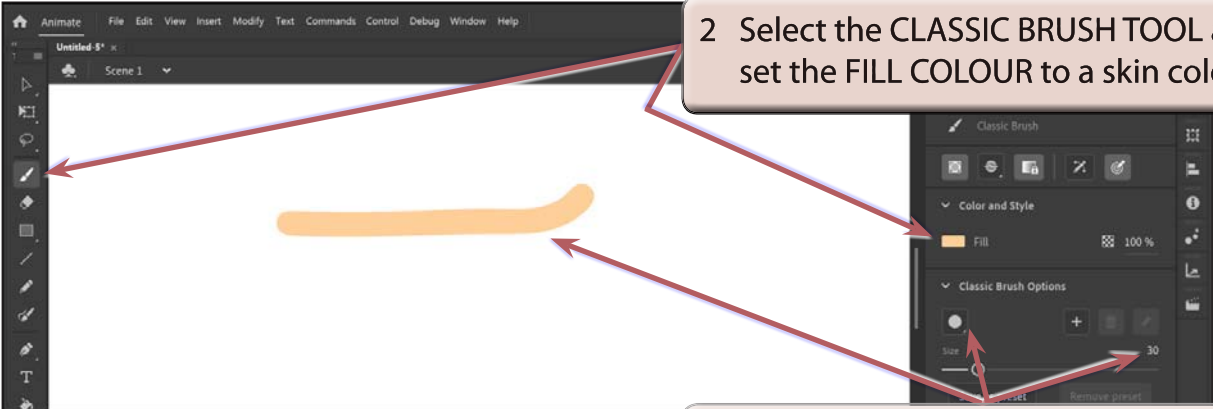# Using the Bone Tool

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.
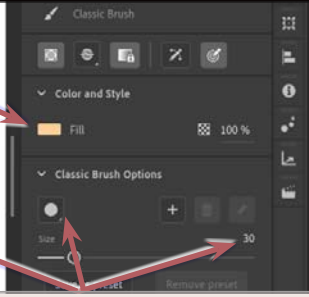
The Bone Tool Basics

To illustrate the basics of the BONE TOOL, a simple shape will be converted into an arm.
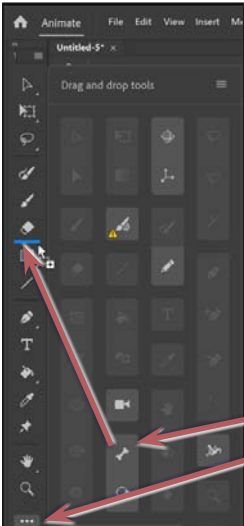
A   Drawing the Shape

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

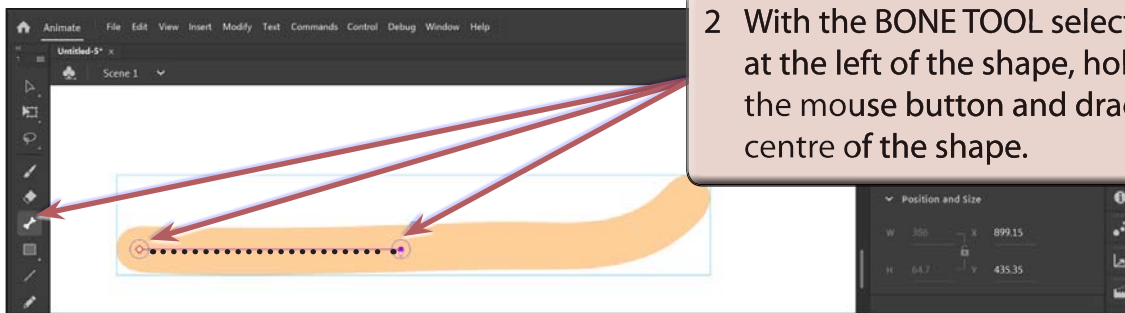2   Select the CLASSIC BRUSH TOOL and set the FILL COLOUR to a skin colour.

3   Set the BRUSH TYPE to the CIRCLE (first brush), the BRUSH SIZE to 30 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.

