CHAPTER-06

LOG ON TO ANIMATE CC

Adobe Animate CC 2015 is one of the software that can be used to create animated movies and games. Adobe Animate CC 2015 is a part of Adobe Creative Cloud series. This software was popularly known as Adobe Flash Professional.

Adobe Animate CC 2015 has the same interface elements and tools as that of Flash. The concept taught in this chapter can be tried in any version of Adobe Flash Professional series.

Using Animate, you can combine images, audio, video and other effects to create animations. These animations are small in size and can be easily incorporated into webpages. Animations created using this software are commonly used to display advertisements and games on the webpages.

STARTING ADOBE ANIMATE CC 2015

To start Adobe Animate CC 2015, type Animate in the Search Box and then click on the Adobe Animate cc 2015 option (Fig.10.1).

The Animate CC welcome screen appears as shown in the Figure 10.2. Click on ActionScript 3.0 in the Create New section.

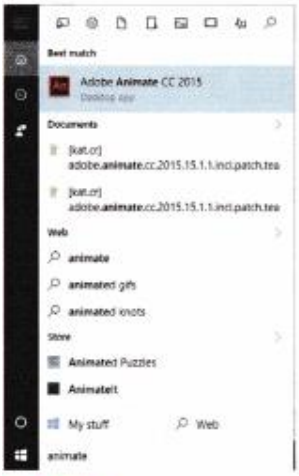


Fig. 10.1 *Starting Adobe Animate CC 2015*

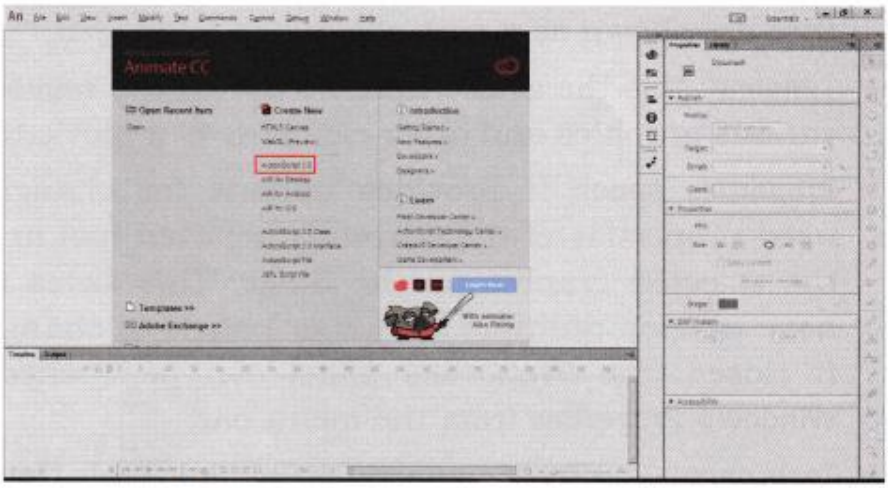


Fig. 10.2 *Adobe Animate CC 2015 welcome screen*

ELEMENTS OF THE ANIMATE INTERFACE

A new Animate document opens as shown in the Figure 10.3.
An Animate document window contains the following major elements.

1. Stage
2. Timeline
3. Properties panel
4. Tools panel

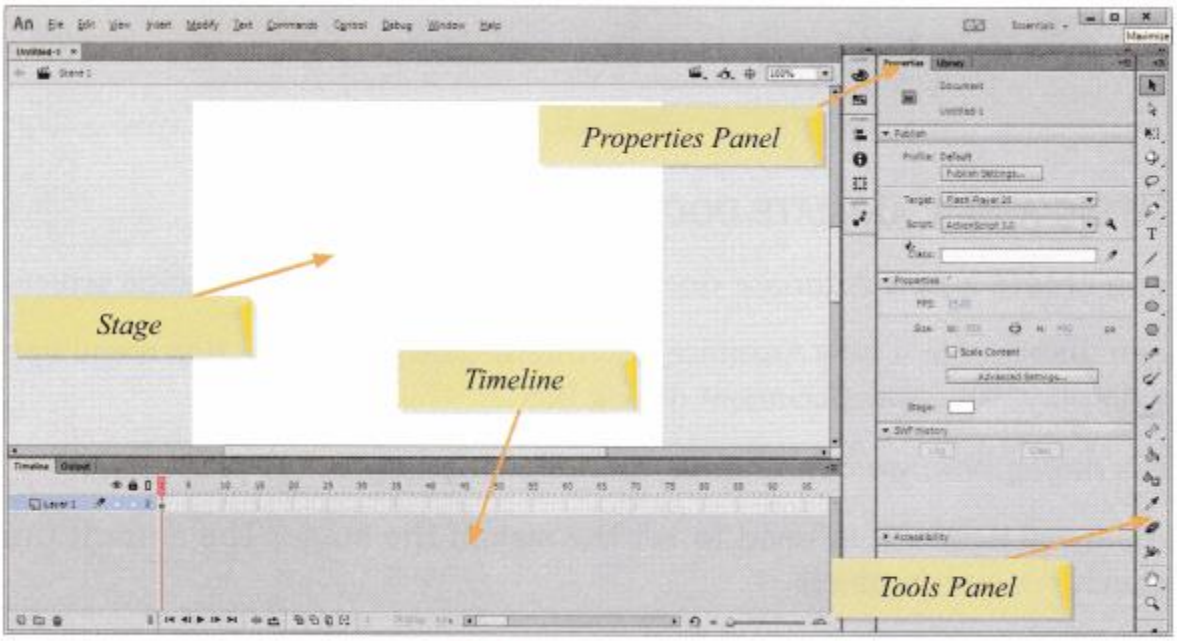


Fig. 10.3 *Animate document*

Let us discuss these elements in detail.

1. **Stage:** It is the area where we place the graphics, text or video clips that are shown as a part of a movie.
2. **Timeline:** It is the area where we decide the sequencing and timings of various graphics and other elements of a movie to create animation.
3. **Properties panel:** It provides options for changing the commonly used properties of the currently selected tool in the Tools panel or the selected graphic on the Stage. This saves time as we do not have to open multiple menus or panels to change these properties. If closed, the Properties panel can be opened by choosing the Window ► Properties from the menu bar.
4. **Tools panel:** The Tools panel offers various tools that let us draw, paint, select and modify graphics on the stage.

CREATING A NEW ANIMATE DOCUMENT

We can create a new Animate document from the Animate welcome screen.
We can also create a new Animate document using the File ► New menu option.

This displays the New Document dialog box.
In this dialog box, we can change the following important properties.

1. **Width and Height:** It is used to set the size of the stage. The default unit of measurement is pixels.
2. **Ruler units:** It is used to specify the unit of measurement for the rulers that can be displayed along the left and the top side of the stage,
3. **Frame rate:** It is used to specify the speed of the movie in frames per second.
4. **Background color:** It is used to change the background colour of the stage.

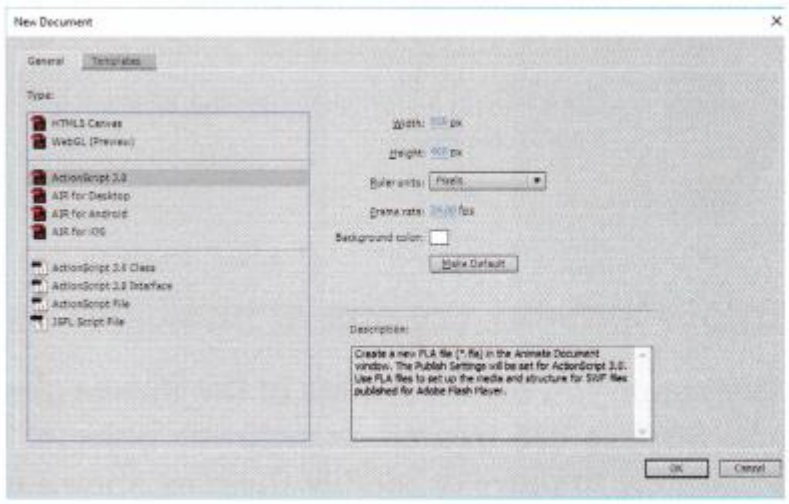


Fig. 10.4 *New Document dialog box*

USING THE TOOLS PANEL

The Tools panel offers us various tools that let us draw, paint, select and modify graphical objects. The Tools panel is divided into four sections.

1. **Tools Area:** This area contains tools for drawing, painting and selecting regions.
2. **View Area:** This area contains tools for zooming and moving the view of the objects on the stage.
3. **Colors Area:** This area contains modifiers for setting the Stroke (line) colour and the Fill color of the objects.

4. **Options Area:** This area displays modifiers for the tools that have been currently selected in the Tools panel. Modifiers let us change the painting or editing operations of the tools.

