Adobe Animate - BOAT TUTORIAL

Part I--Drawing with Adobe Animate

Step One - Create a new Adobe Animate document (Action Script 3) and save in your h:**TGJ2O-3O/U1 folder**
as U1-A1-**boat-lastnamefirstname**

Let's create a boat for our Adobe Animate animation.
Begin by selecting the pencil drawing tool from the tool palette.
*Notice how the options modifiers change based on the tool you've selected?
Select the **Straighten** line style.
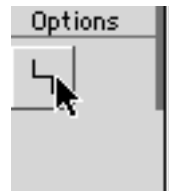
Now, draw the basic hull of the boat with the pencil tool.

Step Two: Let's curve the hull a bit. Begin by clicking on the selection tool (first tool on palette). Notice how the tool changes when you pass over one of the straight lines or curved lines of the hull.
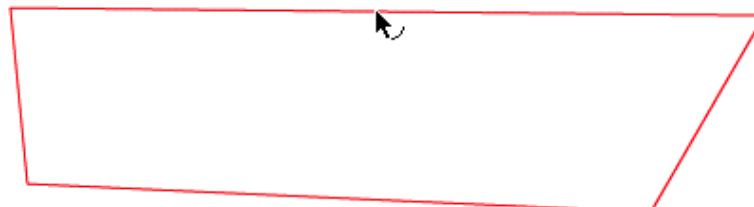
Step Three:
Click the edge of the hull and shape the boat as the diagram below illlustrates:
   Adjust the bow, the top, the bottom and the stern. Using
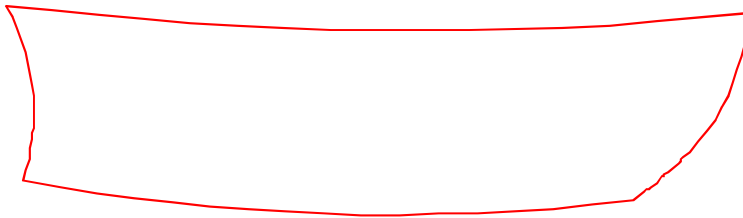
the paint bucket, now fill the boat with a color or texture of your choice. With the text tool, now put your first & last name on the side of the boat somewhere.

Step Four: Next let's draw a mast by selecting the rectangle tool. Select a fill color of your choice.
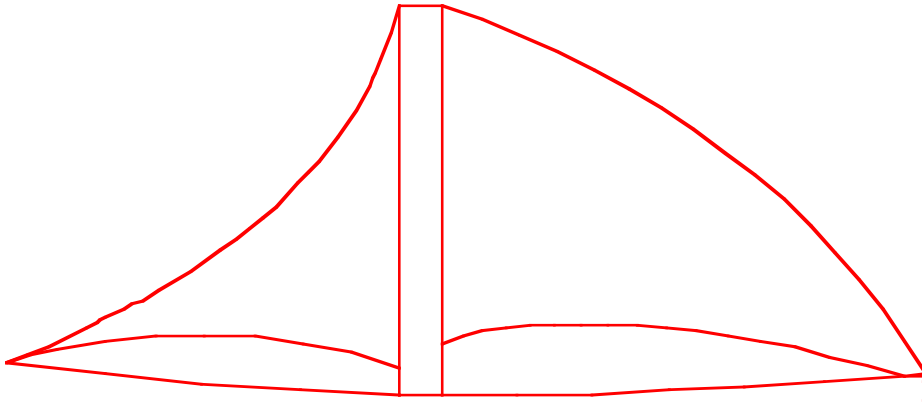
Draw the shape of the mast on top of your hull in the middle. When done, it should look like this.
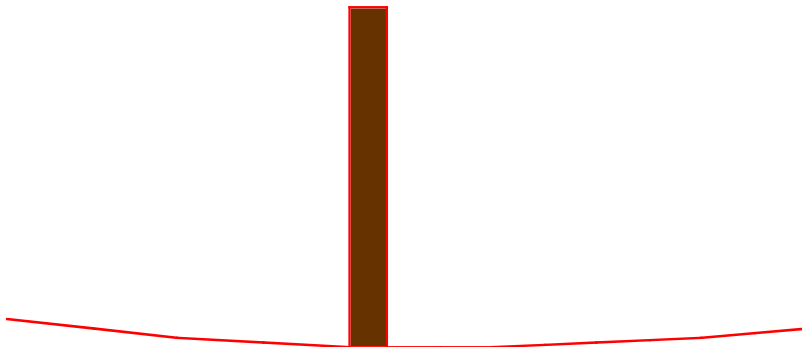
Step Five: Add some sails using the line tool. Draw a diagnal line from the Mast to the Bow.
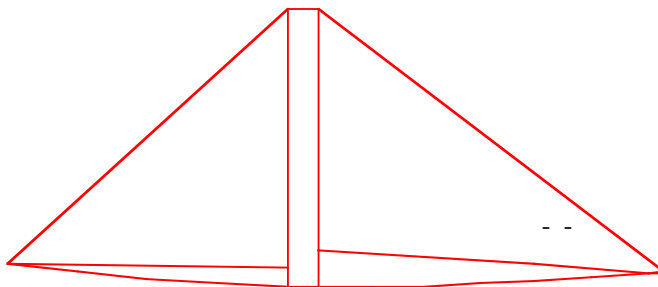
Hmmmm...sails usually curve a bit. Select the arrow tool, and warp the sails to look like this:

Step Six: Windows > Color Mixer. At the Type menu, choose linear, which is a type of gradient. Choose two colors for the colors of your linear gradient and then fill in both sails with the gradient color.

Step Seven: Finally, we need to convert the boat to a symbol. Choose Edit > Select All. Now, pull down the the menu Modify > Convert to Symbol, name it **boat**, and for behavior select **Graphic**. Click OK.   Choose Window > **Library** and see you've got a boat!
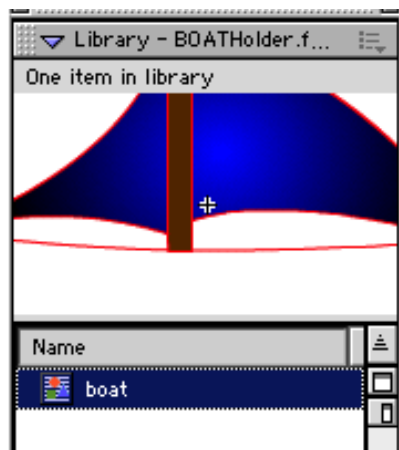
Step Eight: Now let's resize the boat in the Library. Double click the icon of the boat in the Library. This will open your symbol on the stage and allow you to edit it. Select the boat with the Free Transform Tool. Drag one of the handles to make the boat much smaller (so that the picture fits inside of the library). Be sure that the cross hair is in the center of the boat.

Step Nine: Return to Scene 1, by clicking on Scene 1 at the top left of the stage.

Select the boat on the stage and press Delete on your keyboard. This will delete the boat from the Stage, but you should still see the boat in the library. (Don't delete it from the Library, but only from the Stage!!!!!!)

Step Ten: Highlight the name Layer 1 in the Timeline by double clicking and rename it **waves**.
Click in the Frame 1 in the waves layer. It is a blank keyframe.

Frame 1
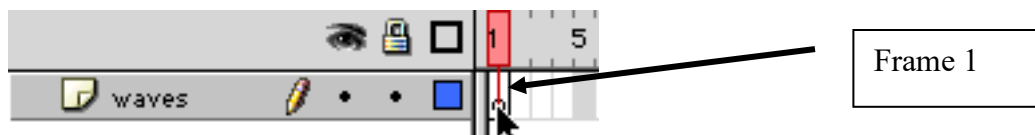
Use the pencil tool to draw an outline of waves on the stage. Below is an example, but your waves may look different from what is shown. Choose your own stroke color.

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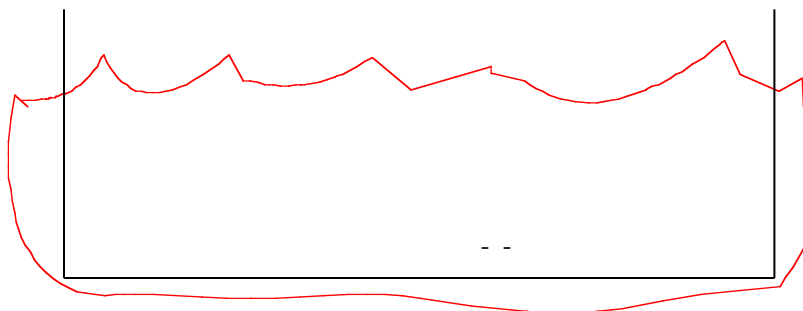
Use the Fill Bucket to fill in the waves as desired with a color of water. If you are not able to fill the waves with color, it is probably because there are gaps. (The edges of the stage are actually open and not closed.)
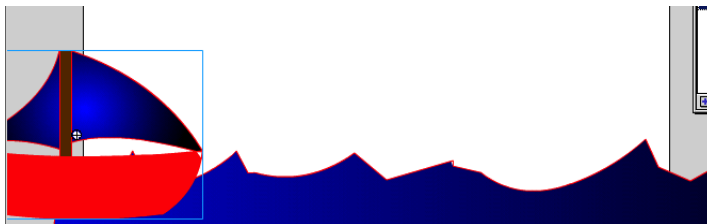
Right click on Frame 50 of the **waves** layer and Insert Frame, or you can press F5 (shortcut) to create identical frames all the way from 1 to 50. Your waves are now on all 50 frames of this layer. Lock this layer to prevent accidentally putting anything else on this layer.