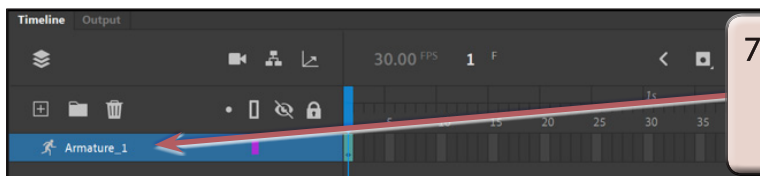4 Click and hold at the right end of the previous bone and drag to beginning of the kink.
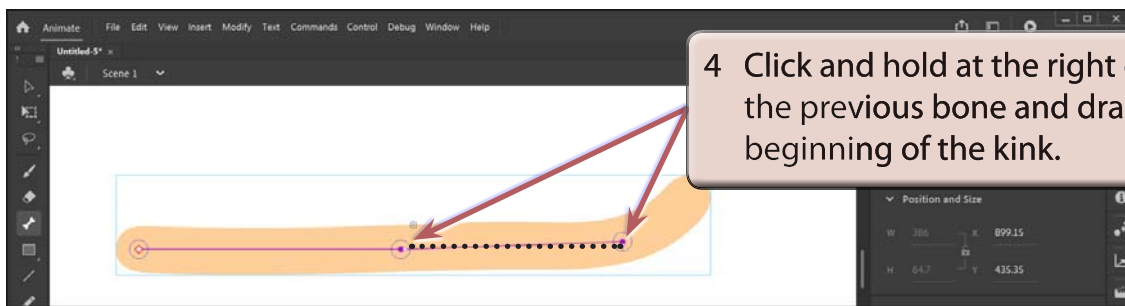
5   Release the mouse button to create the second bone.

NOTE: This second section will represent a bone from the elbow to the wrist.
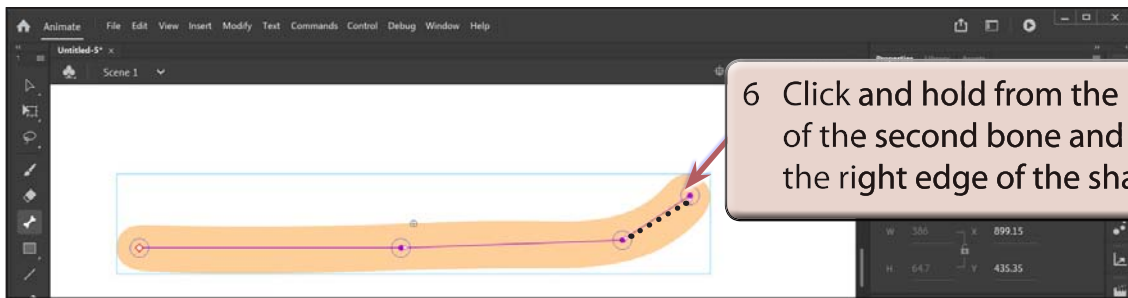
6 Click and hold from the right end of the second bone and drag to the right edge of the shape.
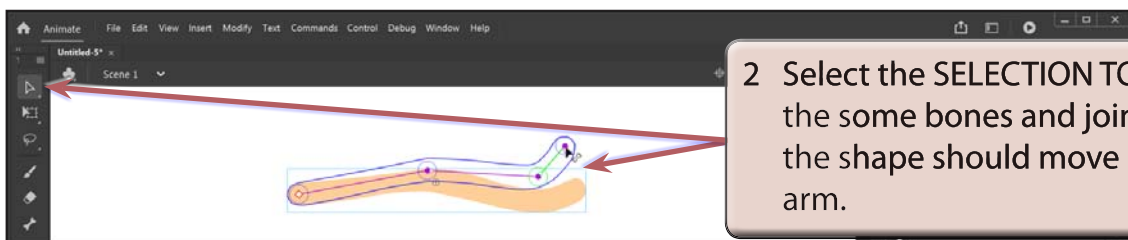