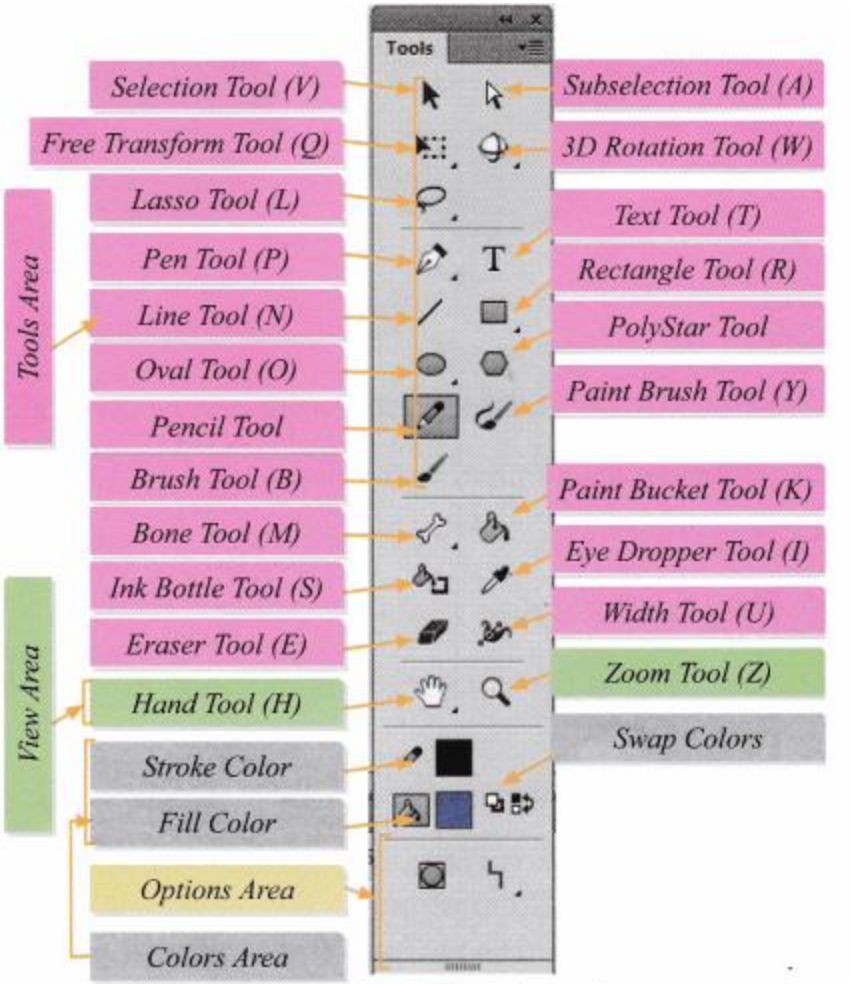


Fig. 10.5 *Tools panel*

STROKE AND FILL COLOUR AS DIFFERENT OBJECTS

Any shape you draw consists of the Stroke (line) Color and the Fill Color. Fill and Strokes are treated as separate objects. We can select fill and strokes separately to move or modify them as shown in Figure 10.6.

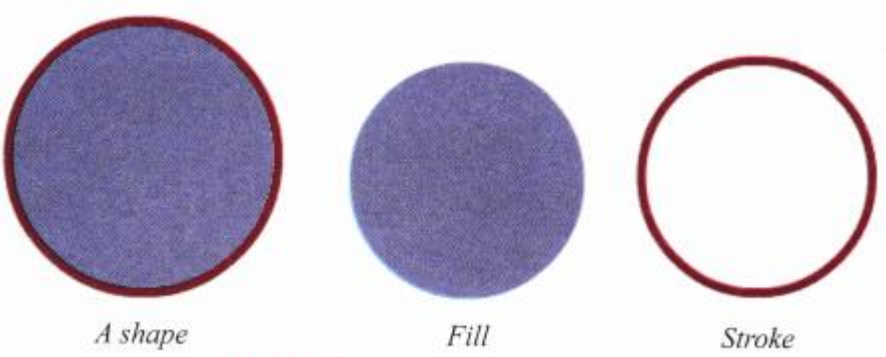


Fig. 10.6 *Stroke and Fill as two objects*

The various tools in the Tools panel can be divided into the following categories.

1. Drawing and Painting Tools
2. Selection Tools
3. View Modification Tools

Let us discuss these categories of tools one by one.

Drawing and Painting Toots

Animate provides various tools for drawing freeform or precise lines, shapes and for painting filled objects. To use a tool, select the tool and drag it on the stage. Let us discuss various drawing and painting tools in detail.

Text Tool

The Text Tool is used to insert text on the stage. We can use Text tool to give headings or titles to our graphic or animations. We can also set various text attributes such as font family, font size, font style, text color, letter spacing and alignment when inserting text.

The steps to use the Text Tool are:

Step 1

Select the Text Tool from the Tools panel (Fig. 10.7).

Step 2

Select the font family, font style (Regular, Bold, Italic and Bold Italic), font size, letter spacing, text colour under the Character section from the Properties panel.

Step 3

To add text, you can perform any one of the following.

1. Click on the stage and start typing. The textbox expands in the vertical direction as you type.
   OR
2. You can also create a fixed-width textbox for horizontal text. For this, just drag the Text tool to draw a rectangular area.

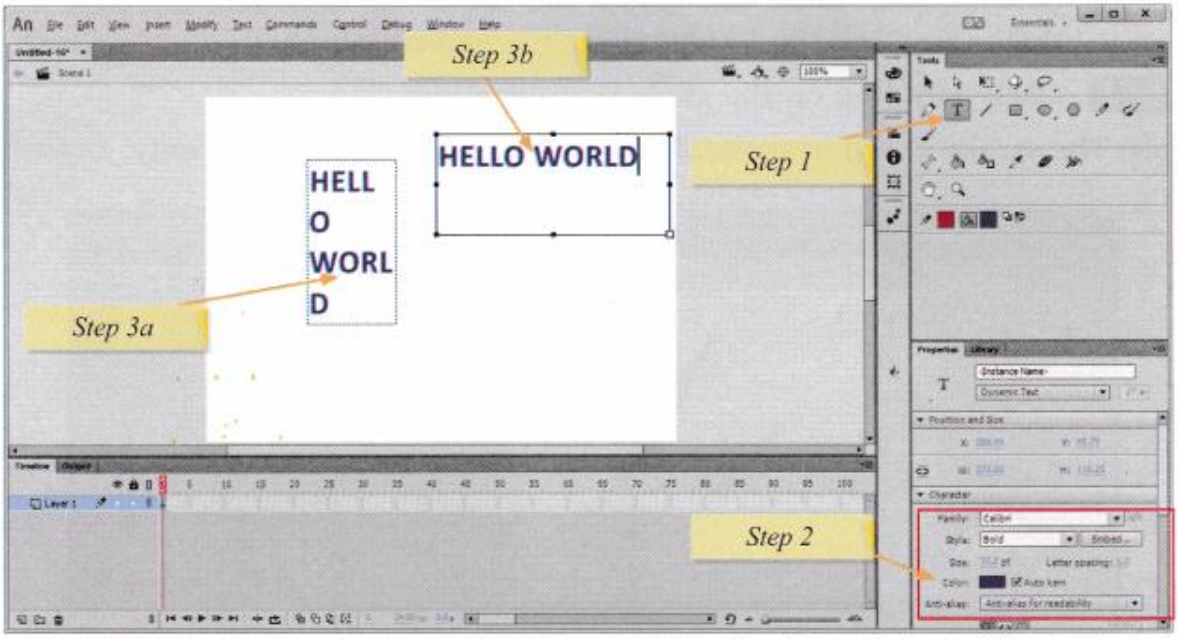


Fig. 10.7 *Adding text*

Line Tool

The Line Tool is used to draw one straight line segment. When drawing lines, we can choose to specify the stroke colour, size, style and width of the line from the Properties panel. The different stroke styles and width are shown in the following figures.

a) *Stroke style* b) *Width options*

Fig. 10.8 *Line Tool*

The steps to use the Line Tool are:

Step 1

Select the Line Tool from the Tools panel (Fig. 10.9).

Step 2

Select stroke color, size (drag the slider to increase/decrease the thickness), style and width using the Properties panel.

Step 3

Click and drag on the stage to draw a line.

Note: The stroke width is available for Hairline and Solid styles only.

