

Lab 1: About Animate

Introduction

Adobe Animate is a comprehensive multimedia authoring and computer animation program developed by Adobe Inc. Renowned for its versatility, Adobe Animate is widely utilized for creating interactive animations, graphics, and multimedia content across a range of platforms, including web applications, internet videos, games, and television programs. Its extensive feature set, which includes vector brushes, character animation tools, asset warping, and seamless integration with other Adobe products, makes it an indispensable tool for both professionals and hobbyists.

The primary purpose of this lab is to familiarize oneself with the basic functionalities of Adobe Animate. This includes understanding its tools, creating and manipulating tweens, working with symbols, managing layers, and navigating the workspace. By gaining a foundational knowledge of these core aspects, better equipment for utilizing Adobe Animate for various multimedia projects will be achieved.

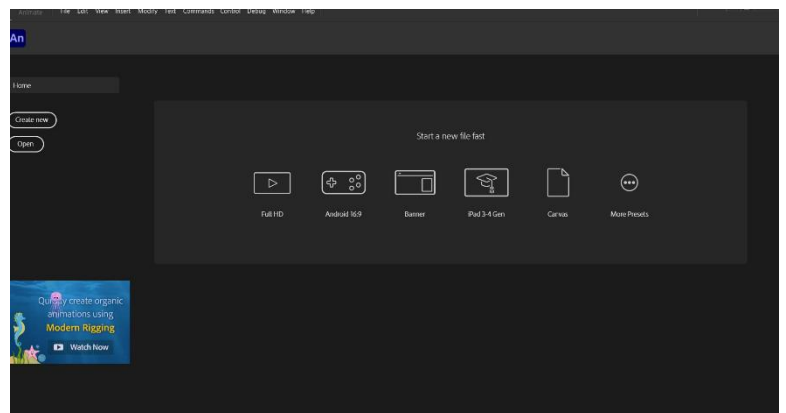
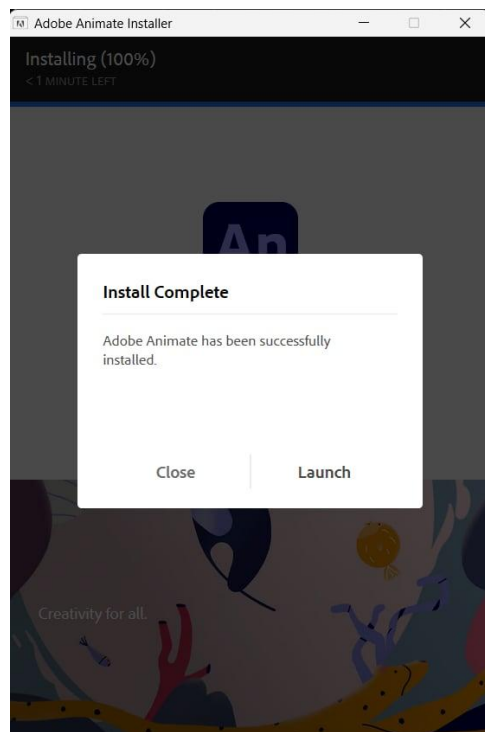
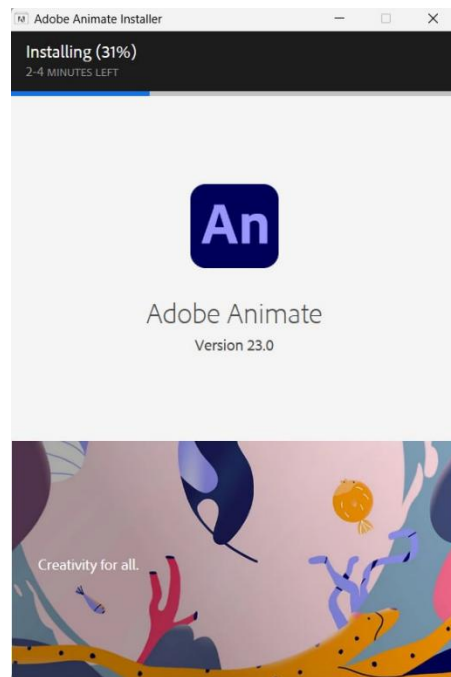
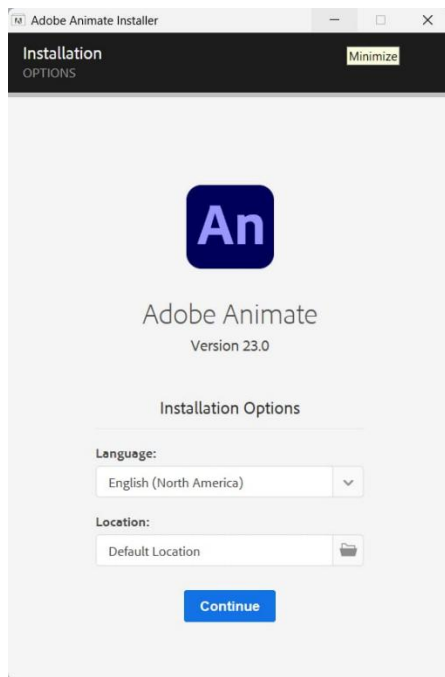
Objectives