7 Notice that a new layer, called ARMATURE_1, has been created in the TIMELINE panel.

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.
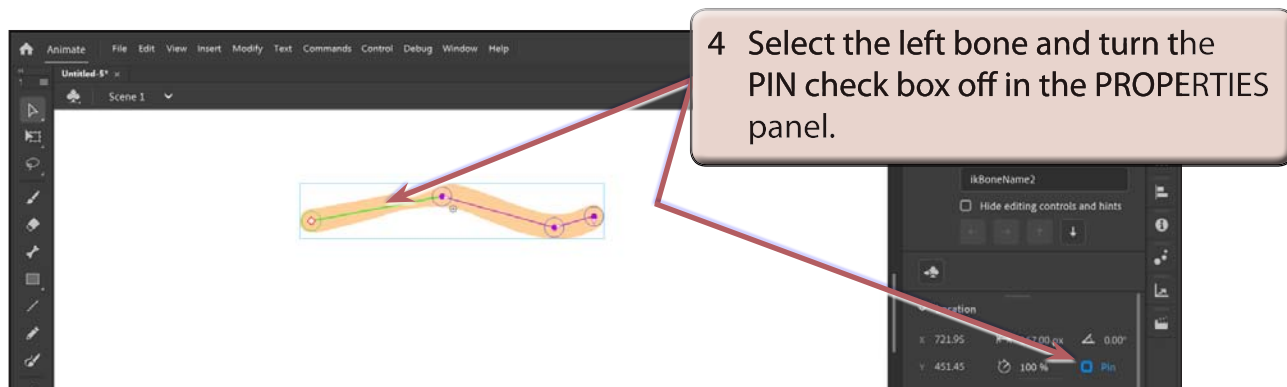
1 Press CTRL- or COMMAND- to return the view to 100%.

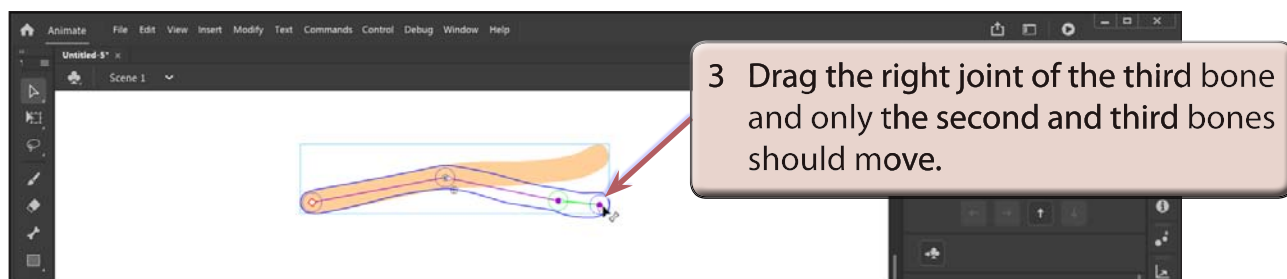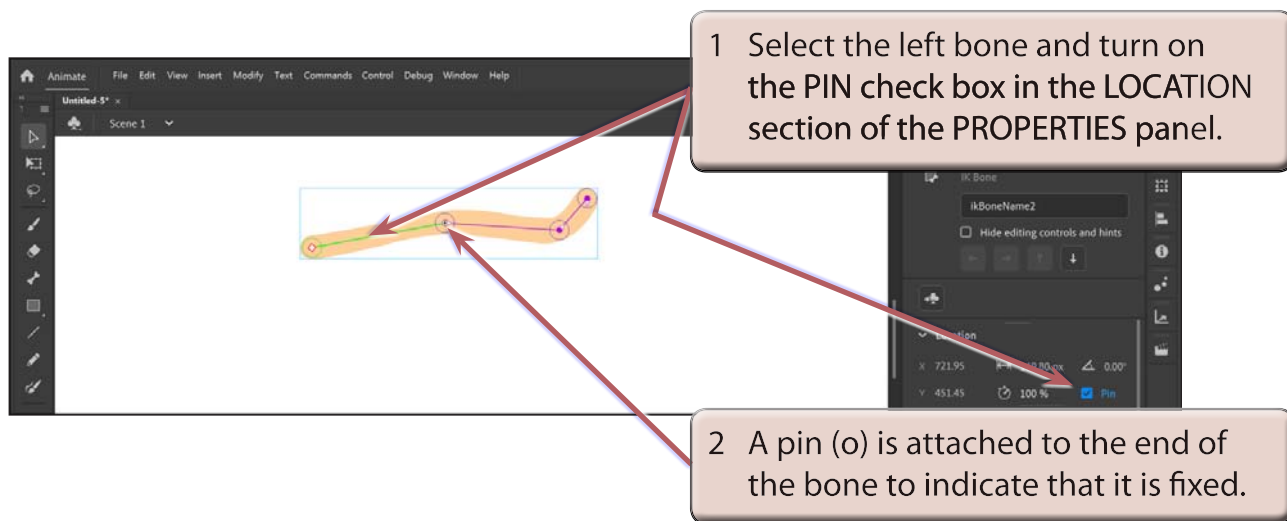

2 Select the SELECTION TOOL, drag the some bones and joints and the shape should move like an arm.

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.