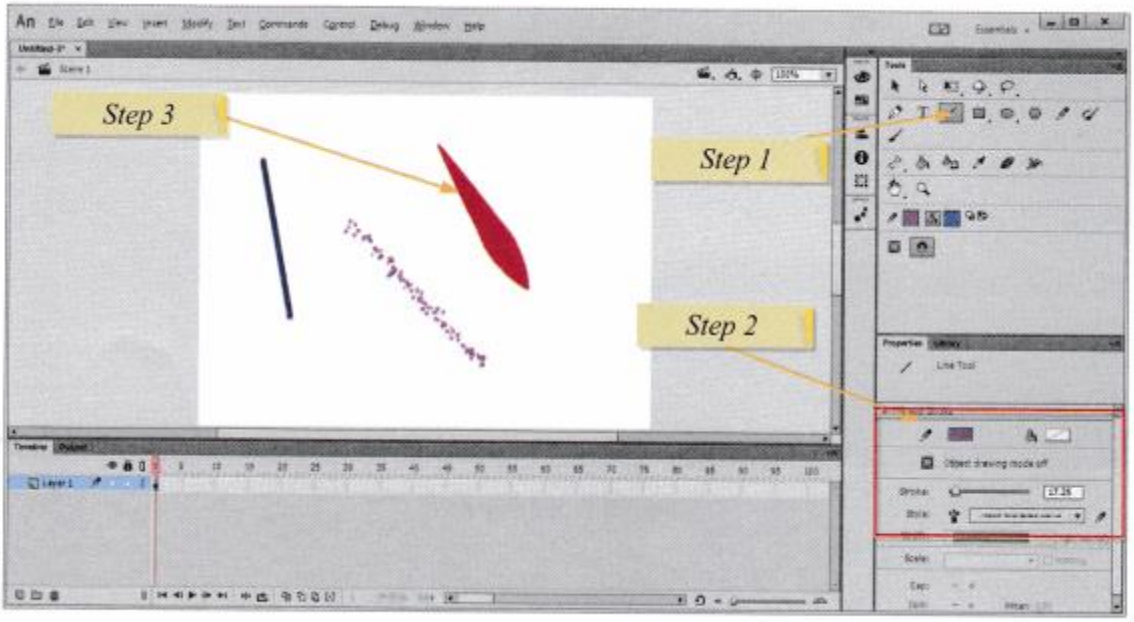


Fig. 10.9 *Using the Line Tool*

Rectangle Tool

The Rectangle Tool is used to draw rectangles or squares. We can hold the Shift key while dragging the Rectangle Tool to constrain the shape to that of a square.

The steps to use the Rectangle Tool are:

Step 1

Select the Rectangle Tool from the Tools panel.

Step 2

Choose Stroke color, Fill color, Stroke size, Stroke style or Stroke width for the rectangle from the Properties panel.

We can also draw a rectangle with rounded corners (Fig. 10.10). For this, either drag the slider or enter a value in the Rectangle corner radius textbox under Rectangle Options in the Properties panel. A value of zero (0) creates square corners.

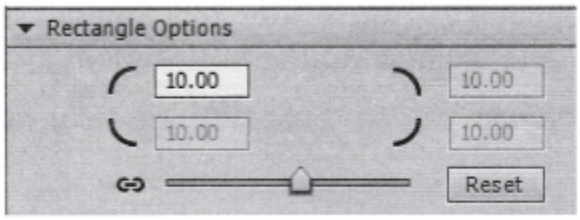


Fig. 10.10 *Setting rounded corners*

Step 3

Click on the stage and drag to draw a rectangle (Fig. 10.11).

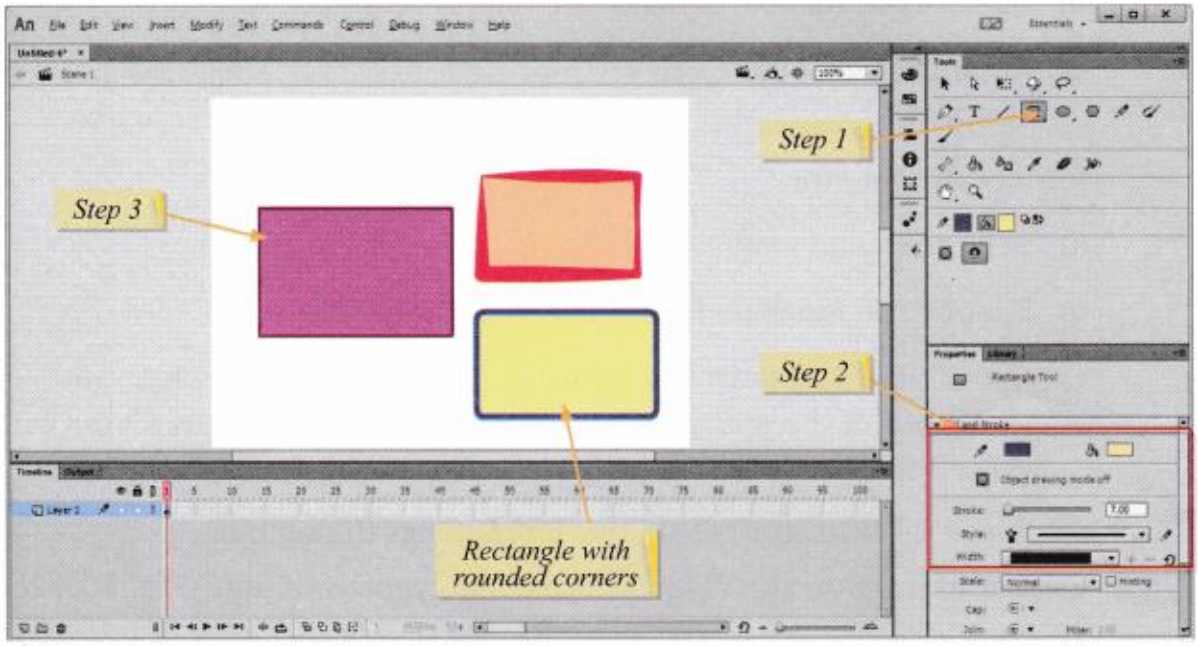


Fig. 10.11 *Using Rectangle Tool*

Similarly, we can draw an ellipse or a circle using the Oval tool . We can hold the Shift key while dragging the Oval tool to constrain the shape to a circle.

PolyStar Tool

The PolyStar Tool is used to draw polygons and stars. The number of sides of the polygon or the number of points on the star can lie between 3 and 32.

The steps to draw a polygon or a star using the PolyStar Tool are:

Step 1

Select the PolyStar Tool from the Tools panel (Fig. 10.12a).

Step 2

Select the Stroke color and Fill color for the Polystar from the Colors area of the Tools panel.

Step 3

Select the Stroke size, style or width of the polygon/star using the Properties panel.

Step 4

Click on the Options button under Tool Settings in the Properties panel to display the Tool Settings dialog box.

Step 5

In the Tool Settings dialog box (Fig. 10.12b), specify the following settings.
For creating a polygon:

1. Select Style as polygon.
2. Specify the Number of Sides between 3 and 32.
3. Retain the Star point size settings as it does not affect the polygon shape.

For creating a star:

1. Select Style as star.
2. Specify the Number of Sides between 3 and 32.
3. Specify the Star point size between 0 and 1. This number controls the depth of the star points. A number near '0' creates a star with deep point-like needles.

Step 6

Click the OK button to close the Tool Settings dialog box.

Step 7

Click and drag on the stage to draw a polygon or a star (Fig. 10.12c).

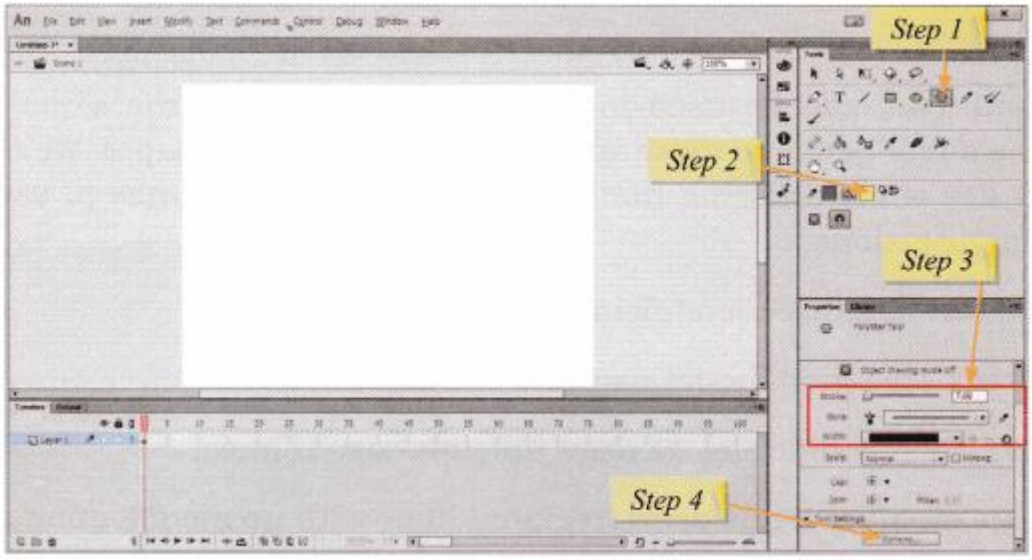


Fig. 10.12a *Using PolyStar Tool*

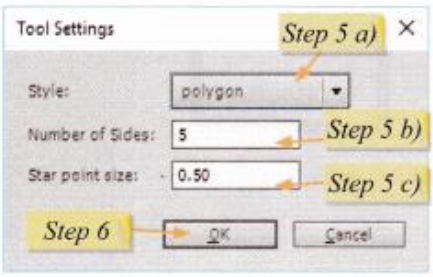
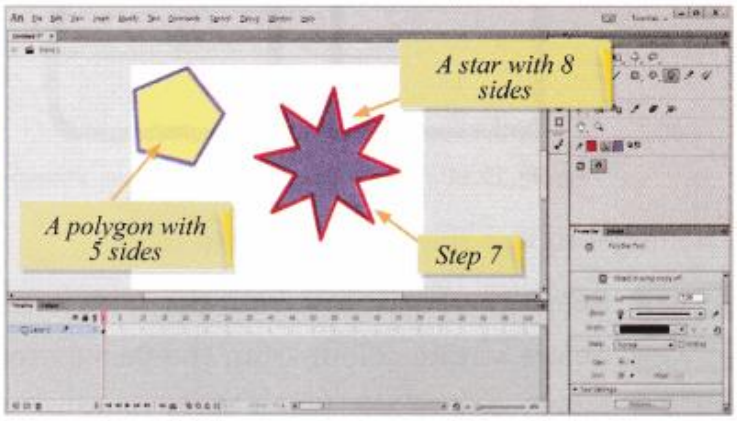


Fig. 10.12b *Tool Settings dialog box*



10.12c *PolyStar Tool*

Pencil Tool

The Pencil Tool can be used to draw freeform lines in the same way we would use a real pencil to draw any figure on a canvas or paper. We can hold the Shift key while dragging the Pencil tool to constrain lines to vertical or horizontal directions.

