

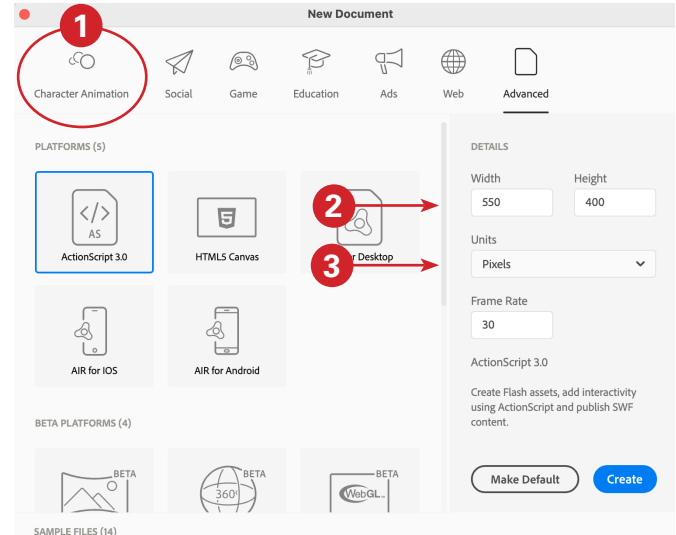
GETTING STARTED

Set Your Movie Properties

The very first thing you want to do after launching Animate is to set the Movie properties in the New Document window.

1. Select the Character Animation Document Type.
2. You can set the Stage Dimensions (Width & Height) of your project and the Frame Rate. For Animation use 30 Frames Per Second (30 fps). This will give you a smooth fluid animation.
3. For the Platform Type, select ActionScript 3.0.

When you are done, click CREATE.



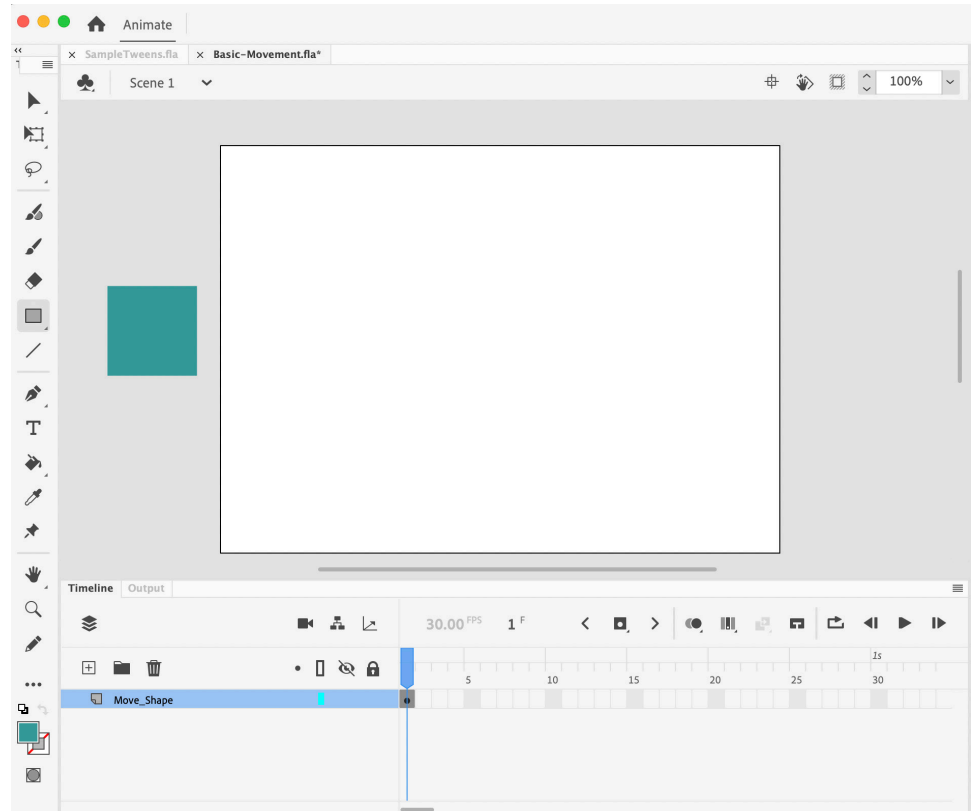
MOVING A SHAPE

1. Save your file and name it: Basic-Movements
2. Double-Click on the Layer in the timeline and rename it to **Move_Shape**.

