

# Linked Layer Animations

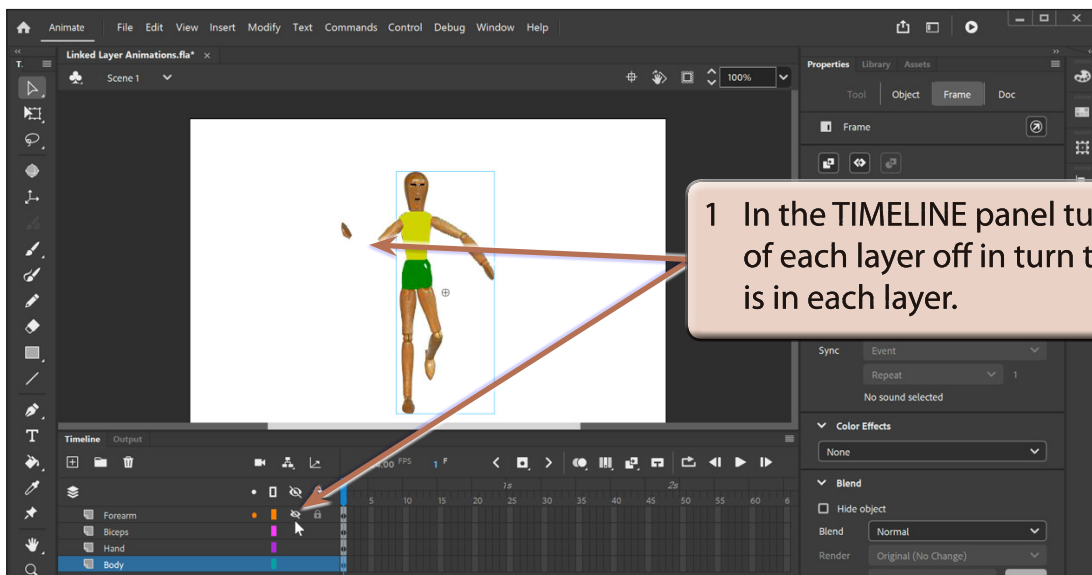
There are times when the Asset Warp Tool or the Bone Tool are not suitable when animating objects. The Asset Warp Tool only animates a single object (Bitmap or artwork) and the Bone Tool requires careful attachment of symbols then those symbols are transferred to an Armature layer where the animation is created.

Layer Parenting (Layer Linking) simplifies the Bone Tool operation and allows you to keep the layers within the animation. To illustrate how to use Linked Layers to create an animation, the Jogger image will be animated again.

