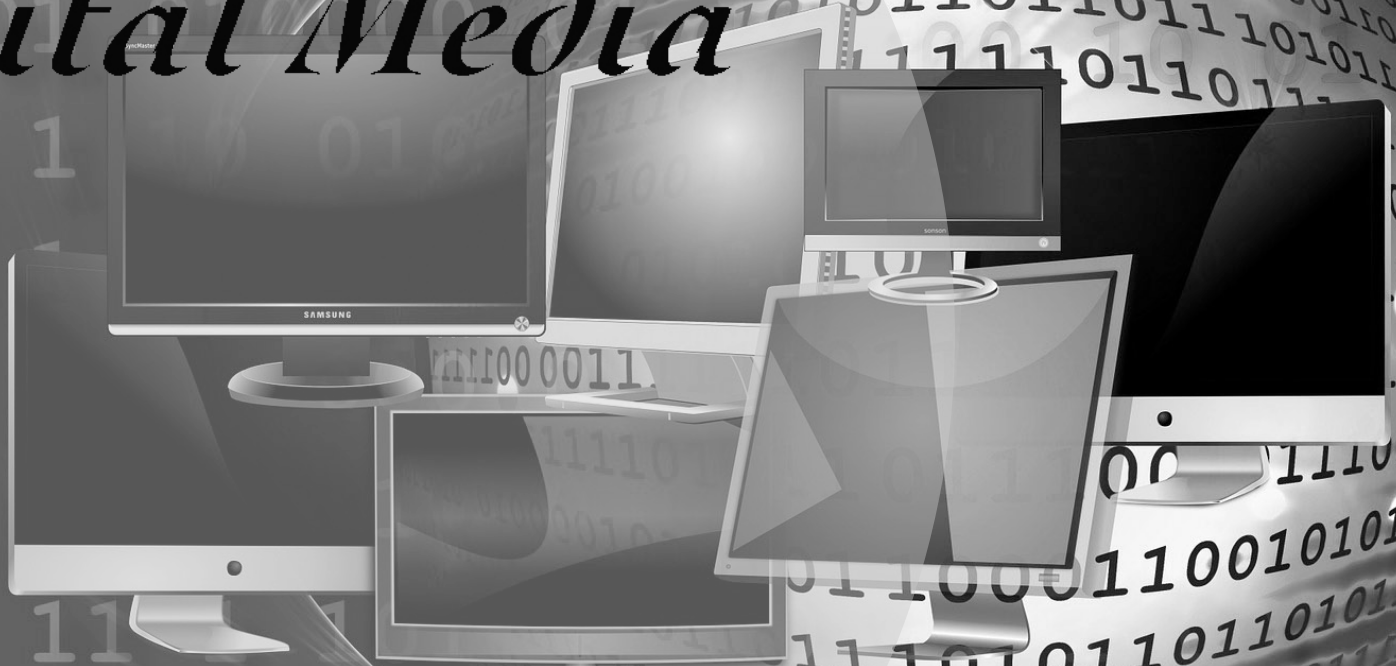




ExplorNet's

Digital Media

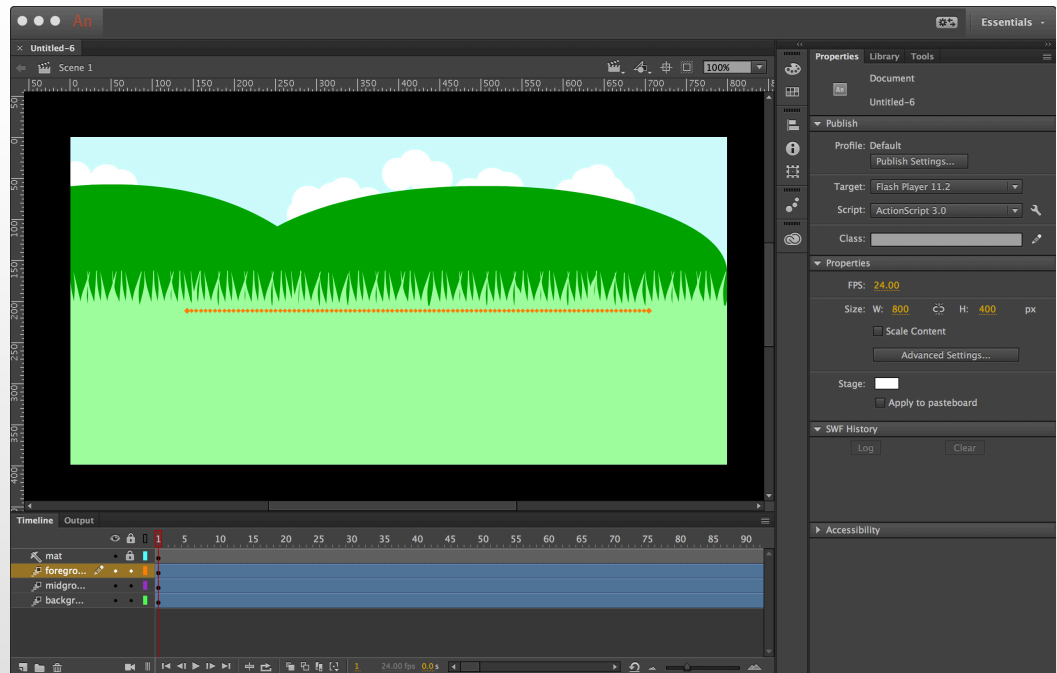


Objective 103.03

Utilize appropriate tools and methods to produce digital animation.

ANIMATE WORKSPACE

- Stage
- Timeline
- Properties Panel
- Library Panel
- Tools Panel

