

The Camera Tool

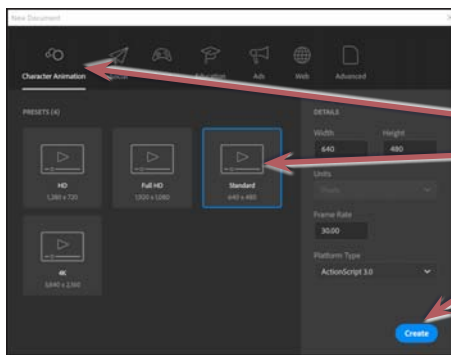
The Camera Tool allows you to pan across an animation or zoom in on specific parts just as you can do with a camera. It can add 'real-life' effects to your animations. To introduce the Camera Tool a photo will be animated using the Camera Tool then the Camera Tool will be applied to the Beetle Racing animation.

Animating a Still Photo

A still photo can be brought to life using the Camera Tool.

A Loading the Image

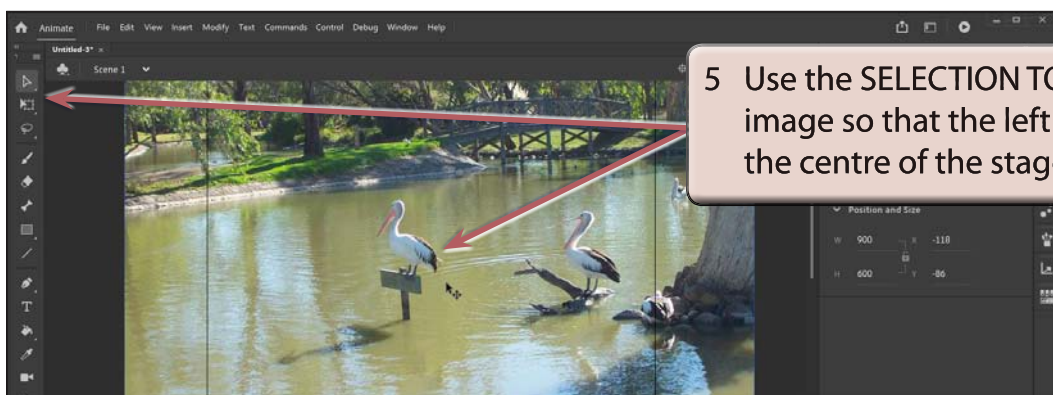
- 1 Load Adobe Animate or close the current files and click on the CREATE NEW button.



- 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 CC SUPPORT FILES, open the CHAPTER 22 folder and open the image:

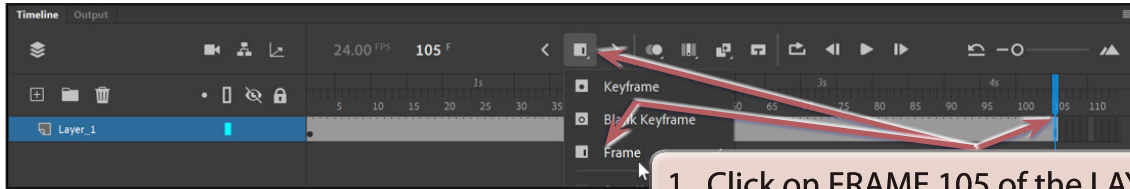
Sanctuary



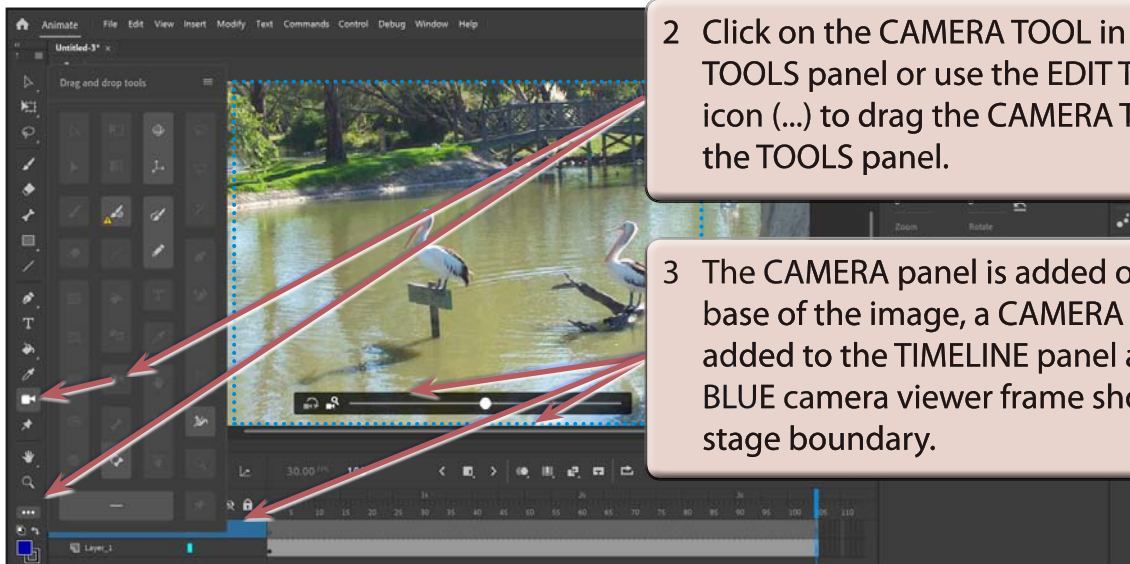
- 5 Use the SELECTION TOOL move the image so that the left pelican is in the centre of the stage frame.