Note: Animate will automatically put an underscore where you have made a space. Code doesn't like spaces, so the practice is to use underscores and also InitialCap titles without any spaces between words.

3. Make sure your the play head is on frame 1. Draw a shape without a stroke on the stage and position it off the left-hand side of the stage.

Notice that a black dot appears in the first keyframe. A solid dot indicates that there is an object on the stage.



MOVING A SHAPE

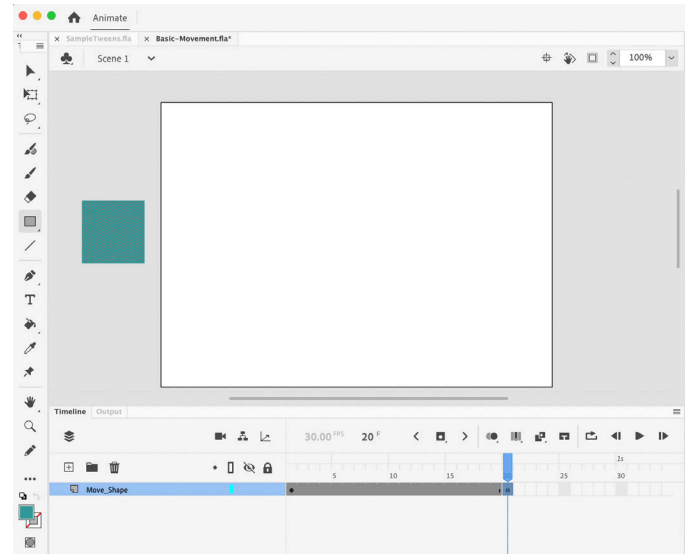
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4. Click on Frame 20.

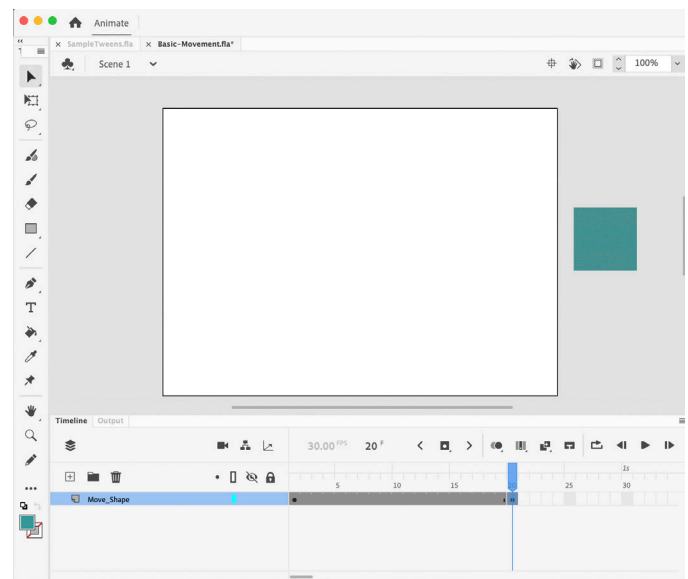
5. Make a new **KEYFRAME**.

Go to: **Insert / Timeline/Keyframe**

Your first frame will be duplicated on Frame 20.



