Guided Computer Tutorials

Learning Adobe Animate 2024

Module 2

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Learning Adobe Animate 2024

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Animate Project 2

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 SUPPORT FILES, open the CHAPTER 16 folder and open the file:

Speedo

3   Display the FILE menu, highlight IMPORT and select IMPORT TO LIBRARY.

4   Access the ANIMATE SUPPORT FILES, open the CHAPTER 16 folder and open the sound file:

Car

5   Preview 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.
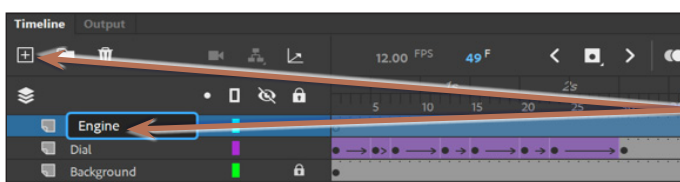
1 Click on the DIAL layer in the TIMELINE panel, insert a new layer and rename it: Engine
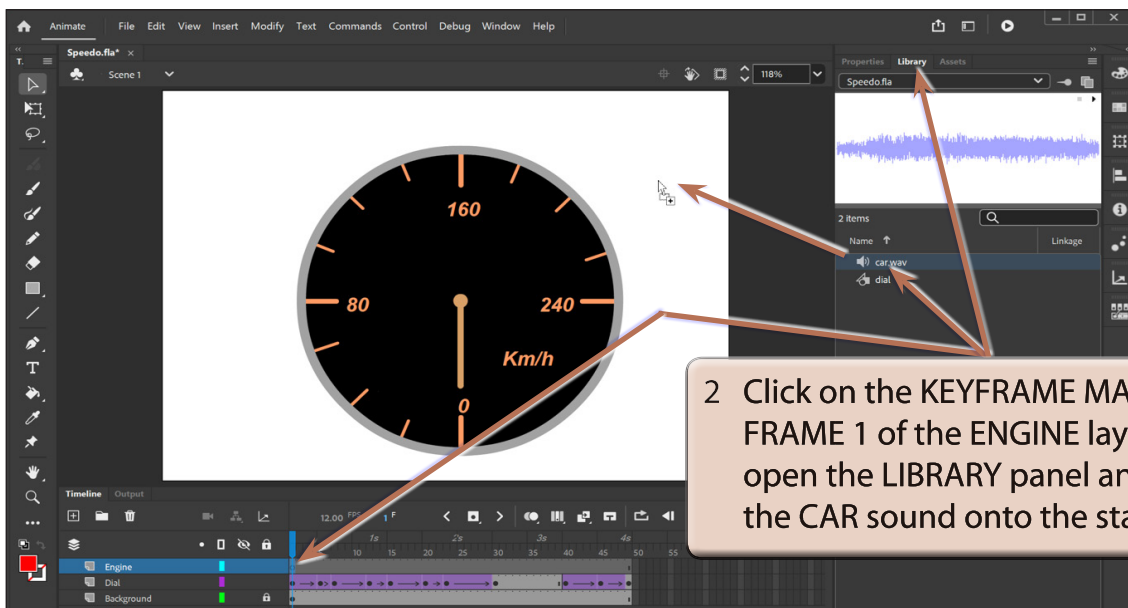
2 Click on the KEYFRAME MARKER at FRAME 1 of the ENGINE layer then open the LIBRARY panel and drag the CAR sound onto the stage

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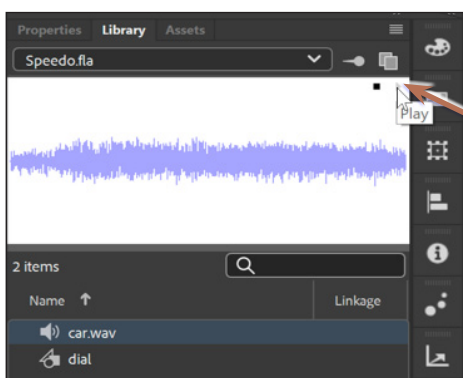
5 In the LIBRARY panel there is a PLAY button to play sounds before adding them to the stage.

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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. In this case a sample image has been prepared for you.

1 Load Adobe Animate or close the current files then click on the OPEN button.

2 Access the CHAPTER 17 folder of the ANIMATE SUPPORT FILES and open the JOGGER file.

3 Use SAVE AS to save the file in your STORAGE folder as:

<div align="center">3D Rotation</div>

4 Set the VIEW to FIT IN WINDOW then open the LIBRARY panel and drag the JOGGER image onto the stage.
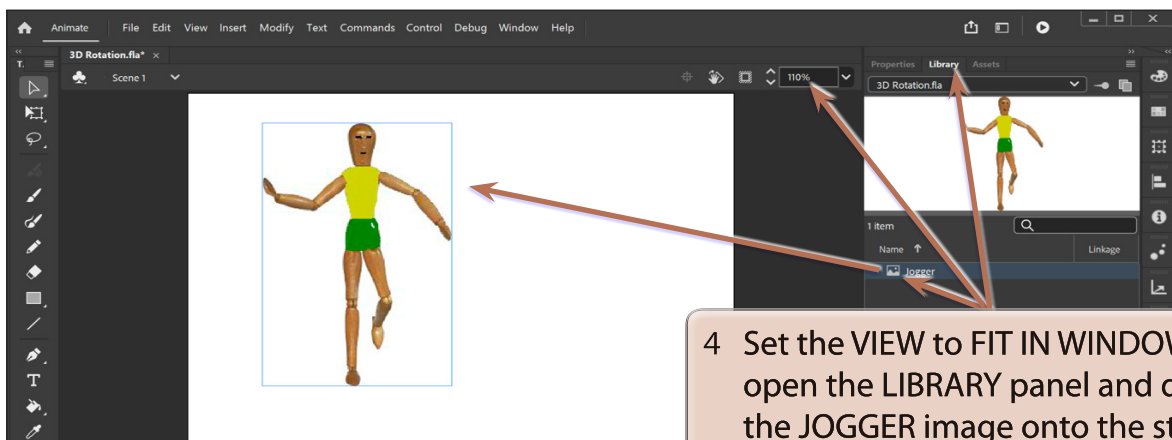
5 Select the SELECTION TOOL, click on the image then display the MODIFY menu and select CONVERT TO SYMBOL (or press the F8 key).
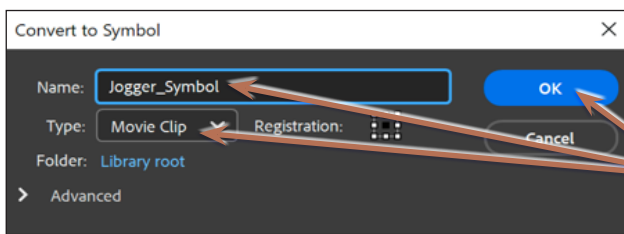
6 Call the symbol JOGGER_SYMBOL, set its TYPE to MOVIE CLIP and select OK.

B Selecting the 3D Rotation Tool

1 If the 3D ROTATION TOOL is already in the TOOLS panel, select it.
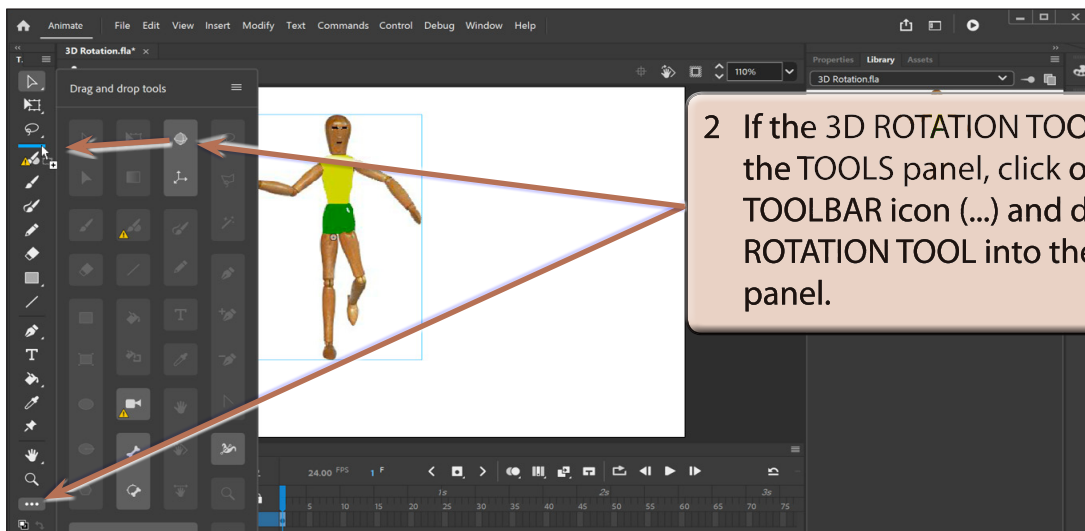
2 If the 3D ROTATION TOOL is not in the TOOLS panel, click on the EDIT TOOLBAR icon (...) and drag the 3D ROTATION TOOL into the TOOLS panel.

3 Rotation guides will be added to the symbol. 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 CIRCULAR (or Z axis) movement.

The **ORANGE** guide controls both VERTICAL and HORIZONTAL movement.

C   Rotating the Object

1   Move the pointer over the vertical RED line until an 'x' is added to the pointer then drag the line up and to the left slightly to rotate the object horizontally.
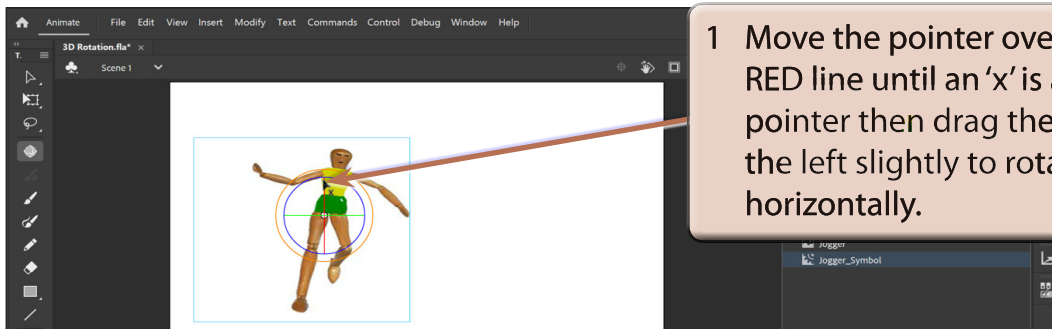
2   Press CTRL+Z or COMMAND+Z to UNDO the rotation.

3   Move the pointer over the horizontal GREEN line until a 'y' is added to the pointer then drag the line up or down to rotate the object vertically.

4   Undo the rotation then move the pointer over the BLUE circle until a 'z' is added to the pointer and drag the line to rotate the object in a circular motion.

5   Undo the rotation and move the pointer over the ORANGE circle and drag it to rotate the object both vertically and horizontally.

D   Adjusting the Perspective

You can control the FIELD OF VIEW (camera angle) by adjusting the PERSPECTIVE ANGLE in the PROPERTIES panel.
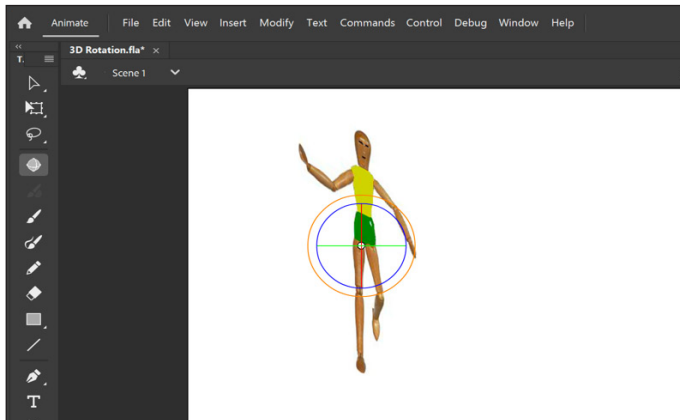
1   Open the PROPERTIES panel select the OBJECT tab and expand the 3D POSITION AND VIEW section.
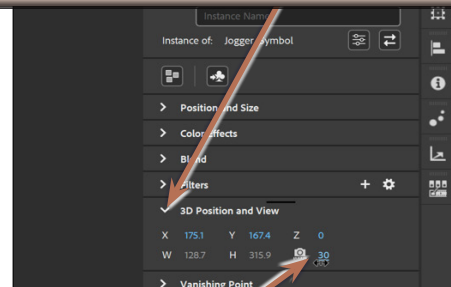
2   Drag the PERSPECTIVE ANGLE value to the left or right to adjust the camera angle.

NOTE: The default camera angle is about 55° which can be entered in the PERSPECTIVE ANGLE box to return the view to normal.
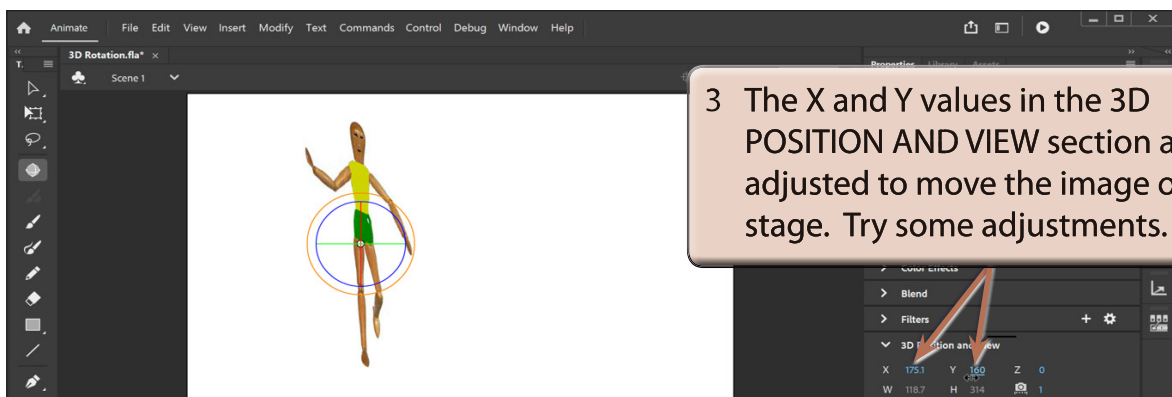
3   The X and Y values in the 3D POSITION AND VIEW section and be adjusted to move the image on the stage. Try some adjustments.

4   Use CTRL+Z or COMMAND+Z to UNDO any changes that you made.

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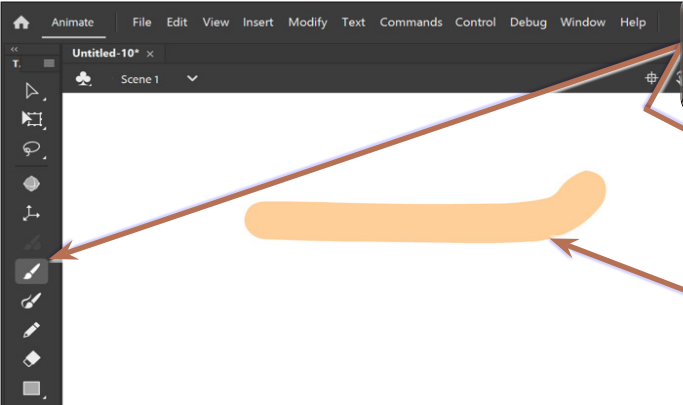
The BONE TOOL allows you to set hinges either within an object or between a group of objects. It can be applied to create human movements in arms and legs, robotic arm movements, crane operations, etc.

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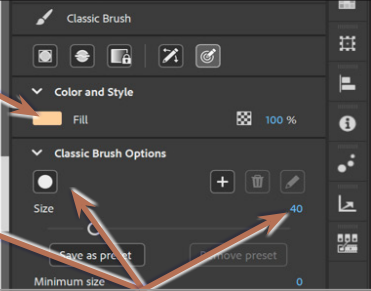
To illustrate the basics of the BONE TOOL, a simple shape will be converted into an arm.

A   Drawing the Shape
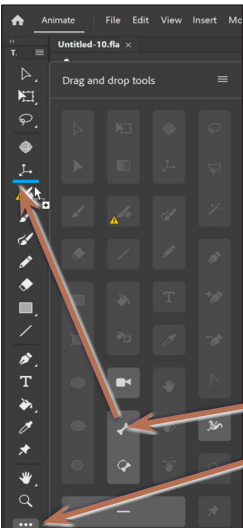
1   Load Adobe Animate or close the current files and start a new FULL HD file.

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

3   Set the BRUSH TYPE to the CIRCLE (first brush), the BRUSH SIZE to 40 pt and paint a line with a small 'kink' to represent a hand at its right end.

4   If the BONE TOOL is not in the TOOLS panel, click on the EDIT TOOLBAR icon (...) and drag the BONE TOOL into the TOOLS panel.

B   Applying the Bone Tool

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

2   With the BONE TOOL selected, click at the left of the shape, hold down the mouse button and drag to the centre of the shape.
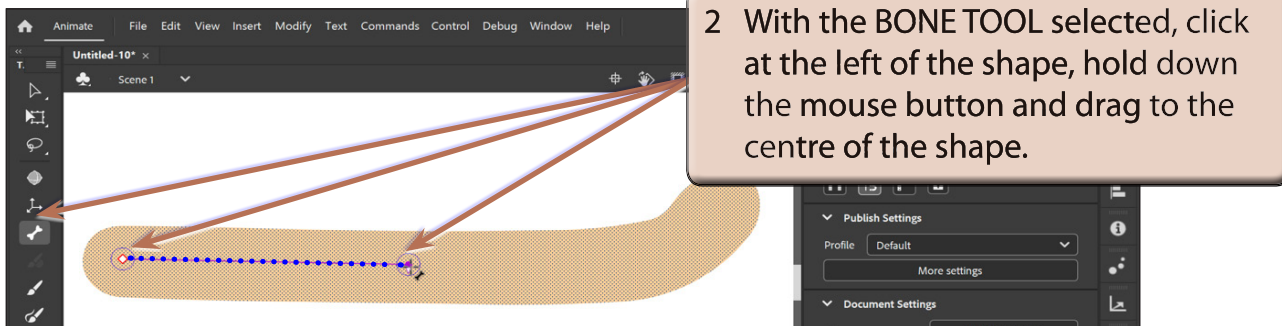
3   When you release the mouse button the first bone is created.

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

4   Click and hold at the right end of the previous bone and drag to beginning of the kink.
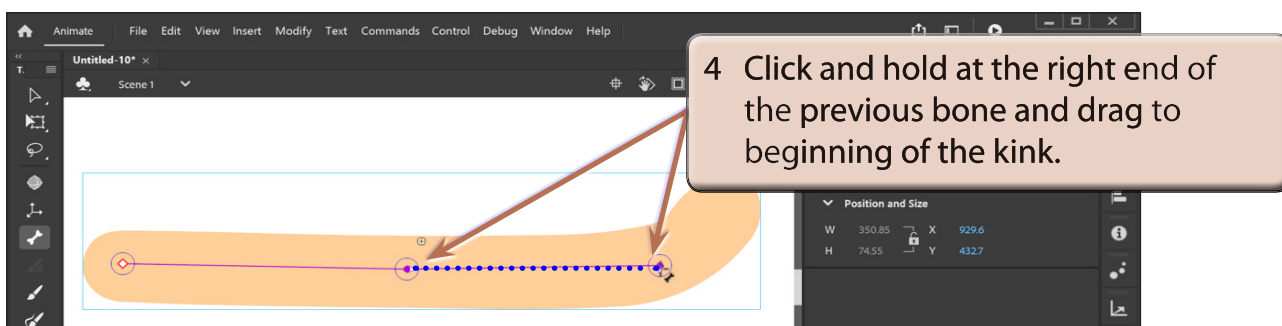
5   Release the mouse button to create the second bone.

