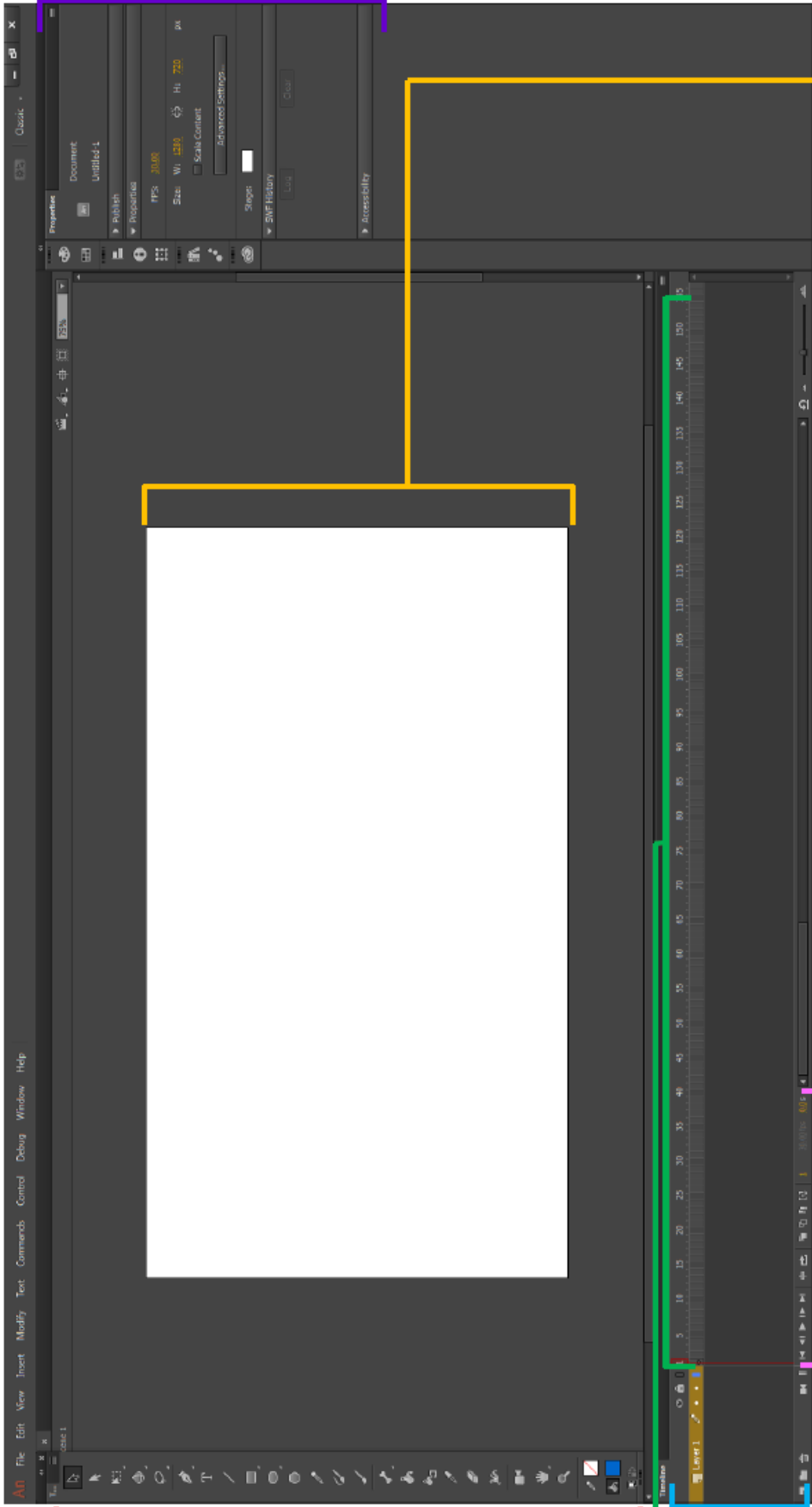# Adobe Animate Basics

What is Adobe Animate?

Adobe Animate, formerly known as Adobe Flash, is a multimedia authoring and computer animation program.

Animate can be used to design vector graphics and animation, and publish the same for television programs, online video, websites, web applications, rich internet applications, and video games.

Workspace

Toolbar - These tools are used to create, manipulate, and navigate the workspace

Timeline - This is where you will edit your media and key frames. This timeline consists of frames and there are 24 frames in one second.

