

Creating Movie Clips

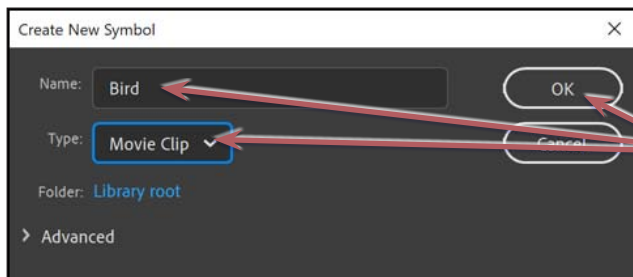
Movie clips are an important feature of Animate. You can create an animated movie clip as a symbol and use it many times within other animations without affecting the size of the file. Movie Clip Symbols are self-contained animations with their own independent timeline so they do not complicate the timeline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

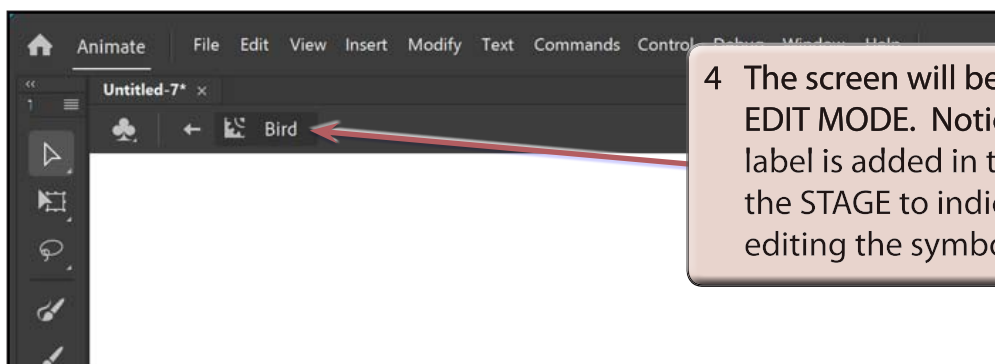
Movie clips are created as a symbol then used as required. A simple movie clip of a bird flapping its wings will be created.

