Motion Tween Animations

Adobe Animate provides two main ways of animating, Tweening and Frame by Frame Animation. The most common form is Tweening where you set a start point and an end point and let the program animate the object BETWEEN those points. This is where the term TWEEN comes from.

In this chapter you will be shown how to create TWEEN ANIMATIONS for a text symbol. The next few chapters will demonstrate animating graphics.

Creating a Motion Tween

Motion Tweening involves moving objects from a start point to an end point. You can Motion Tween objects, text, drawings, etc. They must be grouped or converted to a symbol (although text boxes can be animated directly). To illustrate Motion Tweening, a simple text symbol will be moved around the stage.

A   Setting the Symbol

1   Load Animate or close the current files and create a new FULL HD preset file.

2   Select the TEXT TOOL in the TOOLS panel and enter your first name at the top left of the stage.
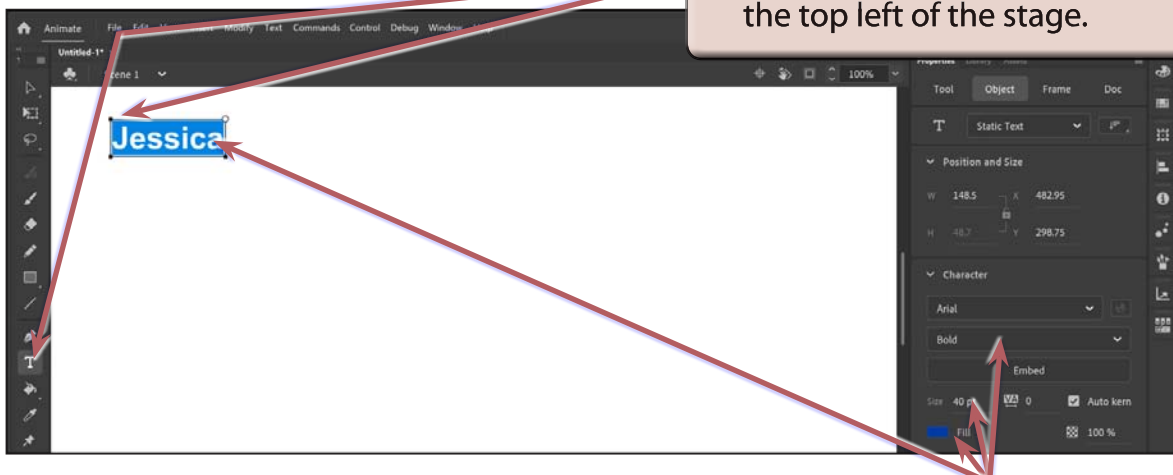
3   Highlight the text and, in the PROPERTIES panel, set the STYLE to BOLD, the FILL colour to BLUE and the FONT SIZE to 40 pt.

4   Select the SELECTION TOOL and the text box should be selected, then use the
     MODIFY menu to select CONVERT TO SYMBOL.
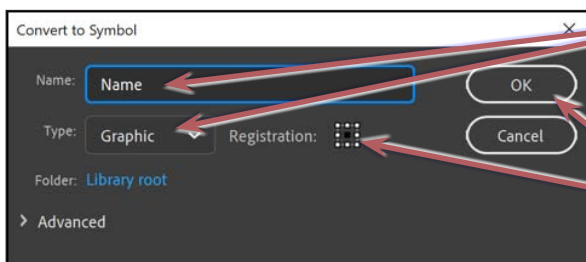
5   Call the symbol NAME and set the
    TYPE to GRAPHIC.

6   Set the REGISTRATION to CENTRE
    and select OK.

NOTE: Text can be Motion Tweened without converting it to a symbol,
        but it is a good habit to get into as other shapes do need to be
        converted to a symbol before they can be Motion Tweened.

B   Setting the Motion Tween

To animate an object frames need to be inserted in the TIMELINE panel. Animate is set
to insert 30 frames (which represents a 1 second animation) when you create a Motion
Tween. However, you can easily adjust the number of frames once the animation is set.