The main objectives of this lab are:

1. Setting Up Adobe Animate: Installing Adobe Animate.
2. Getting Familiar with the Workspace: Understanding the toolbar, properties panel, timeline, and stage.
3. Learning Basic Tools and Functions: Mastering the selection, drawing, shape, and editing tools.
4. Exploring Shape Tween: Creating shape tweens and morphing objects into different shapes.
5. Working with Symbols: Understanding the creation and manipulation of symbols.
6. Creating Motion Tweens: Learning how to animate objects using motion tweens.
7. Managing Layers: Organizing and utilizing layers effectively in animation projects.
8. Exporting Animations: Exporting completed animations in various formats for different platforms.

1. Setting Up Adobe Animate

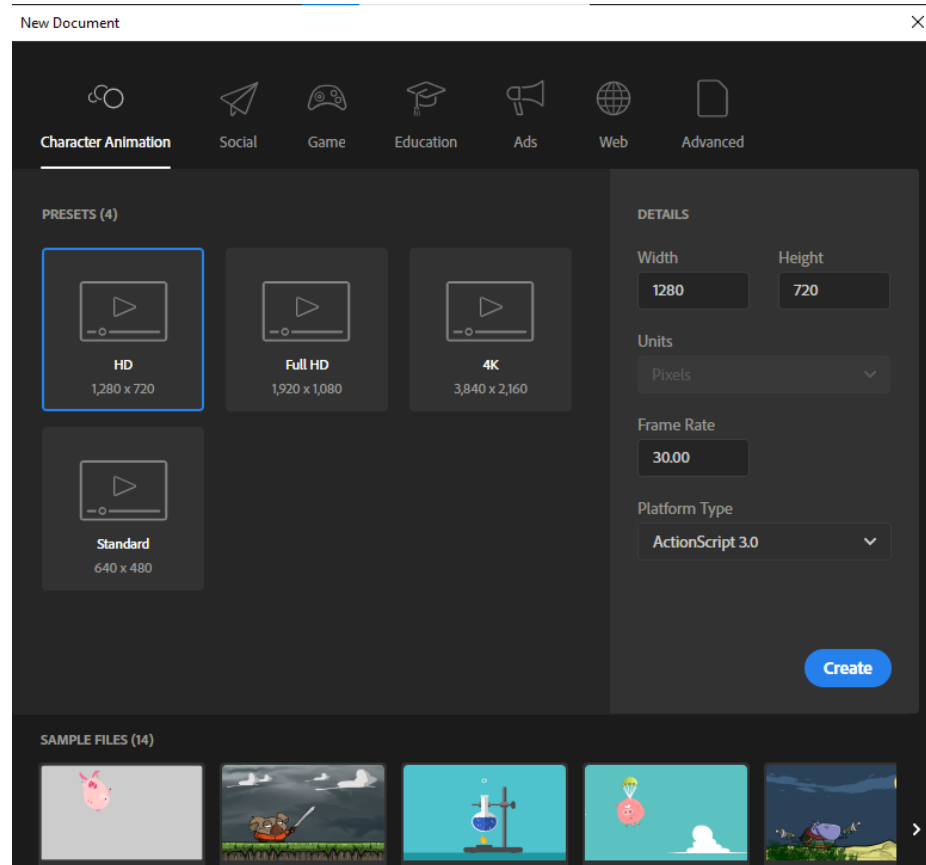
- Visit the Adobe website and download the latest version of Adobe Animate.
- Run the installer and follow the on-screen instructions to complete the installation.
- Launch Adobe Animate and sign in with your Adobe ID.