Layers Panel - This is where you will arrange your media and choose which displays first. You can add, hide, delete, and lock layers here.

Canvas - This is where you will draw, manipulate, and view your animations

Properties/Panels - You can customize which panels are displayed here. We recommend Properties, Swatches, Colors, and Brush Library

Timeline Tools - Here you can play, rewind, loop, and view multiple frames at one time for smoother animations
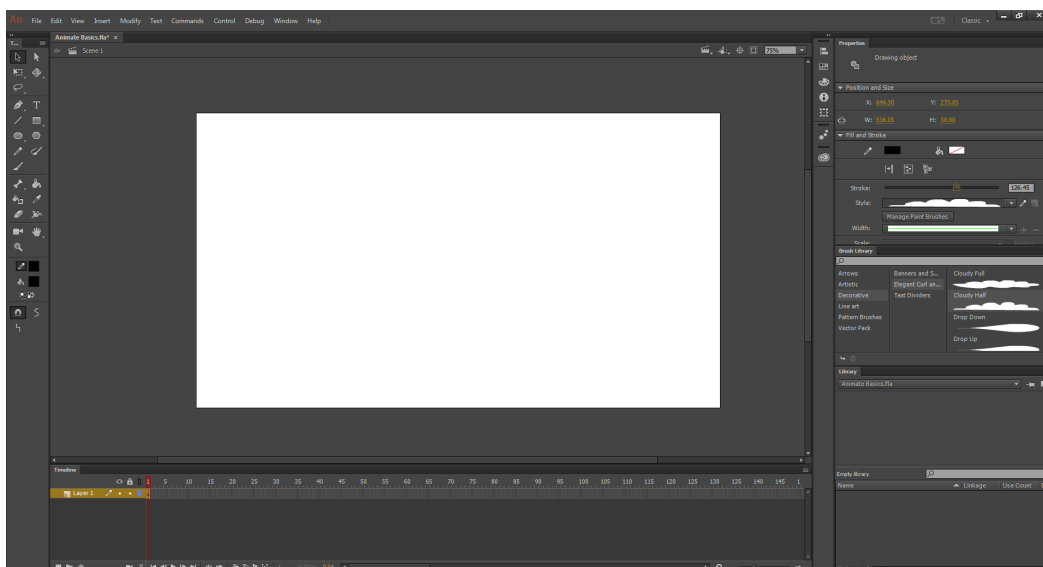
Setup

You can customize the workspace in Animate to best suite your work method.

Workspace Customization:

- Open Adobe Animate

- Select **Window** > **Workspaces** > **Classic**

- Drag your Timeline to the bottom of the screen by click-and-dragging the top border of the Timeline. A blue line will appear when you can place the Timeline, "snapping" it to the bottom panel.

- Drag and expand the **Tool Bar** to the left-side area of the workspace, snapping it to the panel

- Select the **Color, Swatches,** and **Brush Library** icon and drag-and-drop it onto a the panel on the right side of the work space.