6. In Frame 20, move the shape off the stage on the right-hand side of the stage.



7. Make a **SHAPETWEEN**. With your cursor, select a Frame between Frame 1 and 20.

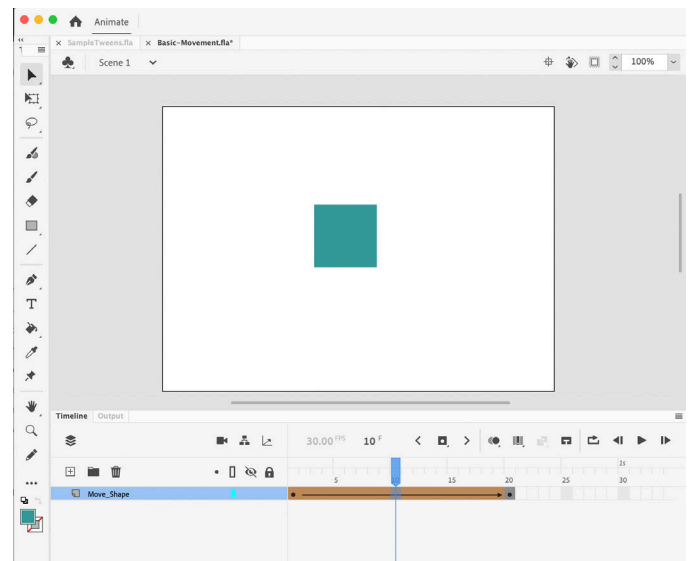
Then go to: **Insert/Create Shape Tween**

8. **TEST** your animation by hitting the **RETURN KEY**.

9. Make a .SWF movie by hitting: ⌘ **RETURN**

The movie will continuously repeat playing Frame 1 through Frame 20 and loops right back to Frame 1.

The .SWF file will save to your desktop, or within the folder where your .FLA file resides.



MOVING A SHAPE

Continued.

10. Create a new layer by clicking on the . Name the layer **Actions**

11. Select Frame 20 on the **Actions Layer**. Insert a **BLANK KEYFRAME**

Go to: **Insert / Timeline / Blank Keyframe**

Now we are going to write some ActionScript 3.0 **CODE** to make your movie stop on the last Frame of your animation.

12. Be sure that the play head is in Frame 20 on the Actions layer. Go to: **Window / Action**
A Coding window will appear.


Type in the code: **stop();**

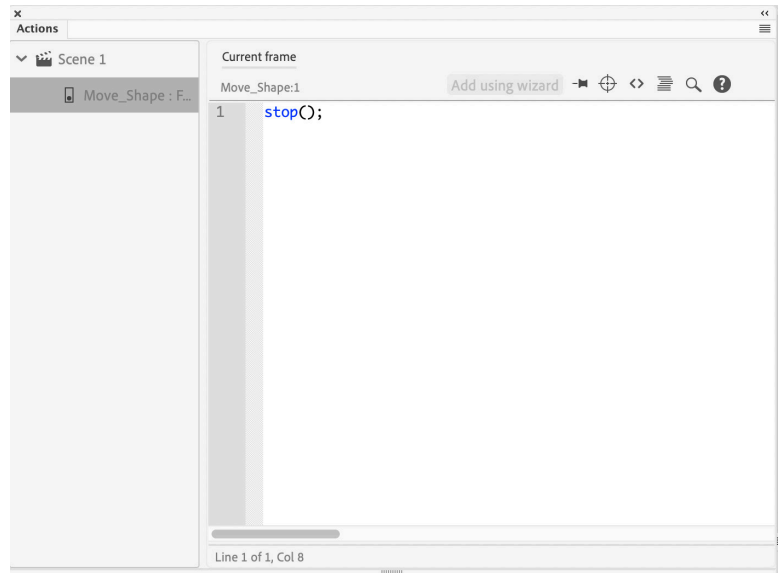
Notice that the coded text turns blue.
That indicates that word is a programming word inherent within the system.

Exact spelling is required for coding, otherwise the code will error out.

Every line of code must end with a semi-colon.
That tells the running code that what is being executed is complete.


13. Lock this layer by clicking on the Lock Icon. This will prevent you from accidentally putting any objects on the Actions layer. Always keep your Actions layer on the top of all your layers.