The Pencil Tool has three modifiers (Fig. 10.13).

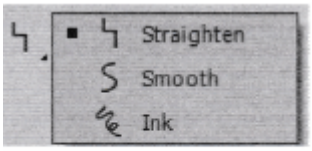


Fig. 10.13 *Pencil Tool modifiers*

1. **Straighten:** This modifier let us draw straight lines.
2. **Smooth:** This modifier let us draw smooth curved lines.
3. **Ink:** This modifier let us draw freehand lines with no modification applied.

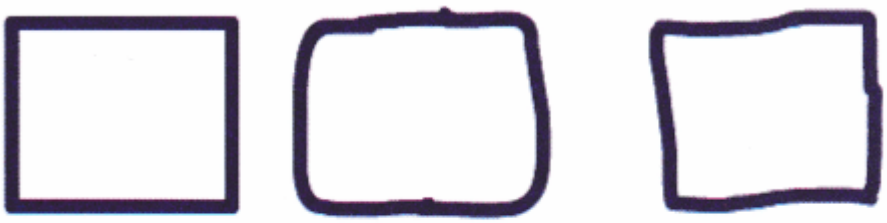


Fig. 10.14 *Figures drawn with Straighten, Smooth and Ink mode, respectively*

The steps to use the Pencil Tool are:

Step 1

Select the Pencil Tool from the Tools panel (Fig. 10.15).

Step 2

Select stroke colour from the Colors area of the Tools panel.

Step 3

Select one of the Pencil Mode modifiers from the Options area of the Tools panel.

Step 4

Select stroke size, style or width using the Properties panel.

Step 5

Click and drag on the stage to draw any figure.

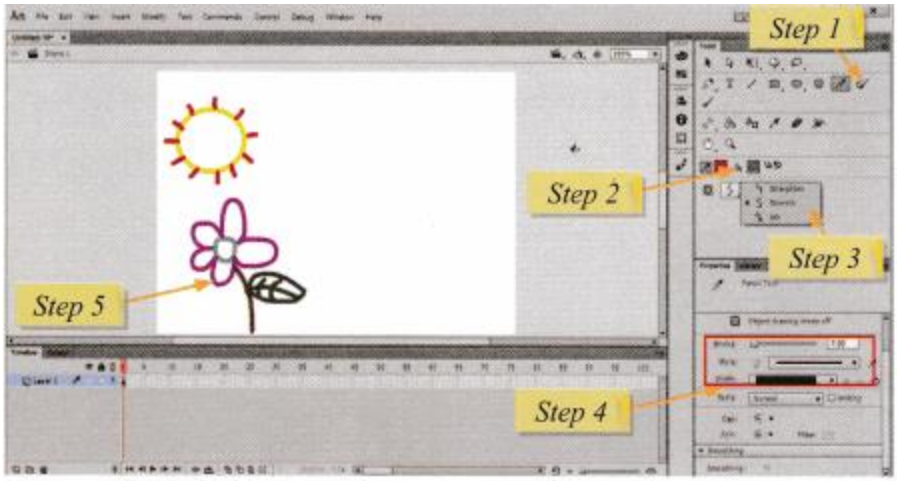


Fig. 10.15 *Using the Pencil Tool*

Brush Tool

The Brush Tool is used to create brush-like strokes while drawing or painting a figure. We can select brush mode, brush size and brush shape modifiers from the Options area of the Tools panel.

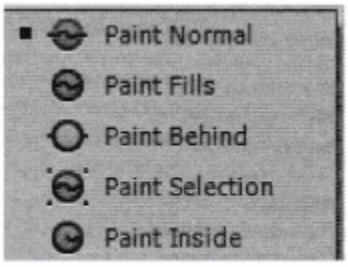


Fig. 10.16 *Brush Mode modifiers*

Using the Brush Mode Modifier, we can choose to specify different regions to be painted using the Brush Tool. It offers the following options.

1. **Paint Normal:** This option allow us to paint over lines and fill areas.
2. **Paint Fills:** This option allow us to paint the fill and empty areas, without affecting the lines.
3. **Paint Behind:** This option allow us to paint in blank areas of the stage, without affecting the lines and fill areas.
4. **Paint Selection:** This option allow us to paint a new Fill Color only to the selected filled area. We will learn about selecting objects later in this chapter.
5. **Paint Inside:** This option allow us to paint only the fill areas and does not allow us to paint outside the lines.

Fig. 10.17 *Using the Brush mode modifier options*

The steps to use the Brush Tool are:

Step 1

Select the Brush Tool from the Tools panel (Fig. 10.19).

Step 2

Select a Fill Color from the Colors area of the Tools panel or from the Properties panel.

Step 3

Click the Brush Mode Modifier and select a painting mode.

Step 4

Select a

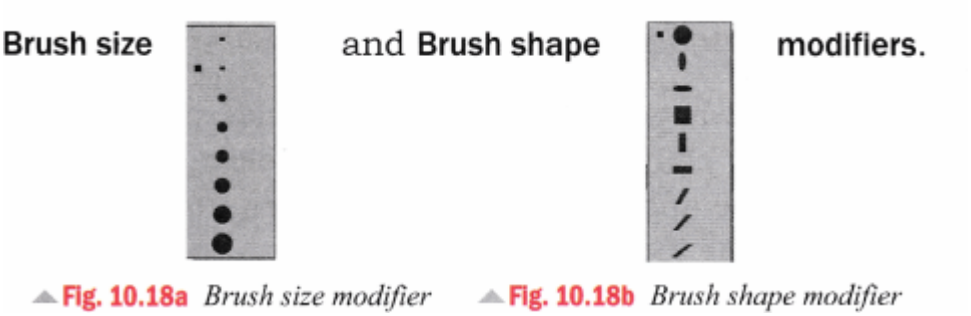


Fig. 10.18a *Brush size modifier* Fig. 10.18b *Brush shape modifier*

Step 5

Drag on the stage to draw a brush-like stroke.

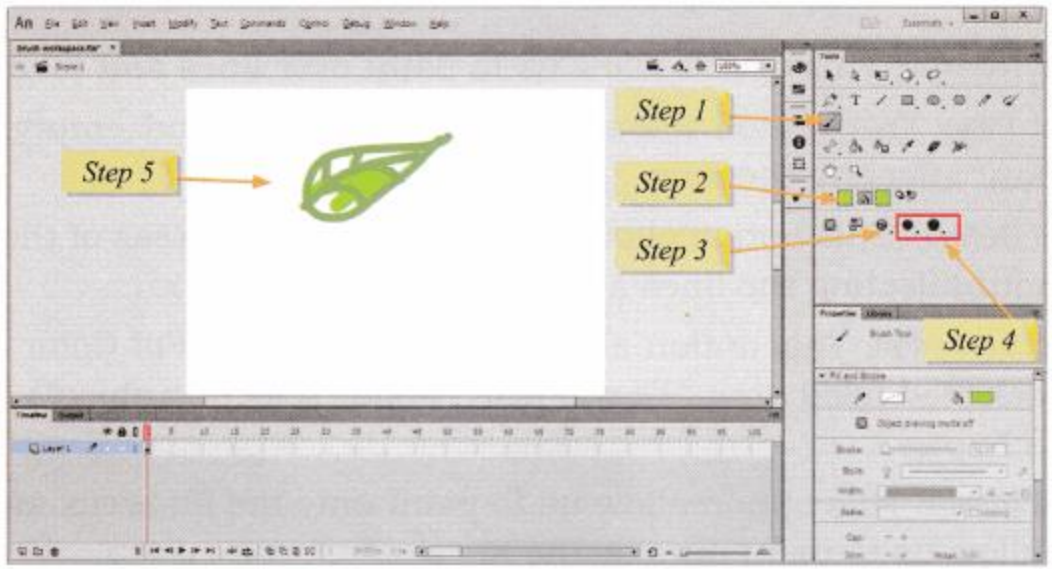


Fig. 10.19 *Using the Brush Tool*

Paint Bucket Tool

The Paint Bucket Tool let us fill enclosed areas with solid colours or gradient fill. Gradient colours are the colours that display more than one colour by gradually shifting from one colour to another colour or,from one colour to transparency. We can fill empty areas and also change the colour of already painted areas using this tool.