- Set the percentage of the canvas to **75%** by clicking on the drop-down menu in the upper-right of the workspace and typing in 75.
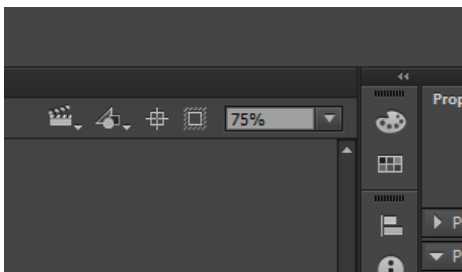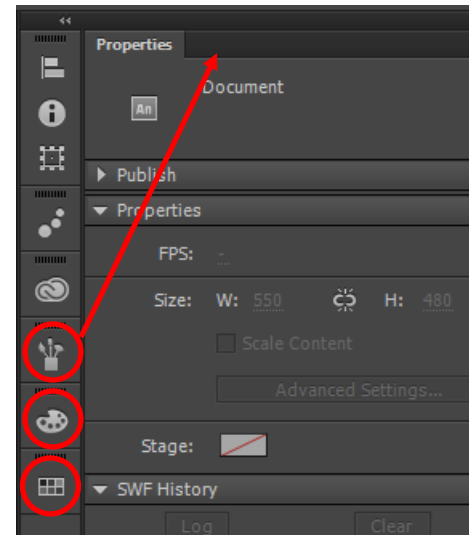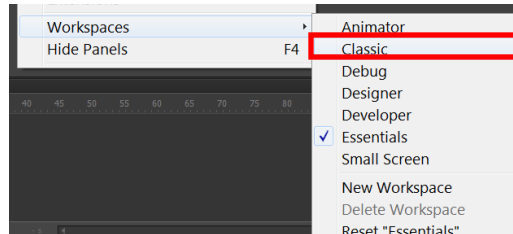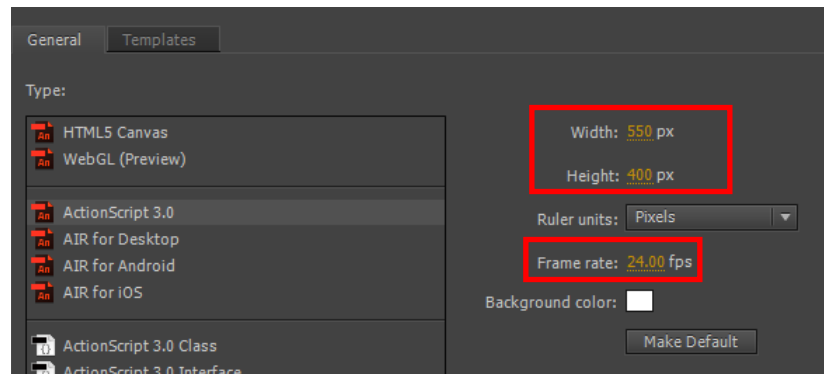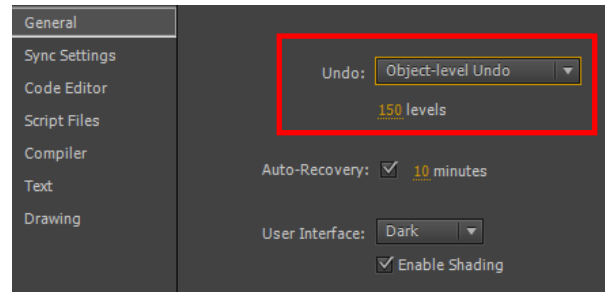
Completed Workspace:

Setup Cont'd

File Type and Size Settings:

- Select **Edit** > **Preferences** > Set **Undo:** to **Object-Level Undo** and set the **levels** to **150**

- Select **New** > **General** > **ActionScript 3.0**
  -Change the **Width** to **1280** and the **Height** to **720**
  -Ensure **Frame Rate** is **24** fps

Quality Settings:

- Go to **File** > **Publish Settings**
  -Uncheck HMTL Wrapper

- Increase the **JPEG Quality** to **100**

- Select **Audio Stream** > Set **Bit Rate** to **160 kbps** > Set **Quality** to **Best** > **Uncheck Convert Stereo to Mono**

- Select **Audio Event** > Set **Bit Rate** to **160 kbps** > Set **Quality** to **Best** > **Uncheck Convert Stereo to Mono**