A Setting a Movie Clip Symbol

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

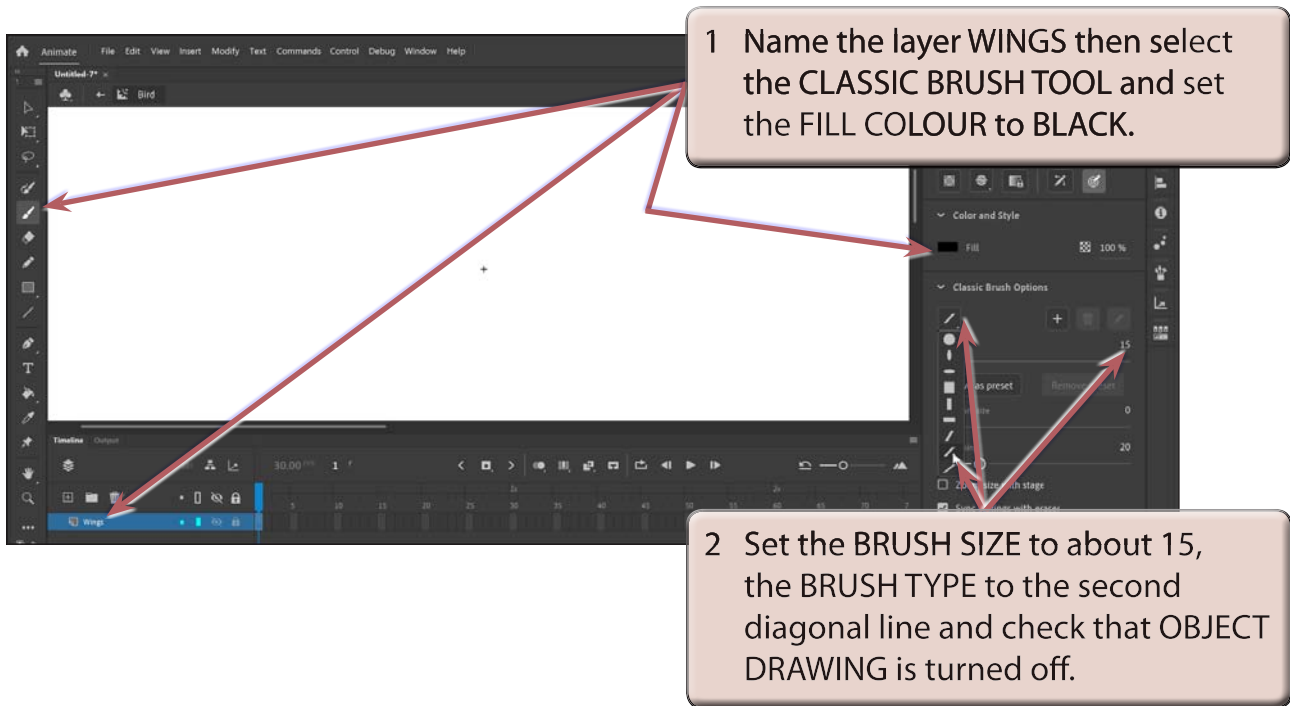


3 Name the symbol BIRD, set the TYPE box to MOVIE CLIP and click on OK.



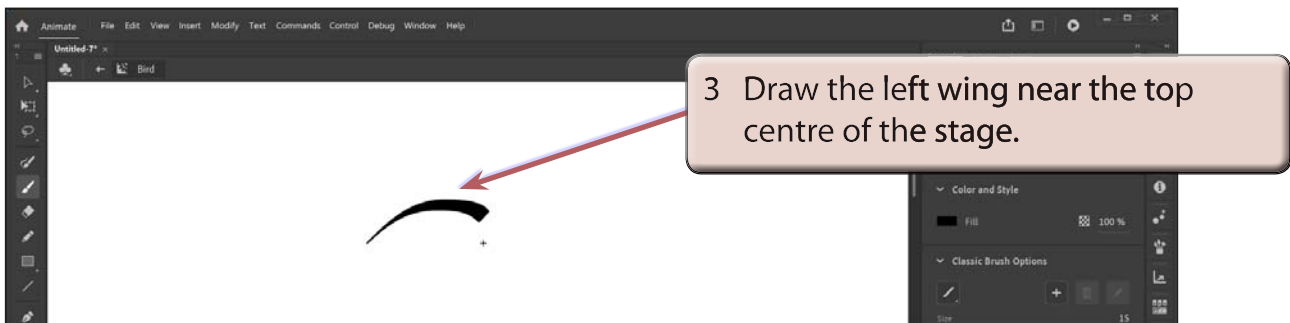
4 The screen will be set to MOVIE CLIP EDIT MODE. Notice that the BIRD label is added in the EDIT BAR above the STAGE to indicate that you are editing the symbol.

B Drawing the First Position of the Bird



1 Name the layer WINGS then select the CLASSIC BRUSH TOOL and set the FILL COLOUR to BLACK.

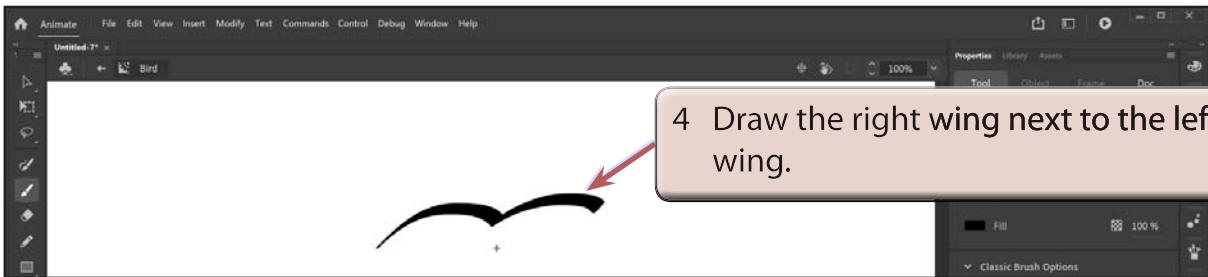
2 Set the BRUSH SIZE to about 15, the BRUSH TYPE to the second diagonal line and check that OBJECT DRAWING is turned off.