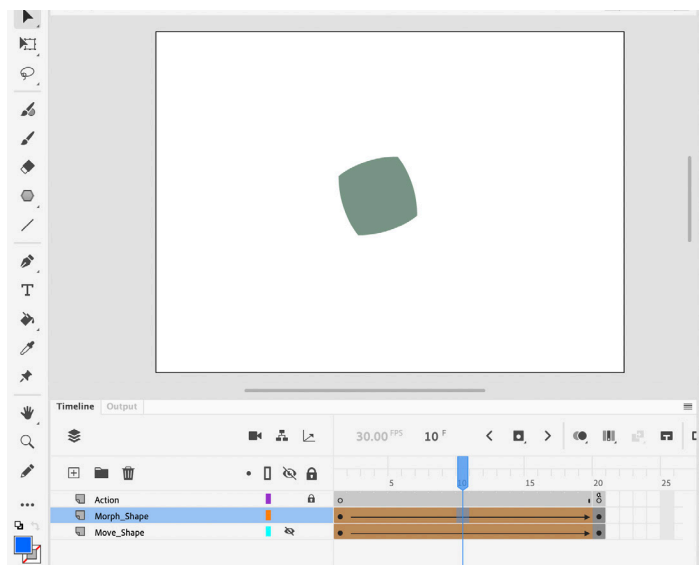
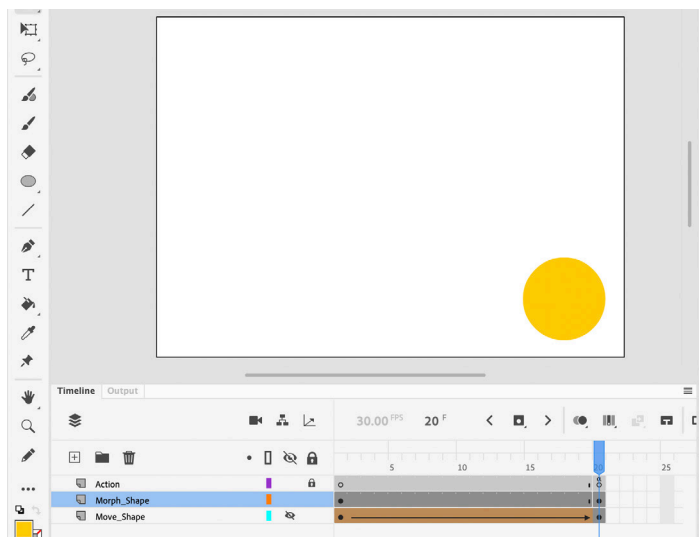
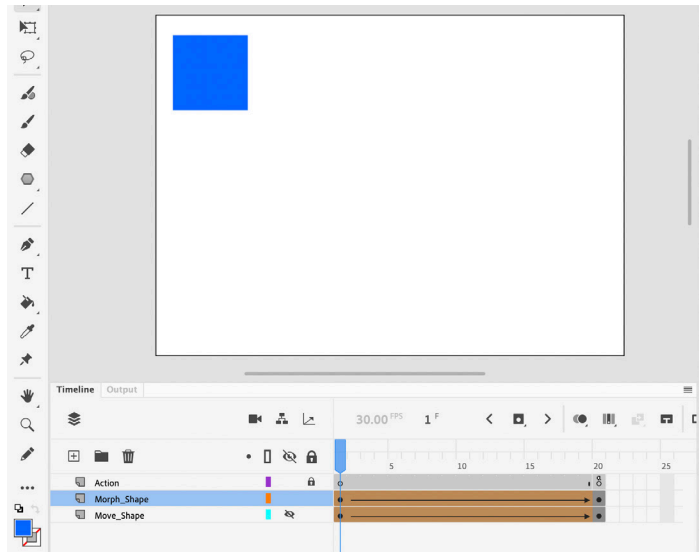
14. TEST your movie  **RETURN**
And see how it now stops on the last Frame.
The .SWF file is over-written.




It is always a good idea to make comments about your code. That helps you know what the code is doing while you are still learning how to code. To make a comment in Actionscript 3.0 start the line of code with 2 forward slashes, then type in your comment. Notice that the comments turn gray. When the code runs it ignores the comments.

MORF A SHAPE

1. Select the Move_Shape layer and click on the Add Layer Icon 
2. Name this layer: **Morph_Shape**
Make sure this layer is above the Move_Shape layer and below the Actions layer.
3. Hide the Move_Shape layer by clicking on the eye icon.
4. Draw a Square shape without a stroke on Frame 1 of the Morph_Shape layer. We are going to morph the shape and also the color. Make this Square the color BLUE. Position the square on the top left-hand corner of the canvas.
5. Go to Frame 20 and make a new **BLANK KEYFRAME**.
Go to: **Insert / Timeline / Blank Keyframe**
6. Draw a CIRCLE shape and place it on the bottom right-hand corner of the canvas.
Make the CIRCLE the color yellow.
7. Make a **SHAPE TWEEN**. With your cursor, select a Frame between Frame 1 and 20.
Then go to: **Insert/Create Shape Tween**
8. TEST your animation by hitting the **RETURN KEY**.
9. Make a .SWF movie by hitting: **⌘ RETURN**
Notice that both layers will play at the same time.