Keyboard Shortcuts
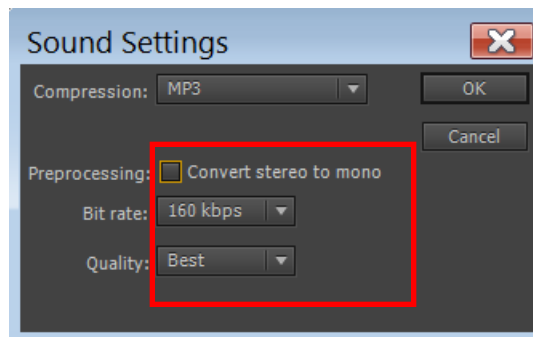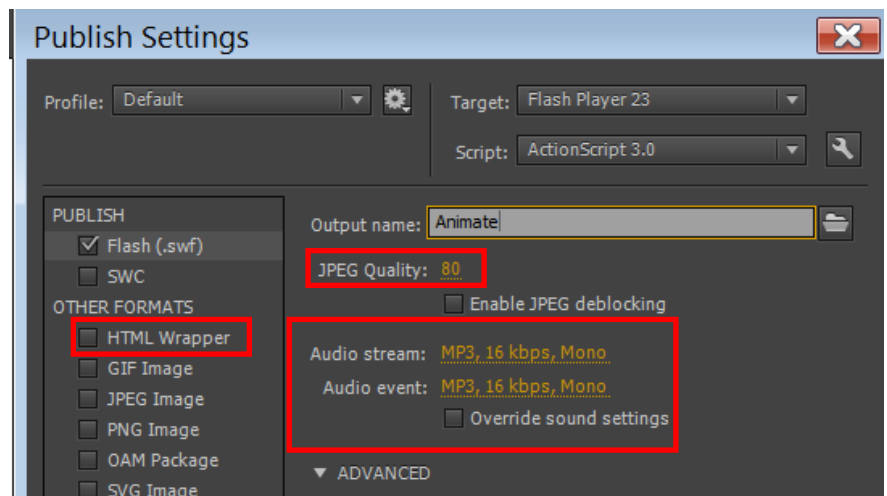
Tool	Key	Tool	Key	Tool	Key
Selection	V				
Sub-selection	A				
Free Transform	Q	Gradient	F		
3D - Rotation	W	3D - Translation	G		
Lasso	L	Polygon	L	Magic Wand	L
Pen	P	Add Anchor Point	+=	Delete Anchor Point	-=
Text	T			Convert Anchor Point	
Line	N				
Rectangle	R	Rectangle Primitive	R		
Oval	O	Oval Primitive	O		
PolyStar					
Pencil	Shift + Y				
Paint Brush	Y				
Brush	B				
Bone	M	Bind	M		
Paint Bucket	K				
Sub-selection	S				
Ink Bottle	I				
Eraser	E				
Width Tool	U				
Camera	C				
Hand	H	Rotation	H		
Zoom	Z				

Keyboard Combos

< > = Move forward & backward on the timeline

Enter = Play/Stop

Ctrl + **Alt** + **C** = Copy selected frames and attributes

Ctrl + **Alt** + **V** = Paste selected frames and attributes

Ctrl + **Z** = Undo

Ctrl + **Y** = Redo

Ctrl + **Enter** = Preview render

F5 = Add keyframes

F6 = Copy keyframe

F8 = Convert your media/drawing to symbol

Shift + **Alt** + **Q** = Onion skin

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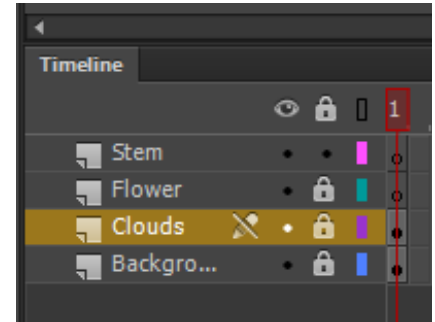
Setting the Scene

- Select the **New Layers icon** in the lower of the **Layers Panel** four times

- Double-click Layer 1 and rename it to **Background**

- Re-name the next layers **Clouds**, **Stem**, and **Flower** respectively

Creating a Background

- Select the Background Layer

- Select the **Lock** icon in the **Layers Panel** on all other layers
  -This ensures no other layers can be selected or drawn on while working on the Background Layer

- Select the **Rectangle Tool**

- Select the rectangle next to the Fill Color icon below the tools
 -Choose a blue for a sky background

- **Click-and-drag** the **mouse** from the **upper left corner** to the **lower right corner** of the **canvas**, creating a background for the animation
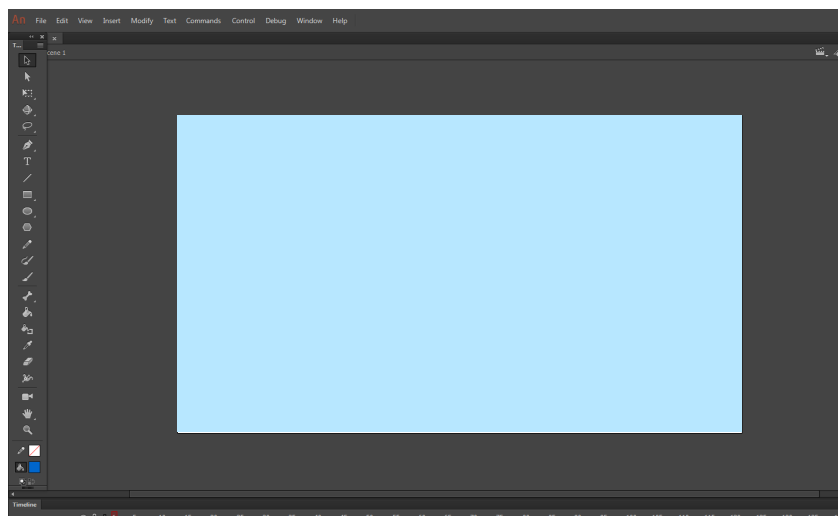
Setting the Scene Cont'd
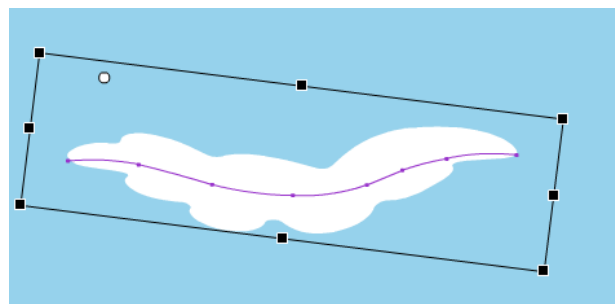
Drawing Clouds with the Paint Brush Tool

