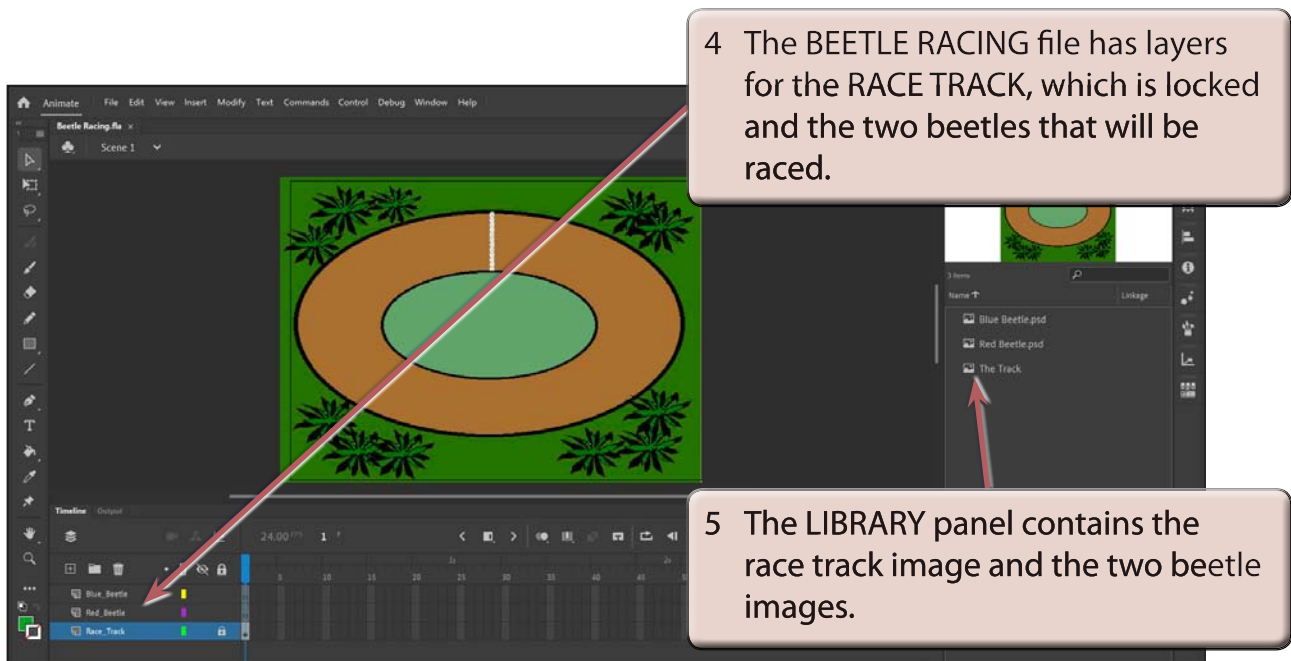# Circular Animations

Animations that involve objects orbiting around a point can be created using fixed points, but when you want objects to orbit in a circular motion, their motion paths need to be created. To illustrate this, a beetle race animation will be produced. The race track and the beetles have been prepared for you.