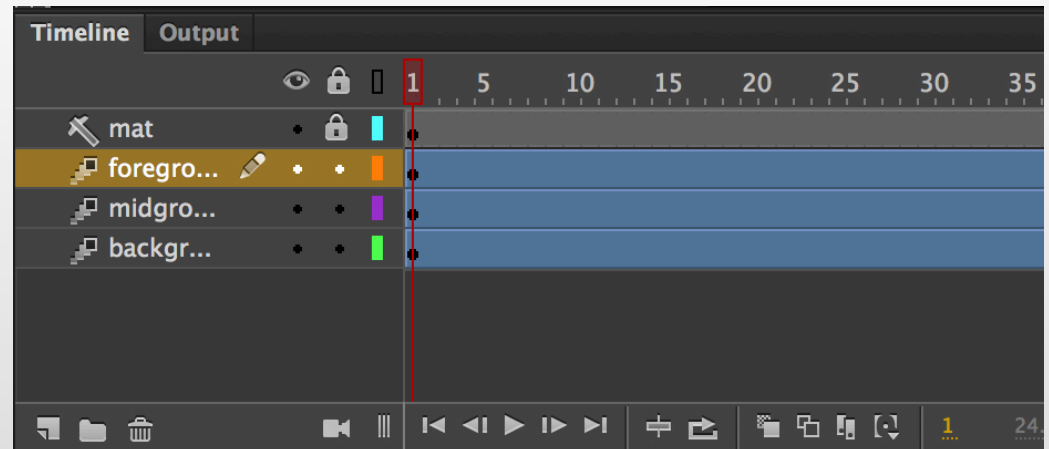




- The rectangular area where you place graphic content when creating Animate documents.
- To change the view of the Stage as you work, zoom in and out.
- To help you position items on the Stage, you can use the grid, guides, and rulers.