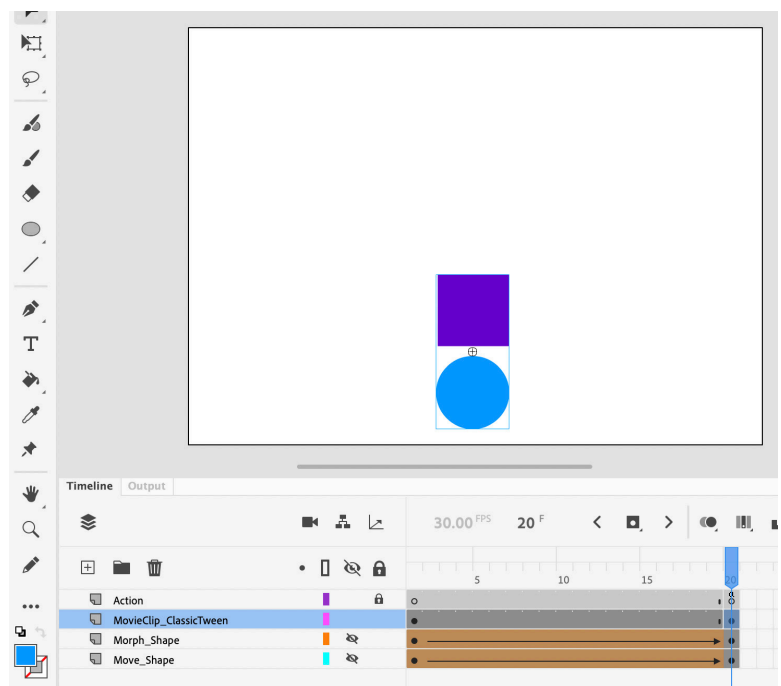
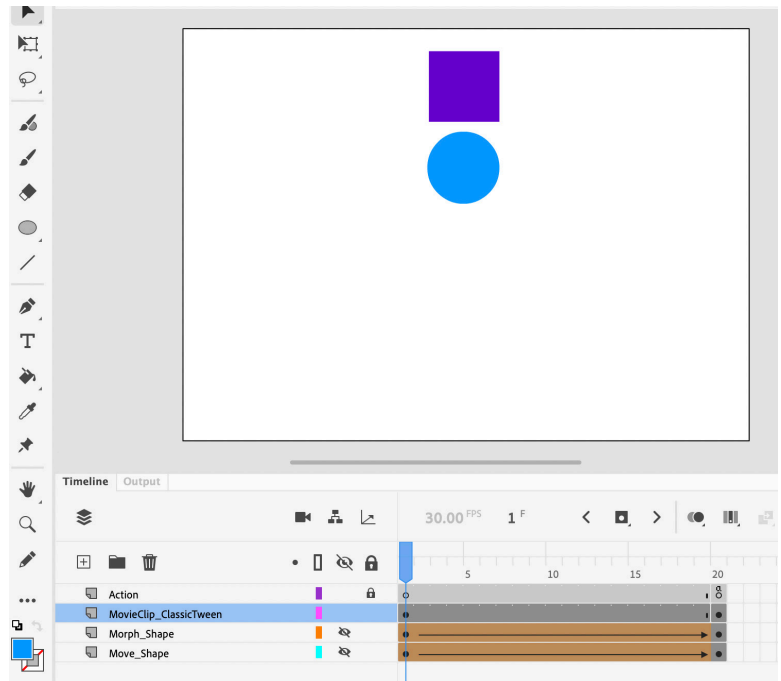


ANIMATE A MOVIE CLIP WITH A CLASSIC TWEEN

1. Select the Morph_Shape layer and click on the Add Layer Icon 
2. Name this layer: **MovieClip_ClassicTween**
Make sure this layer is above the Morph_Shape layer and below the Actions layer.
3. Hide the Morf_Shape layer by clicking on the eye icon.
4. Draw a Square shape and a Circle shape without strokes on Frame 1 of the MovieClip_ClassicTween layer.
5. Convert the two shapes into a **SYMBOL** by selecting both shapes and go to:
Modify / Convert to Symbol
Select **MOVIE CLIP** from the dropdown box.