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

6 Click and hold from the right end of the second bone and drag to the right edge of the shape.

7 Notice that a new layer, called ARMATURE_1, has been created in the TIMELINE panel.
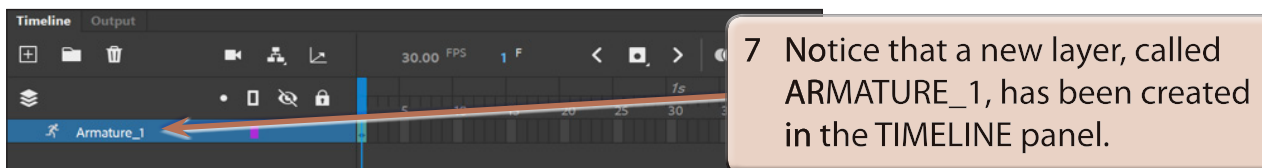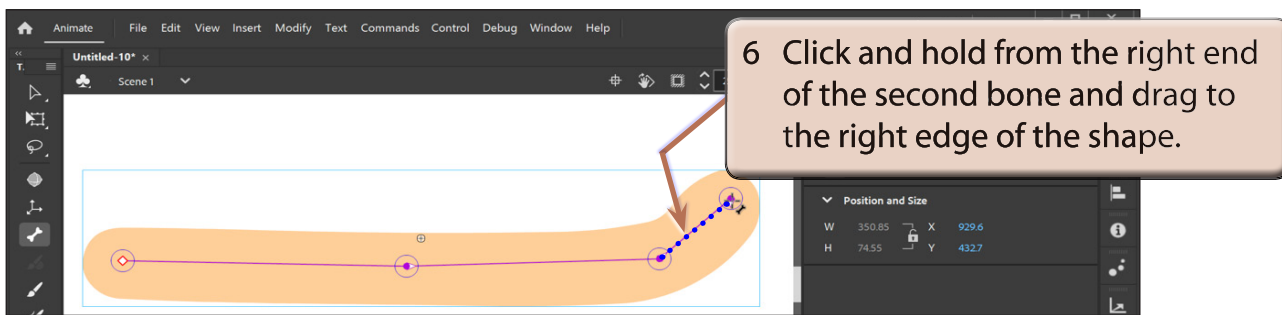
NOTE: All the bone sections are moved into the ARMATURE layer.

C Using the Bone Links

The bone sections have set a rotation joint at the left of the shape (red diamond 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%.

2 Select the SELECTION TOOL, drag the some bones and joints and the shape should move like an arm.
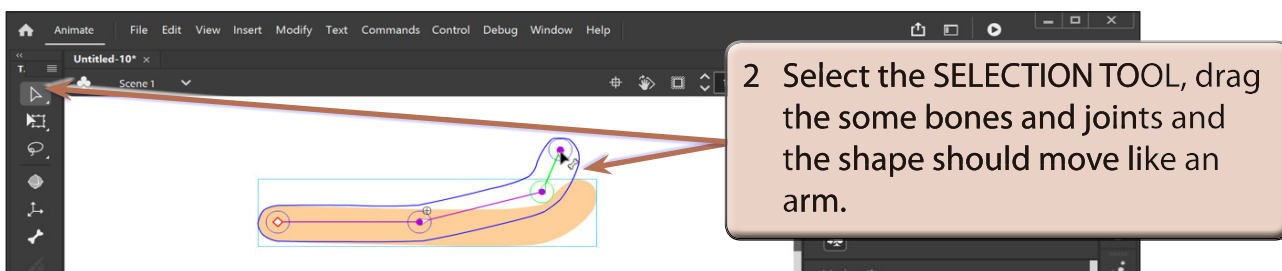
NOTE: When the mouse pointer is over a joint or bone that can be moved, a bone symbol is added to the pointer.

D   The Pin Option

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

1   Select the left bone and turn on the PIN check box in the LOCATION section of the PROPERTIES panel.

2   A pin (o) is attached to the end of the bone to indicate that it is fixed.

3   Drag the right joint of the third bone and only the second and third bones should move.

4   Select the left bone and turn the PIN check box off in the PROPERTIES panel.
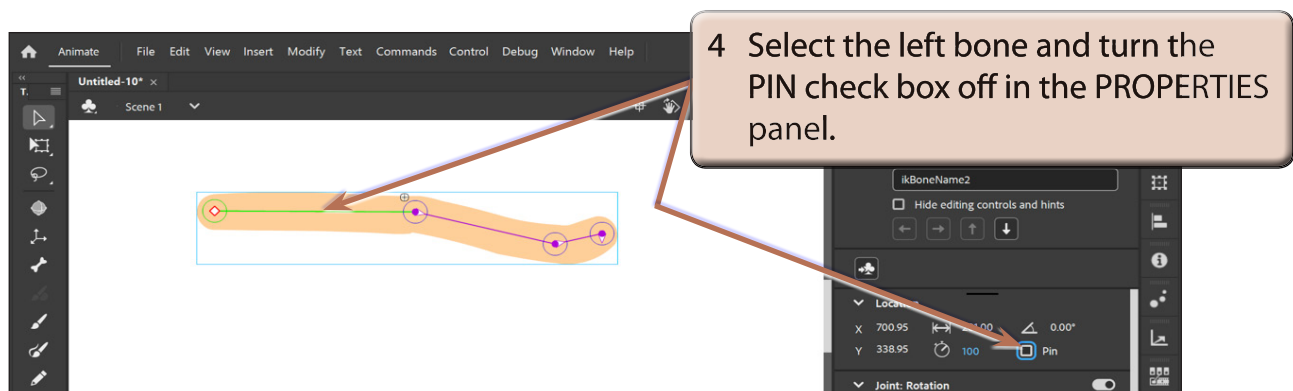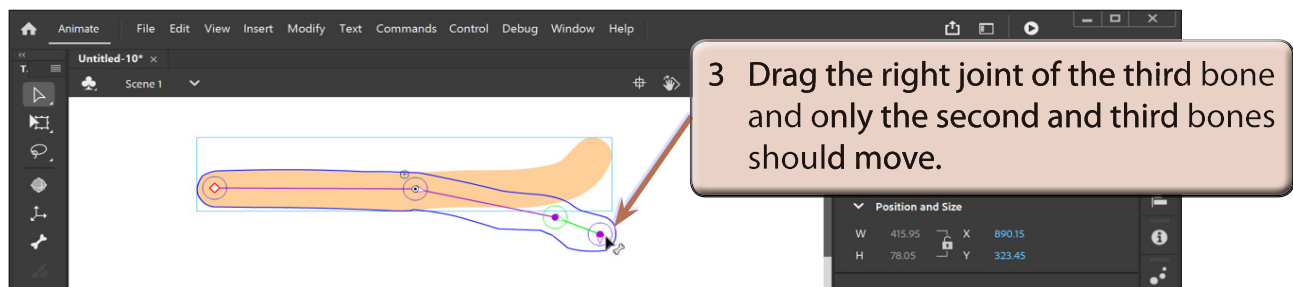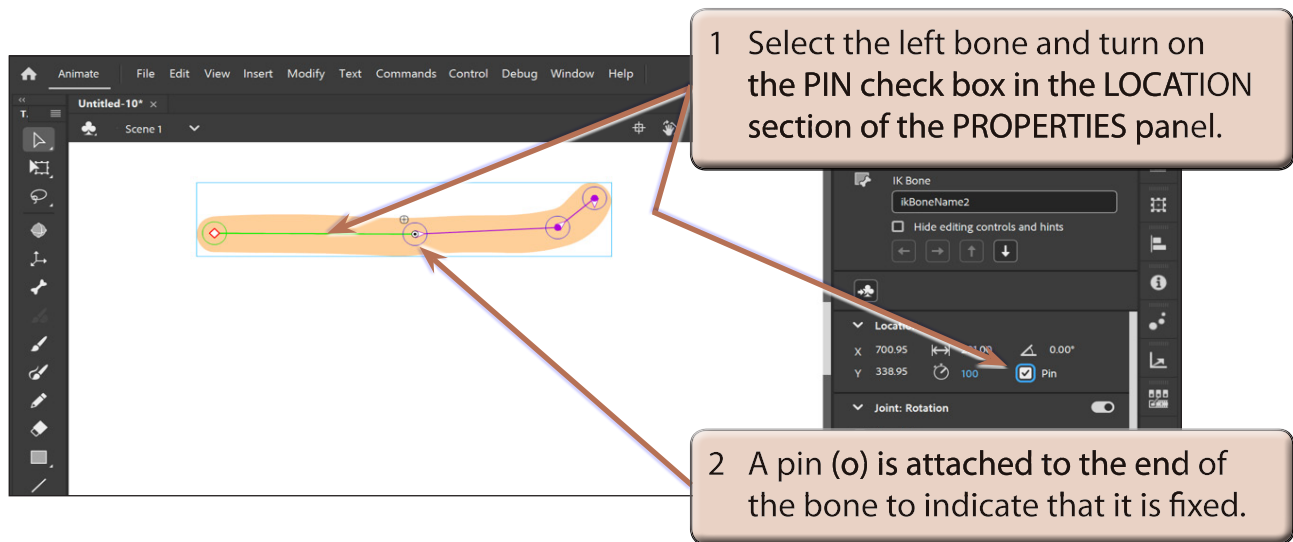
5   Try moving the bones again and all the bones should move.

Using the Asset Warp Tool

The ASSET WARP TOOL is similar to the BONE tool. It allows you bend, twist and 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 needs to be created in a Movie Clip Symbol.

1   Load Adobe Animate or close the current files and start a FULL HD file.

2   Display the INSERT menu and select NEW SYMBOL (or press F8).
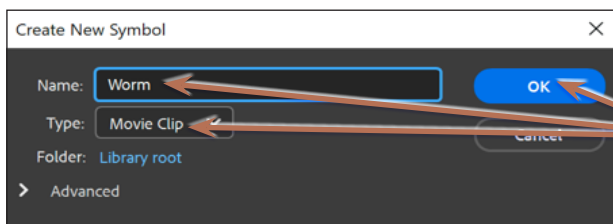
3   Call the symbol:

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 SUPPORT FILES and open the WORM image.
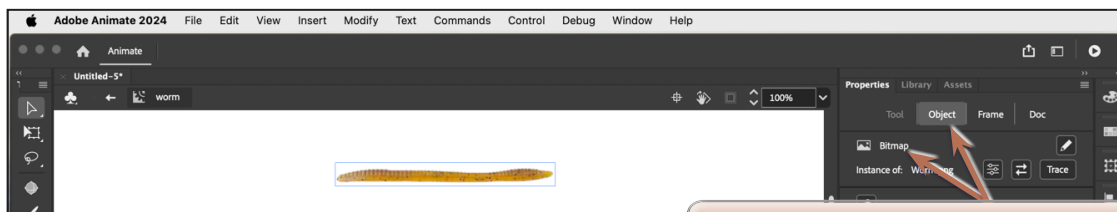
6   In the OBJECT section of the PROPERTIES panel notice that the image is a BITMAP image.

B   Inserting the Asset Warp Handles

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

1 Set the ZOOM to 200%, scroll so that the worm is visible and select the ASSET WARP TOOL in the TOOLS panel.

2 Click a HANDLE at the left of the worm and, in the OBJECT tab of the PROPERTIES panel, turn off CREATE BONES and set the HANDLE MODE to OPEN.

3 Click 6 more handles along the worm so that there are 2 at either end and 3 around the centre point.
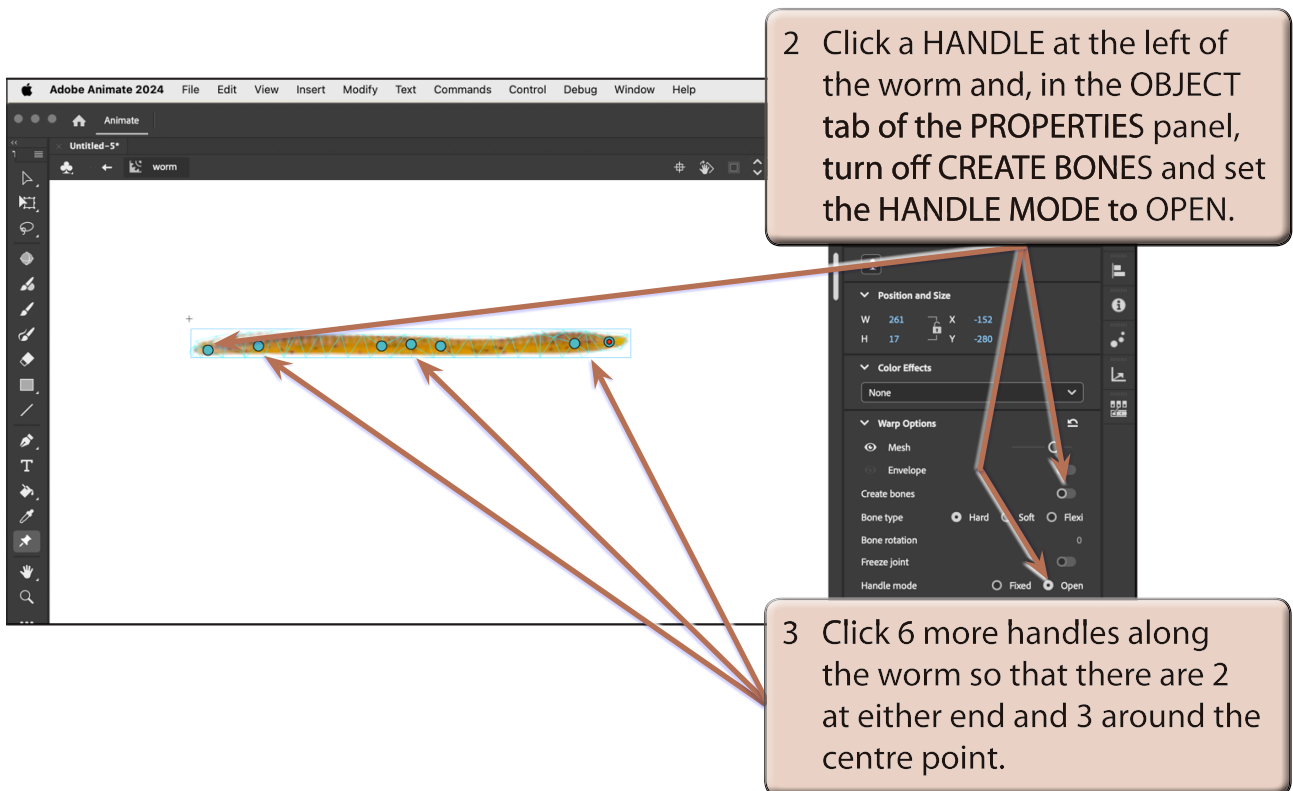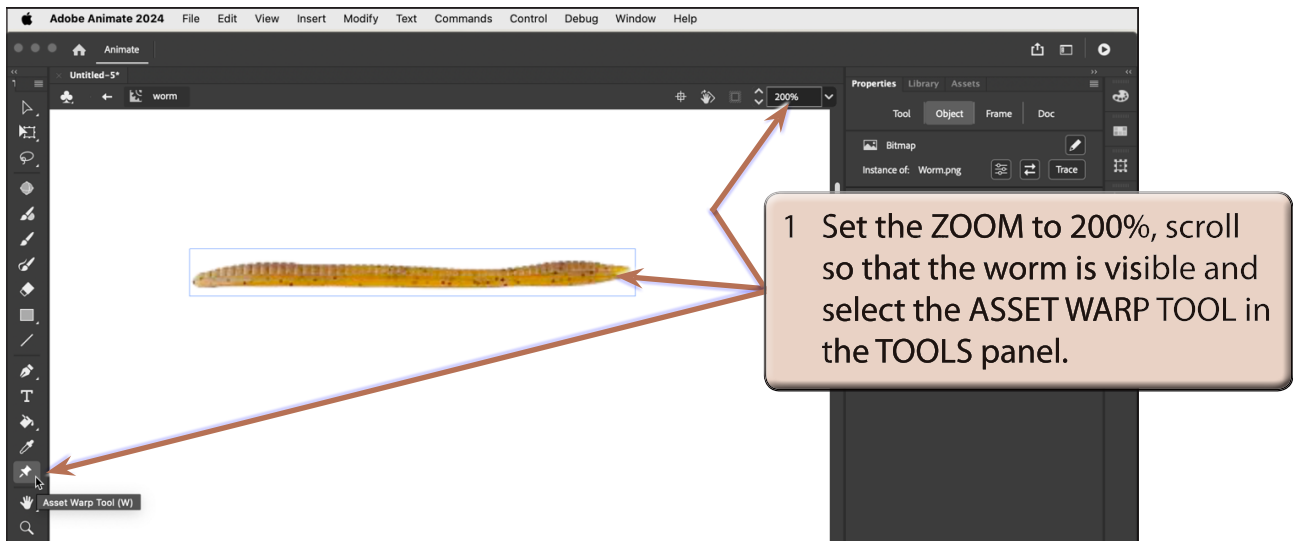
4   There are two settings for ASSET WARP handles in the PROPERTIES panel:

- •   **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 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.
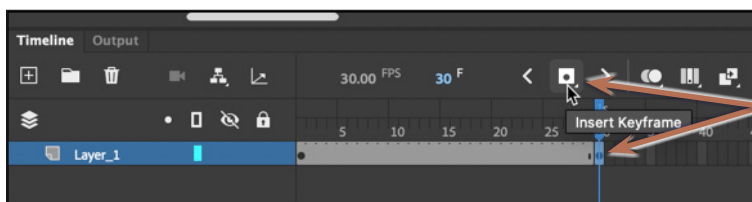
1   Click on FRAME 30 in the TIMELINE panel and insert a KEYFRAME by clicking on the INSERT KEYFRAME icon (or pressing the F6 key).
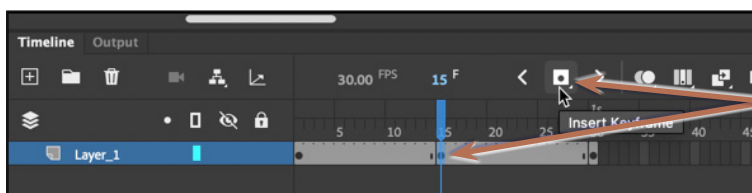
2   Click on FRAME 15 in the TIMELINE panel and insert another KEYFRAME.

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

     ii   The ASSET WARP TOOL works best if you set all the required WARP HANDLES at the first keyframe. It does not work well when extra WARP HANDLES are added later.

