

Using the 3D Tools

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

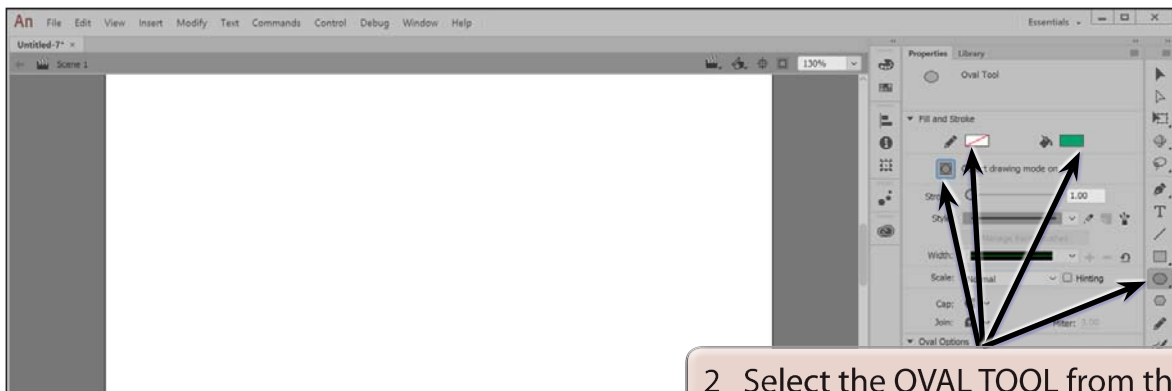
The 3D Rotation Tool

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

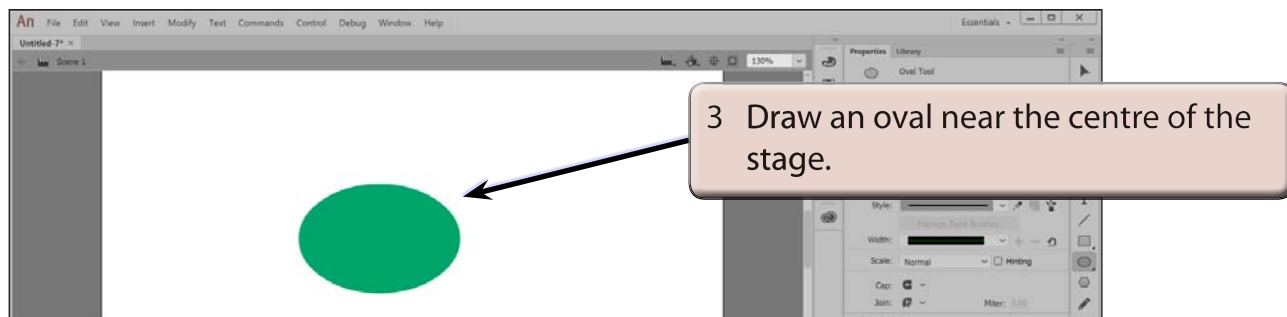
A Creating the Movie Clip

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

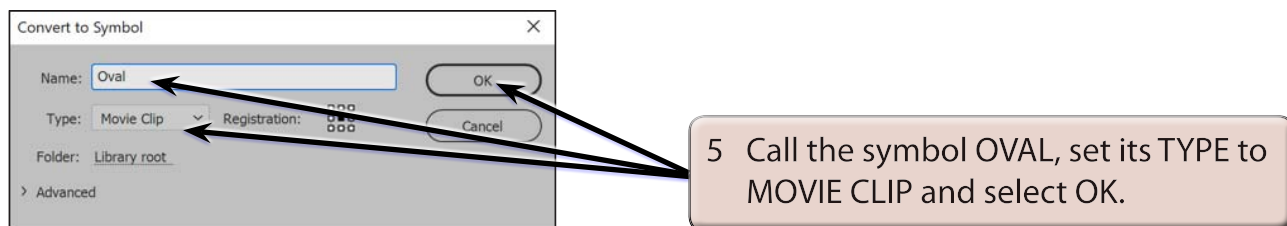
- 1 Load Adobe Animate or close the current files then create a new STANDARD preset file.