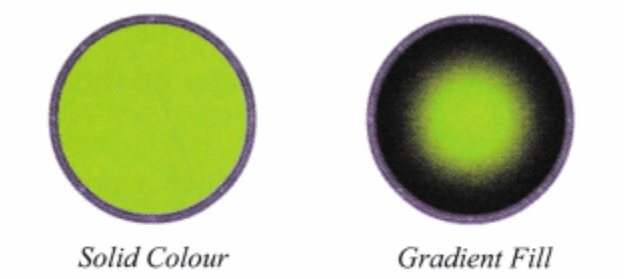


Fig. 10.20 *Solid and Gradient Fill colour effects*

When painting, you may not be able to fill some areas that are not entirely enclosed using the Paint Bucket tool.For this, you can choose these gaps using the Gap Size Modifier avilable in the Options area of the Tools panel.

Gap size modifiersGap Size Modifier: In the Gap Size Modifier (Fig. 10.21) we can select the Don't Close Gaps option if you want to close the gaps manually; otherwise, you can select one of the Close option to make Animate fill a shape that has gaps.

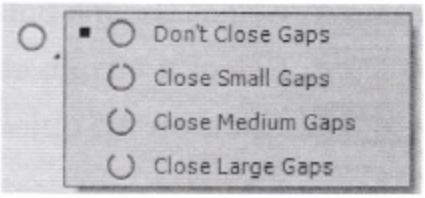


Fig. 10.21 *Gap size modifiers*

The steps to use a Paint Bucket Tool to fill an area are:

Step 1

Select the Paint Bucket Tool from the Tools panel (Fig. 10.22a).

Step 2

Select a colour from the Fill Color palette. We can choose to pick a solid colour or a gradient colour (Fig. 10.22b).

Step 3

Click on the Gap Size Modifier and slect a Gap Size option,if required.

Step 4

Click on the shape that you want to fill.

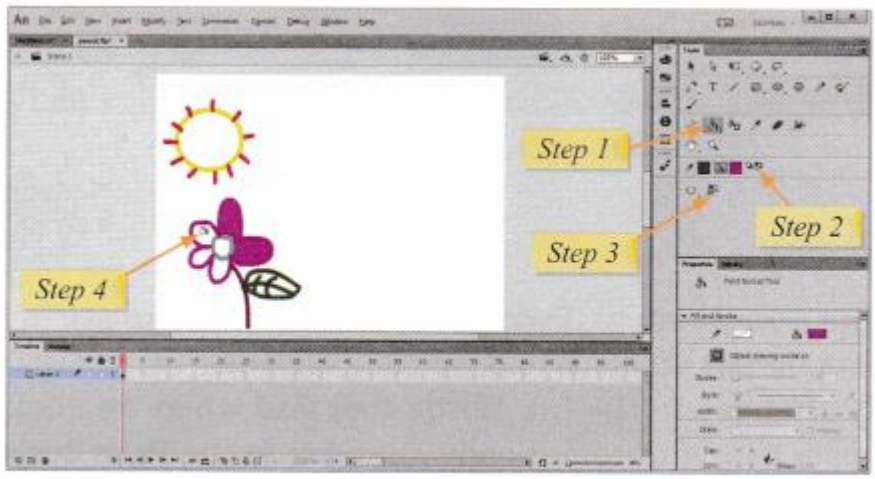


Fig. 10.22a *Using Paint Bucket Tool*

Ink Bottle Tool

The Ink Bottle Tool let us change the colour, thickness and style of strokes or outlines of shapes.

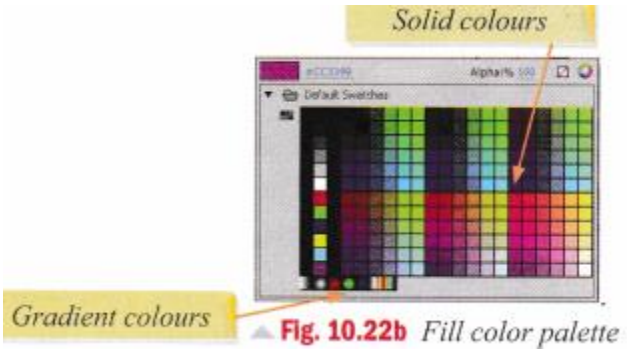


Fig. 10.22b *Fill color palette*

The steps to use the Ink Bottle Tool are:

Step 1

Select the Ink Bottle Tool from the Tools panel (Fig. 10.23).

Step 2

Select a stroke colour, style and thickness from the Properties panel.

Step 3

Click on an object on the stage to which you want to apply the new stroke.

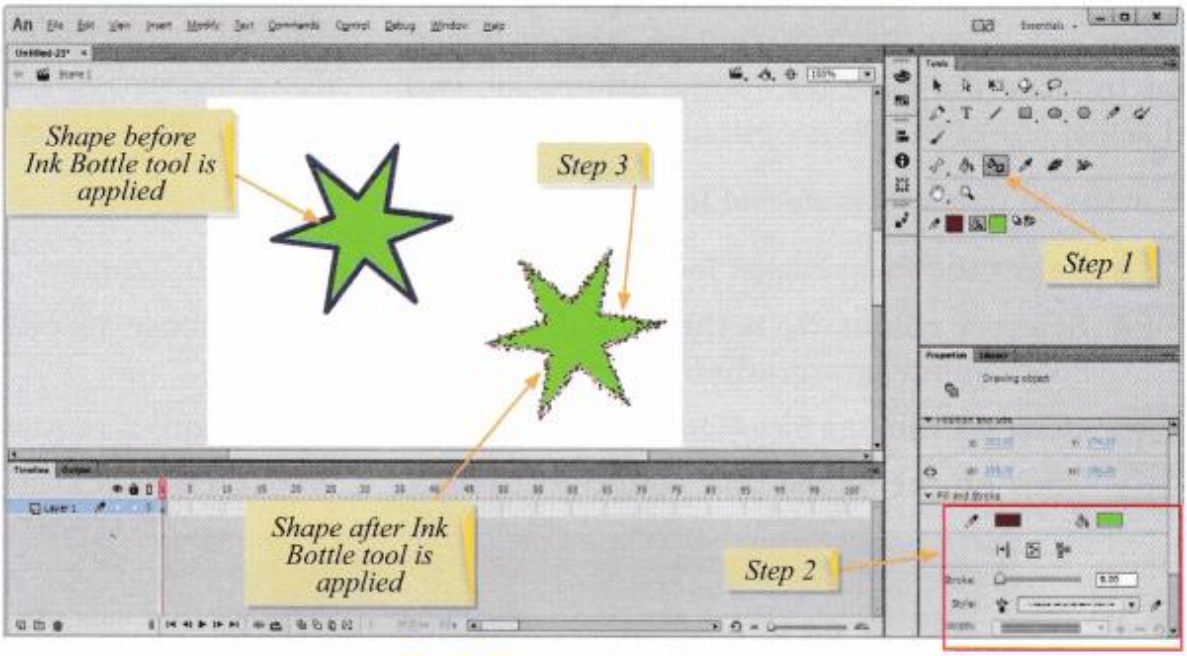


Fig. 10.23 *Using the Ink Bottle Tool*

Eye Dropper Tool

We can use the Eye Dropper Tool to copy fill and stroke attributes from the existing objects on the stage. When we click a stroke using Eye Dropper Tool, it automatically changes to the Ink Bottle tool and when we click a filled area using Eye Dropper Tool, it automatically changes to the Paint Bucket Tool.

Let us take an example of copying the stroke attributes of the rectangle on oval. The steps to use the Eye Dropper Tool are:

Step 1

Select the Eye Dropper Tool (Fig. 10.24).

Step 2

Click the object's stroke or fill attributes we want to copy. In this case, click the stroke of the rectangle shape. The tool automatically changes to the Ink Bottle Tool.

Step 3

Click the object that you want to apply the new attributes to. In this case, click the stroke of the oval tool.