D   Adjusting the Shape

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

2   Drag the 3 handles to the left of the centre handle to the right a little to reduce the worm's body at the rear.

3   Drag the 3 handles to the right of the centre handle to the left a little to reduce the worm's body at the front.
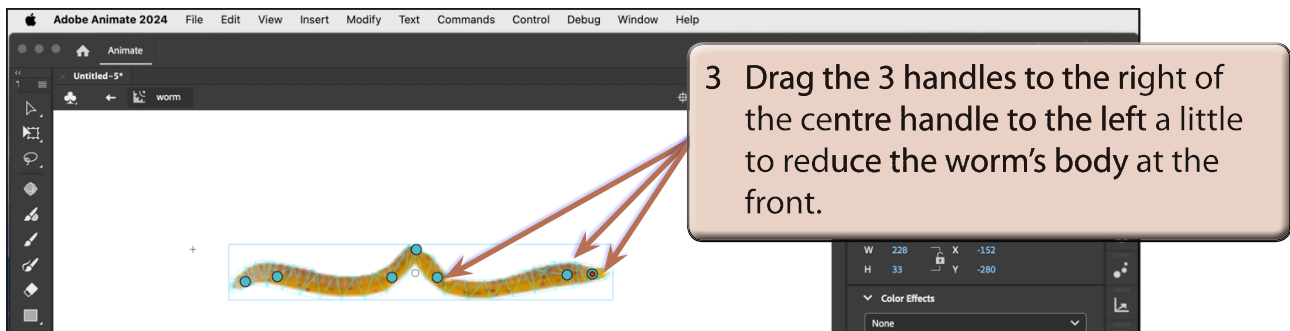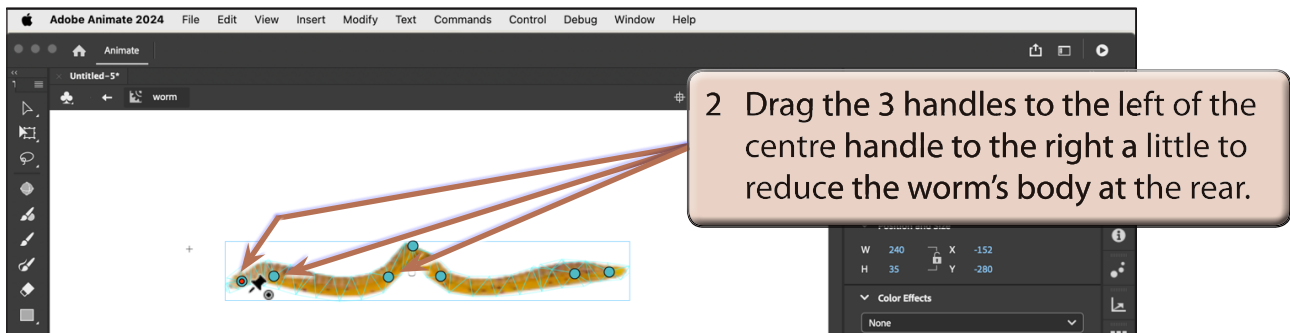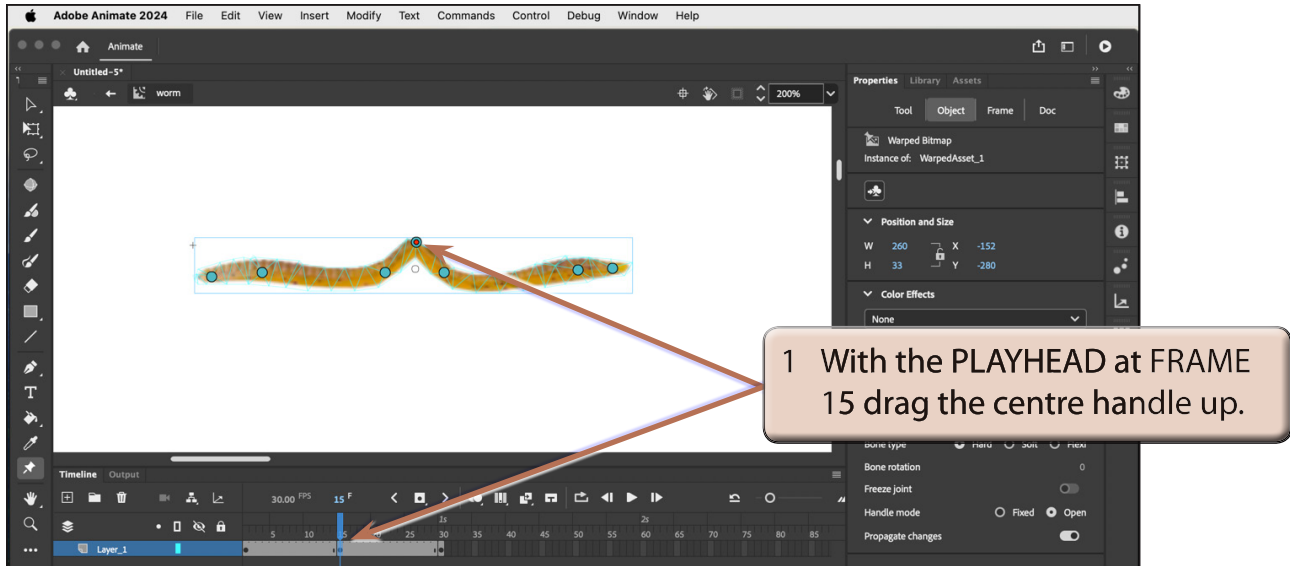
Character Rigging

Character Rigging allows you to apply realistic movement to objects. In Adobe Animate Character Rigging is created by applying the Create Bones feature to the ASSET WARP TOOL. It is similar to the BONE TOOL, but it is easier to create human like movements. Its disadvantage is that it can be only applied to single objects or images.

Creating a Jumping Character

To illustrate the basics of Character Rigging a simple character will be animated to squat then jump.

A   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 20 folder and load the file:

Rigging Figure

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

Rigging Jumper

B   Creating the Bone Structure

To rig a character you need to create a BONE STRUCTURE.

1   Select the ASSET WARP TOOL, click on the object to select then click between the arms to set the first joint.

2 In the OBJECT tab of the PROPERTIES panel turn on CREATE BONES in the WARP OPTIONS.

3 Click a second joint at the base of the torso and a bone should be created.

NOTE: The first joint is the ROOT (or PARENT) joint and it is displayed as a rectangle. The second point is a DEPENDENT (or CHILD) joint and it is displayed as a circle.

4 Click 2 more joints along the left leg, one at the centre to represent a knee and another at the base to represent the foot.

5 Click on the joint at the base of the torso to make that joint active, then click 2 joints on the right leg at the knee and the foot.

6 Click on the ROOT joint between the arms to make it active and click a joint at the base of the head.
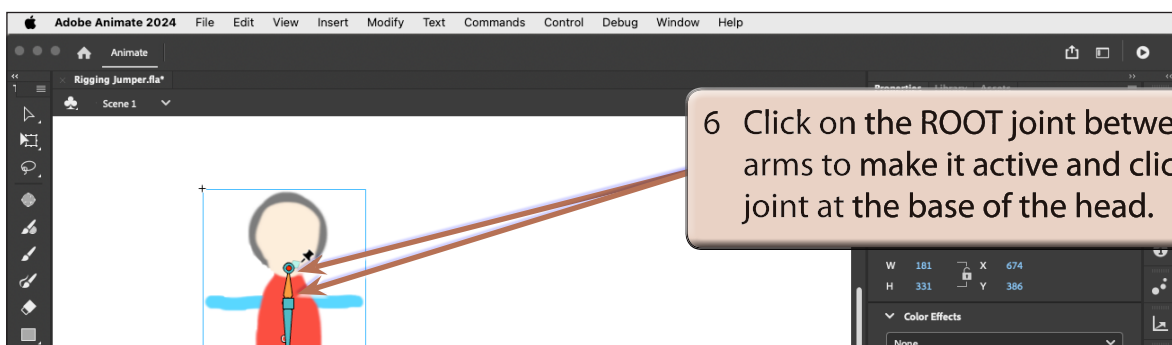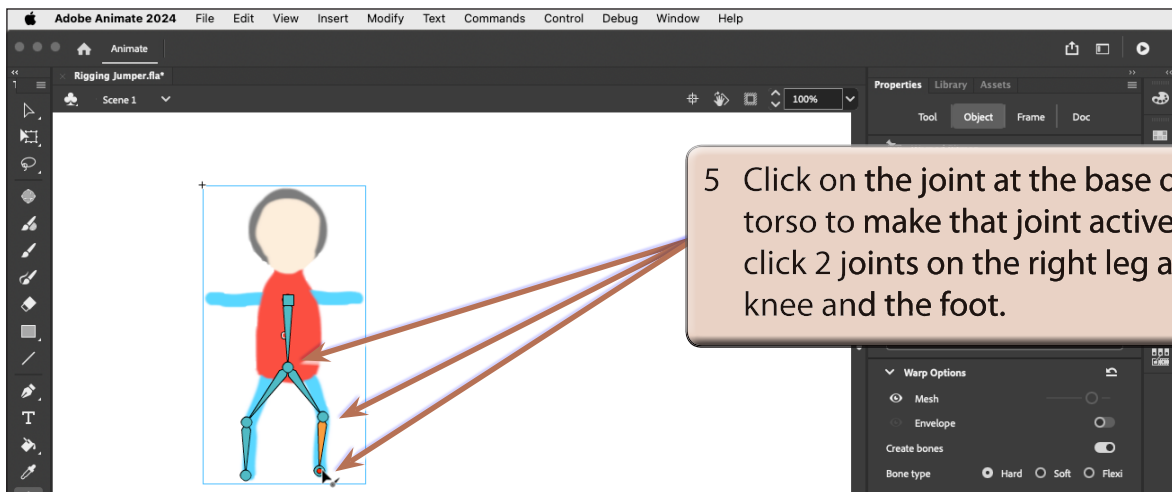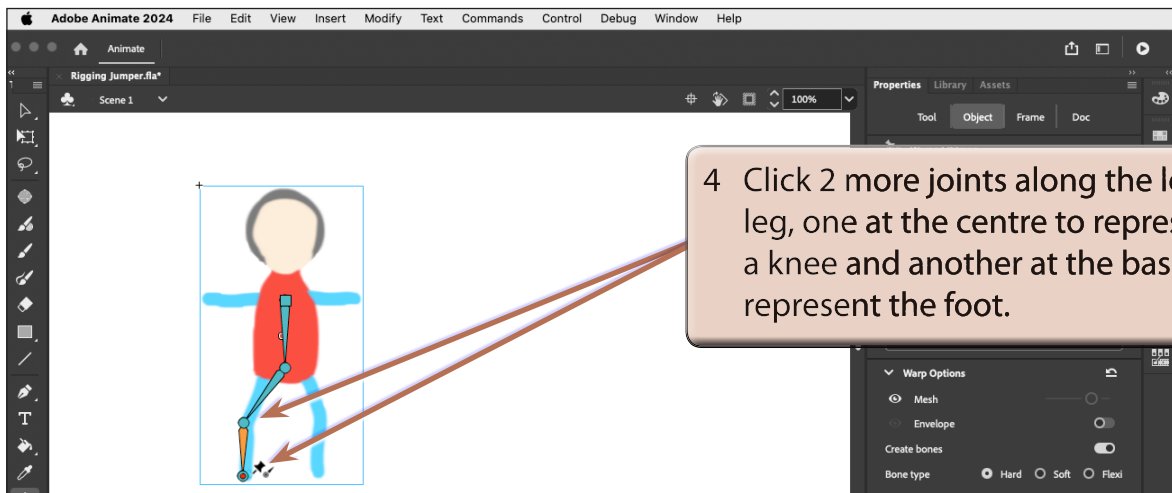
NOTE: If you need to connect two unconnected joints, click on the one of the joints then hold down the ALT or OPTION key and click on the second joint.

7 Click on the ROOT joint again and click 2 joints along the left arm, one at the centre to represent an elbow and the other at the end to represent the hand.

8 Repeat step 7 at add 2 joints to the right arm.
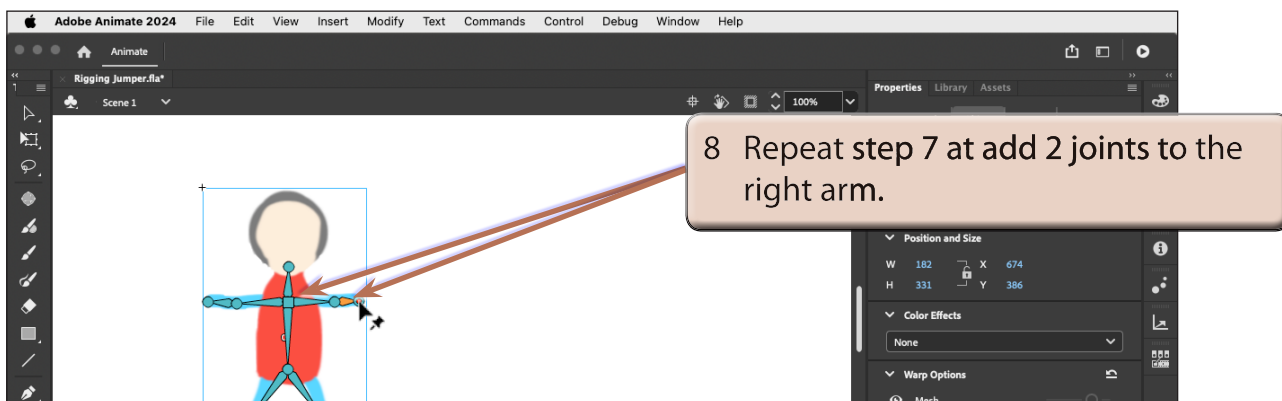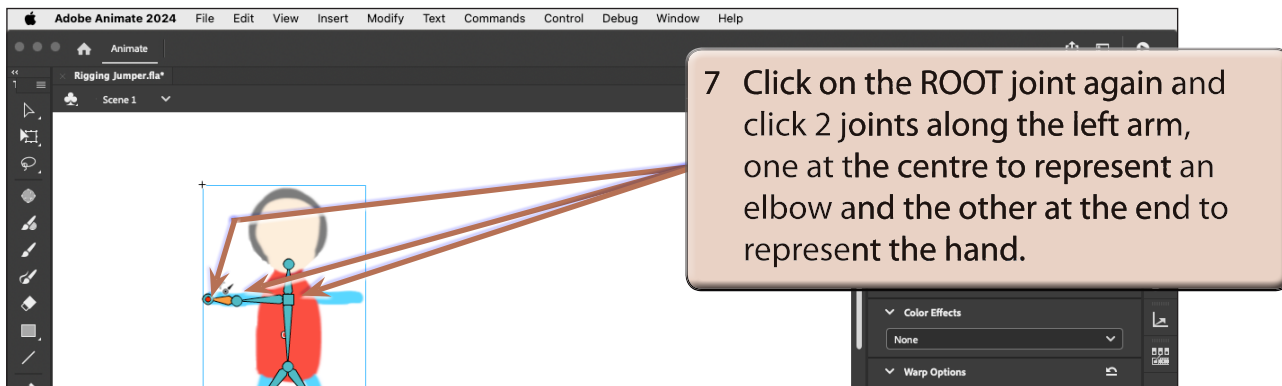
8 To complete the rigging structure press the ESC key or click outside the object's frame.

C Animating the Object

The figure will be set to squat then jump up.

1 Click on FRAME 15 in the TIMELINE panel and press F6 or click on the INSERT KEYFRAME icon to insert a keyframe.

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:
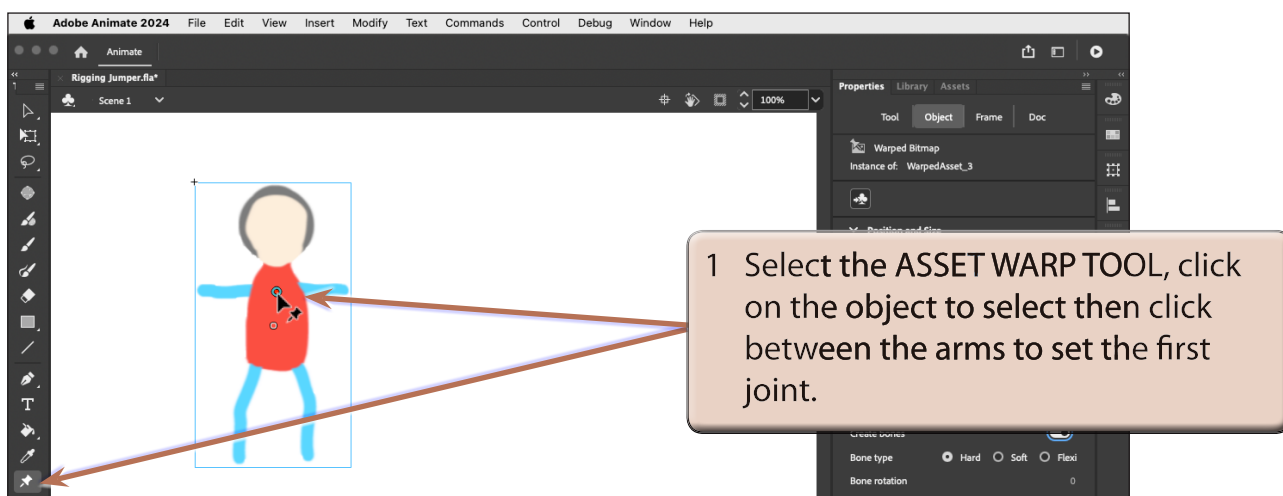
Jogger

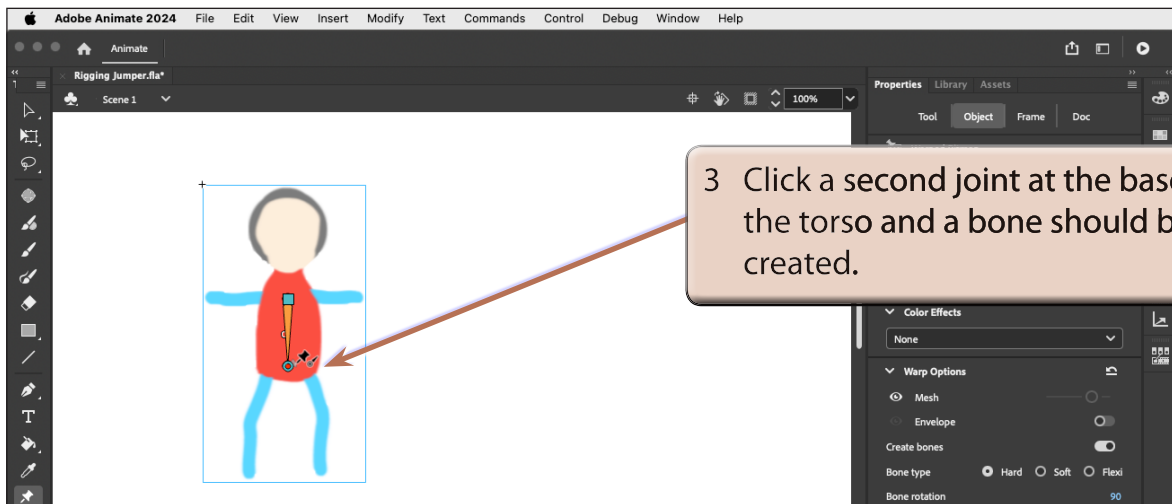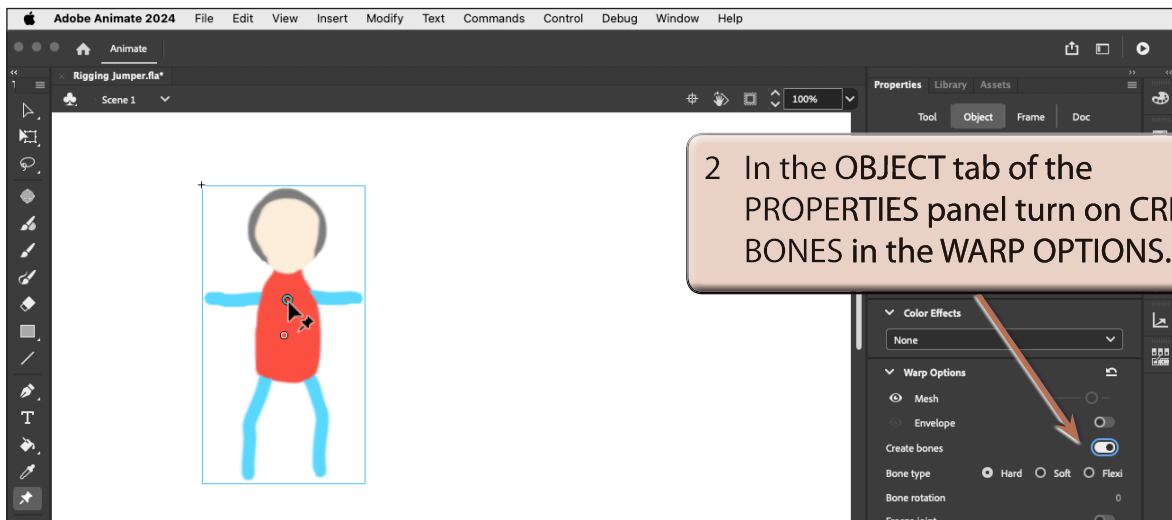3   Use SAVE AS from the FILE menu to save the file in your STORAGE folder as:

Linked Layer Animations

Looking at the Layers

1   In the TIMELINE panel turn the view of each layer off in turn to see what is in each layer.
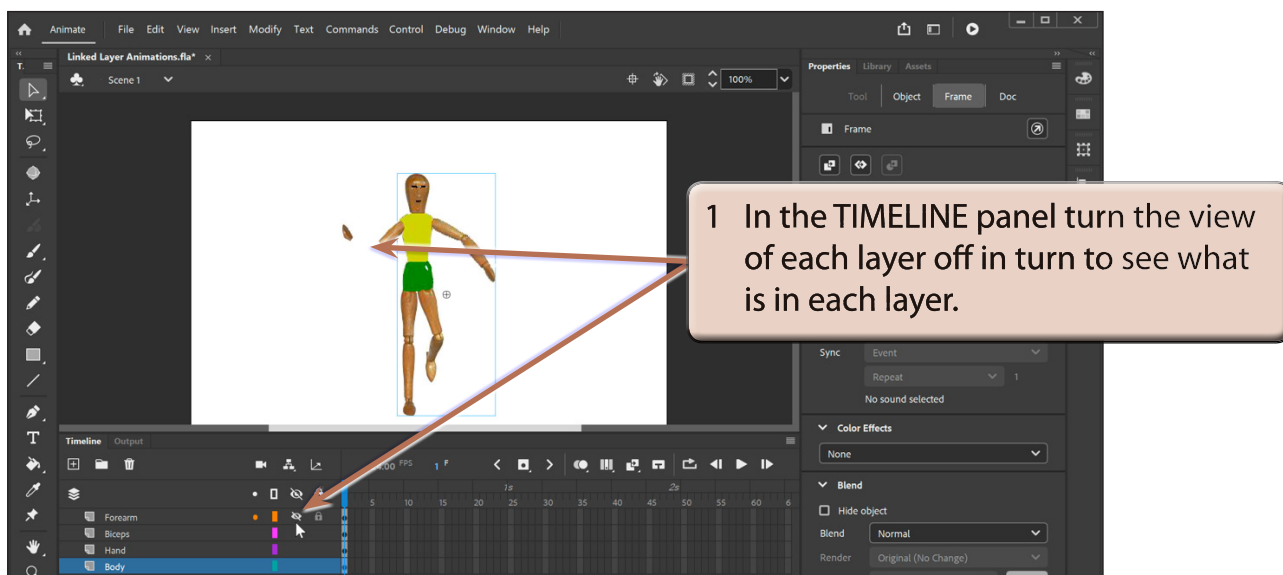
2   Turn the view of all the layers back on.