- Select the **Lock** icon next to the **Background layer**

- Select the **Clouds** layer and de-select the Lock icon next to it

- Select the **Paint Brush Tool** (Y)

- Go to **Brush Library** in the right-side area of the work-space

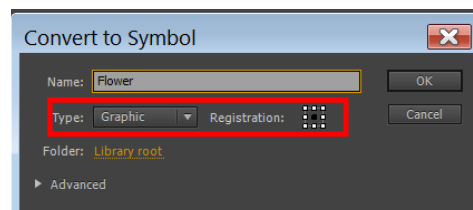- Select **Decorative** > **Elegant Curl...** > and **Double-Click** a cloud brush
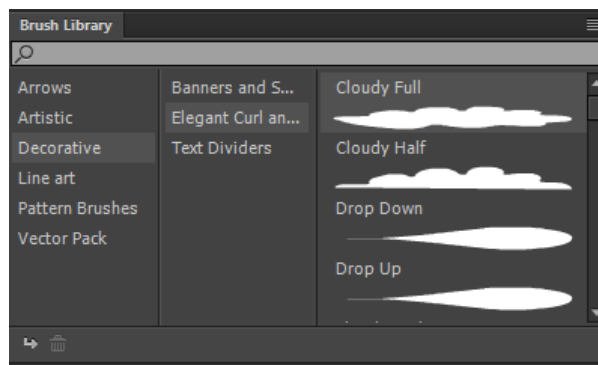
- Select the rectangle next to **Stroke** in the **Properties Panel** and choose a color appropriate for clouds

- Select the **slider** next to the **Stroke** setting and slide it to the right to increase the stroke size
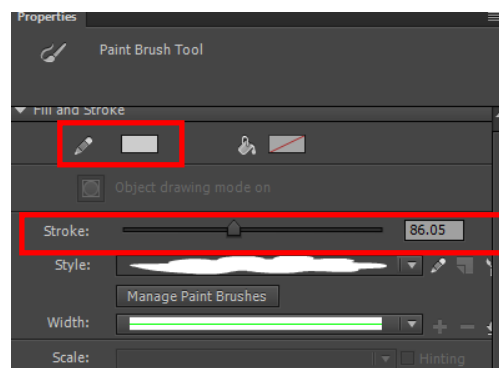
- **Click-and-drag** across the top of the **Canvas** to create a cloud

- You can manipulate your creation by first selecting the **Selection Tool (V)** and **click-and-dragging** the rectangular box over your creation
  -Then select the **Free Transform Tool (Q)**

- You can Move, Rotate, Re-Size, and Warp your creation with this tool

- Move the **White Circle** in the middle of the creation to change the **Rotation Point**

- Using the **Selection Tool (V)** select the clouds you have drawn and **Right-Click** and select **Convert to Symbol (F8)**
  -Select **Graphic** as the **Type** an ensure the **center square** of the **Registration icon** is highlighted

Setting the Scene Cont'd
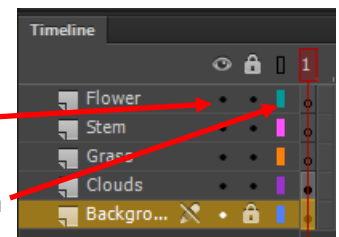
Drawing a Flower Stem with the Paint Brush Tool