DM TIMELINE

- Defaults to only one layer.
- To organize artwork and animation add more layers.
- You can also hide, lock, or rearrange layers.
- Each layer is made up of frames.
- [Timeline Video](#)

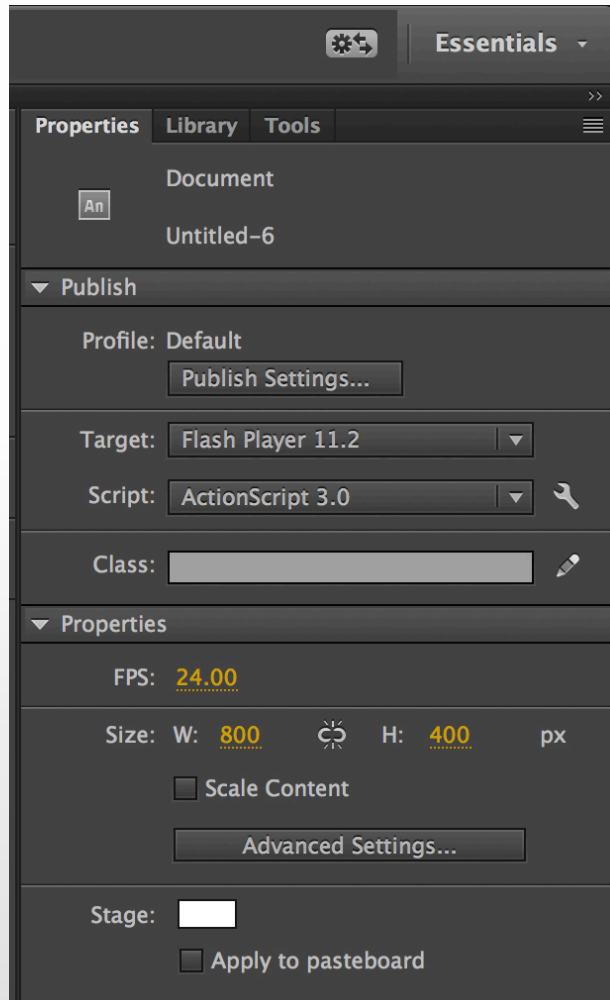




QUESTIONS TO CONSIDER

- How can we utilize layers to make the animation process easier?
- Why do you think the timeline in Animate is displayed in frames and not seconds?