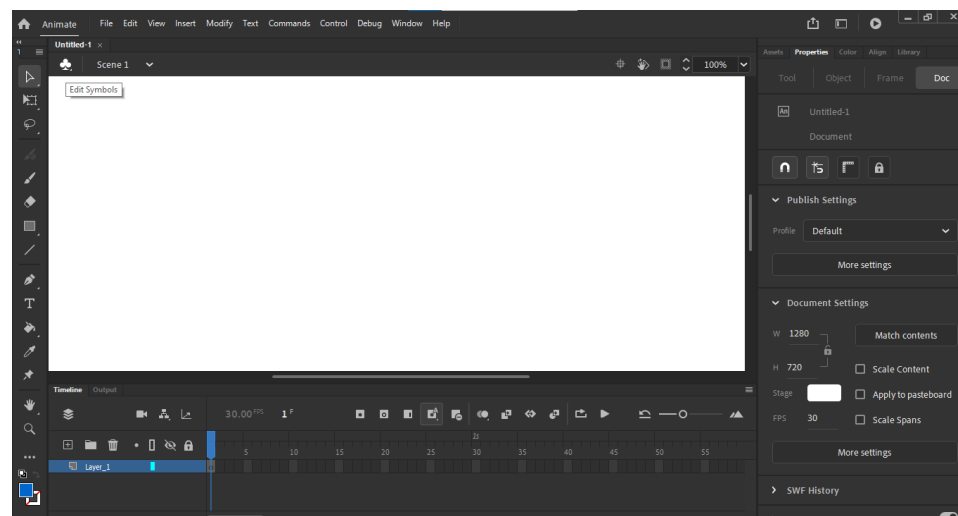
2. Getting Familiar with the Workspace

- **Exploring the Interface:**

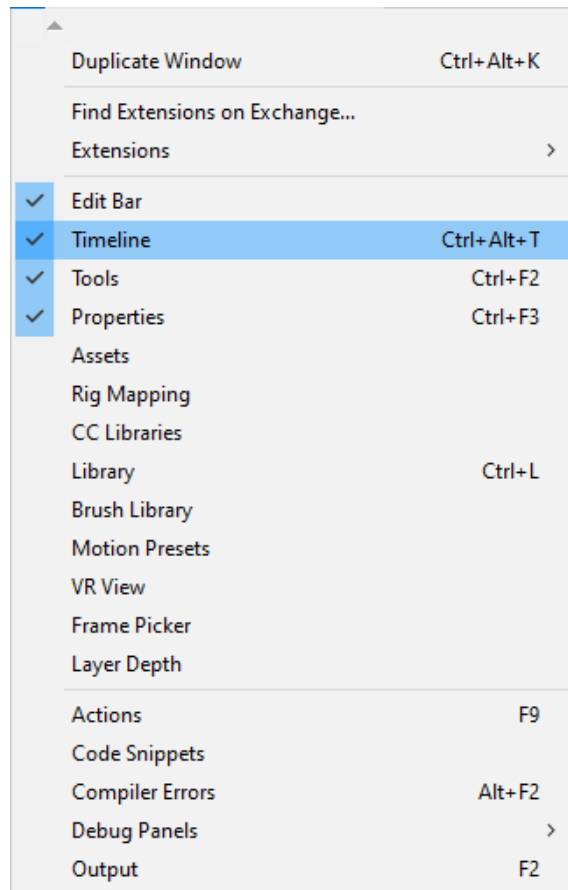
- Open Adobe Animate and create a new project.



- Take note of the various panels: Toolbar (left side), Properties Panel (right side), Timeline (bottom), and Stage (center).

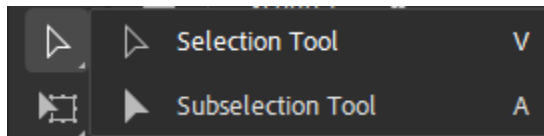


- Use the Window menu to show or hide different panels as needed.



3. Learning Basic Tools and Functions

3.1 Selection Tools



a) Selection Tool (Black Arrow):

Purpose: The Selection Tool is used to select and manipulate objects on the stage.

How to Use:

- Select the Selection Tool from the toolbar (shortcut: V).
- Click on an object to select it. You can then move, resize, or rotate the selected object by dragging it or using the transform handles.

