYFRAME.

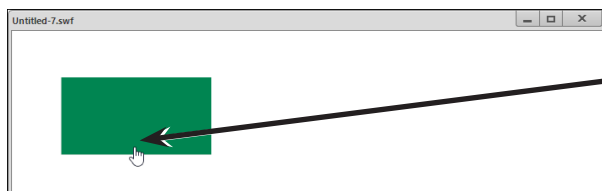
7 Click on the rectangle and set its FILL COLOUR to GREEN.

C Testing the Button

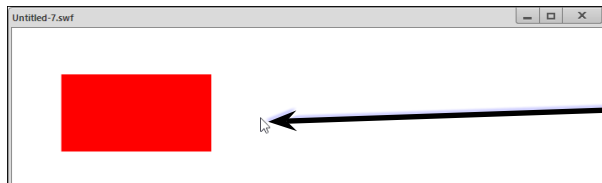
- 1 Display the CONTROL menu and select TEST (or press CTRL+<enter> or COMMAND+<return>).



2 Move the pointer over the rectangle and it should turn blue.



3 Click on the rectangle and it should turn green.



4 Move the pointer outside the rectangle and it should return to red.

- 5 Close the TEST MOVIE screen.

Publishing Animations

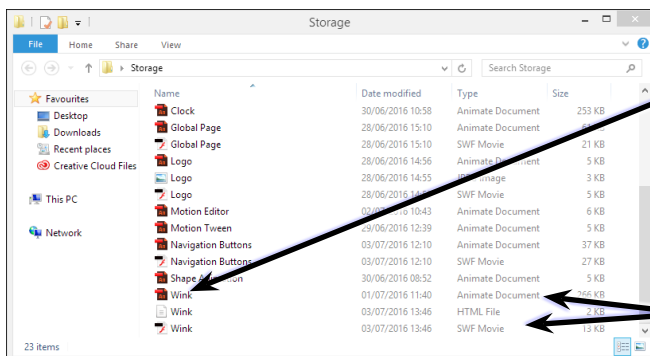
Once animations are complete they can be published in a format that allows them to be placed within web pages or viewed on media players such as Windows Media Player or QuickTime Player. This applies to Motion Tweens, Shape Tweens, Classic Tweens or Frame By Frame Animations.

Simple Publishing

The easiest way to publish a movie is to publish it without worrying about changing any of the default settings. In fact every time you test a movie, Animate is building a published file in the same folder that the Animate file is saved in. The format of the published file is a SWF file. You will see these files automatically appearing in your STORAGE folder.

- 1 Load Animate or close the current file and open your WINK animation.
- 2 Display the FILE menu and select PUBLISH (SHIFT+F12 can be pressed as a shortcut).

NOTE: The file will be saved as an SWF file with the same name as the Animate file (WINK). SWF originally stood for ShockWave Flash format, but was recently modified to Small Web Format and it indicates that the file has been compressed to its smallest size.



- 3 Open your STORAGE folder outside Animate and you should see 3 WINK files. Look at the file sizes (the VIEW menu can be used to turn this on).

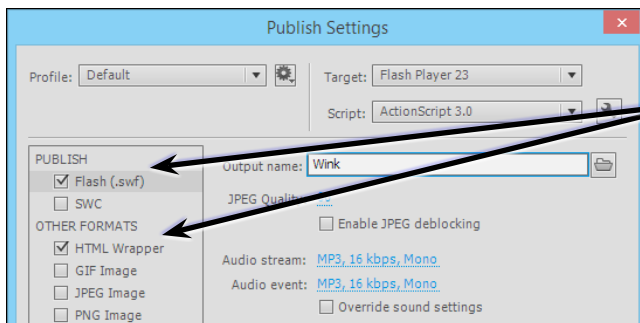
- 4 The original FLA file is much larger than the SWF file, which is larger than the basic HTML code file.

NOTE: You can simply test the movie when it is complete and you have a published version of the file in your folder.

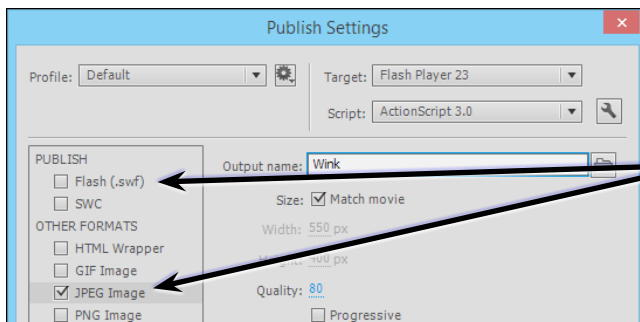
Publish Settings

You can check the settings of the movie before publishing it.

- 1 Return to the WINK document in Animate.
- 2 Display the FILE menu and select PUBLISH SETTINGS. You can also click on the PUBLISH SETTINGS button in the PUBLISH section of the PROPERTIES panel with the SELECTION TOOL selected to open the PUBLISH SETTINGS dialogue box.

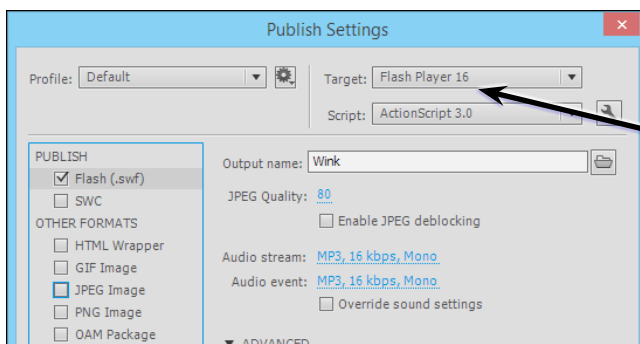


- 3 Flash (.SWF) and HTML WRAPPER settings are usually turned on as a default.



- 4 Turn off the Flash (.SWF) check box (the HTML WRAPPER check box will also be turned off) and turn on the JPEG IMAGE check box. The settings allow you to control the quality of the JPG images in your movie.

- 5 Turn JPEG IMAGE back off again and turn on FLASH (.SWF).



- 6 Click on the TARGET box at the top right of the dialogue box and set the box to FLASH PLAYER 16.