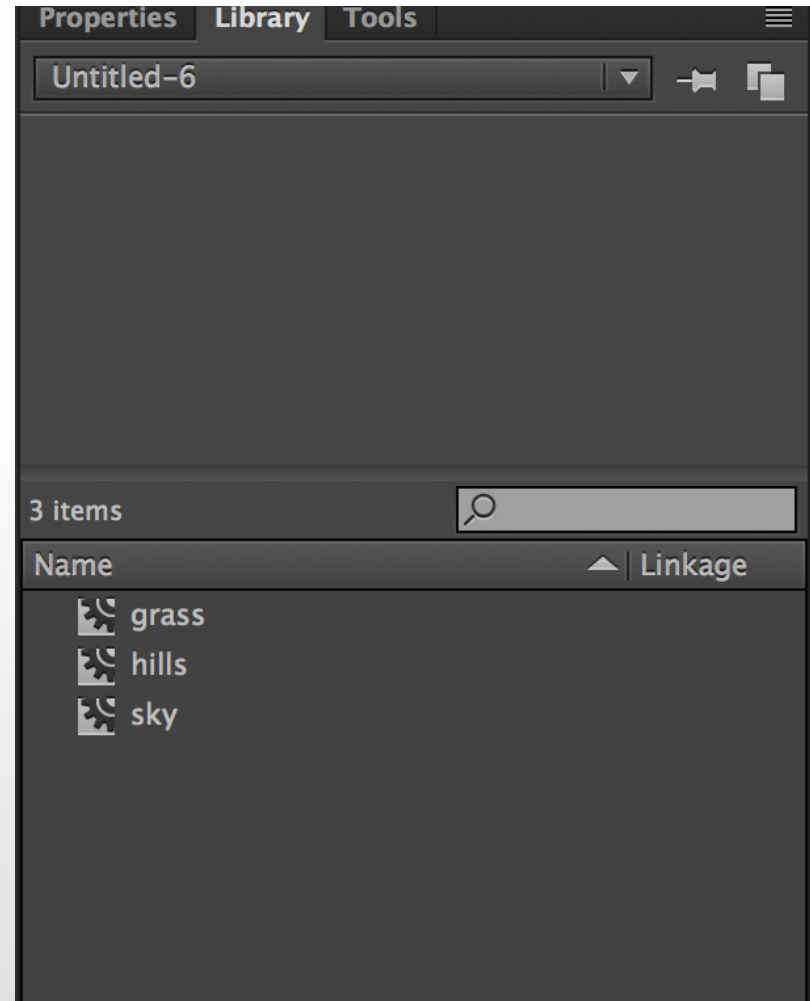
DM **PROPERTIES PANEL**



- Provides easy access to properties of the current selection, either on the Stage or in the Timeline.

LIBRARY PANEL

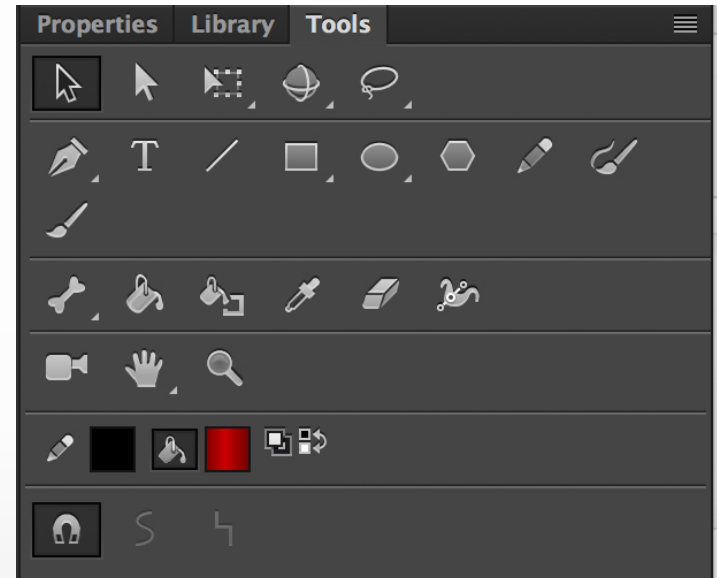
- Where symbols are stored and organized in Animate.
- Includes those created in Animate as well as imported files, including bitmap graphics, sound files, and video clips.



DM **TOOLS PANEL**

Divided into four sections:

- The tools area with drawing, painting, and selection tools.
- The view area for zooming and panning.
- The colors area for changing fill and stroke.
- The options area contains attributes for the currently selected tool.





CUSTOMIZE WORKSPACE

- Your Animate workspace can be changed to best meet your needs as an animator.
 - Change document views
 - Rearrange/resize windows and panels
 - Add or remove tools on toolbar
 - Create and save custom workspace
- These same techniques can be used to customize other Adobe software.



QUESTIONS TO CONSIDER

- How might you organize your workspace?
- Do you think it's important to keep workspaces similar between different Adobe programs?