3   Use the SELECTION TOOL to drag the body to the right and notice that the left arm is not connected to it.
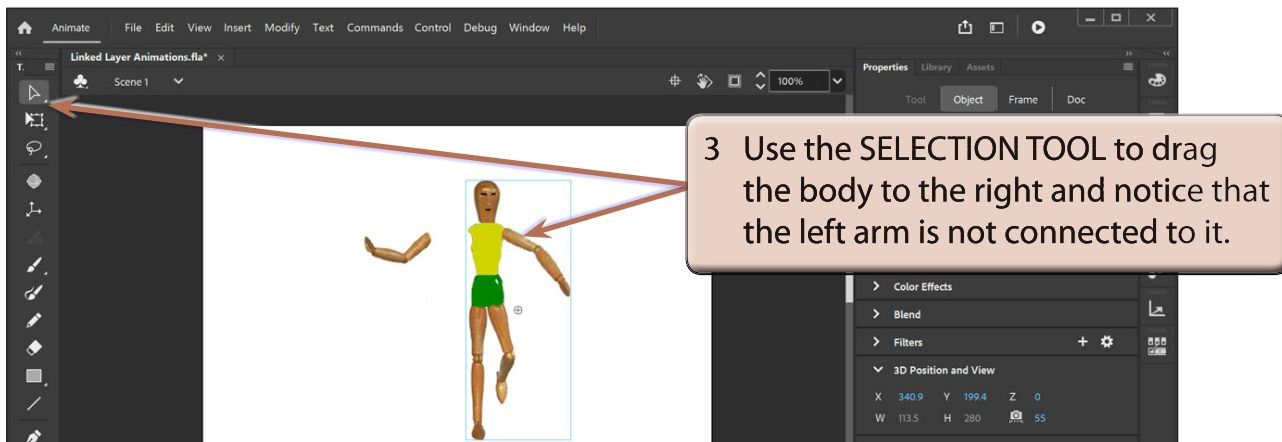
4   Press CTRL+Z or COMMAND+Z to UNDO the move.

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.

In the TIMELINE panel drag the HAND layer to the top of the layers so the order from the base is BODY, BICEPS, FOREARM and HAND.
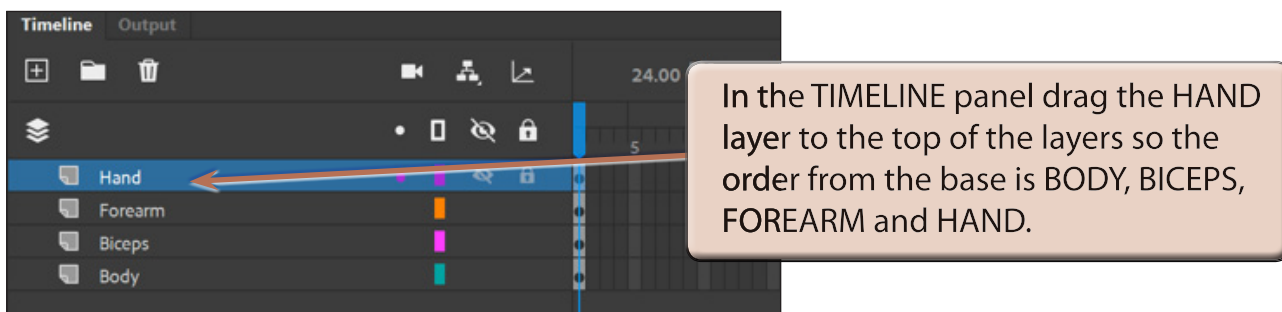
Creating Graphic Symbols

Each separate object that is going to be animated needs to be converted to a graphics symbol.
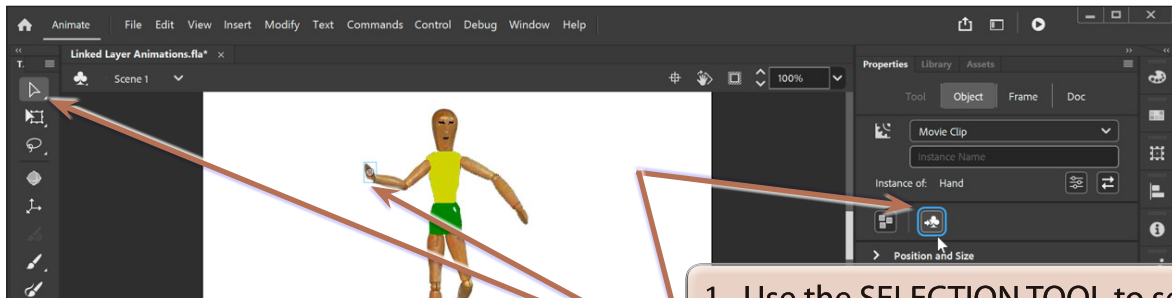
1 Use the SELECTION TOOL to select the HAND and press the F8 key or click on the CONVERT TO SYMBOL icon in the PROPERTIES panel.
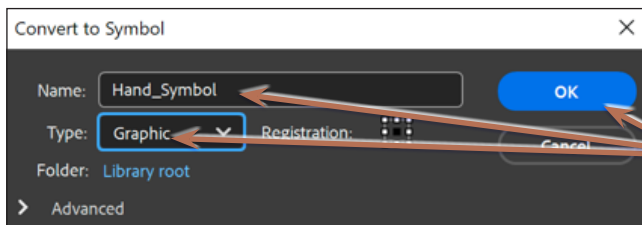
2 Call the symbol:

   Hand_Symbol

   Set its TYPE to GRAPHIC and select OK.
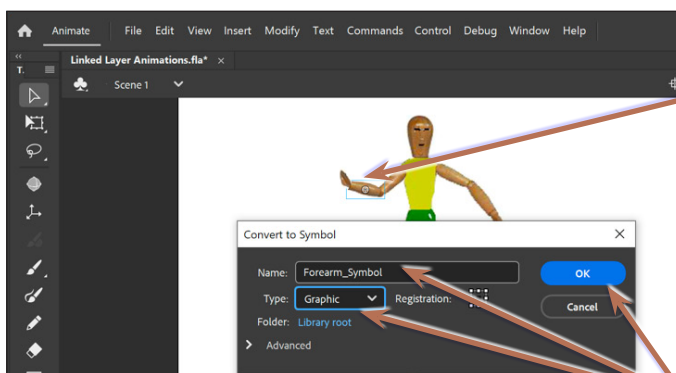
3 Click on the FOREARM and press the F8 key or click on the CONVERT TO SYMBOL icon in the PROPERTIES panel.

4 Call the symbol:

   Forearm_Symbol

   Set its TYPE to GRAPHIC and select OK.
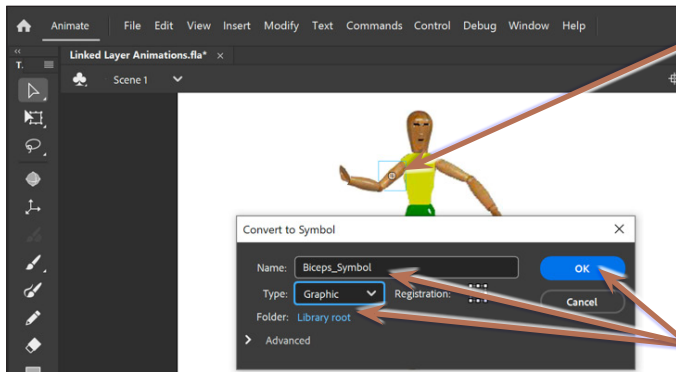
5   Click on the BICEPS and press the F8 key or click on the CONVERT TO SYMBOL icon in the PROPERTIES panel.

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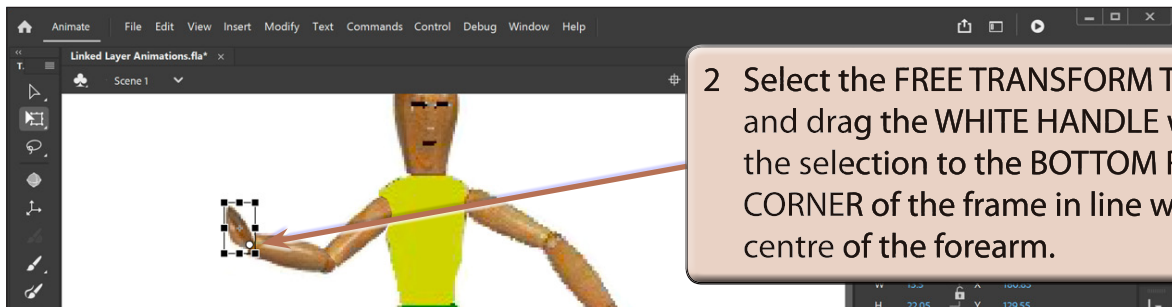
2   Select the FREE TRANSFORM TOOL and drag the WHITE HANDLE within the selection to the BOTTOM RIGHT CORNER of the frame in line with the centre of the forearm.

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

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 Adobe Animate or close the current files and click on the NEW FILE button.
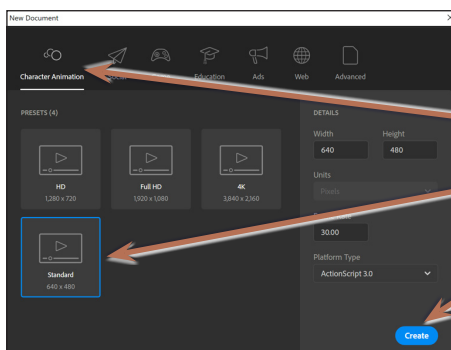
2   In the NEW DOCUMENT dialogue box open the CHARACTER ANIMATION category, select the STANDARD preset and select CREATE.

3   Display the FILE menu, highlight IMPORT and select IMPORT TO STAGE.

4   Access the ANIMATE SUPPORT FILES, open the CHAPTER 22 folder and open the image:

Sanctuary
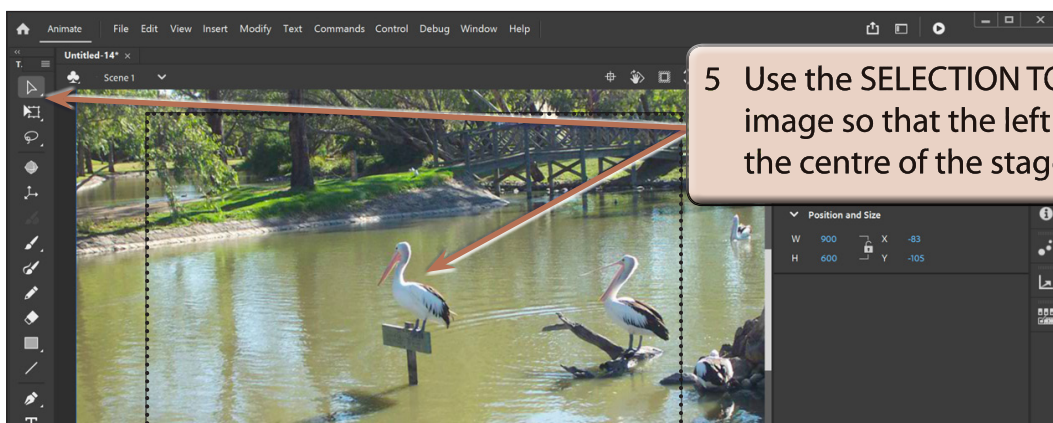
5   Use the SELECTION TOOL move the image so that the left pelican is in the centre of the stage frame.

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.
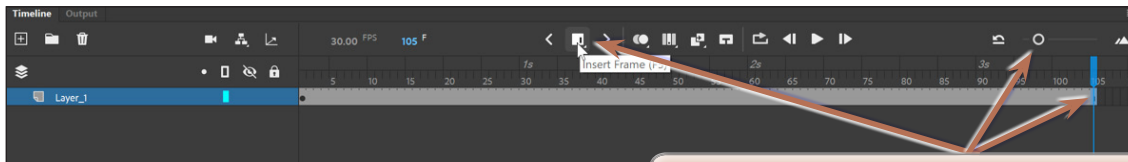
1   Click on FRAME 105 of the LAYER 1 layer in the TIMELINE panel and press F5 key (or the use the INSERT FRAME icon) to insert some frames. The RESIZE TIMELINE icon can be used to display more frames.
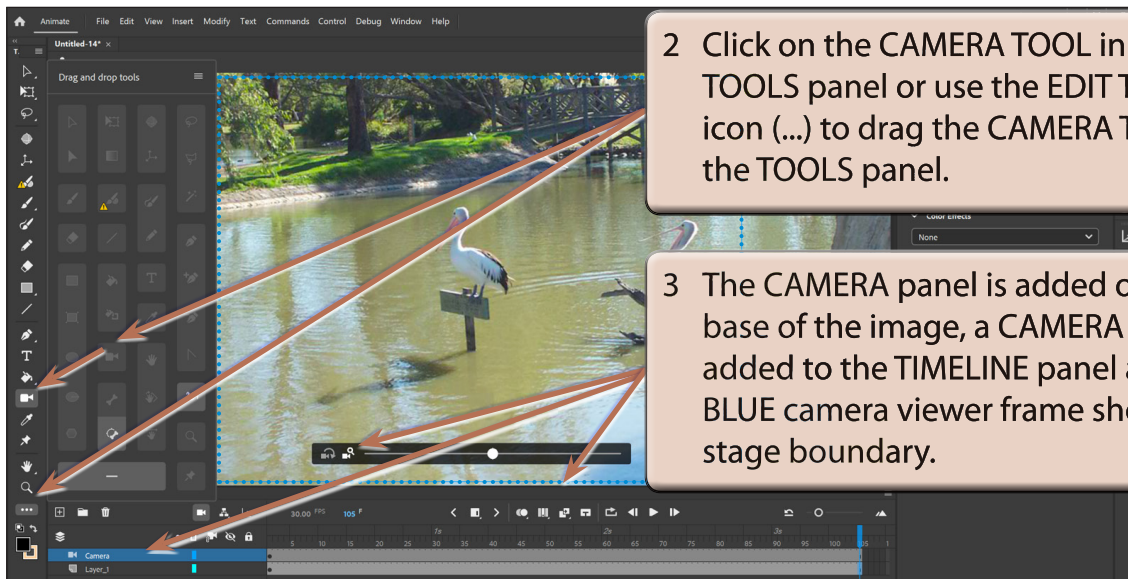
2   Click on the CAMERA TOOL in the TOOLS panel or use the EDIT TOOLBAR icon (...) to drag the CAMERA TOOL into the TOOLS panel.

3   The CAMERA panel is added over the base of the image, a CAMERA layer is added to the TIMELINE panel and the BLUE camera viewer frame shows the stage boundary.

4   The CAMERA panel has the following labelled sections:

Rotation Button   Zoom Button   Slider Bar
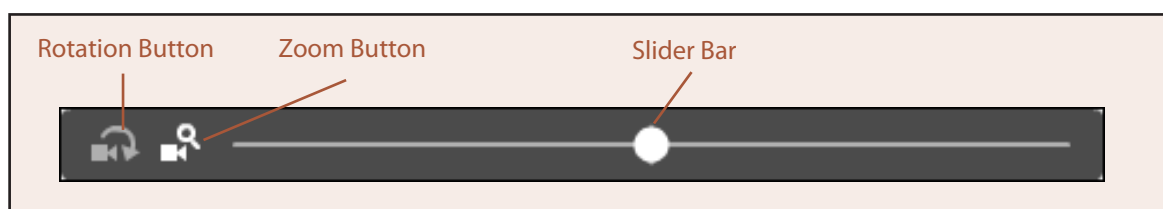
C Zooming In

The first part of the animation will zoom in on the left pelican.
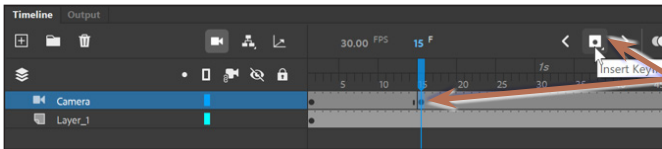
1 Click on FRAME 15 of the CAMERA layer in the TIMELINE panel and click on the INSERT KEYFRAME icon (or press the F6 key) to insert a keyframe.
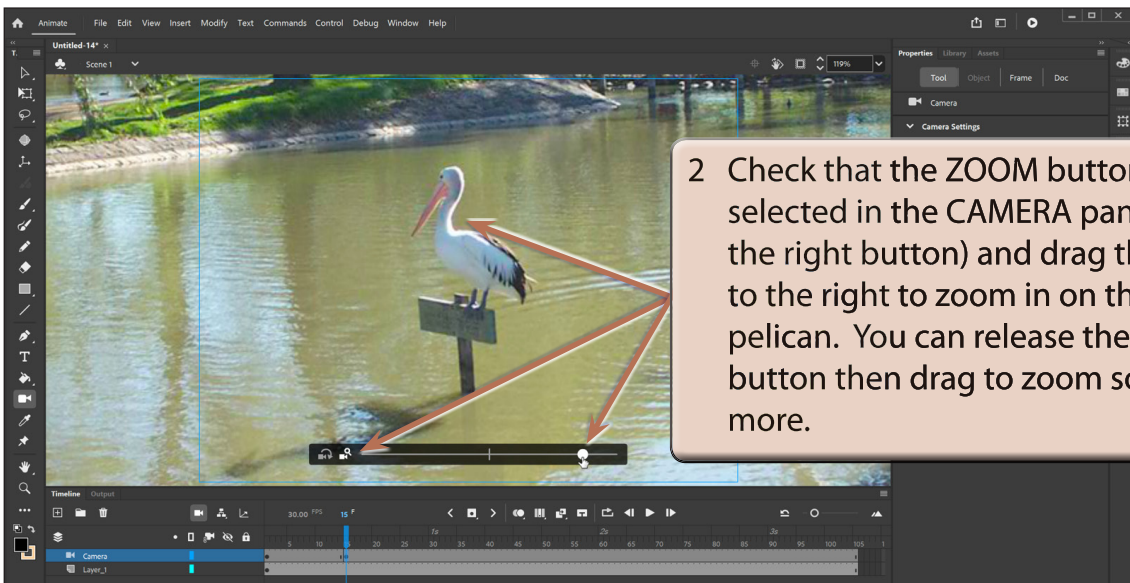
2 Check that the ZOOM button is selected in the CAMERA panel (it is the right button) and drag the SLIDER to the right to zoom in on the left pelican. You can release the mouse button then drag to zoom some more.