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.



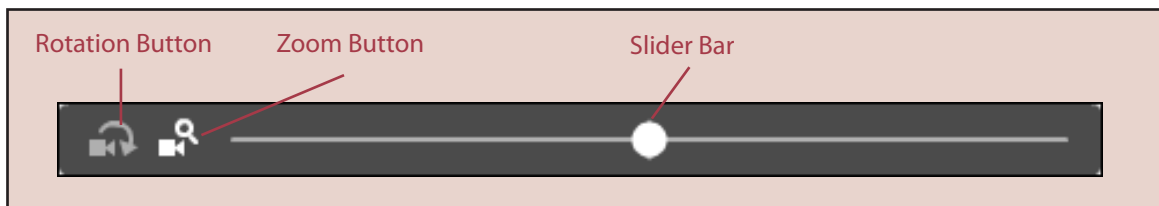
1 Click on FRAME 105 of the LAYER 1 layer in the TIMELINE panel and press F5 key (or the use the INSERT FRAME icon) to insert some frames.



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.

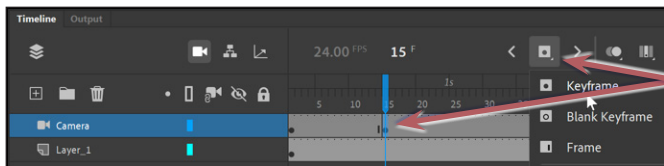
3 The CAMERA panel is added over the base of the image, a CAMERA layer is added to the TIMELINE panel and the BLUE camera viewer frame shows the stage boundary.

4 The CAMERA panel has the following labelled sections:

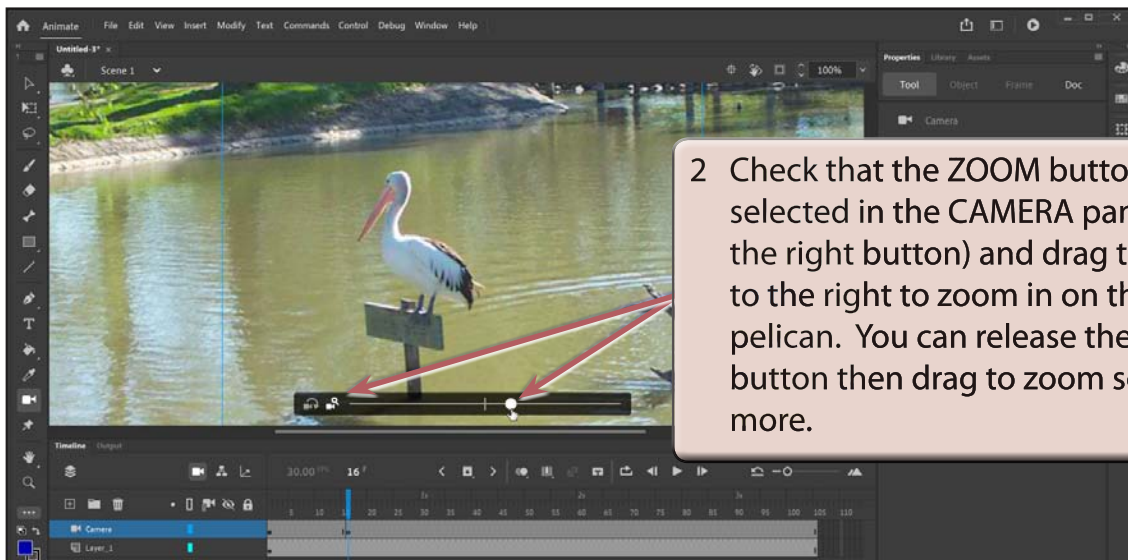


C Zooming In

The first part of the animation will zoom in on the left pelican.

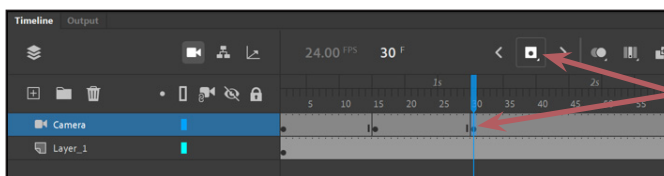


- 1 Click on FRAME 15 of the CAMERA layer in the TIMELINE panel and click on the INSERT KEYFRAME icon (or press the F6 key) to insert a keyframe.