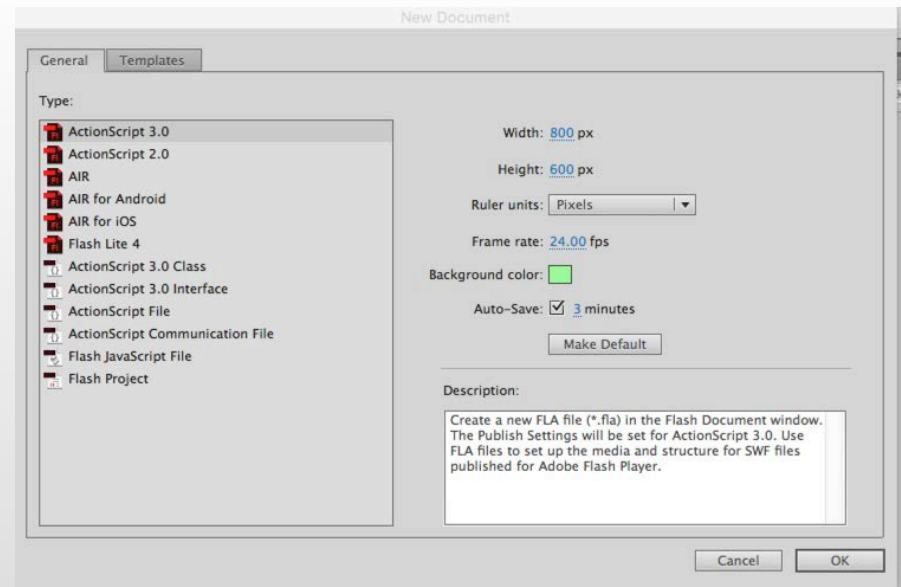
ACTIONSCRIPT 3 VS. HTML5

- Action Script 3 is the programming language for the Adobe Flash/Animate projects.
- Web browsers cannot render Flash media without the plugin, Flash Player.
- HTML5 can be used as an alternative to Flash media (so Flash Player is not required).
- Both include features for playing audio and video within web pages, play some basic HTML5 browser games and use integrated vector graphics.

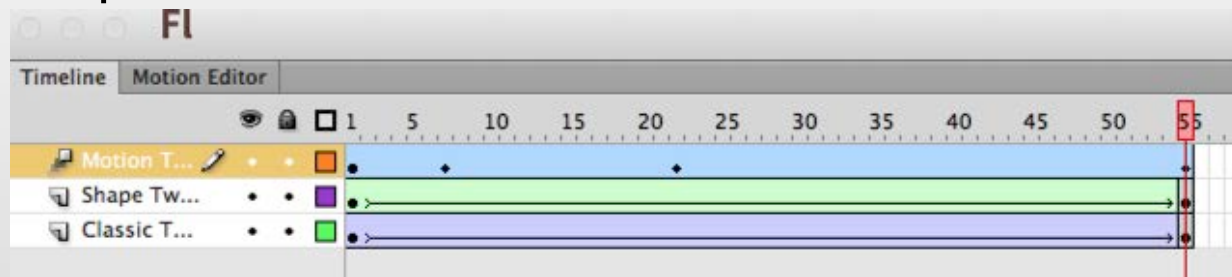


STARTING A NEW PROJECT

- Common tips for beginning an animation:
 - Use ActionScript 3 for most animations.
 - Set stage size to match final output size.
 - Check frame rate.
 - Select background first.
 - Auto Save is helpful.

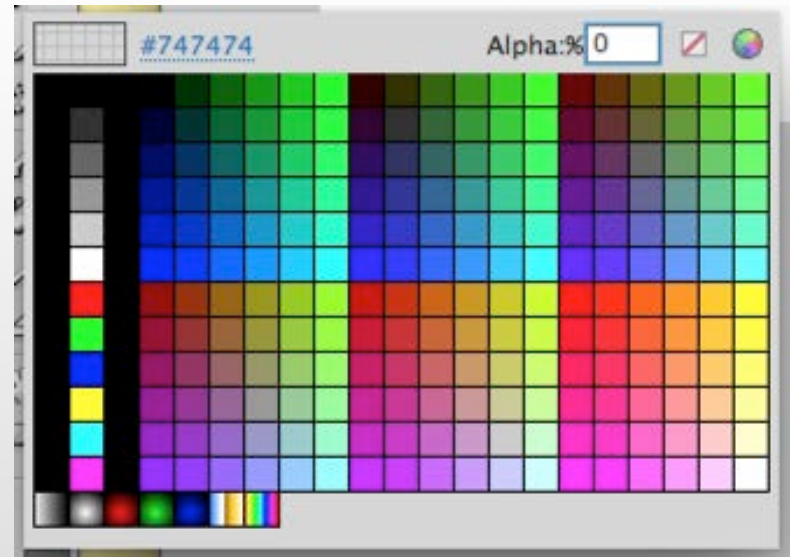
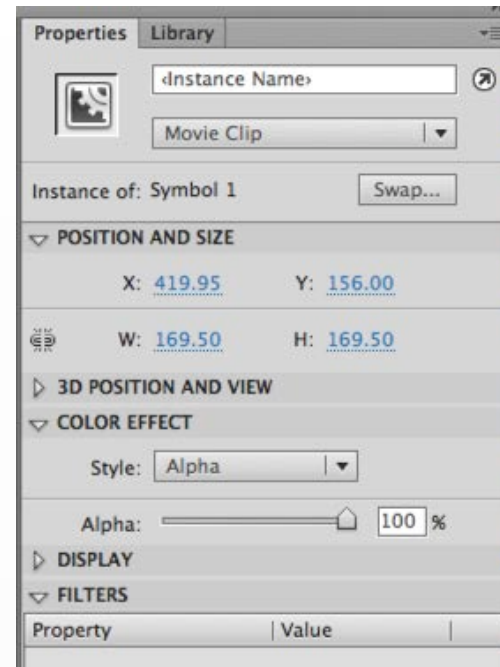