NOTE: **The blue camera frame represents the stage and it shows you the part of the image that will be seen in the animation.**
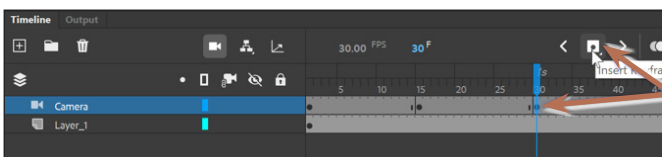
3 Click on FRAME 30 of the CAMERA layer in the TIMELINE panel and insert another KEYFRAME. This keyframe will keep the zoom on the screen for 15 frames.

D The Camera Properties

CAMERA PROPERTIES can be accurately set in the TOOL section of the PROPERTIES panel.

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

2 Click on the KEYFRAME MARKER at FRAME 15 of the CAMERA layer and set the ZOOM box in the TOOL tab of the PROPERTIES panel to 180%.
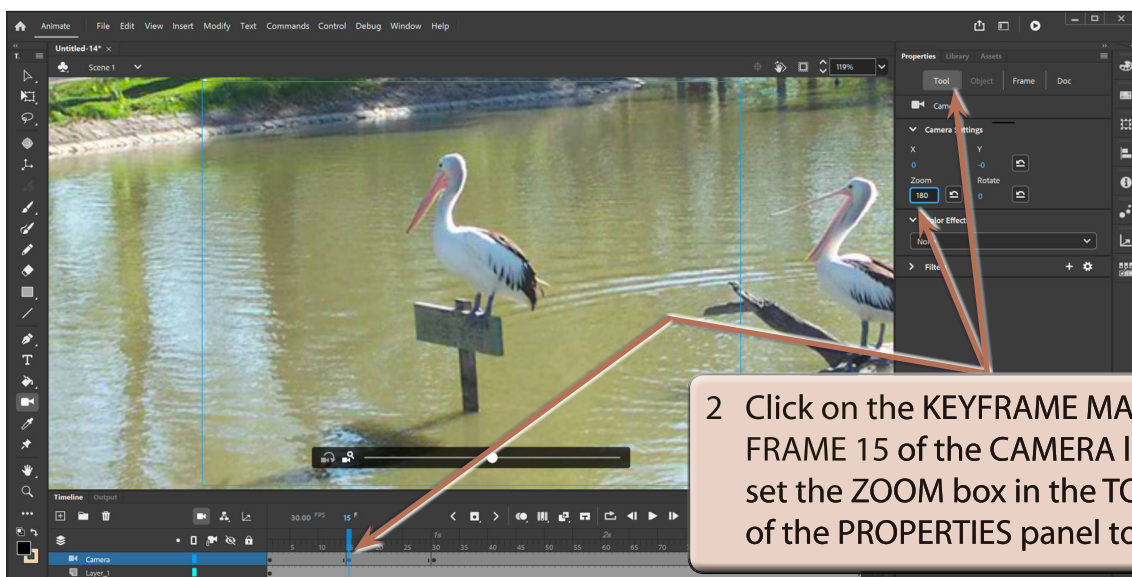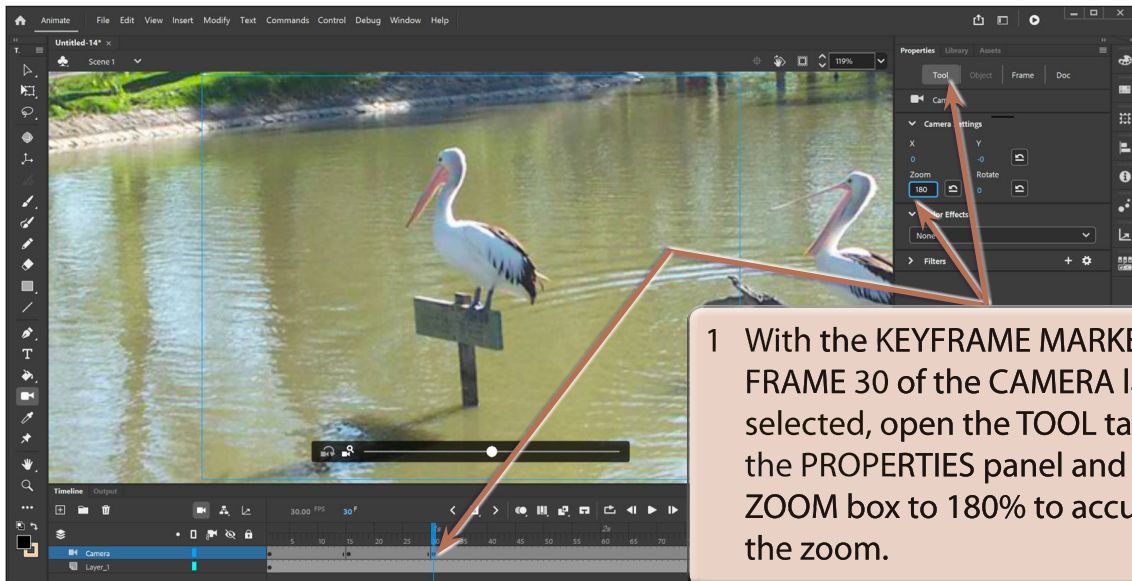
The Assets Panel

Adobe Animate provides numerous pre-drawn movie clips and images in the Assets Panel that can be used in your animations. Some of these assets are static (one frame animations or images) such as backgrounds. Others are full movie clip animations.

You need to have internet access to use the Assets Panel. If you do not have internet access, you will need to skip to the next chapter.

Looking at the Assets Panel

1   Load Adobe Animate or close the current files and click on the NEW FILE button.
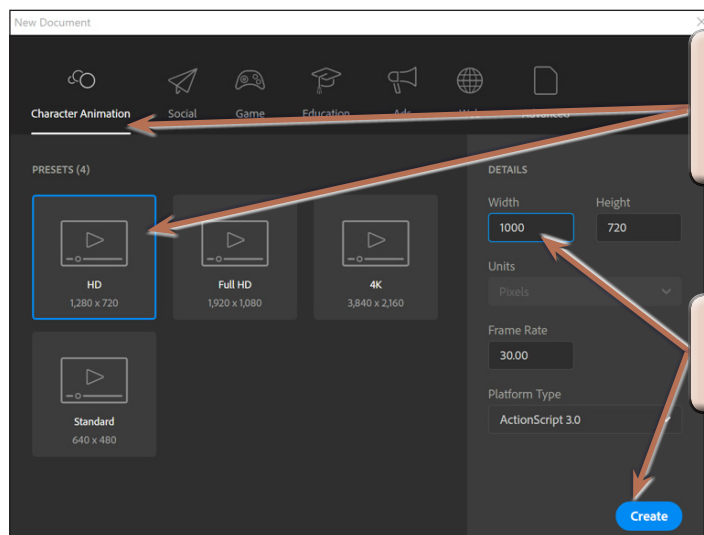
2   In the NEW DOCUMENT dialogue box select the HD preset in the CHARACTER ANIMATIONS category.

3   Set the WIDTH box to 1000 px and click on CREATE.
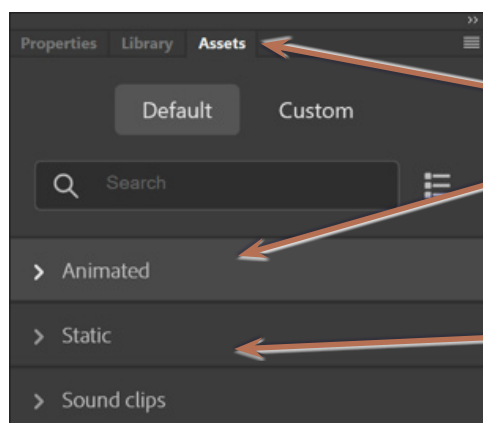
4   Open the ASSETS panel in the PANEL GROUP and the 3 asset sections (Animated, Static and Sound Clips) should be displayed.

5   Collapse each section to make it easier to look at them.

Animated Assets

The ANIMATED section of the ASSETS panel contains animated movie clips.
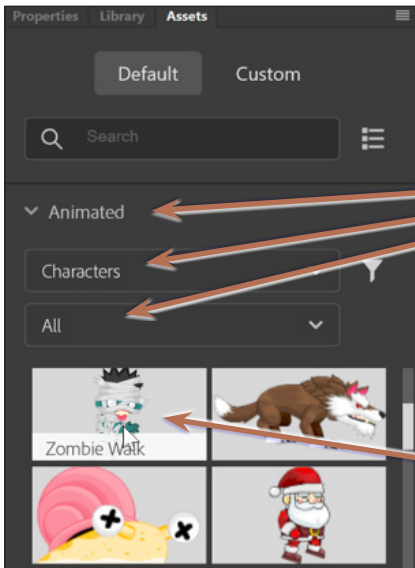
1 Expand the ANIMATED section of the ASSETS panel, set the FILTER BY (top) box to CHARACTERS and the box below it to ALL.

2 Move the pointer over some of the characters and their animation should be displayed.
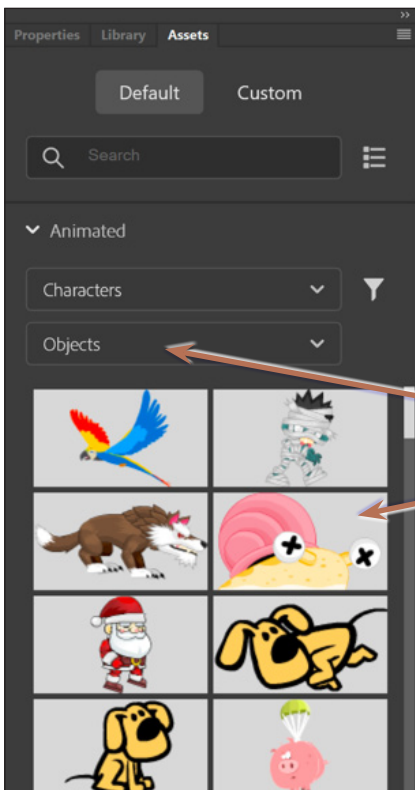
3 You can filter the list of characters. Set the lower box to OBJECTS and just the object characters are displayed.

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NOTE: **i** **You can drag the scroll bar down or click on the SHOW NEXT button to see more characters.**

ii **RIGS are a skeletal animation for representing virtual bones in a character.**
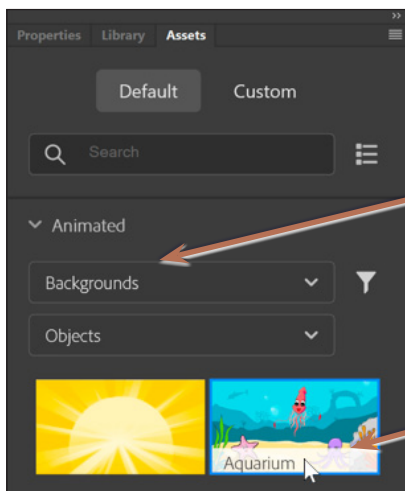
4 Set the FILTER BY box to BACKGROUNDS and the animated backgrounds are displayed.

5 Move the pointer over the backgrounds to view their animation.
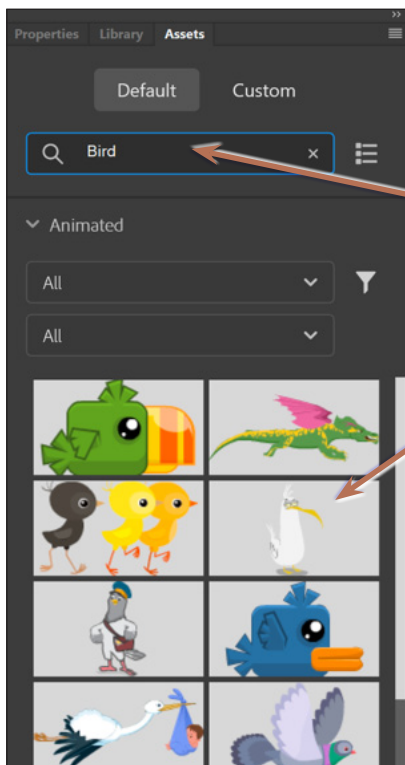
6 You can search for specific objects. Enter:

Bird

in the SEARCH box and just the BIRD related objects are displayed.
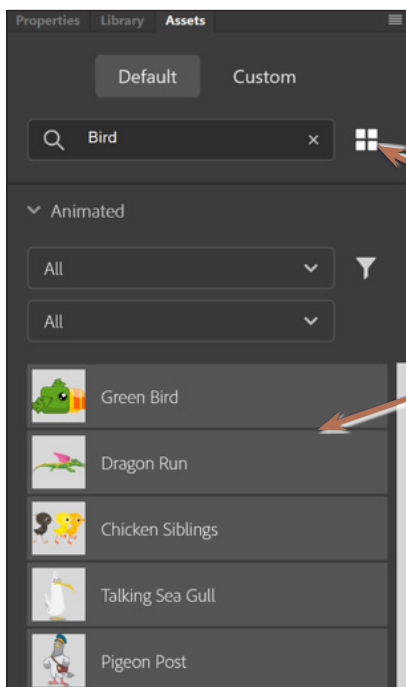
7   Click on the LIST/GRID VIEW button and the objects will be displayed as a list.
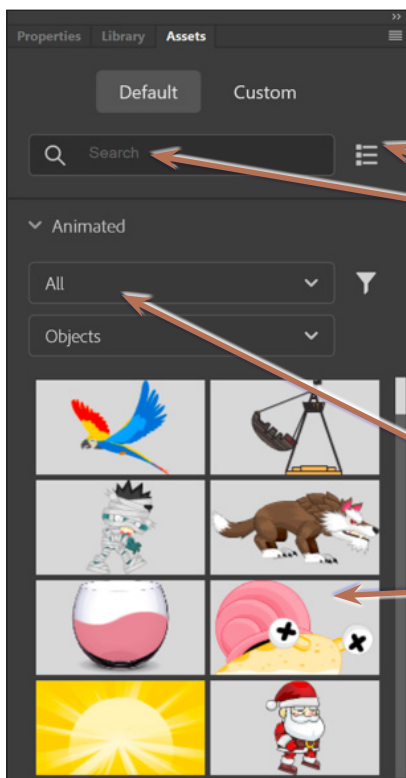
8   Click again on the LIST/GRID VIEW button if you prefer GRID view and delete the BIRD text from the SEARCH box.

9   Set the FILTER box to ALL to return all the characters to the panel.

Lip Syncing

Lip Syncing is the process of synchronising mouth movements to spoken letters. In the past it has been a really difficult process to make animated characters talk in a realistic way. However, Adobe Animate provides an automatic LIP SYNCING option that makes the process much easier.

The process is not perfect, but it does a reasonable job, and also provides a fine tuning feature to manually improve the results.

Loading the Prepared File

A sample sketch of a face has been prepared for you.

1   Load Adobe Animate or close the current files and select the OPEN button.

2   Access the CHAPTER 24 folder of the ANIMATE SUPPORT FILES and open the LIP SYNC file.

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

Lip Syncing
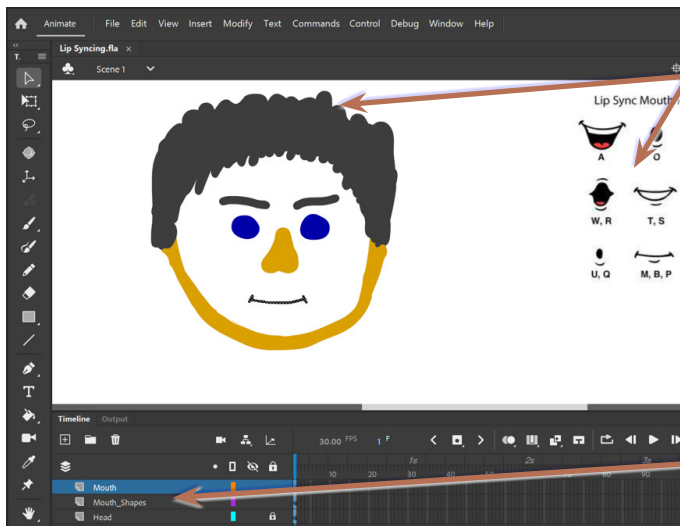
4   The file contains a quick sketch of a face and some sample mouth shapes. These can be searched for on the internet.

5   There are 3 layers:

The HEAD layer which is the face, hair, eyes and nose.

The MOUTH SHAPES layer which contains the sample mouth position image.

The MOUTH layer which contains the shape that will be animated.

Creating the Mouth Symbol

The auto Lip Sync feature requires that each mouth position is placed in a keyframe within a GRAPHIC symbol, so the MOUTH shape will first need be converted to a symbol.

To make the process easier the sample LIP SYNC MOUTH POSITIONS image will be cut and pasted into the graphic symbols editor.