- 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.

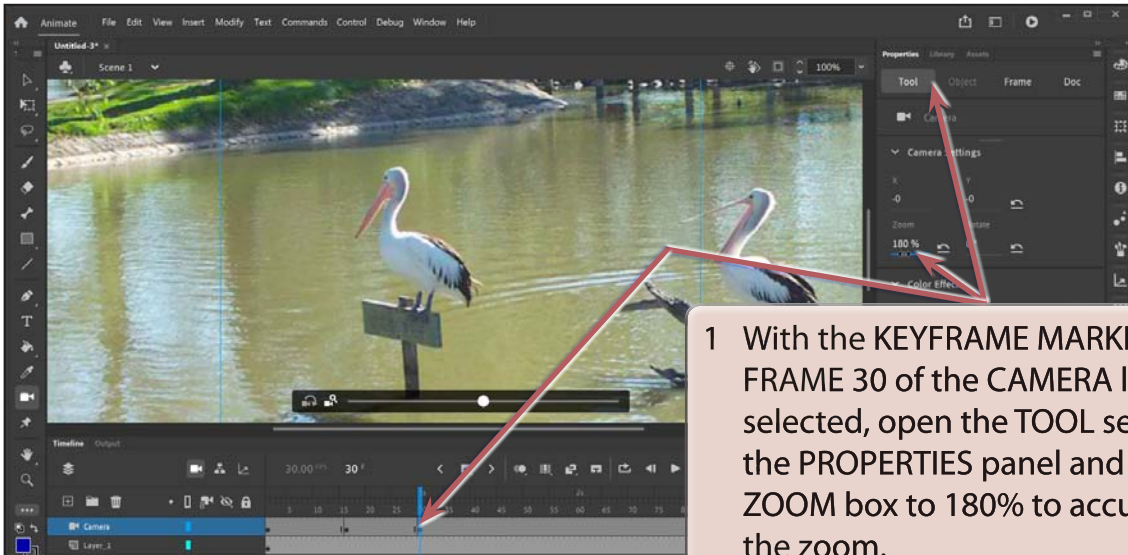
NOTE: The blue camera frame represents the stage and it shows you what part of the image will be seen in the animation.



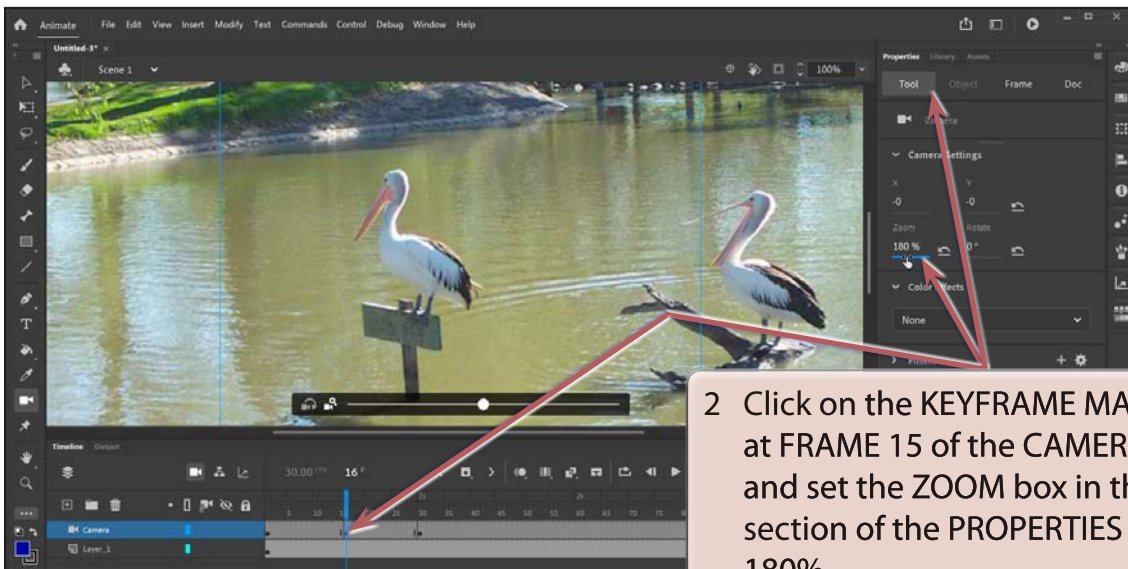
- 3 Click on FRAME 30 of the CAMERA layer in the TIMELINE panel and insert another KEYFRAME. This keyframe will keep the zoom on the screen for 15 frames.

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 section 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 section of the PROPERTIES panel to 180%.