- Select the **Lock** icon next to the **Clouds** layer

- Select the **Stem** layer, press **Y** to bring up the **Paint Brush Tool** again, navigate to the **Decorative** > **Elegant Curl…** > and double-click a **Floral Brush**

- Change the **Stroke Color** by selecting the **Rectangle** by the **Pencil Icon** in the **Properties Panel**

- Change the **Stroke Size** by using the slider

- Draw a flower stem on the canvas

- Press **V** to bring up the **Selection Tool** and drag it over your stem drawing
  (You can press **Ctrl** + **G** to group your drawing together to make editing easier)
  -Press **F8** to convert your drawing into a Symbol
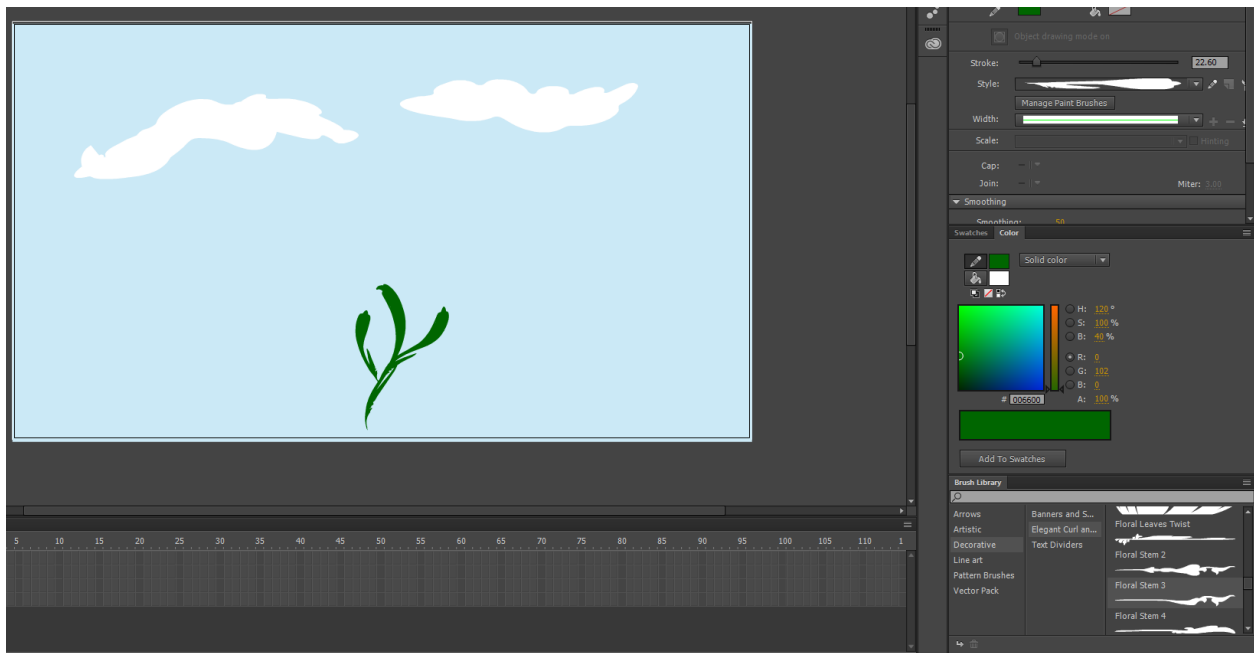
Tip:

You can Hide layers by selecting the Eye icon next to each layer

You can see just the outline of your drawings on other layers by selecting this icon


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Setting the Scene Cont'd

Drawing a Flower with the Brush Tool

- **Lock** the **Stem** layer and move onto the **Flower** layer, **unlocking** it

- Select the **Brush Tool (B)**

- Choose a **Fill Color** by selecting the **rectangle** next to the **Paint Bucket** icon

- Draw a flower, making it into a complete shape

- Select the **Paint Bucket Tool (K)** and fill in the flower

- Select the flower and convert it into a symbol (**F8**)
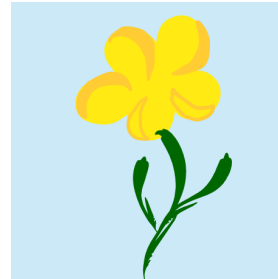