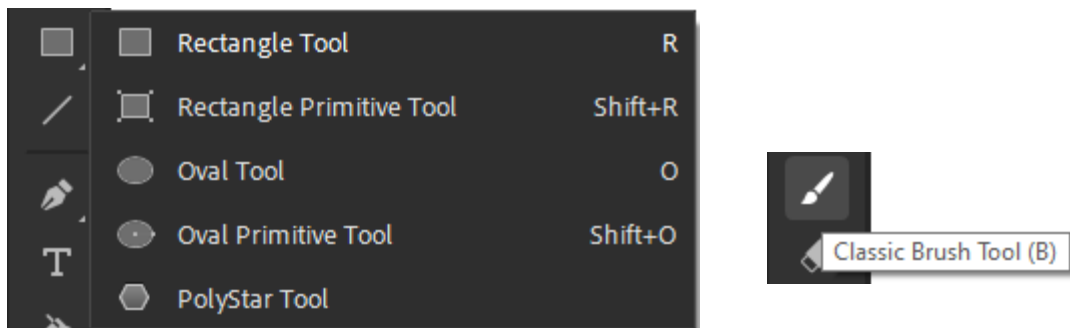
b) Subselection Tool (White Arrow):

Purpose: The Subselection Tool is used to select and edit specific points or paths on vector shapes.

How to Use:

- Select the Subselection Tool from the toolbar (shortcut: A).
- Click on a vector shape to reveal its anchor points.
- Click and drag individual anchor points or handles to adjust the shape.

3.2 Drawing and Shape Tools



a) Brush Tool:

Purpose: The Brush Tool is used for freehand drawing.

How to Use:

- Select the Brush Tool from the toolbar (shortcut: B).
- Choose a brush size and style from the Properties panel.
- Click and drag on the stage to draw freehand shapes.

b) Rectangle Tool:

Purpose: The Rectangle Tool is used to draw rectangular shapes.

How to Use:

- Select the Rectangle Tool from the toolbar (shortcut: R).
- Click and drag on the stage to draw a rectangle.
- Hold the Shift key while dragging to create a perfect square.

c) Oval Tool:

Purpose: The Oval Tool is used to draw oval or circular shapes.

How to Use:

- Select the Oval Tool from the toolbar (shortcut: O).
- Click and drag on the stage to draw an oval.
- Hold the Shift key while dragging to create a perfect circle.

3.3 Editing Tools



a) Free Transform Tool:

Purpose: The Free Transform Tool is used to scale, rotate, and skew objects.

How to Use:

- Select the Free Transform Tool from the toolbar (shortcut: Q).
- Click on an object to select it.
- Use the transform handles to resize, rotate, or skew the object.

b) Eraser Tool:

Purpose: The Eraser Tool is used to erase parts of objects or drawings.

How to Use:

- Select the Eraser Tool from the toolbar (shortcut: E).
- Choose an eraser size and shape from the Properties panel.
- Click and drag on the stage to erase parts of objects or drawings.

c) Lasso Tool:

Purpose: The Lasso Tool is used to make freeform selections of objects or parts of objects.

How to Use:

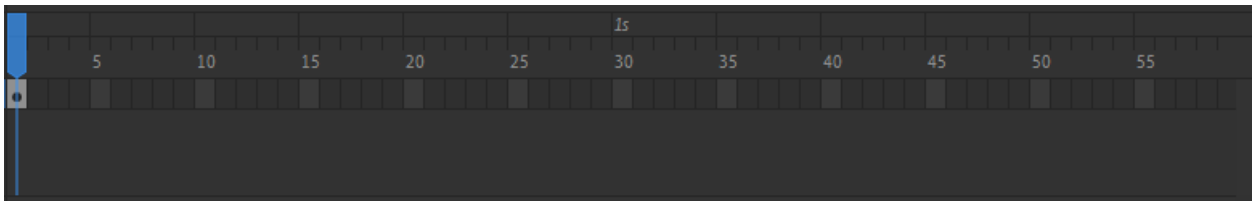
- Select the Lasso Tool from the toolbar (shortcut: L).
- Click and drag to draw a freeform selection around the area you want to select.

- Release the mouse button to complete the selection, which can then be moved or modified.