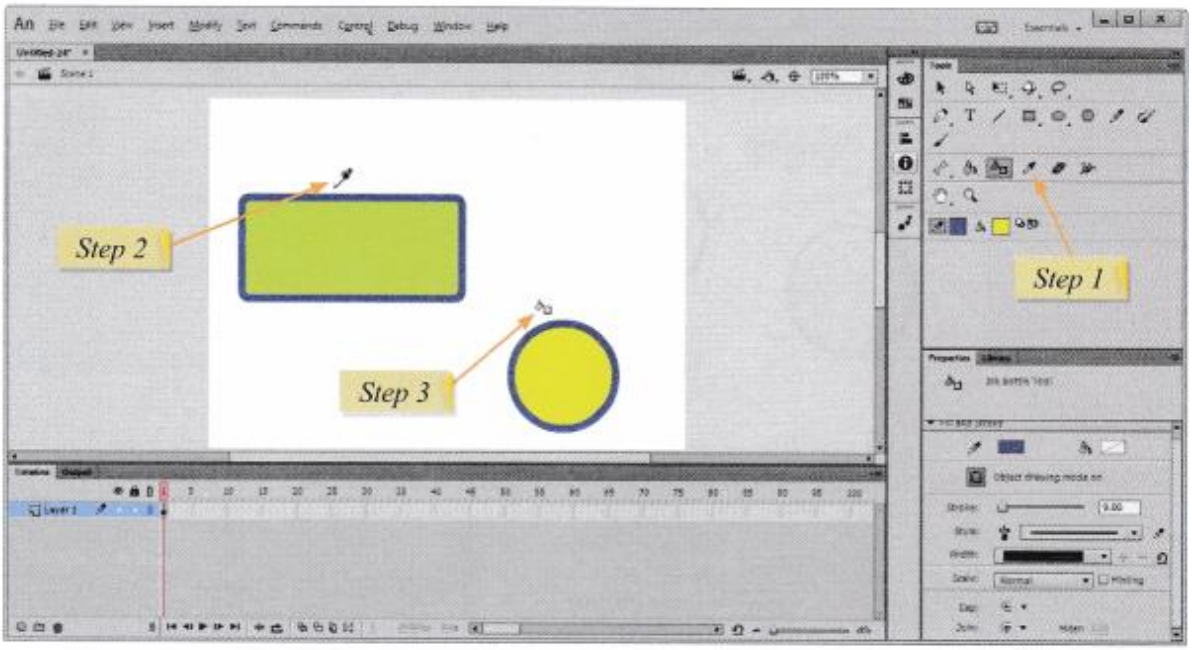


Fig. 10.24 *Using the Eye Dropper tool*

Eraser Tool

The Eraser Tool is used to remove or erase any unwanted part of the graphic from the stage. There are three modifiers available for the Eraser tool, namely, Eraser Mode Modifier, Faucet Modifier and Eraser Shape Modifier (Fig. 10.25).

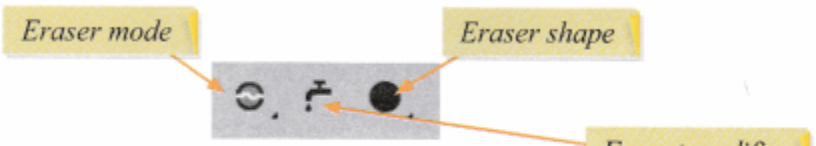


Fig. 10.25 *Modifiers of Eraser Tool*

Let us discuss the various erasing operations.

1. To quickly remove everything from the stage, double-click the Eraser tool.
   OR
2. To remove the strokes or the filled areas, follow the given steps.

Step 1

Select the Eraser Tool (Fig. 10.26).

Step 2

Click on the Faucet modifier in the Options area of the Tools panel. The pointer changes to a dripping-faucet icon.

Step 3

Click on the stroke or the filled area that we wish to remove.

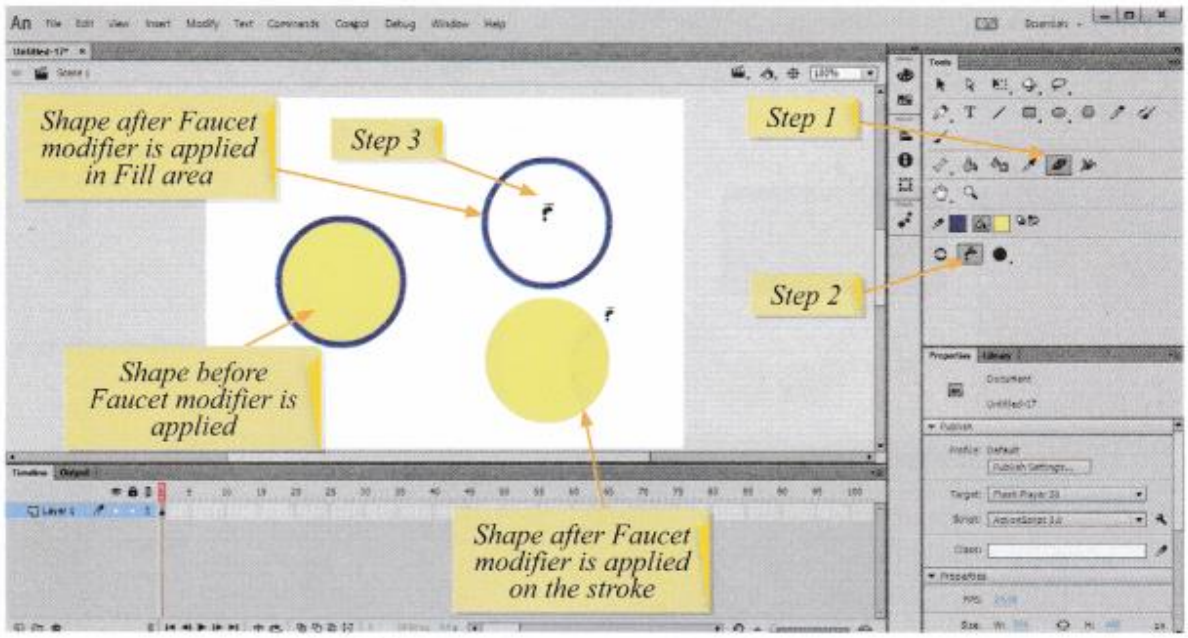


Fig. 10.26 *Using the Faucet Modifier of the Eraser Tool*

(c)To erase by dragging, follow the given steps.

Step 1

Select the Eraser Tool.

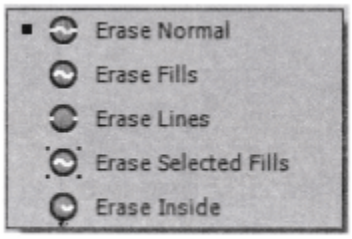


Fig. 10.27 *Eraser Mode Modifier*

Step 2

Select the appropriate Eraser Mode modifier. The following erasing modes are available.

1. Erase Normal erases everything, be it stroke or fill, when the eraser tool is dragged over it.
2. Erase Fills erases only the fills without affecting the strokes
3. Erase Lines erases only strokes without affecting the fills.
4. Erase Selected Fills erases only the selected fills without affecting the strokes, whether selected or not.
5. Erase Inside erases only the fill on which you start erasing without affecting the strokes.

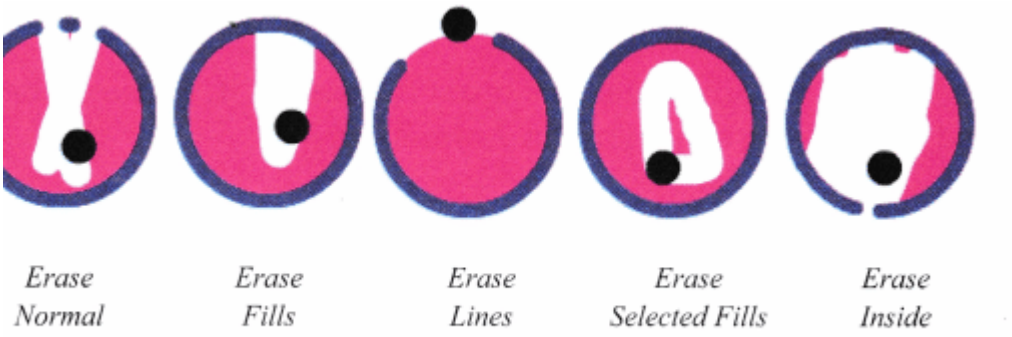


Fig. 10.28 *Eraser Mode Modifier options*

Step 3

Select the Eraser Shape modifier and select the shape and size of the eraser. Make sure that the Faucet modifier is not selected (Fig. 10.29) .

Step 4

Click and drag the eraser tool on the stage.

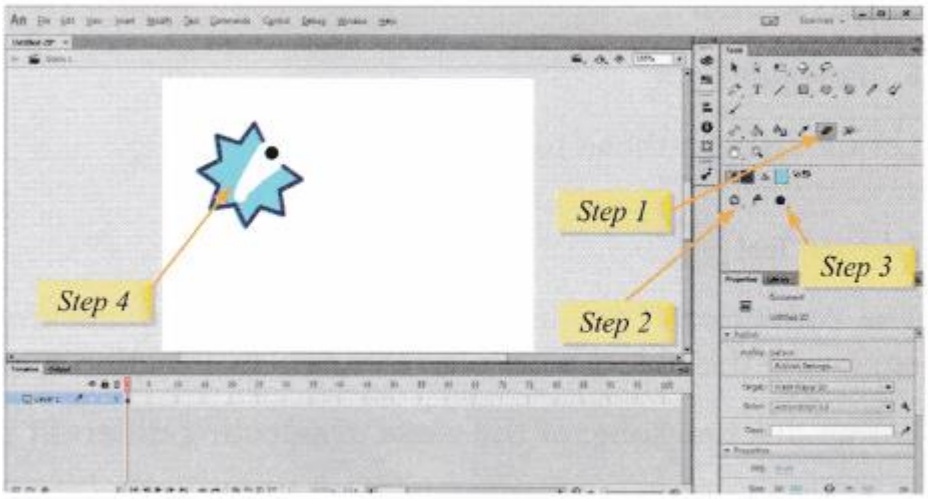


Fig. 10.29 *Using the Eraser Mode Modifier of the Eraser Tool*

Selection Tools

To change the object properties, we must first select it. Some of the important tools used for making selections in Animate are:

1. Selection Tool
2. Free Transform Tool
3. 3D Rotation Tool
4. Lasso Tool
5. Polygon Tool

Let us discuss these tools in detail.