Completed Scene:
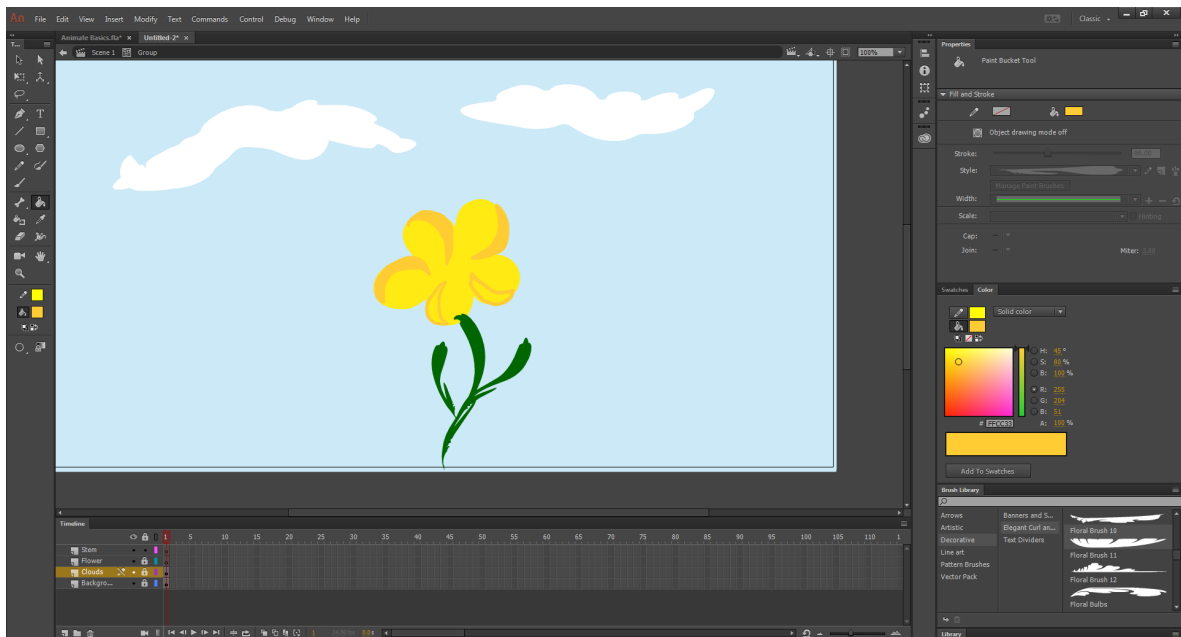
Animation

1. Go to the **Timeline** to frame **100** and **click-and-drag** down, highlighting frames from all the Layers.

2. **Right-click** and select **Insert Frame** or press **F5**
   -This creates keyframes between the beginning of your animation until the 100 frame mark. There are 24 frames in one second of animation

3. Go to **Frame 10** and highlight down the frames again

4. Press **F6**, this creates **duplicate** keyframes from the beginning with all settings and attributes saved

5. While you have those frames covered by the red **Timeline Marker**, go into each layer, **unlock** it, and edit the item slightly (rotate, skew, warp it)
   -(Press **V** for the selection tool, select the item, press **Q** to free transform it)
   -Remember, you can change the **Rotation Point** of each item by moving the **White Circle**

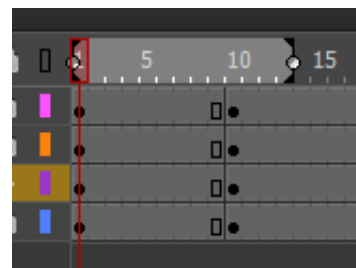6. Go to **Frame 20** and repeat steps 3-5, changing the flower, stem, and clouds gradually again
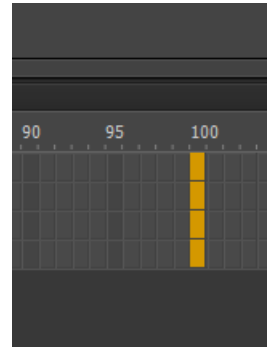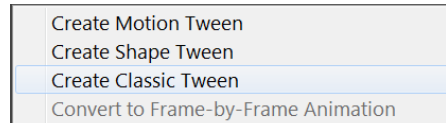
Ex:
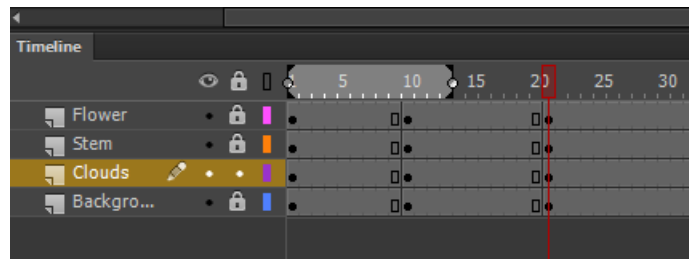
Playback