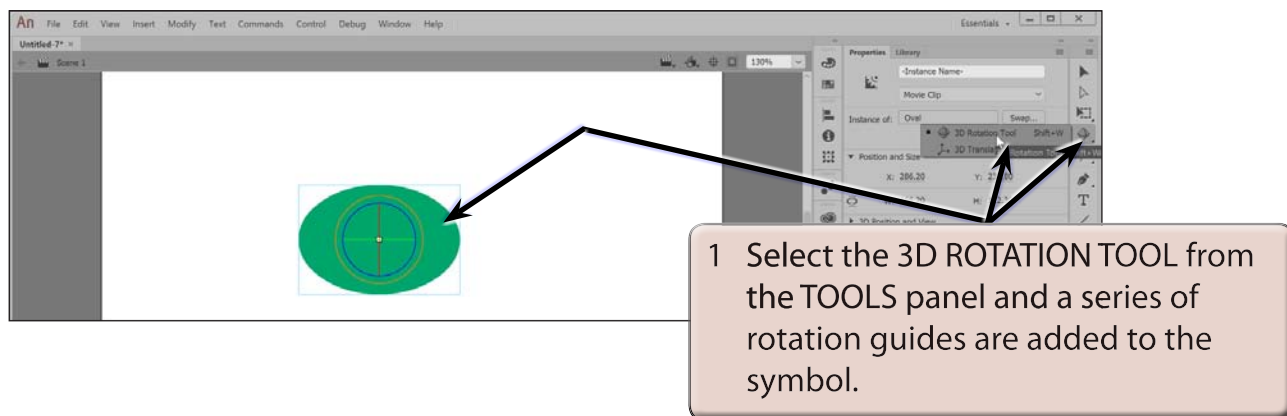
- 2 Select the OVAL TOOL from the TOOLS panel and, in the PROPERTIES panel, set the STROKE COLOUR to NO COLOUR, the FILL COLOUR to GREEN and turn on OBJECT DRAWING.



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

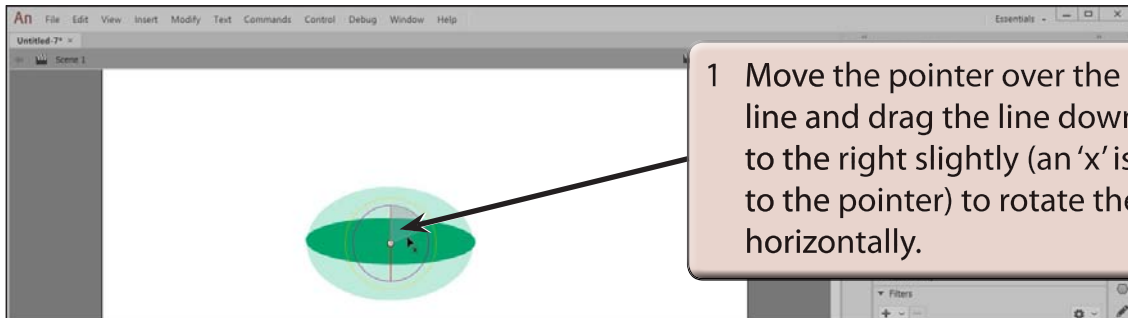


B Selecting the 3D Rotation Tool

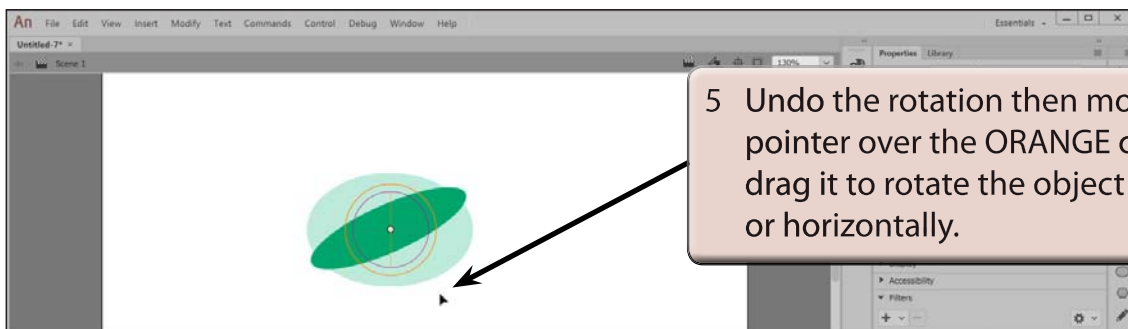
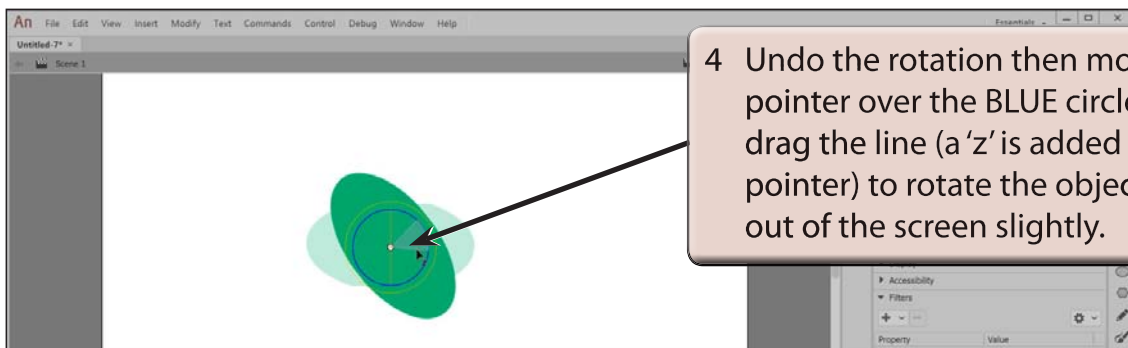
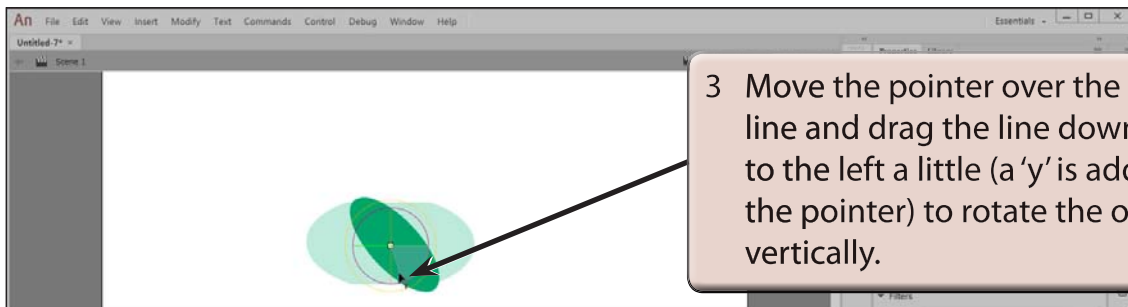