Name the Movie clip SquareCircle, and click OK.

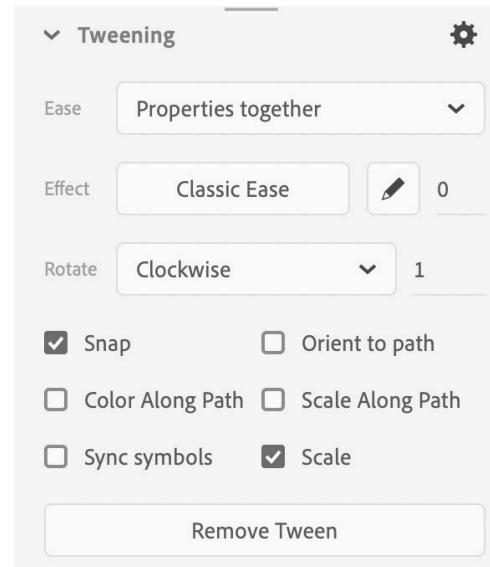
The Movie Clip will appear in your **LIBRARY**.
6. Go to Framee 20 and copy Frame 1 by creating a **KEYFRAME**.
Go to: **Insert / Timeline / Keyframe**
7. Move your movie clip to someplace else on the stage.
8. Make a **CLASSICTWEEN**. With your cursor, select a Frame between Frame 1 and 20.
Then go to: **Insert / Create Classic Tween**
9. TEST your animation by hitting the **RETURN KEY**.
10. Let's copy this layer. Select the layer and go to:
Edit / Timeline / Copy Layers
Then with the MovieClip_ClassicTween layer selected go to: **Edit / Timeline / Paste Layers**
11. Change the layer name to:
MovieClip_ClassicTween_Rotate




ROTATE A MOVIE CLIP WITH A CLASSIC TWEEN

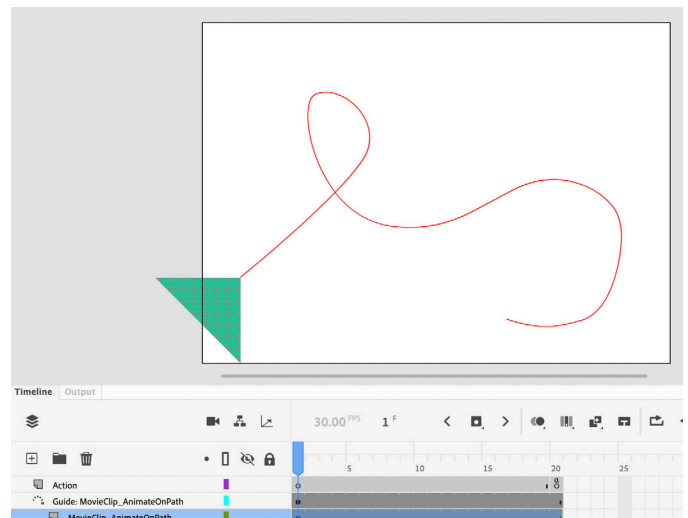
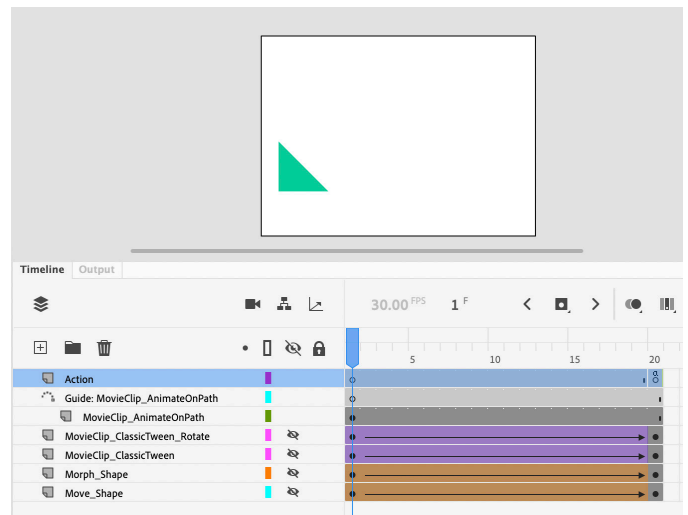
1. Hide the MovieClip_ClassicTween layer by clicking on the eye icon.
2. Select a Frame between Frame 1 and 20. Then go to your PROPERTIES PANEL. Locate the TWEENING section and change the ROTATE setting to: **Clockwise**
3. TEST your animation by hitting the **RETURN KEY**.