1. Select the **Loop** icon underneath the **Timeline**

2. **Drag** the **borders** of the loop tool until it passes your edited keyframes

3. Press **Enter** to play the animation

Tweening

Short for in-betweening, the process of generating intermediate frames between two images to give the appearance that the first image evolves smoothly into the second image.

- Select the beginning frame of the Cloud layer

- Right-click and select **Create Classic Tween**
  -The frames in between the beginning and the next edited keyframe will turn blue.
 -Repeat this process for each frame to create a much smoother, gradual animation
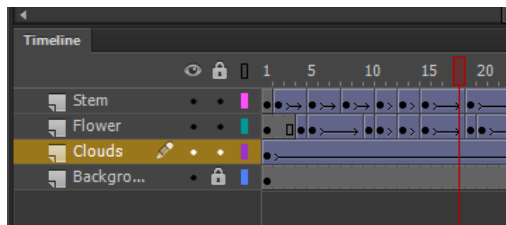
Tip:

Highlight already edited keyframes and press Ctrl + Alt + C to copy them

Move down the timeline and highlight empty frames and press Ctrl + Alt + V to paste the edited keyframes. This is useful when wanting to return the animation back to the beginning frame without having to eyeball it.

Exporting

- Press Ctrl and click-and-drag to cut the extra frames off of the end of your animation.

- Go up to **File** > **Export** > **Export Video** > Select **Convert video in Adobe Media Encoder** > **Export**

- Under **Preset**, select the drop down arrow and select **YouTube 1080p HD** at the very bottom

- Select the **Blue Text** under **Output File**, select a save location, and name the file

- Select the green **Play** icon to export the video

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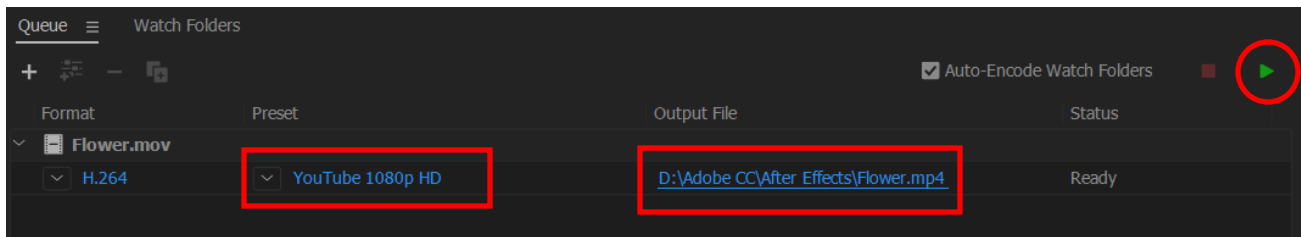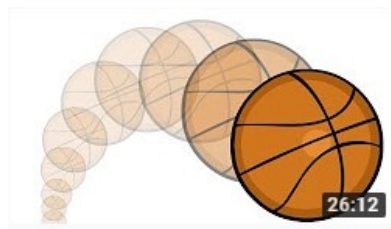
Resources

- **Lynda.com**
    - "Learning Adobe Animate CC" - Joseph Labrecque
    - "Learning Adobe Animate CC: Animation" - Dermot O'Connor
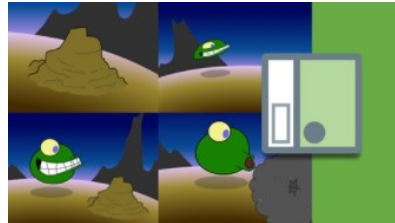
- **Youtube.com**
    - Draw with Jazza YouTube Channel:
        "The ULTIMATE Guide to ADOBE ANIMATE CC! (AKA Flash) - Tutorial"
        "How to Animate a Bouncing Ball - Like a PRO!"

- **Adobe.com**
    -http://www.adobe.com/devnet/flash/articles/avoiding-mistakes-timeline.html
    -https://helpx.adobe.com/animate/kb/animate-keyboard-shortcuts.html