- 2 The rotation guides have the following purposes:
 - The **RED** guide controls the HORIZONTAL (or X axis) movement.
 - The **GREEN** guide controls the VERTICAL (or Y axis) movement.
 - The **BLUE** guide controls the DEPTH (or Z axis) movement.
 - The **ORANGE** guide controls the movement both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

C Rotating the Object

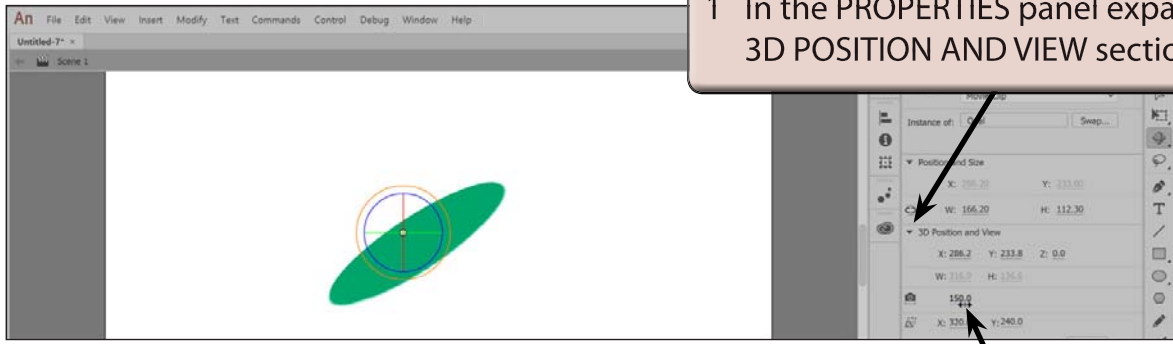


2 Press CTRL+Z or COMMAND+Z to UNDO the rotation.



D Adjusting the Perspective

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

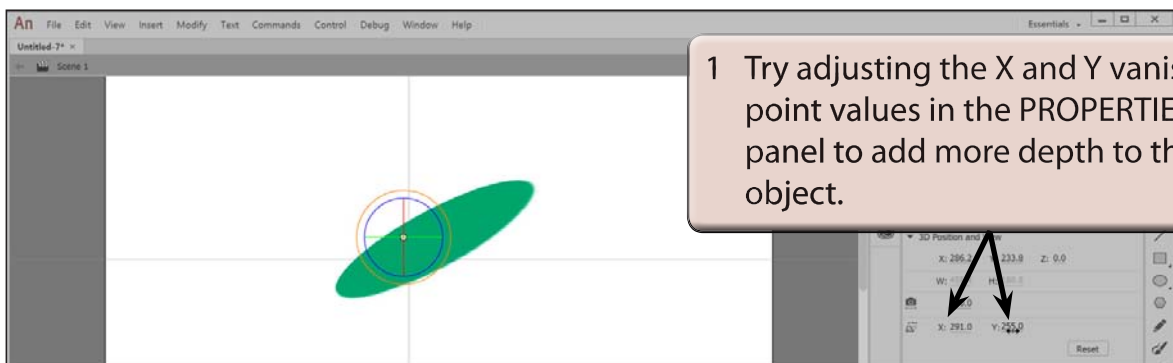


2 Drag the PERSPECTIVE ANGLE box to the left or right to adjust the camera angle.

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

E Adjusting the Vanishing Point

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



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