Selection Tool

The Selection Tool lets us select objects by clicking on an object or by enclosing the object within a rectangular selection marquee.

Let us discuss some of the ways of selecting different portions of an object.

1. To select a line, fill area or a text block, select the Selection Tool and click on the appropriate portion of the object.

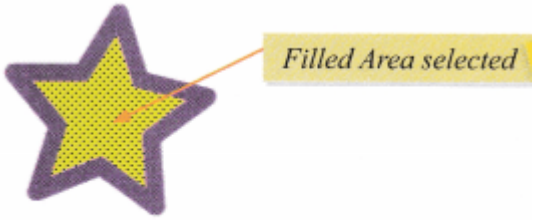


Fig. 10.30 *Selecting the fill area by clicking it*

2. To select the connected lines, select the Selection Tool and double-click on one of the connecting lines.

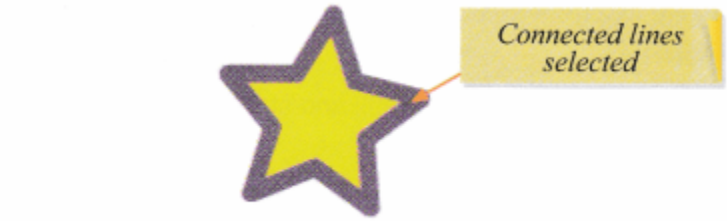


Fig. 10.31 *Selecting connected lines by double-clicking it*

3. To select a filled area and stroke of the shape, select the Selection Tool and double-click

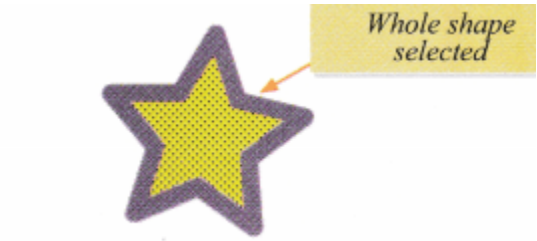


Fig. 10.32 *Selecting the whole shape*

4. To select a single object or multiple objects within a rectangular area, select the Selection Tool and drag to enclose the object or multiple objects within a rectangular area.

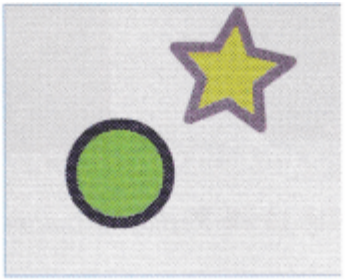


Fig. 10.33 *Selecting an object by forming a rectangular area*

Reshaping lines and shapes outlines

We can also use the Selection Tool to reshape lines and shape outlines. Follow the given steps to reshape lines or shape outlines.

Step 1

Select the Selection Tool.

Step 2

To reshape, place the pointer close to the line or an outline. The shape of the mouse pointer changes to indicate what type of reshaping we can do. A corner next to the pointer implies that we can change the end points (Fig. 10.34) whereas a curve next to the pointer implies that we can create a curve (Fig. 10.34). Usually, a corner is shown when we place the cursor at end points and curve is shown when we place the cursor in the middle of the line.

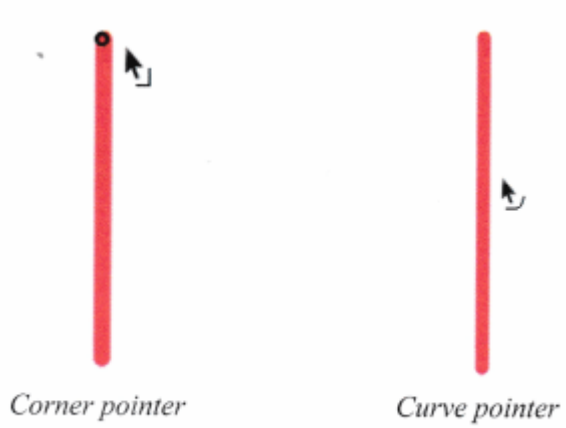


Fig. 10.34 *Reshaping lines*

Step 3

Click and drag from any point of the line to reshape it

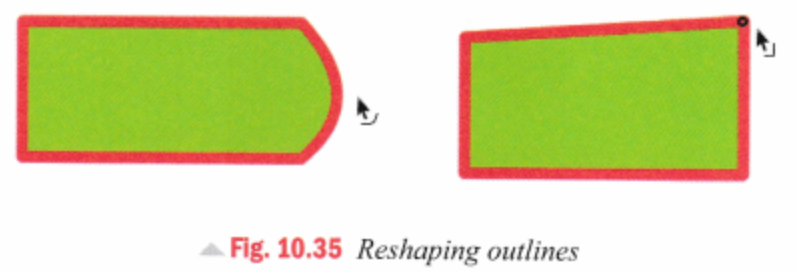


Fig. 10.35 *Reshaping outlines*

Free Transform Tool

The Free Transform Tool lets us move, change the size,,, skew or rotate an object. All these transformations can be applied depending on how we drag the handles that appear on the bounding box when we use this tool.

Let us learn the use of this tool for performing various transformations.

Step 1

Select the object using the Selection Tool on which you wish to perform transformation.

Step 2

Select the Free Transform Tool from the Tools Panel. A bounding box surrounds the selected object.

Step 3

Do one of the following.

1. To move the selected object, simply drag the object to a new position by placing the mouse pointer over the object within the bounding box.
2. To rotate the selected object, place the mouse pointer outside any of the four corner handles and drag in the desired direction.
3. To scale (increase or decrease the size) the selected object, place the mouse pointer on any four corner handles and drag it diagonally inwards to decrease the size and outwards to increase the size.
4. To skew the selected object, place the mouse pointer on the outline of the object between the transformation handles and drag.

Step 4

To end the transformation, click outside the selected item.

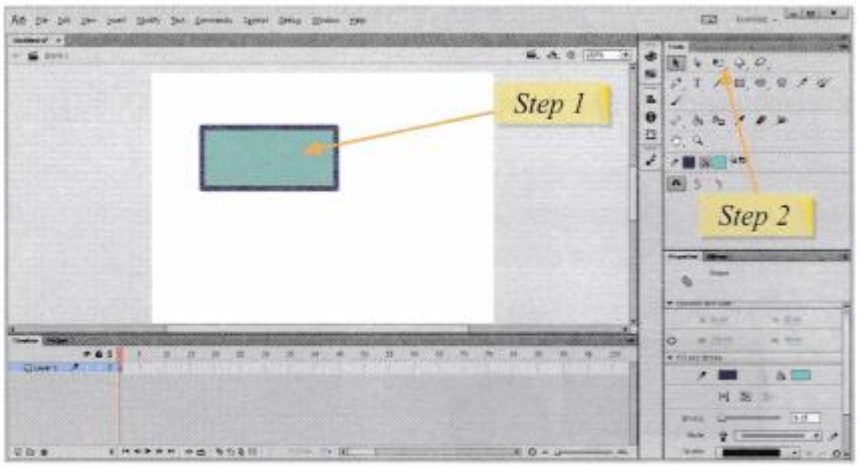


Fig. 10.36a *Using the Free Transform Tool*

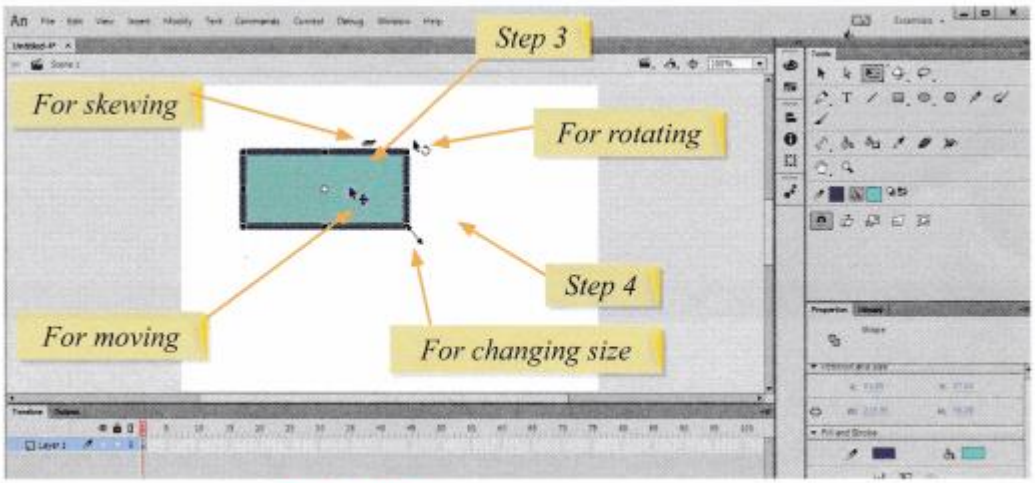


Fig. 10.36b *Using the Free Transform Tool*

Lasso Tool

The Lasso Tool lets us select objects by drawing a freehand area. All the objects enclosed in the area get selected.