Loading the Prepared File

1   Load Adobe Animate or close the current files and click on the OPEN button.

2   Access the ANIMATE CC SUPPORT FILES, open the CHAPTER 8 folder and load the file:

<div align="center">Beetle Racing</div>

3   Open the LIBRARY panel.

4   The BEETLE RACING file has layers for the RACE TRACK, which is locked and the two beetles that will be raced.

5   The LIBRARY panel contains the race track image and the two beetle images.
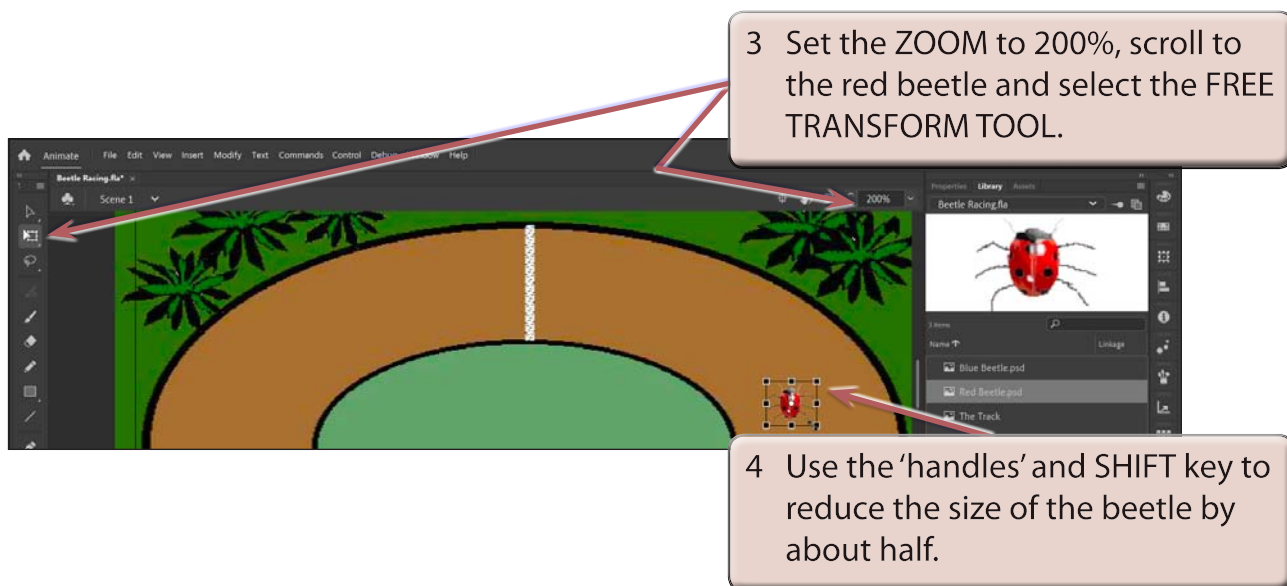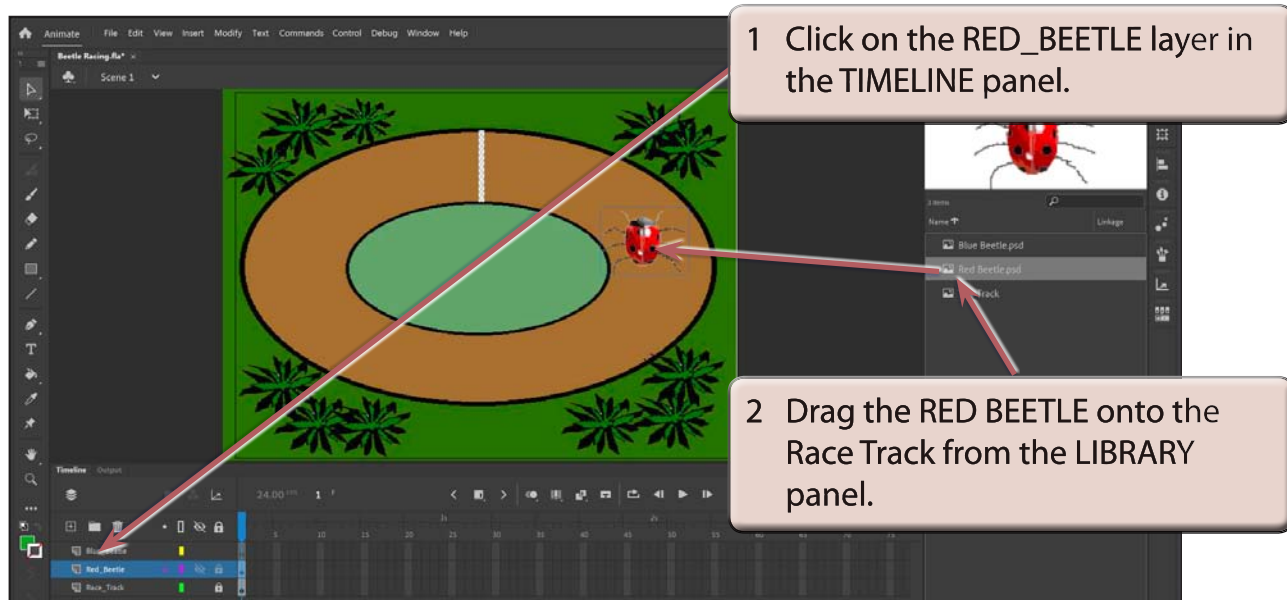
6   Use SAVE AS from the FILE menu to save the file in your STORAGE folder under the name:

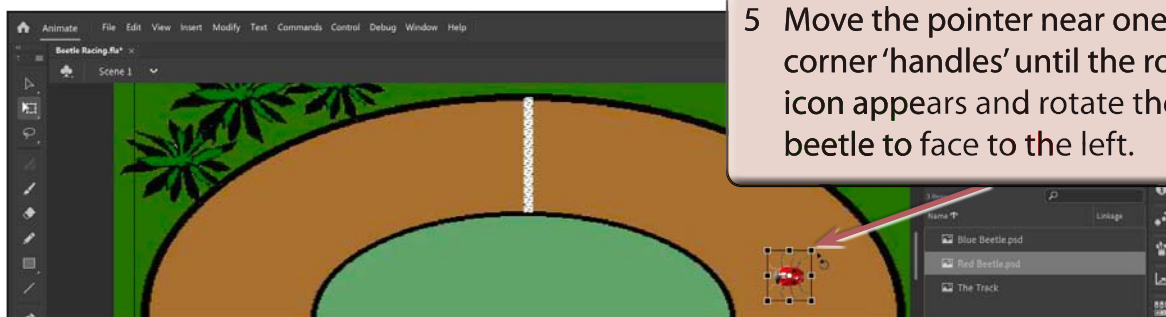<div align="center">Beetle Racing</div>

Converting the Beetles to Symbols

The two beetles in the LIBRARY panel are bitmap images. In order to animate them efficiently they need to be converted to symbols.

A The Red Beetle

1 Click on the RED_BEETLE layer in the TIMELINE panel.

2 Drag the RED BEETLE onto the Race Track from the LIBRARY panel.

3 Set the ZOOM to 200%, scroll to the red beetle and select the FREE TRANSFORM TOOL.

4 Use the 'handles' and SHIFT key to reduce the size of the beetle by about half.
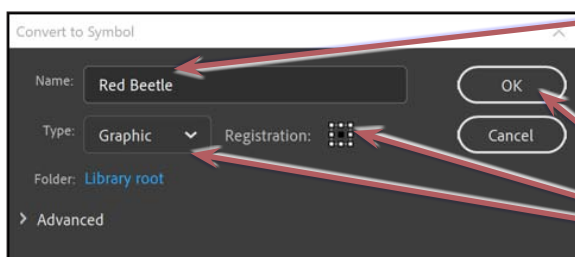
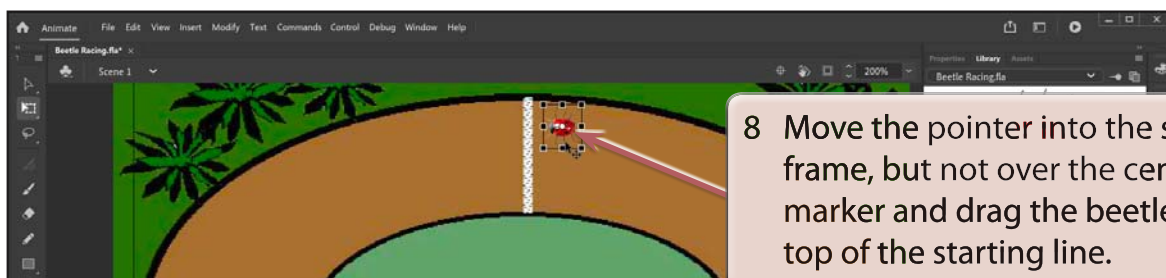NOTE: The SHIFT key keeps the proportions of the beetle the same.

5 Move the pointer near one of the corner 'handles' until the rotation icon appears and rotate the beetle to face to the left.

6 Press the F8 key (or use the MODIFY menu) to convert the image to a symbol and set the NAME box to:

Red Beetle

7 Set the TYPE box to GRAPHIC, the REGISTRATION to CENTRE and click on OK.

8 Move the pointer into the symbol frame, but not over the centre marker and drag the beetle to the top of the starting line.

NOTE: i   Be careful not to drag the centre registration marker of the symbol. If you do, press CTRL+Z or COMMAND+Z to undo the move.

ii   There are now two red beetle items in the LIBRARY panel. The symbol is a copy of the bitmap image. If you delete the bitmap image, the symbol will be an empty frame.

B   The Blue Beetle

1   Click on the BLUE_BEETLE layer in the TIMELINE panel.

2   Drag the BLUE BEETLE onto the Race Track from the LIBRARY panel.

3   Use the FREE TRANSFORM TOOL and SHIFT key to reduce the size of the beetle by about half, rotate it to face to the left and move it to the lower section of the start line.

4   Press the F8 key (or use the MODIFY menu) to convert the image to a symbol and set the NAME box to:

Blue Beetle

5   Set the TYPE box to GRAPHIC, the REGISTRATION to CENTRE and click on OK.

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