NOTE: You can adjust the number of rotations by changing the number to the right of the Rotate parameter.



MOVE A MOVIE CLIP ALONG A PATH

1. Hide the MovieClip_ClassicTween_Rotate layer
2. Select the MovieClip_ClassicTween_Rotate layer and click on the add layer icon 
3. Name this new layer: **MovieClip_AnimateOnPath**
4. Select Frame 1 and draw a square on the stage. Move your cursor near the top right corner until the cursor turns into an angle, then move the corner point toward the center of the square to reform it into a triangle.
5. Convert this shape into a MovieClip. **Modify / Convert to Symbol** and select Movie Clip. Name this clip Triangle.
5. RIGHT CLICK on the layer and select **Add Classic Motion Guide**. A motion guide will be automatically created directly above this layer. Notice that the layer with the triangle shape is now NESTED under the guide layer.
6. On the Guide Layer with the PENCIL tool, draw a wavy line across the canvas. Select the SMOOTH feature for the pencil tool to make the line curvilinear. Or, if you prefer to use the PEN tool, draw a curved form on the guide layer.
7. Attach the Triangle Movie Clip to the starting point of the guide. The Movie Clip will snap to the beginning of the guide.



MOVE A MOVIE CLIP ALONG A PATH

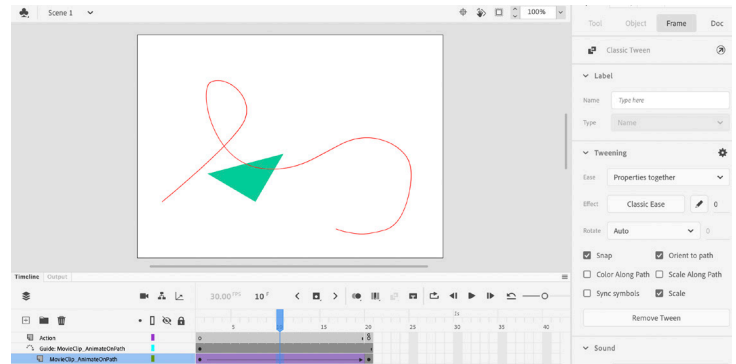
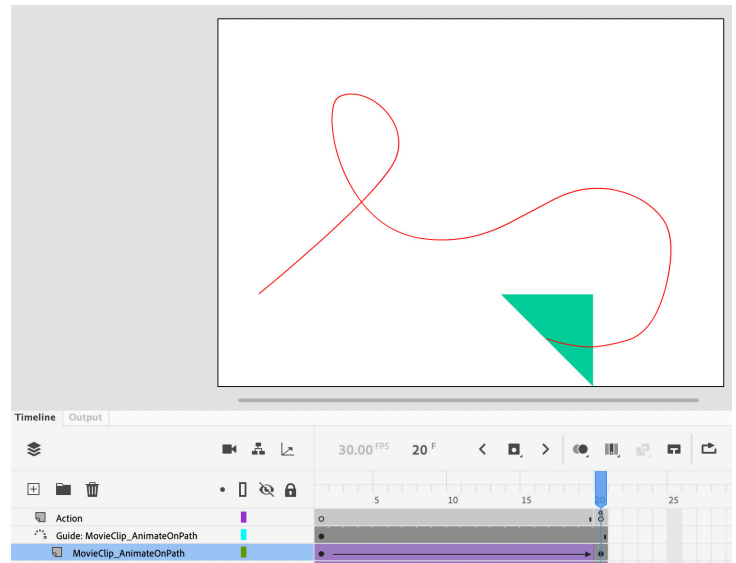
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8. Select Frame 20 and insert a **KEYFRAME**.
Go to: **Insert / Timeline / Keyframe**
9. Move the Triangle Movie Clip to the end of the guide line and let it snap onto the end of the guide.
10. Make a **CLASSICTWEEN**. With your cursor, select a Frame between Frame 1 and 20.
Then go to: **Insert / Create Classic Tween**
11. **TEST** your animation by hitting the **RETURN KEY**.