1   Display the INSERT menu and select CREATE MOTION TWEEN.
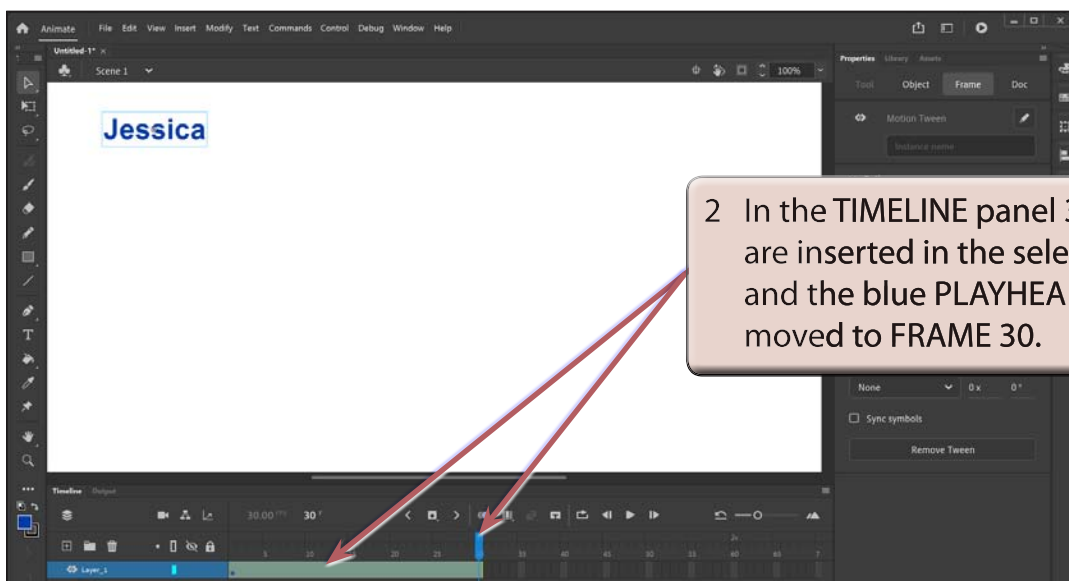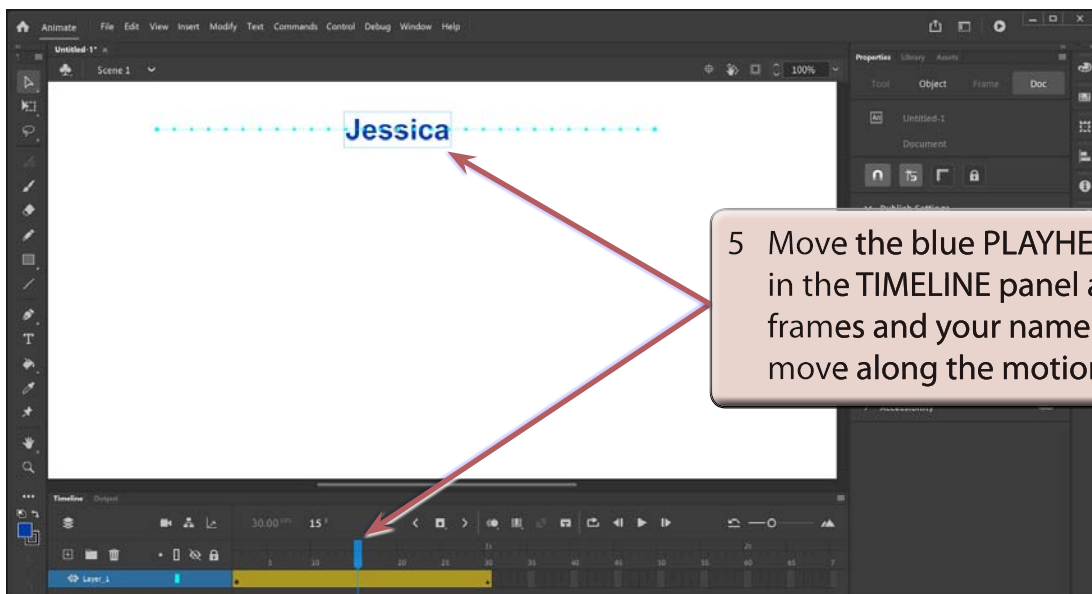
2   In the TIMELINE panel 30 frames
    are inserted in the selected layer
    and the blue PLAYHEAD MARKER is
    moved to FRAME 30.