The steps to select objects by using the Lasso Tool are:

Step 1

Select the Lasso Tool.

Step 2

Drag it around the objects to be selected to form a loop and close the loop approximately from where we started. Release the mouse button.

All the objects enclosed in the loop gets selected (Fig. 10.37).

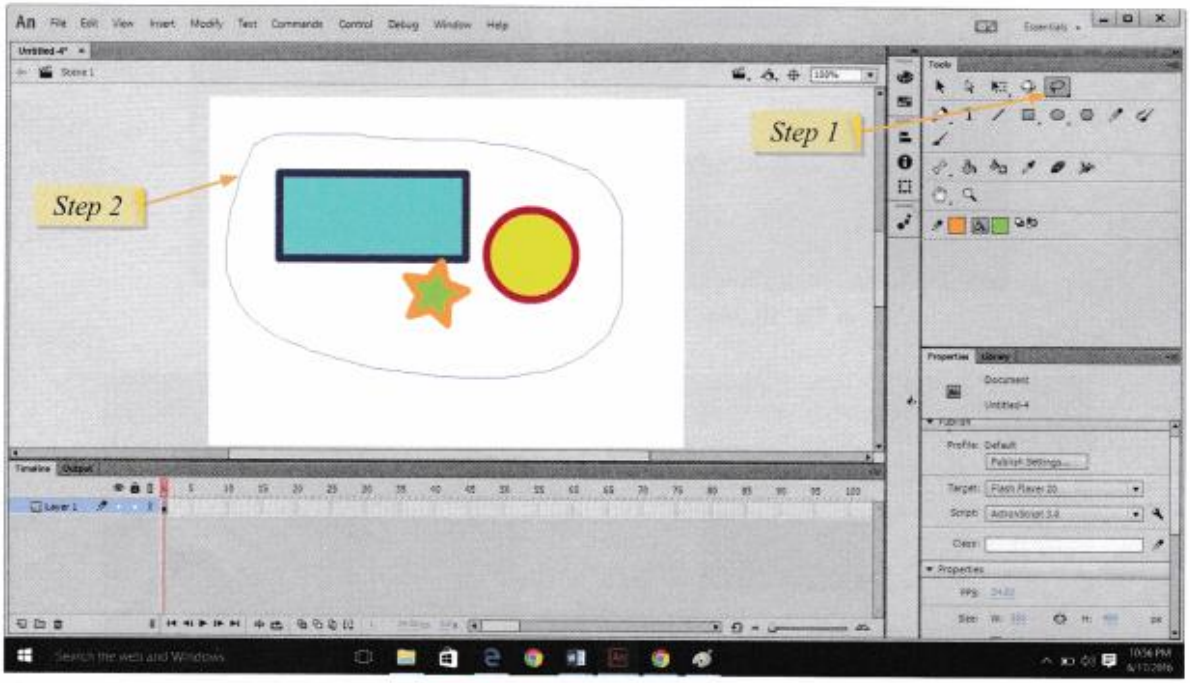


Fig. 10.37 *Using Lasso Tool*

Polygon Tool

The Polygon Tool allows us to make selections by clicking specific points to form a polygon around an image. This tool is available by clicking on the small triangle at the lower right of the Lasso Tool icon in the Tools panel.

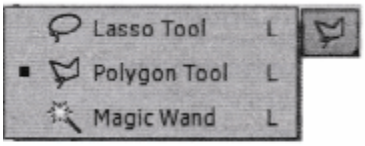


Fig. 10.38 *Polygon Tool*

To use this tool, click anywhere on the image to mark the starting point and then click at the position where we want the first straight segment to end. Continue clicking to mark endpoints for subsequent segments till the area we wish to select is enclosed forming a polygon. To close the selection, position the pointer over the starting point and click.

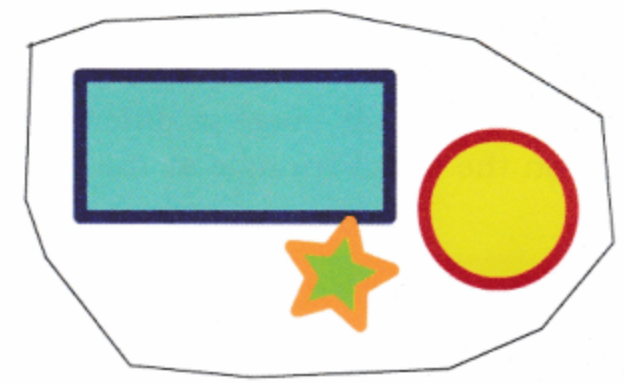


Fig. 10.39 *Using the Polygon Tool*

View Modification Tools

The following three tools fall in this category.

1. The Hand Tool
2. The Rotation Tool
3. The Zoom Tool

Hand Tool

The Hand Tool lets us change the view of the stage without changing the magnification. We can use the Hand Tool to have a closer look at a particular portion of the graphic object on the stage.

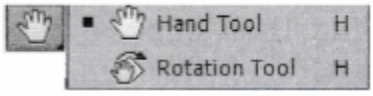


Fig. 10.40 *Rotation and Hand Tool*

Rotation Tool

The Rotation Tool lets us rotate the stage in different directions. This tool is available by clicking on the small triangle at the lower-right of the Hand Tool icon.

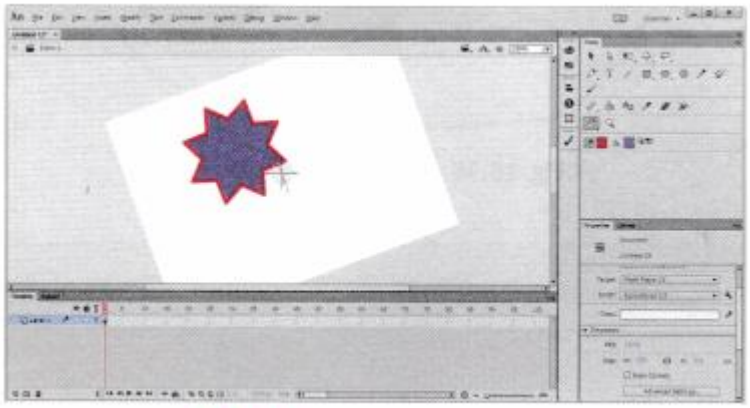


Fig. 10.41 *Using the Rotation Tool*

Zoom Tool

The Zoom Tool lets us change the magnification level. This tool comes handy when you want to make very detailed drawings. You can zoom in to increase the magnification level or zoom out to decrease the magnification level. To zoom in or zoom out, you can choose the Enlarge or Reduce Modifiers in the Options area of the Tools panel (Fig. 10.42).

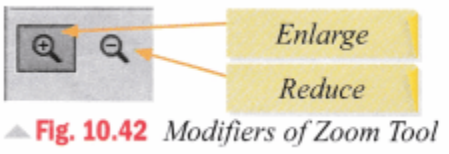


Fig. 10.42 *Modifiers of Zoom Tool*

Words to Know

1. **Timeline:** The area in Animate window where we decide the sequencing and the timings of J fe various graphics and other elements of a movie to create animation.
2. **Stage:** The area in Animate window where we place the graphics, text or video clips to be shown as part of a movie.
3. **Tools panel:** A panel in Animate window which offers various tools that let us draw, paint, select and modify graphics on the stage.
4. **Properties panel:** A panel in Animate window that provides options for changing the commonly used properties of the currently selected tool in the Tools panel or the selected graphic on the stage.
5. **Text Tool:** A tool used to insert text on the stage.
6. **Line Tool:** A tool used to draw one straight line segment.

7. **Rectangle Tool:** A tool used to draw rectangles and squares.
8. **Oval Tool:** A tool used to draw ovals and circles.
9. **PolyStar Tool:** A tool used to draw polygons and stars.
10. **Pencil Tool:** A tool used to draw freeform lines.
11. **Brush Tool:** A tool used to create brush-like strokes while drawing or painting a figure.
12. **Paint Bucket Tool:** a tool used to fill enclosed areas with solid colours, or gradient fill.
13. **Ink Bottle Tool:** A tool used to change the colour, thickness and style of strokes or outlines of shapes.
14. **Eye Dropper Tool:** A tool used to copy fill and stroke attributes from the existing objects on the stage.
15. **Eraser Tool:** A tool used to remove or erase any unwanted part of the graphic from the stage.
16. **Selection Tool:** A tool used to select objects by clicking on an object or by enclosing the object within a rectangular selection marquee.
17. **Free Transform Tool:** A tool used to move, change the size, skew or rotate an object.
18. **Lasso Tool:** A tool used to select objects by drawing a freehand area.
19. **Polygon Tool:** A tool used to make selections by clicking specific points to form a polygon around an image.
20. **Hand Tool:** a tool used to change the view of the stage without changing the magnification.
21. **Rotation Tool:** a tool used to rotate the stage in different directions.
22. **Zoom Tool:** a tool used to change the magnification level.