1 Select the SELECTION TOOL, click on the mouth then press F8 or display the MODIFY menu and select CONVERT TO SYMBOL.

2 Call the symbol MOUTH, set the TYPE to GRAPHIC, the REGISTRATION to CENTRE and select OK.

3 Click on the LIP SYNC MOUTH POSITIONS image and press CTRL+X or COMMAND+X to CUT it from the stage.
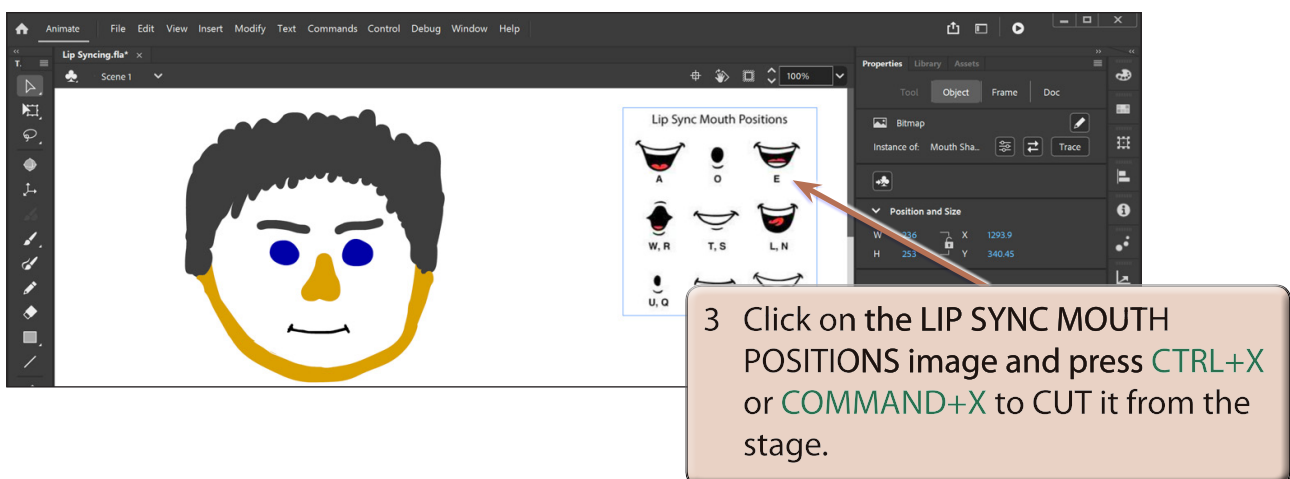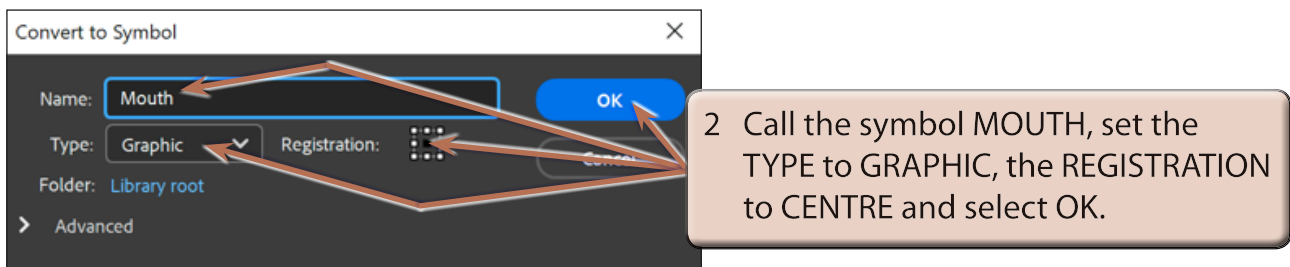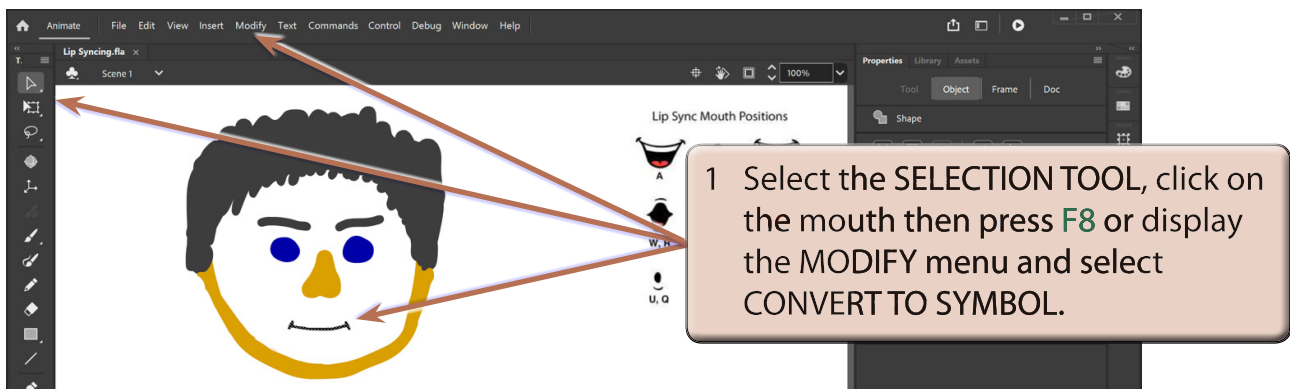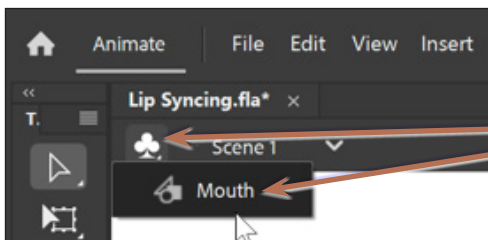
4 Edit the symbol by selecting it from the EDIT SYMBOLS icon in the EDIT BAR or by double clicking on the mouth shape.
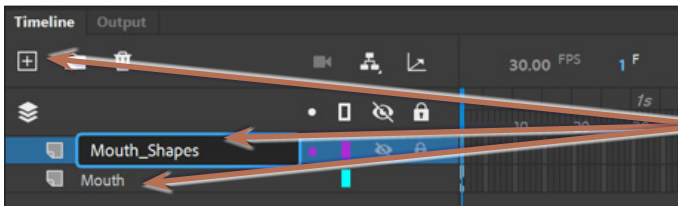
5 In the TIMELINE panel for the symbol change the LAYER_1 name to MOUTH and add a new layer called MOUTH_SHAPES.
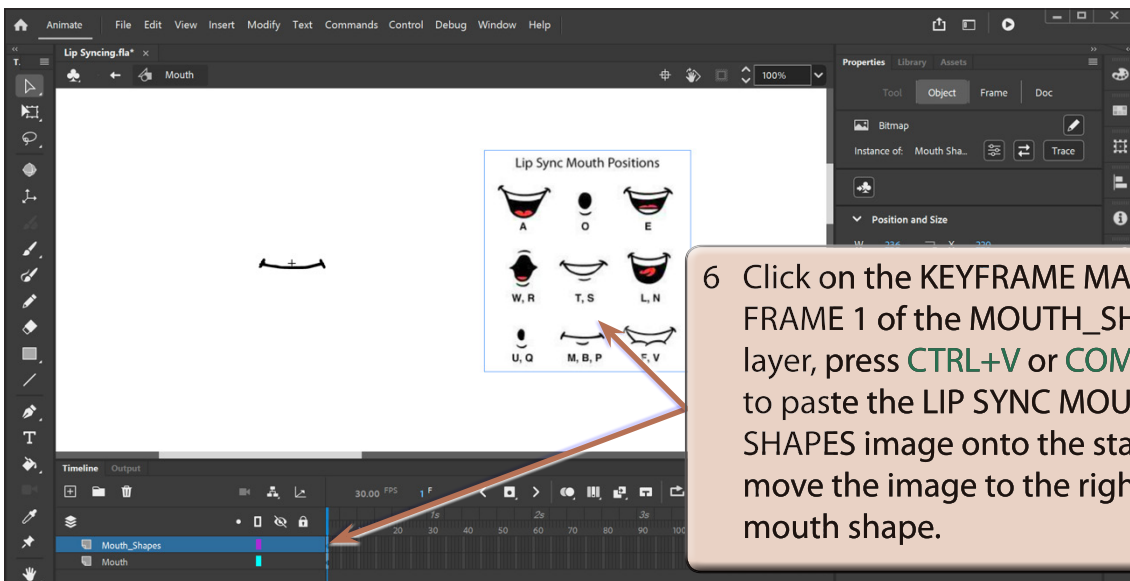
6 Click on the KEYFRAME MARKER at FRAME 1 of the MOUTH_SHAPES layer, press CTRL+V or COMMAND+V to paste the LIP SYNC MOUTH SHAPES image onto the stage and move the image to the right of the mouth shape.
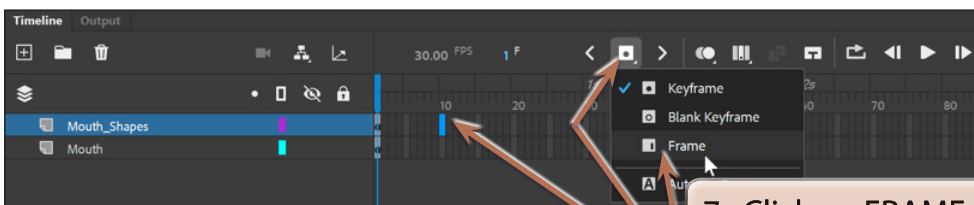
7 Click on FRAME 10 of the MOUTH_ SHAPES layer and press F5 (or use the INSERT FRAME icon) to insert 9 extra frames.
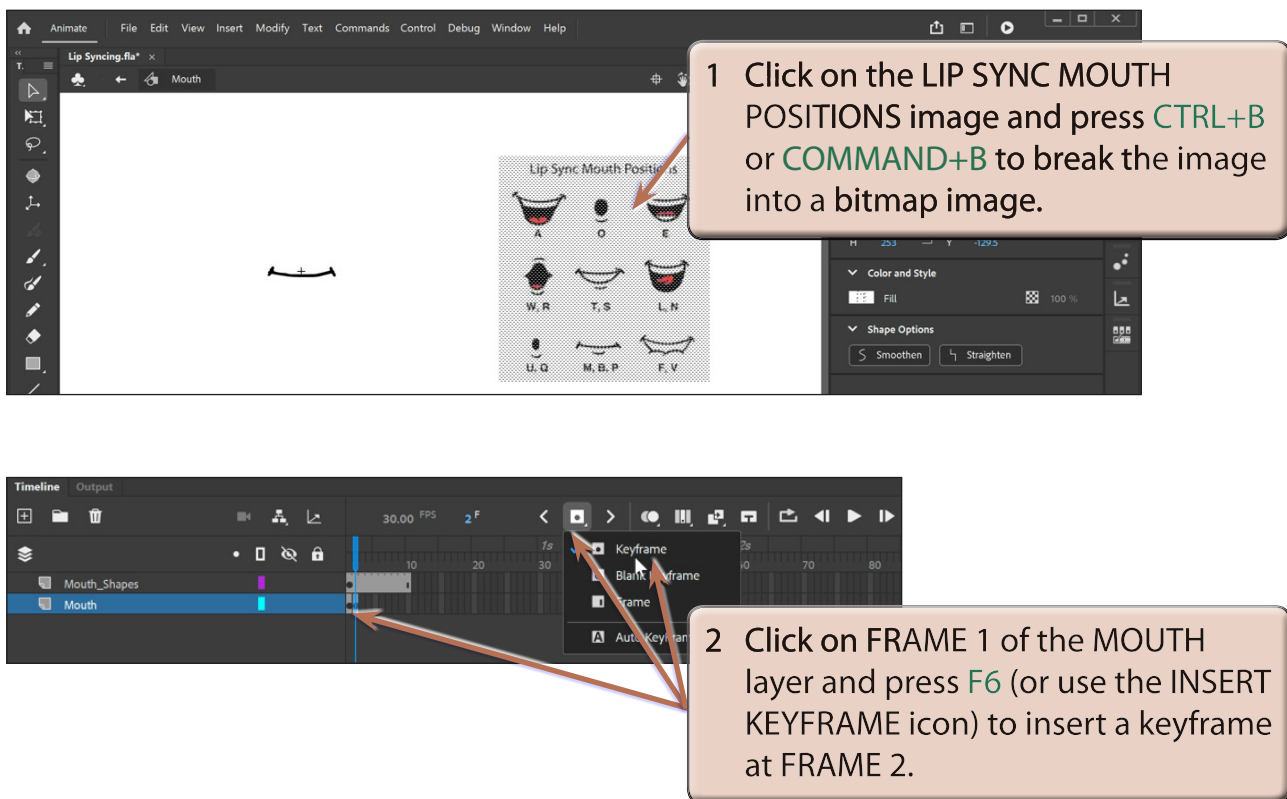
> **NOTE:** i The 10 frames in the MOUTH_SHAPES layer will keep the sample mouth shapes image on the screen as keyframes are added to the MOUTH layer.
>
> ii The LIP SYNC MOUTH POSITIONS image is in the LIBRARY panel and it could have been inserted from there.

Creating the Mouth Shapes

The normal lip sync process is to draw the different mouth shapes you require to represent each letter(s) manually. However, to save time here we will 'cheat' a bit and just use the samples in the LIP SYNC MOUTH POSITIONS image.

Each mouth has to be drawn in a separate keyframe for the auto lip sync process to work.

A Creating the A Mouth Shape

1 Click on the LIP SYNC MOUTH POSITIONS image and press CTRL+B or COMMAND+B to break the image into a bitmap image.

2 Click on FRAME 1 of the MOUTH layer and press F6 (or use the INSERT KEYFRAME icon) to insert a keyframe at FRAME 2.

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 SUPPORT FILES, open the CHAPTER 25 folder and load the file:

Beetle

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

Beetle Code Snippets

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.
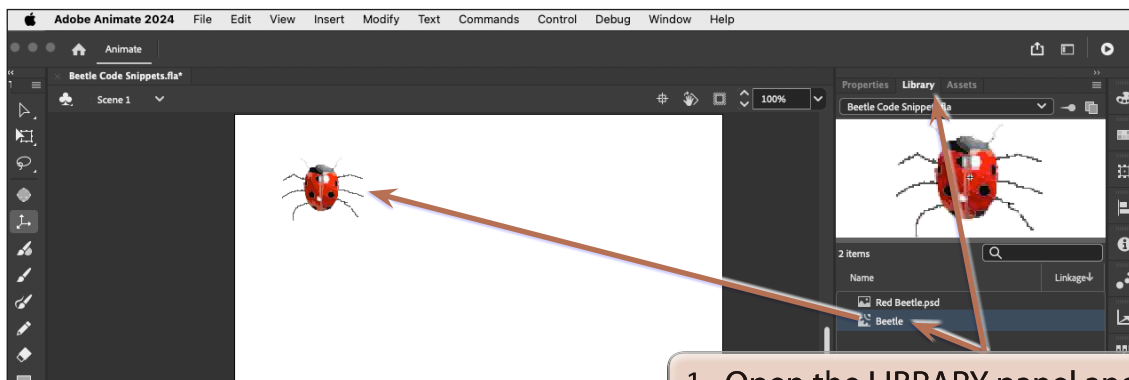
1   Open the LIBRARY panel and drag the BEETLE movie clip onto the stage.
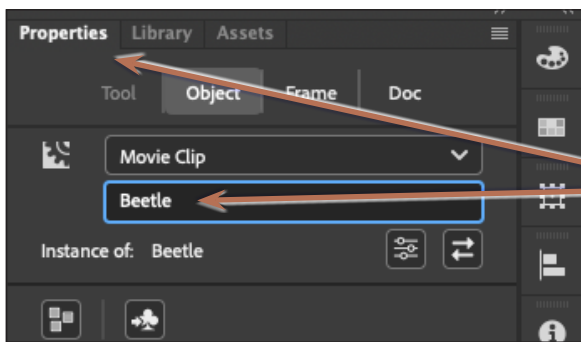
2 Open the PROPERTIES panel, enter the name BEETLE in the INSTANCE NAME box and press <enter> or <return>.

Controlling Objects With the Arrow keys

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

1   The BEETLE movie clip symbol should be selected on the stage. Set the view FIT IN WINDOW.

2   Display the WINDOW menu and select CODE SNIPPETS to open the CODE SNIPPETS panel.
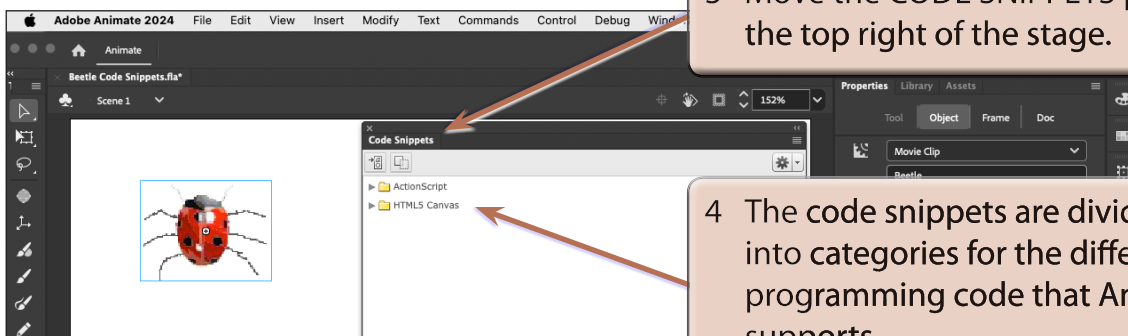
3 Move the CODE SNIPPETS panel to the top right of the stage.

4 The code snippets are divided into categories for the different programming code that Animate supports.

NOTE: In this chapter the code snippets for ActionScript 3.0 will be looked at. The HTML5 Canvas code snippets are applied in the same way, but they are used if you are creating content for non-Animate (Flash) supporting devices or web pages.

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 SUPPORT FILES, open the CHAPTER 26 folder and load the SHOOT file.

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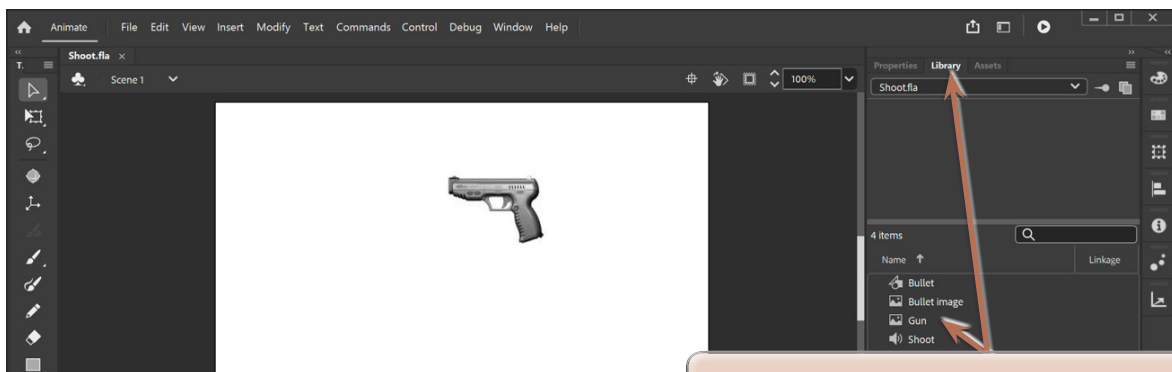
1   Open the LIBRARY panel and you will see four assets: Bullet, Bullet Image, Gun and the Shoot sound.

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.

3   Save the animation in your STORAGE folder under the name:

Shoot Button

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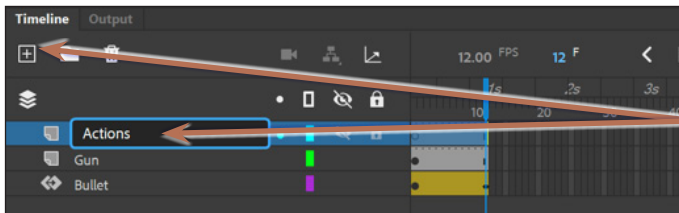
1 Click on the GUN layer in the TIMELINE panel, insert a NEW LAYER above it and call it:

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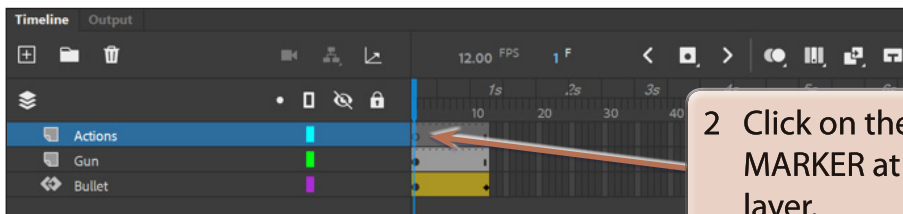
2 Click on the empty KEYFRAME MARKER at FRAME 1 of the ACTIONS layer.

3   The ACTIONS panel needs to be opened. Display the WINDOW menu and select ACTIONS (or press the F9 key).
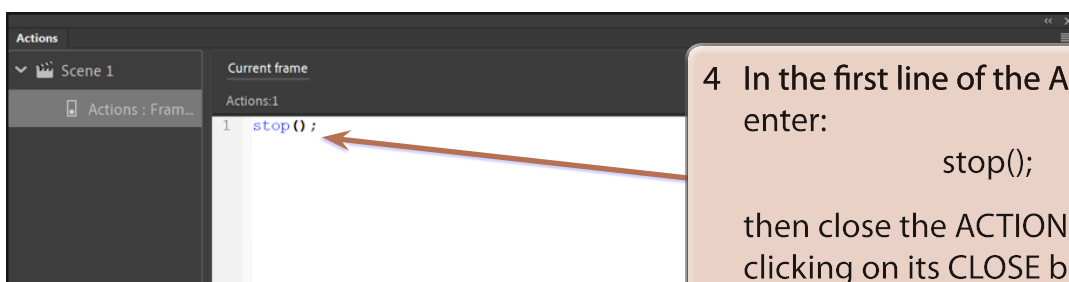
4 In the first line of the ACTIONS frame enter:

stop();

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

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

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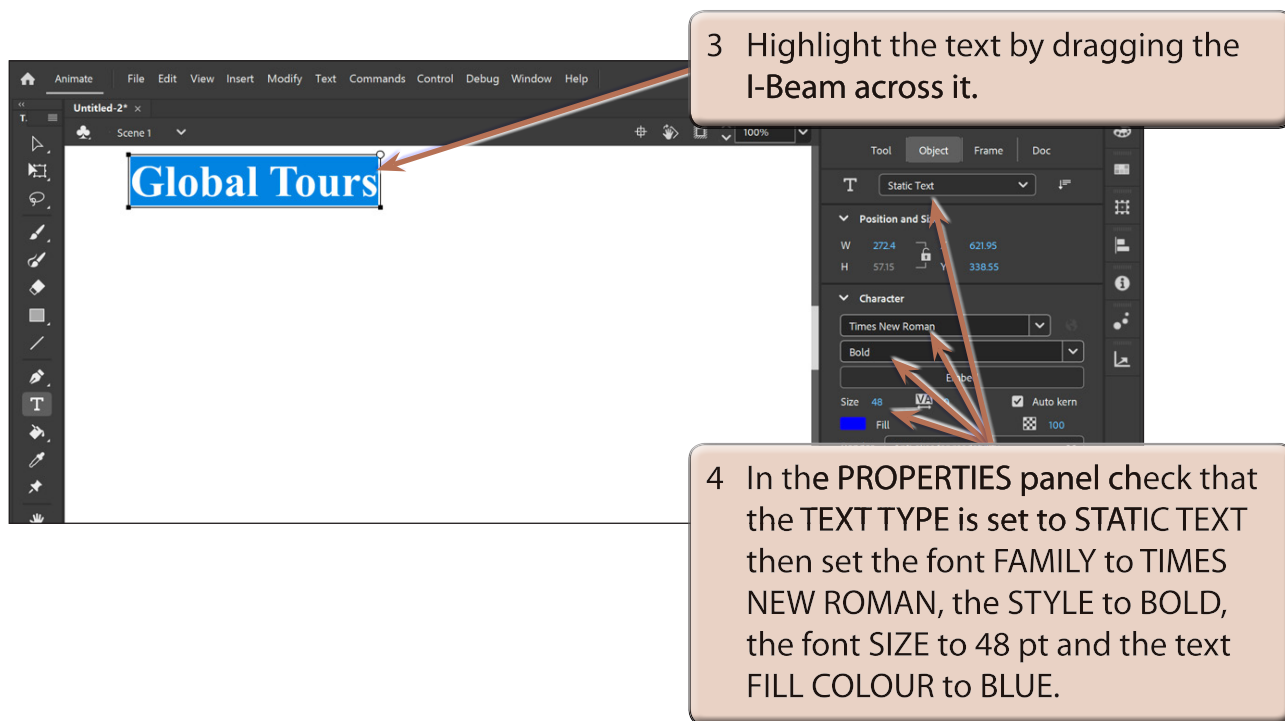
The **SANS SERIF** font family includes: Arial, Helvetica, Verdana, Myriad Pro.