NOTE: There is also a **CREATE MOTION TWEEN** icon in the **FRAME** section of the **PROPERTIES** panel that can be clicked on to create the **MOTION TWEEN.**
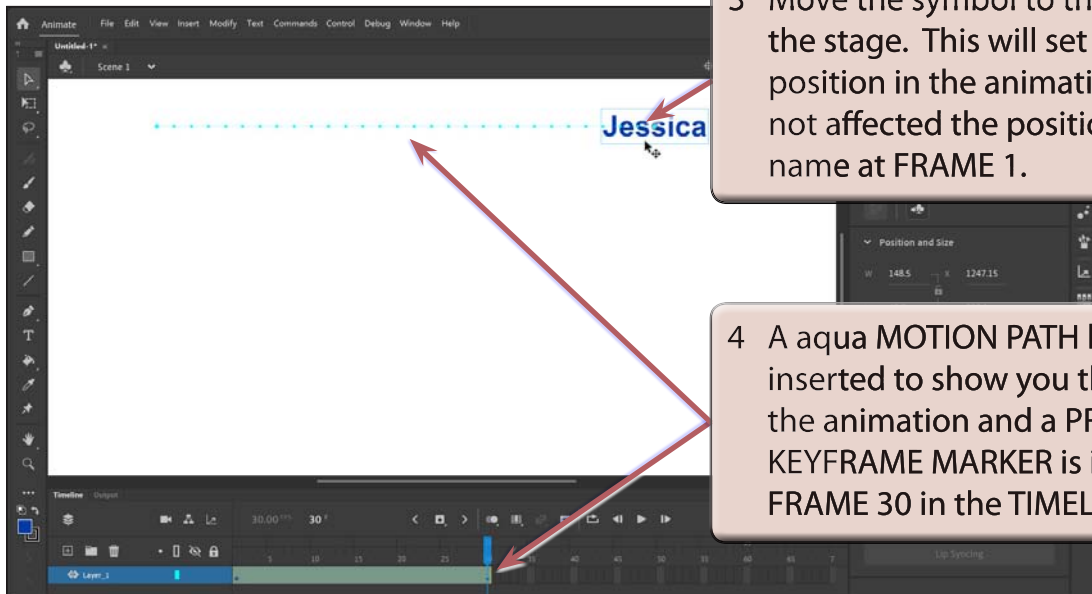
3 Move the symbol to the right of the stage. This will set its end position in the animation. It has not affected the position of the name at FRAME 1.

4 A aqua MOTION PATH line is inserted to show you the path of the animation and a PROPERTY KEYFRAME MARKER is inserted at FRAME 30 in the TIMELINE panel.


5 Move the blue PLAYHEAD marker in the TIMELINE panel across the frames and your name should move along the motion path.

6   Use the TEST MOVIE button to test the movie then close the TEST MOVIE screen.

7   You can do a live preview of the animation without opening the TEST MOVIE screen.

8   Move the PLAYHEAD MARKER to FRAME 1, press the <enter> or <return> key and the animation should play once. It is a useful way of quickly testing that an animation is working correctly. You can also click on the PLAY arrow at the top of the TIMELINE panel.

Understanding the Timeline Panel

Now that you have created your first animation it is important that you understand the various sections of the TIMELINE panel. The following diagram labels its sections.
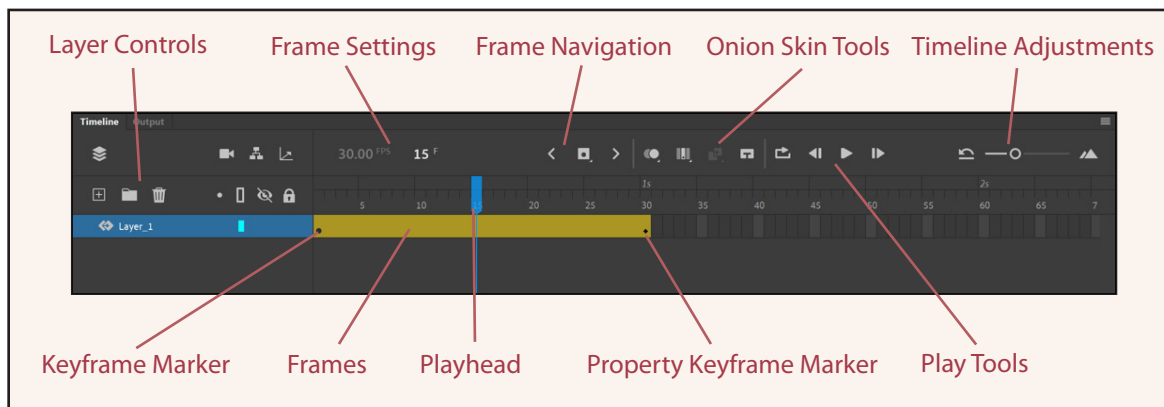
The important sections of the TIMELINE panel are:

•   The **KEYFRAME MARKER** which is a solid •. It stores major changes in an animation.   If there is no content in a KEYFRAME the dot will open.

•   The **PROPERTY KEYFRAME MARKER** which is a diamond shape. It stores symbol property changes such as position, rotation, size, etc. in the animation.

•   The **PLAYHEAD** which is the blue rectangle and line. It allows you to move through the frames. The frame that the PLAYHEAD is over has a FRAME NUMBER which is displayed at the top of the TIMELINE panel.

•   The **FRAMES** are contained in a shaded bar in the TIMELINE panel. They control the duration of the animation.