- Motion Tween - Most common type of movement. Objects (as symbols) can change position, rotation, alpha and size.
- Shape Tween - Objects can morph from one shape or color to another shape or color as defined by keyframes
- Classic Tween - Older way to animate, great for simple movement.



DM ALPHA ADJUSTMENTS

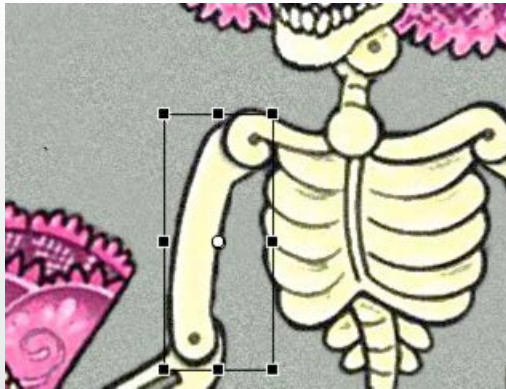
- Transparency can be done in the properties panel or in the color palette.
- Normally used to make an object gradually fade in or fade out.



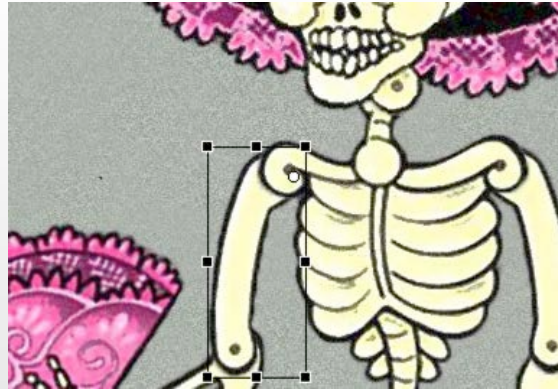


ANCHOR POINT ADJUSTMENTS

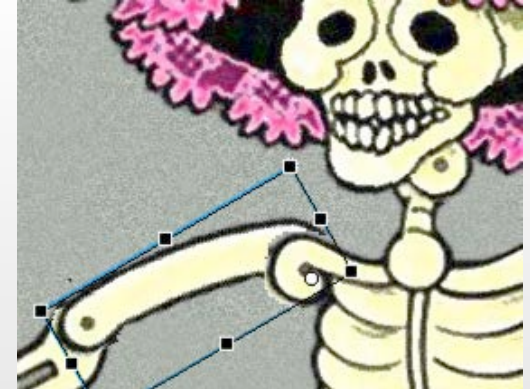
- Anchor Point
 - Rotation axis of an object.
- Use anchor point to set where movement should occur.



Pivot Points start in the center



Move pivot to new rotation point



Makes movement more natural