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

1   Load Adobe Animate or close the current files and start a FULL HD file.

2   Select the TEXT TOOL, click the I-Beam near the top left of the stage and enter:
     Global Tours
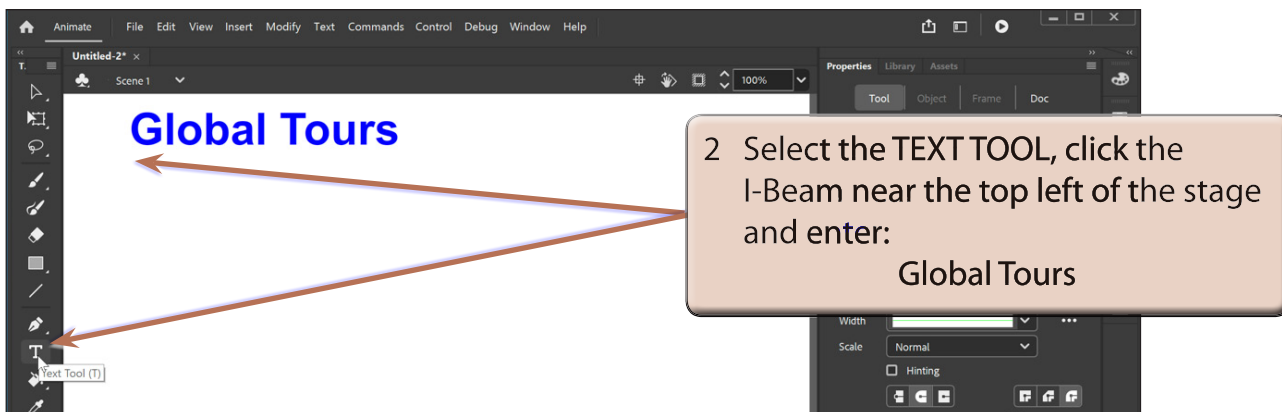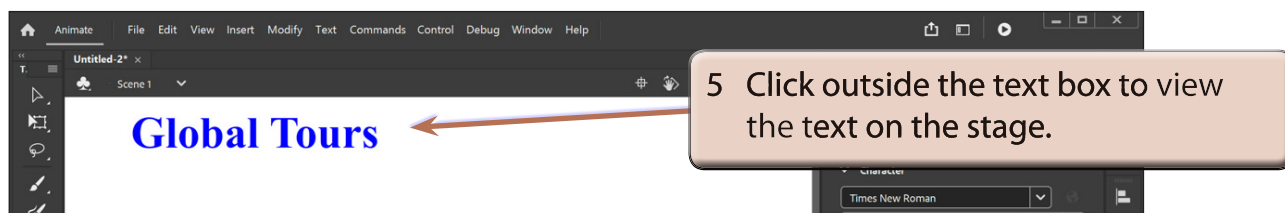
NOTE: If you use fonts that are unusual and possibly not in a user's system, it is best to use the EMBED button in the PROPERTIES panel to embed the font in the animation. This does increase the size of the file a little, but it ensures that the font is not replaced by a different font from the user's system.

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 48 pt and the text FILL COLOUR to BLUE.
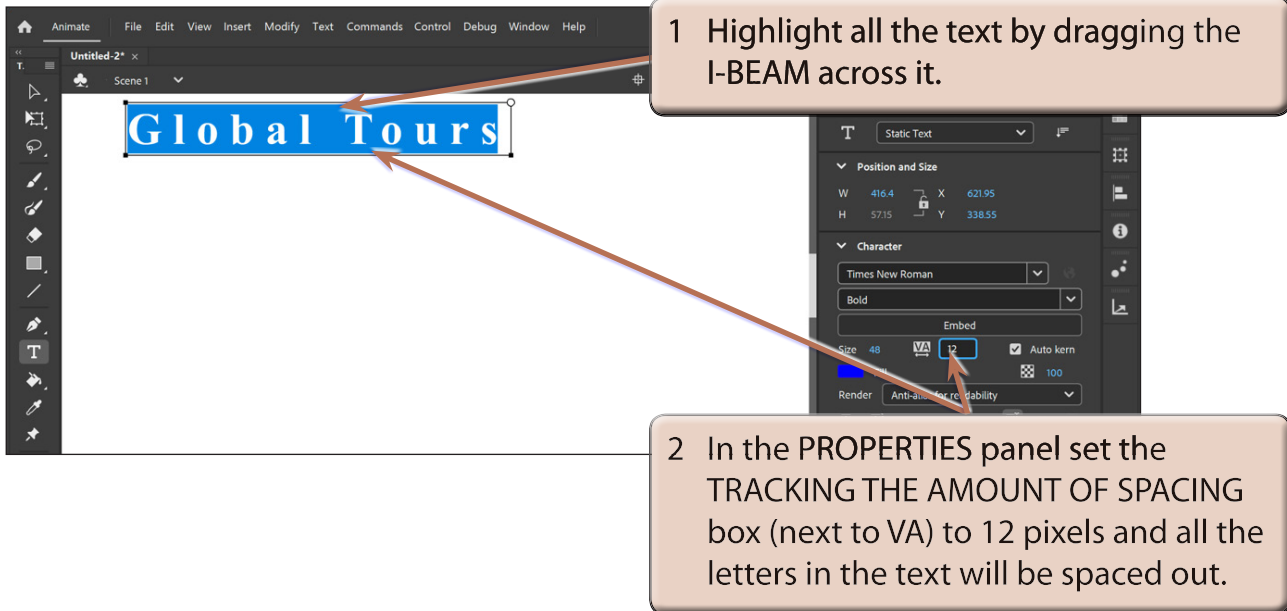
NOTE: i   The font SIZE can be entered by clicking in the SIZE box in the PROPERTIES panel and entering the required size or by dragging the bottom border of the SIZE box.

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 during 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.

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

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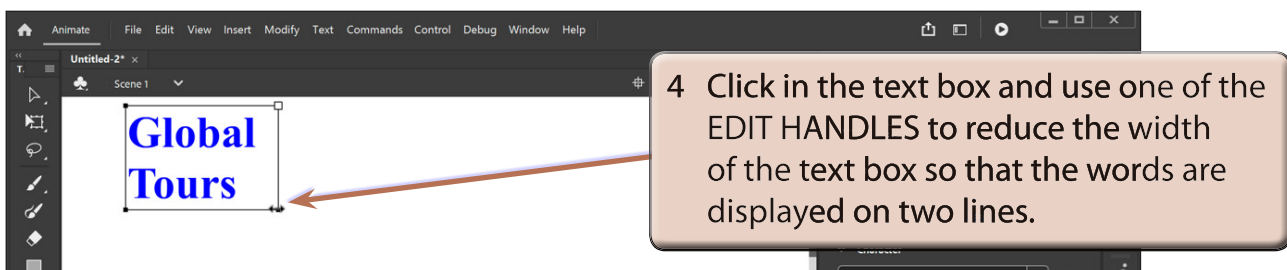
Character Spacing

You can control the character spacing in all the words or just on selected letters.
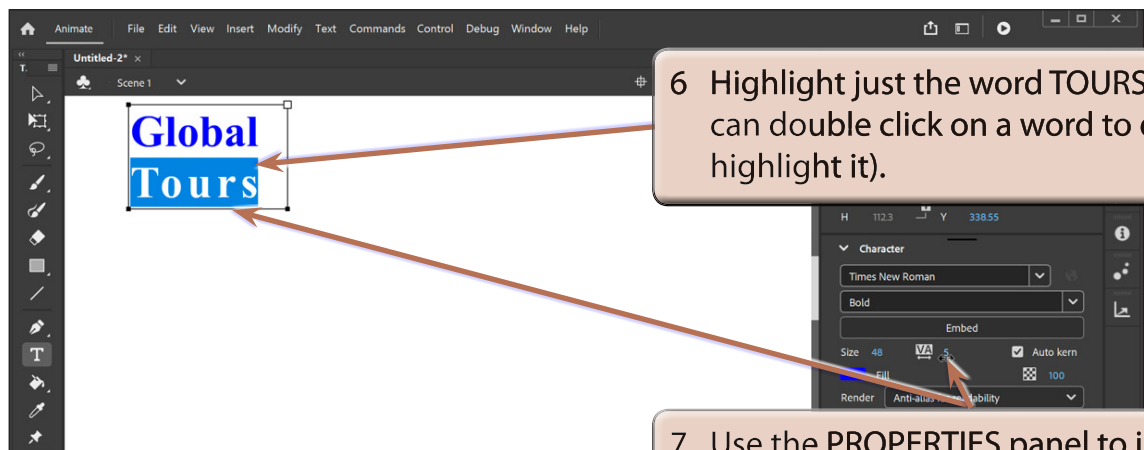
1 Highlight all the text by dragging the I-BEAM across it.

2 In the PROPERTIES panel set the TRACKING THE AMOUNT OF SPACING box (next to VA) to 12 pixels and all the letters in the text will be spaced out.

3   Return the AMOUNT OF SPACING to 0.

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.

5   Click outside the text frame to set the change.
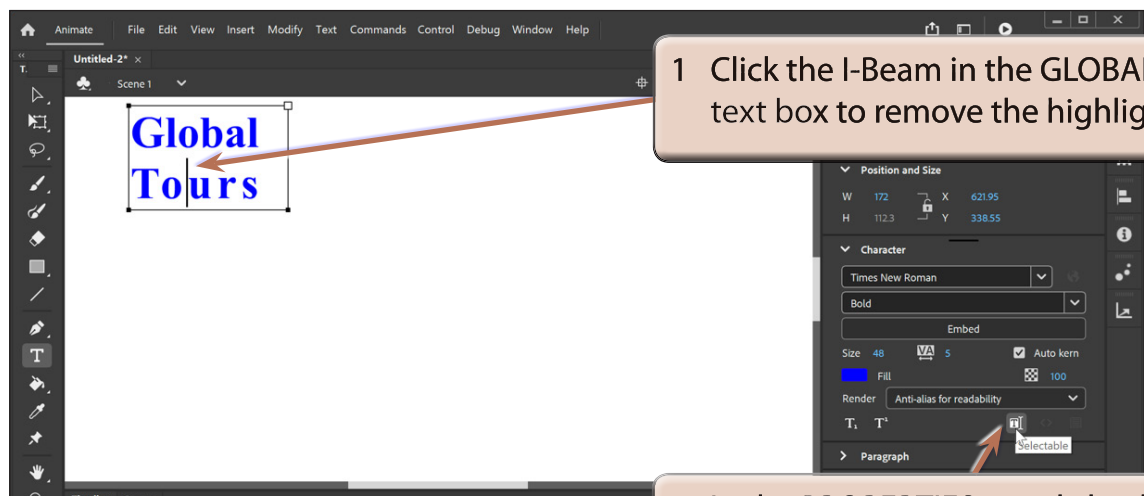
6 Highlight just the word TOURS (you can double click on a word to quickly highlight it).

7 Use the PROPERTIES panel to increase the AMOUNT OF SPACING to about 5 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.

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 in a movie clip then import those effects into web pages or other animations. 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 start a FULL HD file.

2   Display the INSERT menu and select NEW SYMBOL.
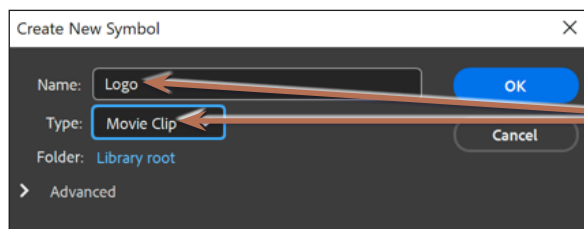
3 Name the symbol LOGO and set the TYPE to MOVIE CLIP.

4   Select OK and your screen will be set to EDIT SYMBOL MODE.

Entering the Text
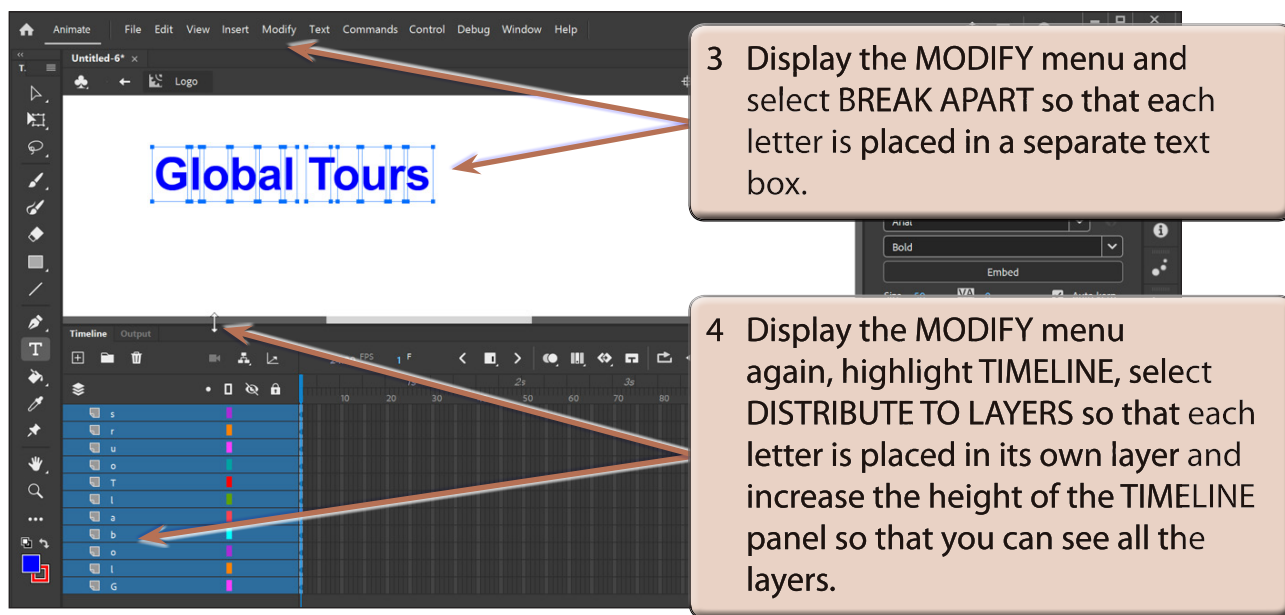
Some text will be entered then broken apart and distributed to layers so that each letter is in a separate layer. Once this is completed each letter can be animated.
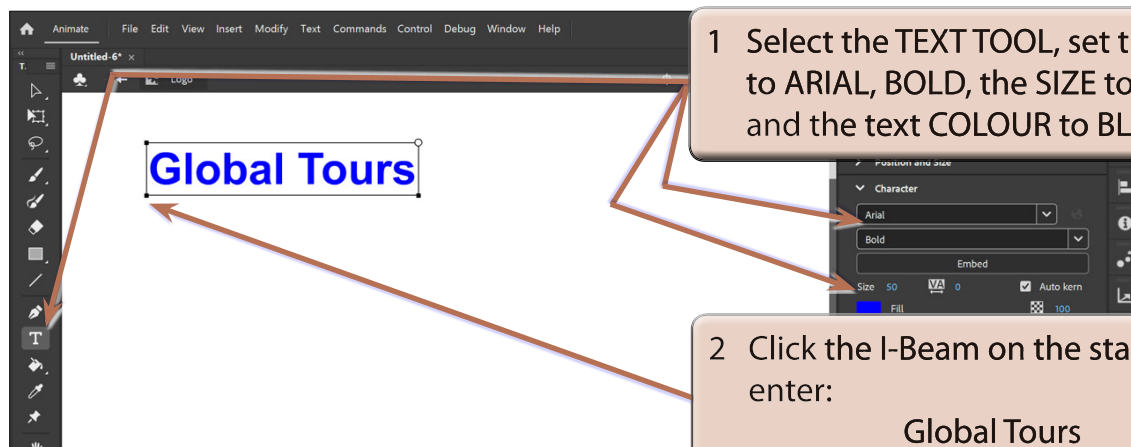
1 Select the TEXT TOOL, set the FONT to ARIAL, BOLD, the SIZE to 50 pt and the text COLOUR to BLUE.
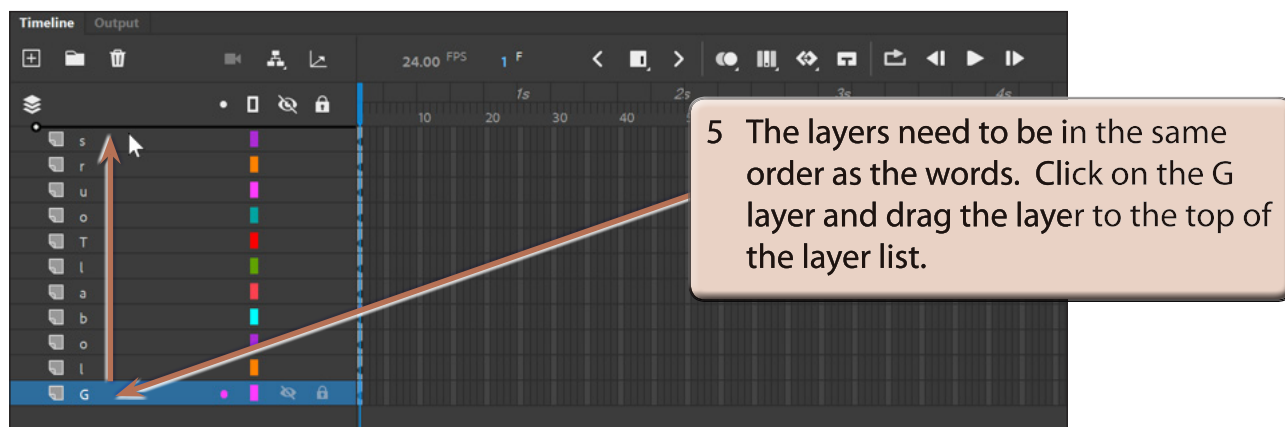
2 Click the I-Beam on the stage and enter:

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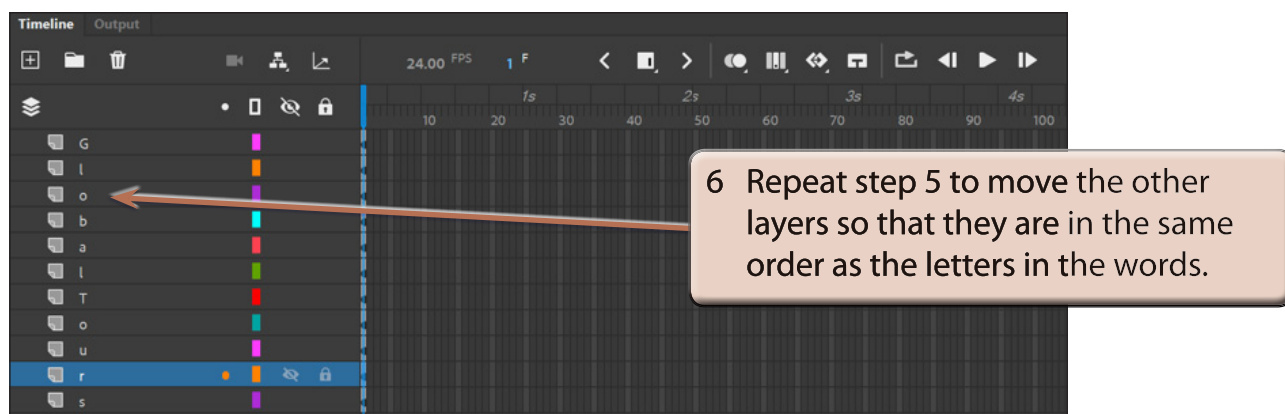
3   Display the MODIFY menu and select BREAK APART so that each letter is placed in a separate text box.