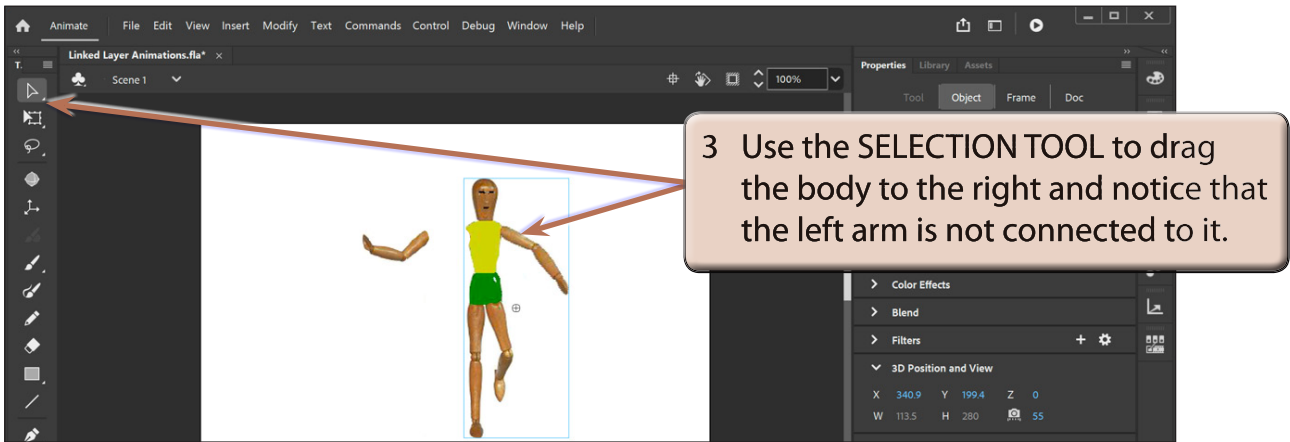
## Loading the Sample File

- 1 Load Adobe Animate or close the current files and select OPEN in the Welcome screen or from the FILE menu
- 2 Access the ANIMATE SUPPORT FILES, open the CHAPTER 21 folder and load the file:  
Jogger
- 3 Use SAVE AS from the FILE menu to save the file in your STORAGE folder as:  
Linked Layer Animations

## Looking at the Layers



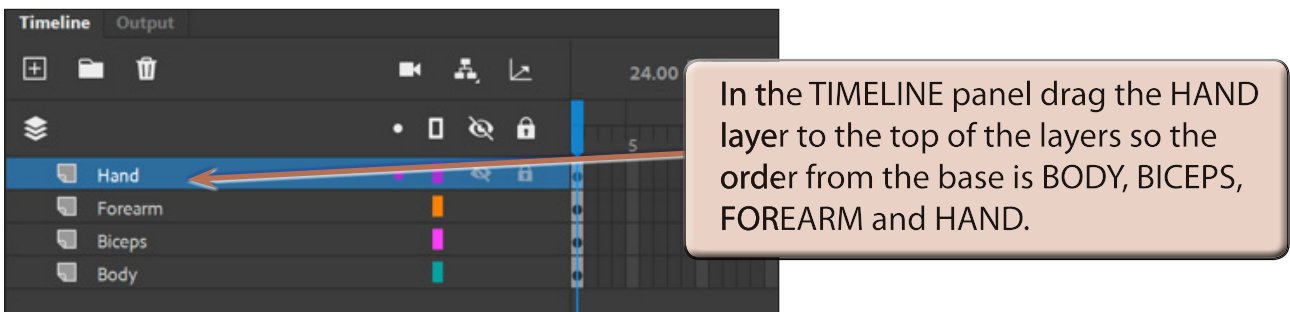
2 Turn the view of all the layers back on.



4 Press **CTRL+Z** or **COMMAND+Z** to UNDO the move.

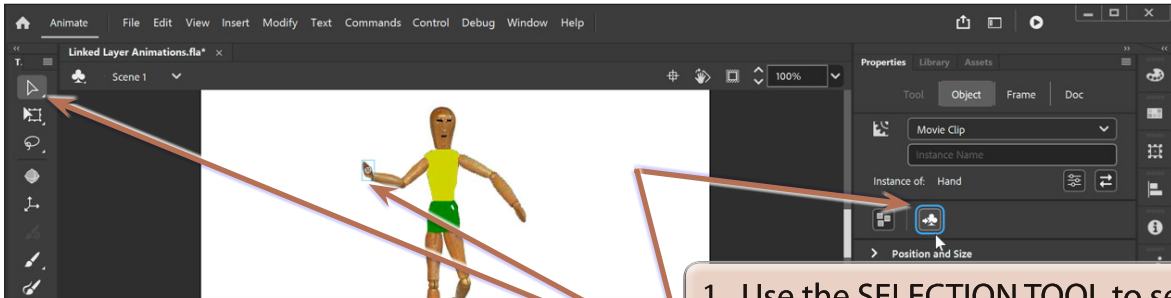
## The Layer Order

The order of the layers in the TIMELINE panel is important when using Layer Parenting to link layers. In this case the BODY is the PARENT or BASE layer so it needs to be at the back (bottom of the layers). The BICEPS is connected to the BODY so it needs to be next followed by the FOREARM then the HAND.