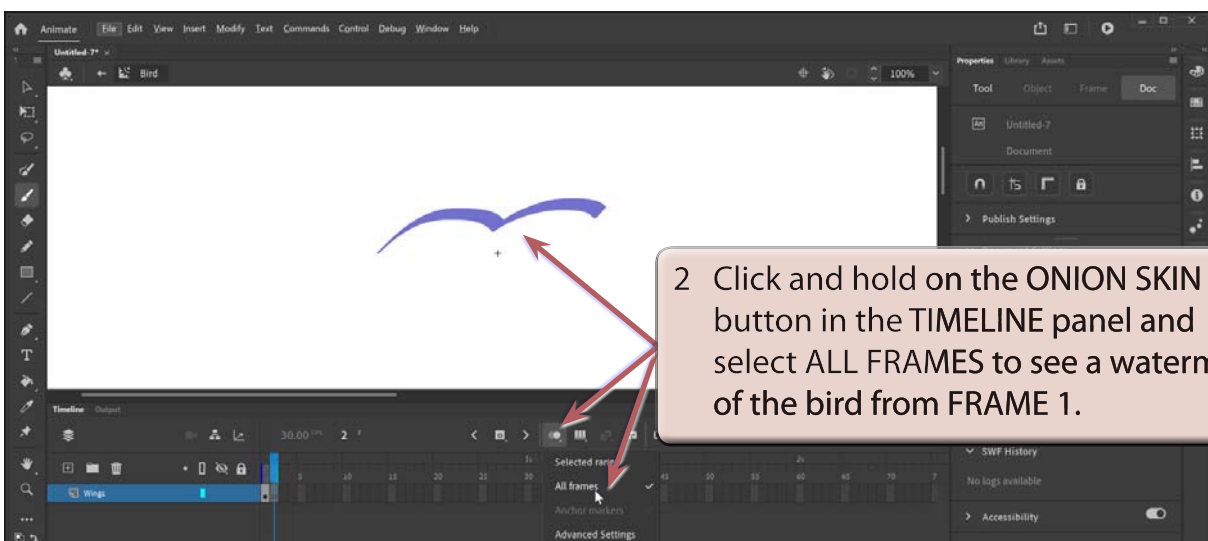
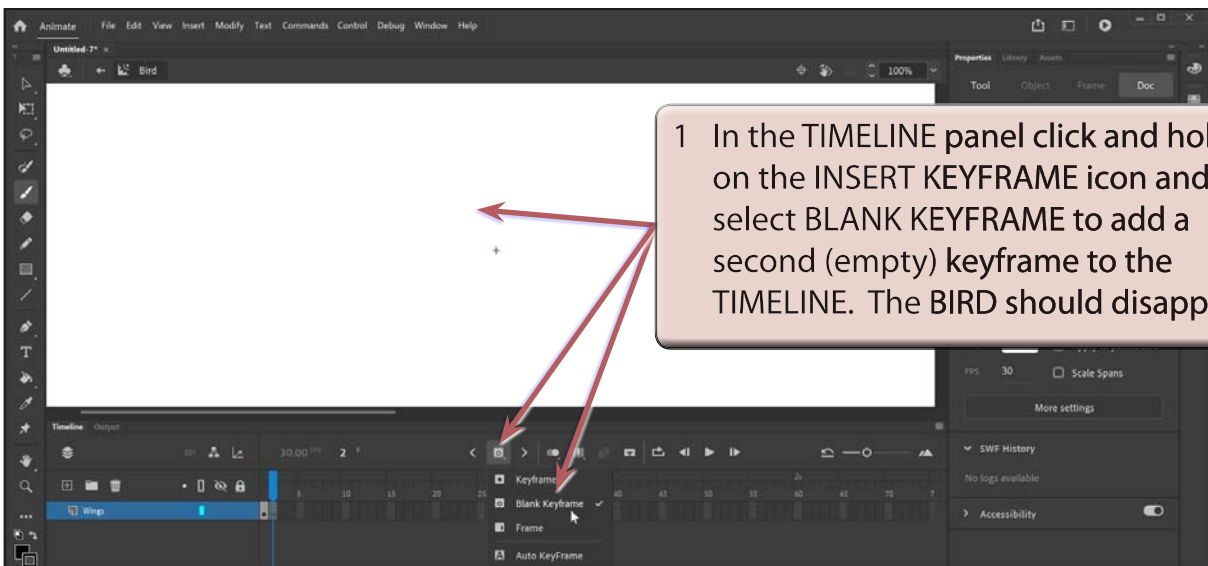
3 Draw the left wing near the top centre of the stage.

NOTE:

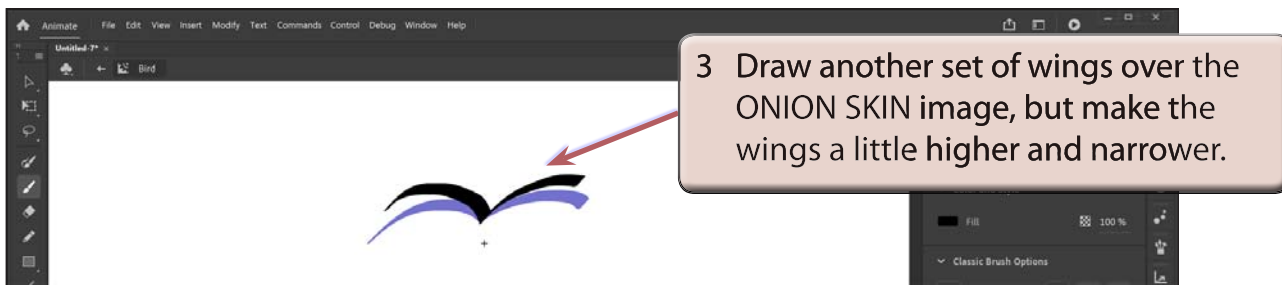
- i It might take a few goes to get the wing looking right. Use **CTRL+Z** or **COMMAND+Z** to undo the wing until you produce the shape you want. The mouse needs to be rotated a little as you draw the wing.
- ii You can also set the **SMOOTHING** in the **PROPERTIES** panel to high value to smooth the lines.



C Drawing the Second Position of the Bird



- NOTE:**
- i **The BLANK KEYFRAME** will allow you to alter the shape of the bird by drawing a new set of wings.
 - ii **The ONION SKIN** image is just a watermark of the contents of **FRAME 1**. It cannot be altered at **FRAME 2**.



D Setting the Third Position of the Bird

- 1 In the **TIMELINE** panel click on the **INSERT KEYFRAME** icon to insert another **BLANK KEYFRAME**.