Notice that the Triangle follows the path but is not oriented to it. So, let's orient it to the curved path.

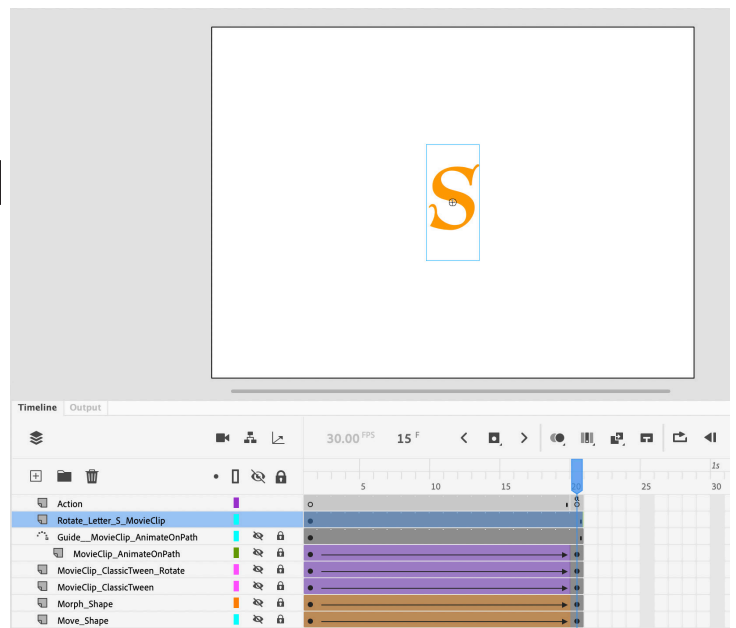
12. Select any frame between 1 and 20 on the object layer. In the **PROPERTIES PANEL**, click on the **FRAME** tab. Locate the Tweening Section. Check the box next to **ORIENT TO PATH**.
13. **TEST** your animation by hitting the **RETURN KEY**.

You can turn off the guide layer to view the animation without the guideline in the way.



SPIN & GROW A MOVIE CLIP ON AXIS

1. Hide the Guide and AnimateOnPath layers
2. Select the guide layer and click on the add layer Icon 
3. Name this new layer: **Rotate_Letter_S_MovieClip**
4. Select Frame 1 and Type the Letter S on the stage. Be sure you have **STATIC TEXT** selected in the Character Menu. Make the Letter 90 points. Center the Type using the Alignment tool.
5. Convert this shape into a MovieClip. **Modify / Convert to Symbol** and select Movie Clip. Name this clip Letter S



SPIN & GROW A MOVIE CLIP ON AXIS*Continued.*

6. Convert this shape into a MovieClip. **Modify / Convert to Symbol** and select Movie Clip. Name this clip Letter S.

7. Go to Frame 20 and copy Frame 1 by creating a **KEYFRAME**. Go to: **Insert / Timeline / Keyframe**

8. Change the size of the Letter S, keeping it centered on the stage.

10. Make a **CLASSICTWEEN**. With your cursor, select a Frame between Frame 1 and 20.

Then go to: **Insert / Create Classic Tween**

11. **TEST** your animation by hitting the **RETURN KEY**.

Change the OPACITY of the Letter-S on Frame 1

12. Go to Frame 1 and select the Letter-S. Change the Alpha Channel to Zero in the **COLOR EFFECTS** menu. Then **TEST** your animation.

Note: You can also add filters to Movie Clips such as Drop Shadow, Blur, Glow, Bevel, Gradient Glow, Gradient Bevel, and Adjust color in the **FILTERS** menu.