Part II--Classic Tween with Flash CS4

Step One: Create a new layer by clicking the plus sign or by pulling down the Insert > Timeline > Layer or by clicking here.

Highlight the new layer by double clicking and rename it **boat**. Select the blank keyframe on Frame 1 of the boat layer, open the Library (Command L), and drag the boat symbol to the stage. Place the boat in a position where it will start its animation (at the


left of the stage).

Step Two: Select Frame 50 of the boat layer and pull down Insert> Timeline > Keyframe or Press F6, or you can right click on Frame 50 to insert a Keyframe.

Step Three: With only Frame 50 still selected on the Boat layer, drag the boat to the opposite side of the Flash document to a position where you desire the boat to end its animation (at the right side of the stage).

Step Four: Right click somewhere between Frame 1 and 50 on the boat layer and insert a Classic Tween. Look at the Timeline, and see if the frames are now a purple color and have a solid line with an arrow at the end.
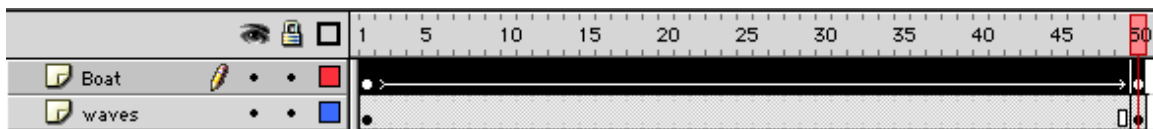
If this line were dotted, it would mean that you did something wrong.
To see your animation run, hit the return or enter button on your keyboard.
Pull down File > Save.

Part III--Using a Classic Motion Guide

Right now your boat slides across the screen in a straight line. It doesn't take a sailor to know that boats don't do that. In order to make our boat appear to sail the high seas, we need to use a Classic Motion Guide to give the boat a path to follow.

Step One:
To begin this process, click and hold down the mouse to the right of the word **boat** on the boat layer. You will create a Classic Motion Guide for this layer.

A new layer will appear with the name of the linked layer and a special icon on it. It is called **Guide:boat**.

Step Two: On this layer called **Guide:boat**, select the entire guide layer (turn it blue), and use the pencil tool to draw a path for the boat to follow. Start drawing a line where the boat begins to a place where it ends.   Try to follow the path of your waves somewhat, but round the curves like the example below, instead of having sharp points. Change the pencil modifier to Smooth,

Step Three: Click on the 1st keyframe of the boat layer, and click on the boat with the selection tool. Notice the small hole in the middle of the boat? Drag the boat, so that the hole attaches itself to the beginning of the path. Now, click on Frame 50 of the boat layer. Move the boat to the end of the path and attach the hole at the end of the path. The boat should appear to snap to the end of the line.

Step Four: Now let's see your boat follow the path. Hit return.

Part IV--Working with Sound in Adobe Animate CS4
Sound can greatly enhance your movies.
Search the Internet for Royalty Free Wave Sounds

https://audiojungle.net/search/wave%20sound
Step One:
Pull down **File > Import to Library** and locate a sound in your Flash Resources folder called **oceanwaves.aif**
- If you do not have the option to import, make sure that a layer other than your guide layer is selected.
 This should import the sound into your Library.

Step Two: Make sure you are no longer in the library, but have returned to **Scene 1** instead. Create a new layer in the timeline in which to place the sound you want to use. Call the new layer **sound.** Click on the blank keyframe in Frame 1 of the sound layer. You should notice an open circle in frame one indicating a blank keyframe.

Step Three: Pull down **Windows > Library** or <**CTRL + L**>
 (unless the library is already up), and you'll see the sound you imported. **1-SALVO-TGJ2O\1-Music\Sounds\beach.wav** file and drag it to the Stage. It will now appear in the sound layer starting at Frame 1.

Step Four:
If you would like to change the background of the document, choose Modify > Document and change the background color.

File > Save to update your .fla file.

Test your movie by pulling down Control > Test Movie. This will create an .swf file for you.

Send your **boat-lastnamefirstname.swf.**
You will later upload your finished boat to your Portfolio Google Site.