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   The layers need to be in the same order as the words. Click on the G layer and drag the layer to the top of the layer list.

6   Repeat step 5 to move the other layers so that they are in the same order as the letters in the words.

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 SUPPORT FILES and open the CHAPTER 29 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:

Animal Scenes

5 Open the LIBRARY panel and the assets that will be used should be displayed.
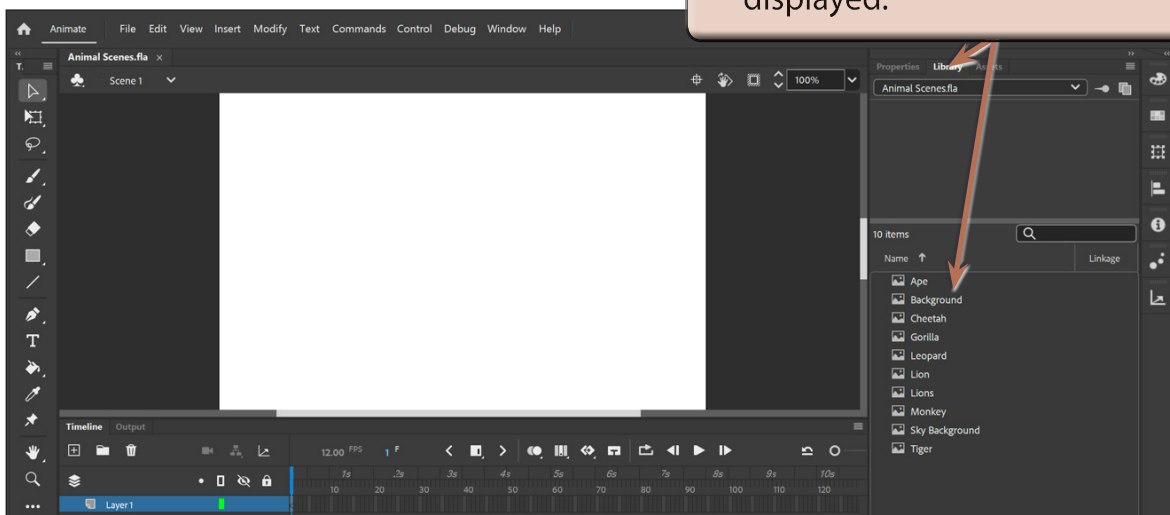
The Introduction Scene

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

A   Creating the Animation
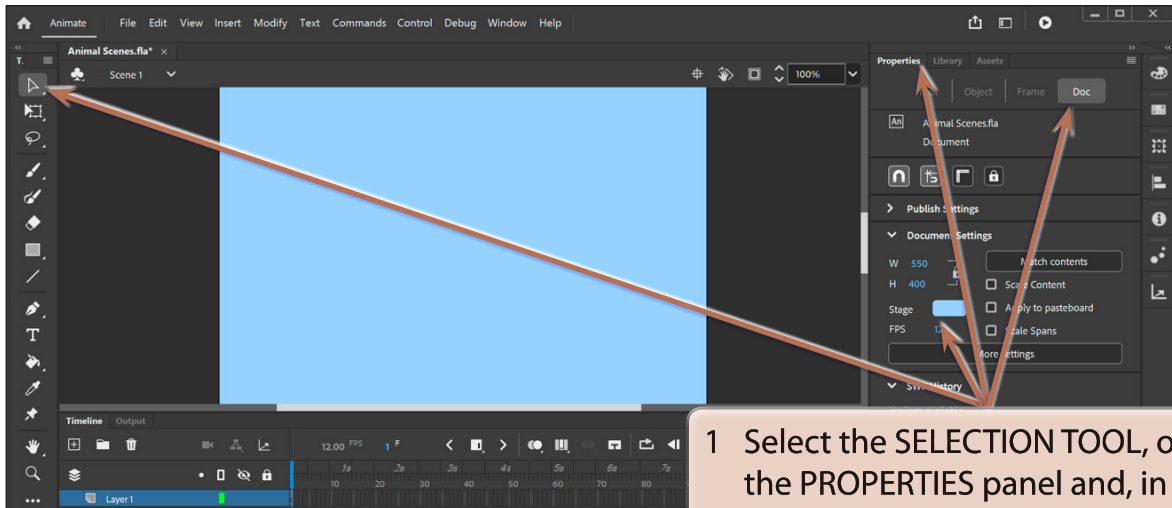
1   Select the SELECTION TOOL, open the PROPERTIES panel and, in the DOC tab, set the STAGE colour to a light colour.
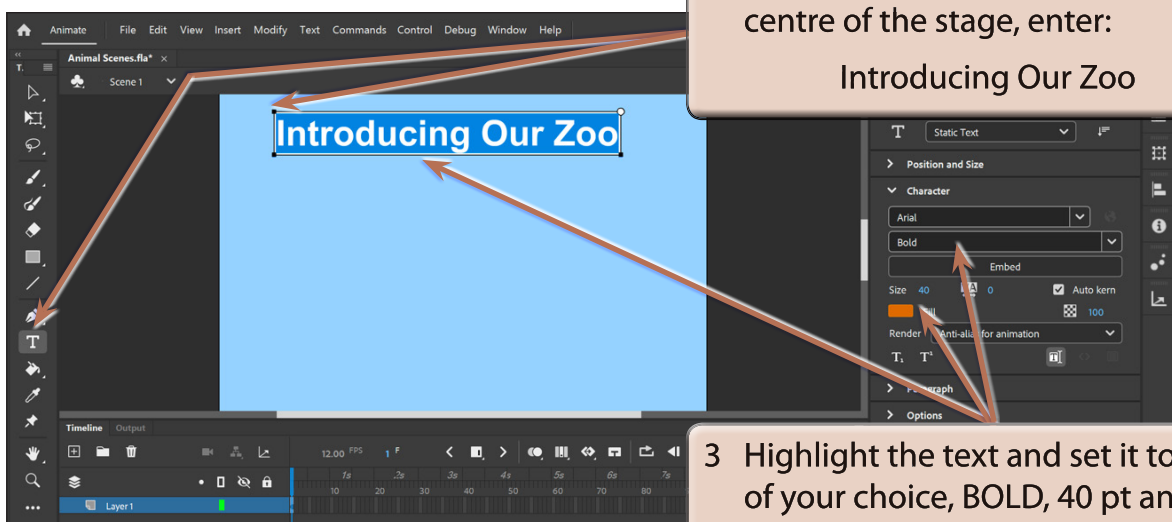
2   Select the TEXT TOOL and, at the top centre of the stage, enter:

    Introducing Our Zoo

3   Highlight the text and set it to a font of your choice, BOLD, 40 pt and a darker colour than the background.

4 Select the SELECTION TOOL and set the VIEW to FIT IN WINDOW so that the whole stage can be seen.

5 Select CREATE MOTION TWEEN from the TIMELINE panel or INSERT menu and, at FRAME 12, move the text to the centre of the stage.

6 Click on the KEYFRAME MARKER at FRAME 1 of the LAYER 1 layer, move the text box to outside the top left of the stage and use the FREE TRANSFORM TOOL to reduce the size of the text.

7 Click back on the KEYFRAME MARKER at FRAME 1 and, in the FRAME tab of the PROPERTIES panel, set the ROTATE box to CLOCKWISE and the COUNT box to 2 (for 2 rotations).

8 Click on the PROPERTY KEYFRAME MARKER at FRAME 12 and use the FREE TRANSFORM TOOL to increase the size of the text box. The ALT or OPTION key can be used to adjust individual handles.

9 Test the animation and the text should start small then rotate and grow to the larger size.

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, using Preset and Sample Animations and provided Animate tutorials.
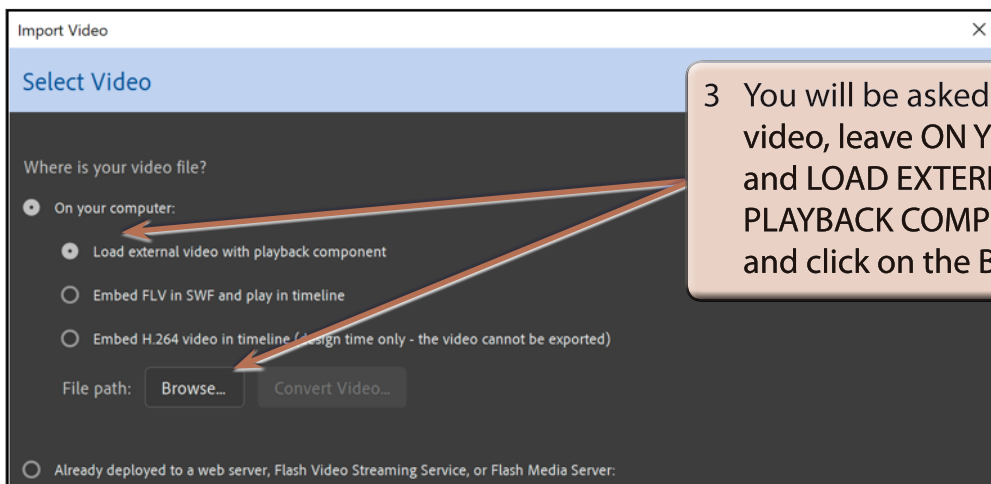
Importing Video Clips

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 start a FULL HD 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 30 folder of the ANIMATE SUPPORT FILES and open the TIGER CUB.MP4 file.

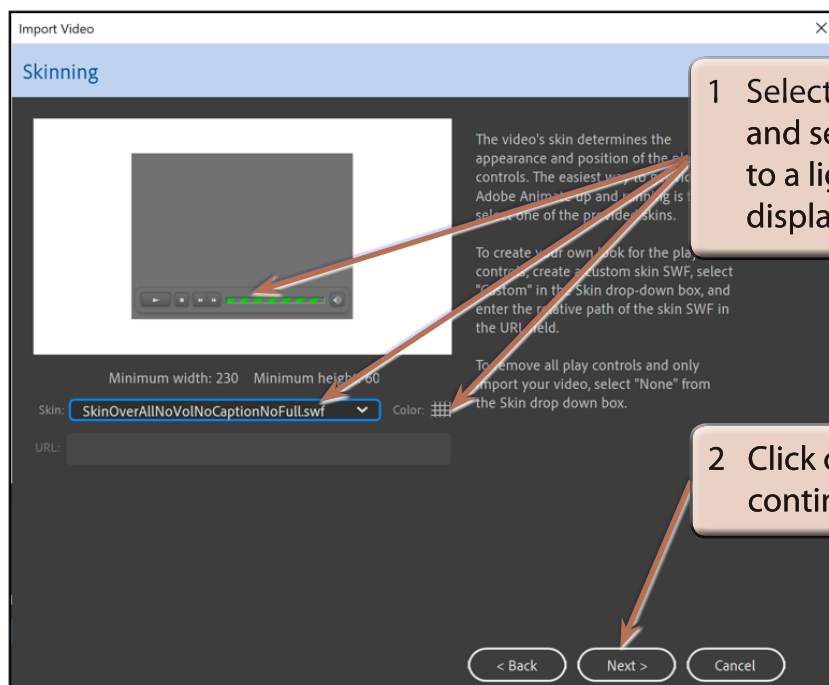5   The path to the video clip is inserted. Click on the NEXT button.
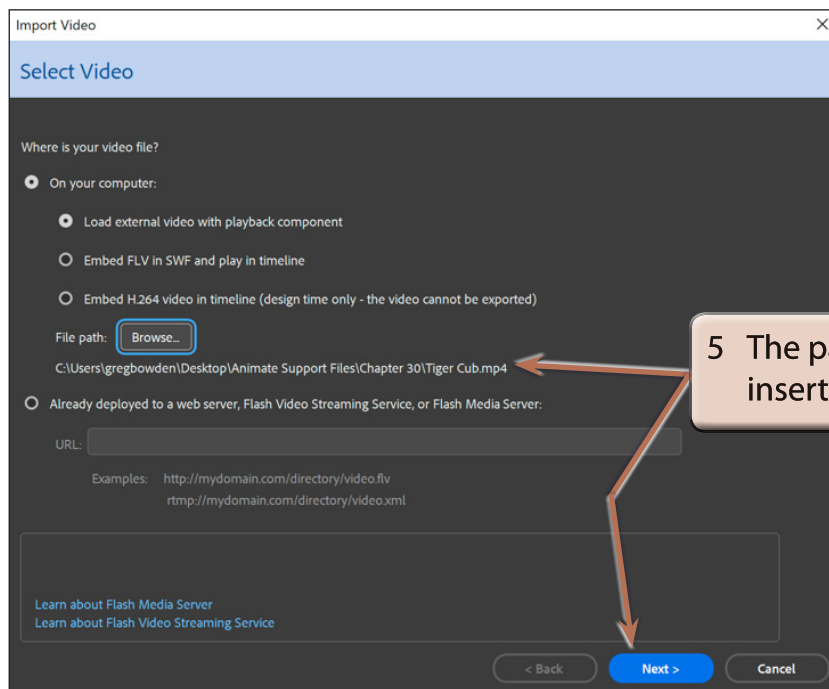
B   Selecting the Skinning

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

1   Select a SKIN from its menu box and set the COLOUR box next to it to a light colour. The controller is displayed in the PREVIEW frame.

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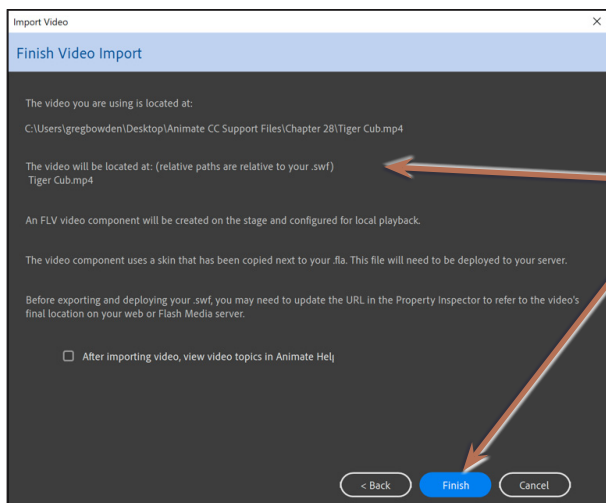
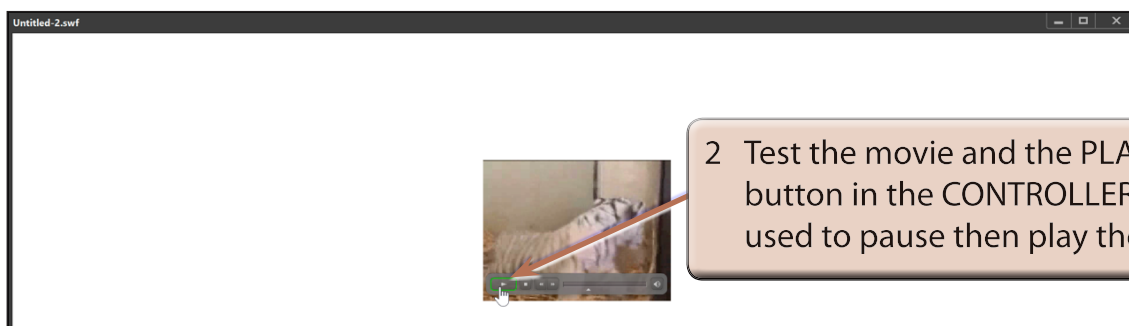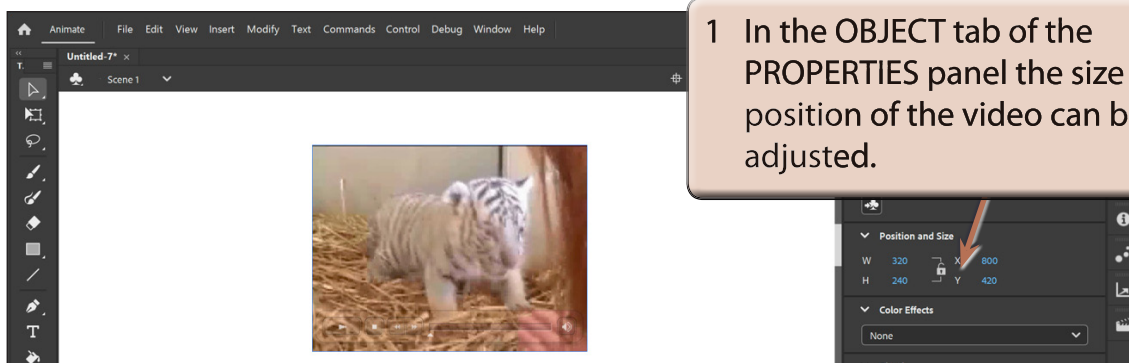3 A summary of the settings is provided, click on the FINISH button to complete the import.

C Playing the Video Clip

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

1 In the OBJECT tab of the PROPERTIES panel the size and position of the video can be adjusted.

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 29.**
>
> 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/MEDIA.**

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 start a FULL HD file.
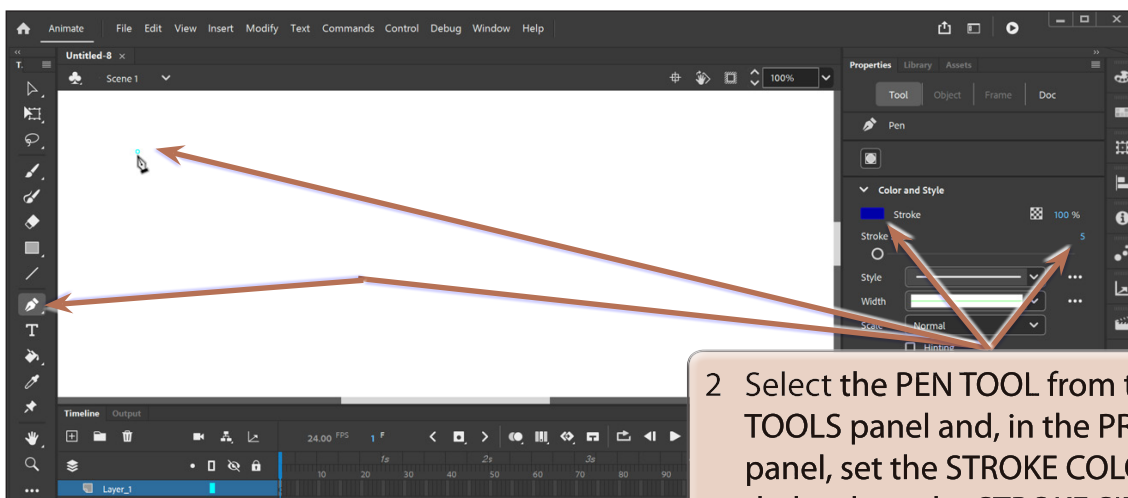
2 Select the PEN TOOL from the TOOLS panel and, in the PROPERTIES panel, set the STROKE COLOUR to a dark colour, the STROKE SIZE to 5 pt and click an anchor point near the top left of the stage.

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