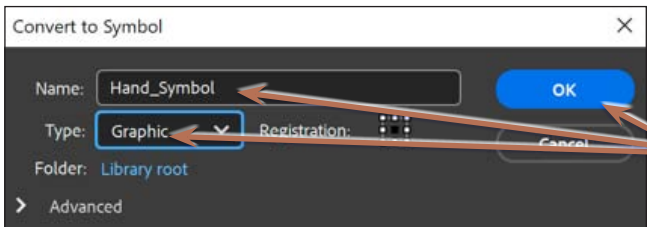


# Creating Graphic Symbols

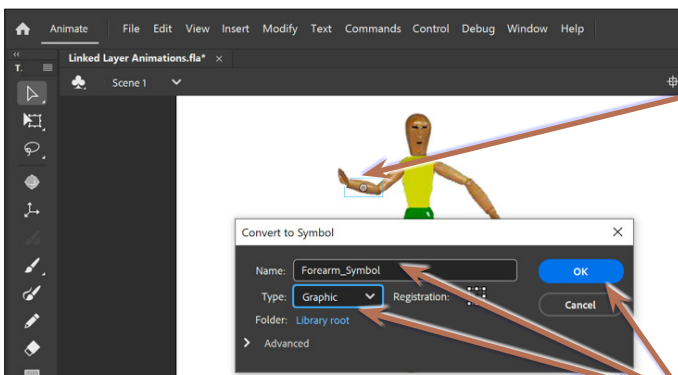
Each separate object that is going to be animated needs to be converted to a graphics symbol.



1 Use the SELECTION TOOL to select the HAND and press the F8 key or click on the CONVERT TO SYMBOL icon in the PROPERTIES panel.

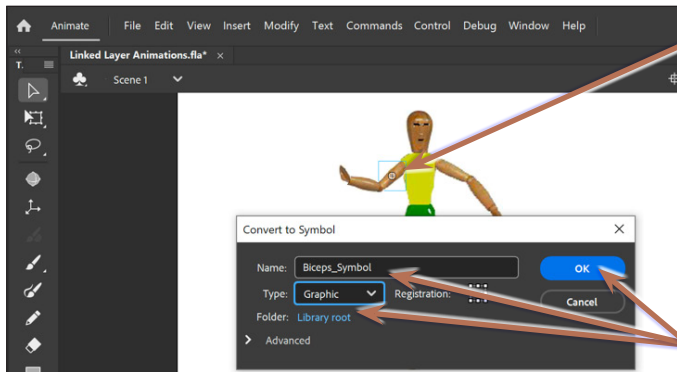


2 Call the symbol: Hand\_Symbol  
Set its TYPE to GRAPHIC and select OK.



3 Click on the FOREARM and press the F8 key or click on the CONVERT TO SYMBOL icon in the PROPERTIES panel.

4 Call the symbol: Forearm\_Symbol  
Set its TYPE to GRAPHIC and select OK.



5 Click on the BICEPS and press the **F8** key or click on the CONVERT TO SYMBOL icon in the PROPERTIES panel.

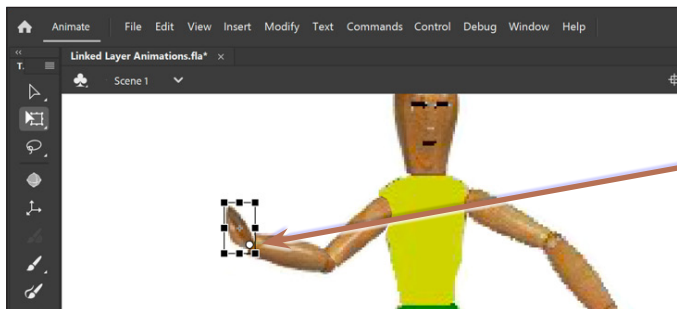
6 Call the symbol:  
**Biceps\_Symbol**  
Set its TYPE to GRAPHIC and select OK.

**NOTE: If the BODY was going to be adjusted in the animation, it too would need to be set to a graphics symbol.**

## Setting the Rotation Points

The ROTATION POINTS (or joints) that each object will be rotated around need to be set on each symbol.

- 1 Select the HAND and set the view to at least 200%.



2 Select the FREE TRANSFORM TOOL and drag the WHITE HANDLE within the selection to the BOTTOM RIGHT CORNER of the frame in line with the centre of the forearm.

**NOTE: The WHITE HANDLE is the ROTATION MARKER and it controls the rotation of the object.**