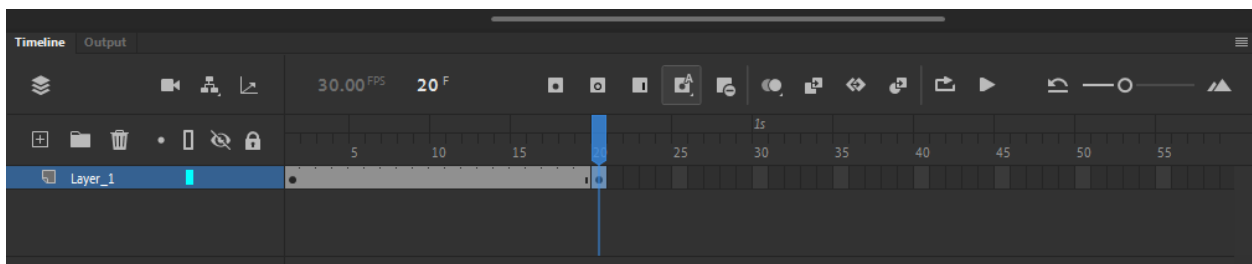
4. Exploring Shape Tween

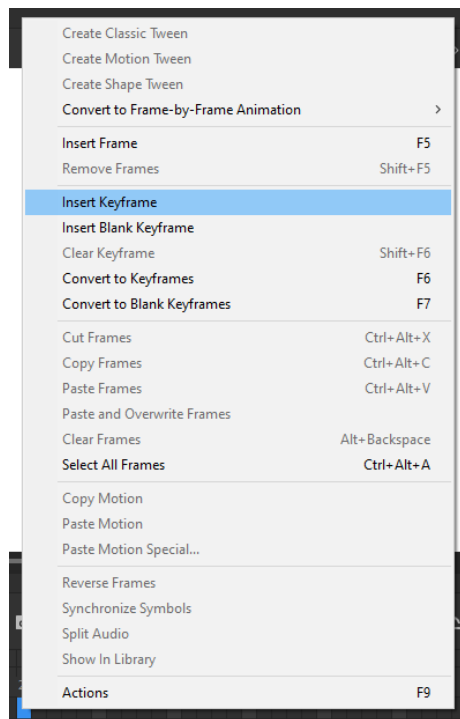
Creating Shape Tweens:

Draw a shape on the first frame of the timeline.

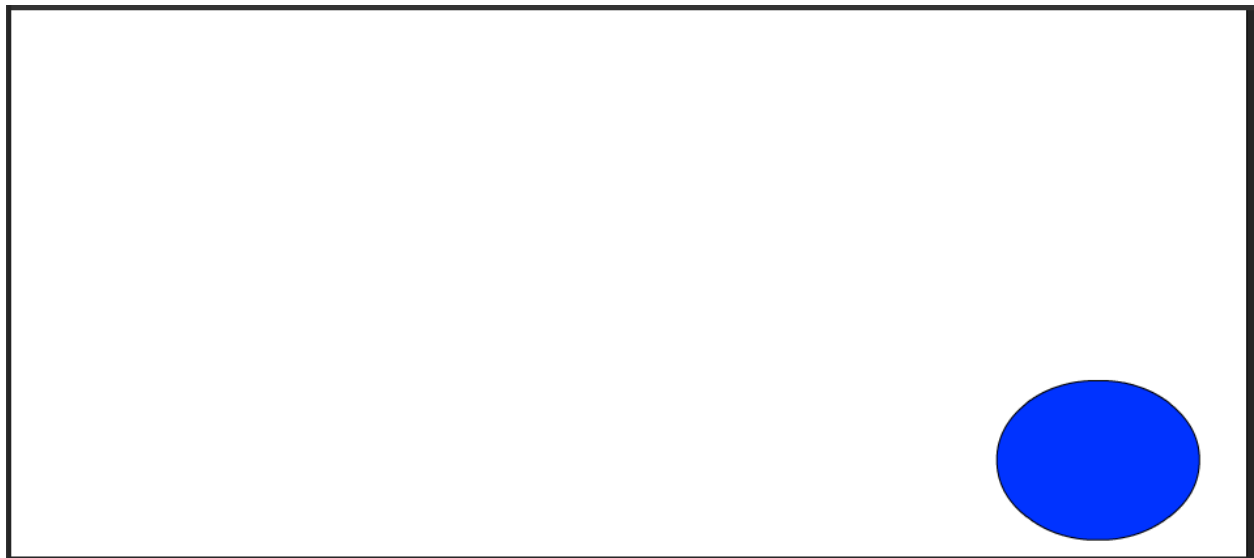


Insert a keyframe at a later point in the timeline.

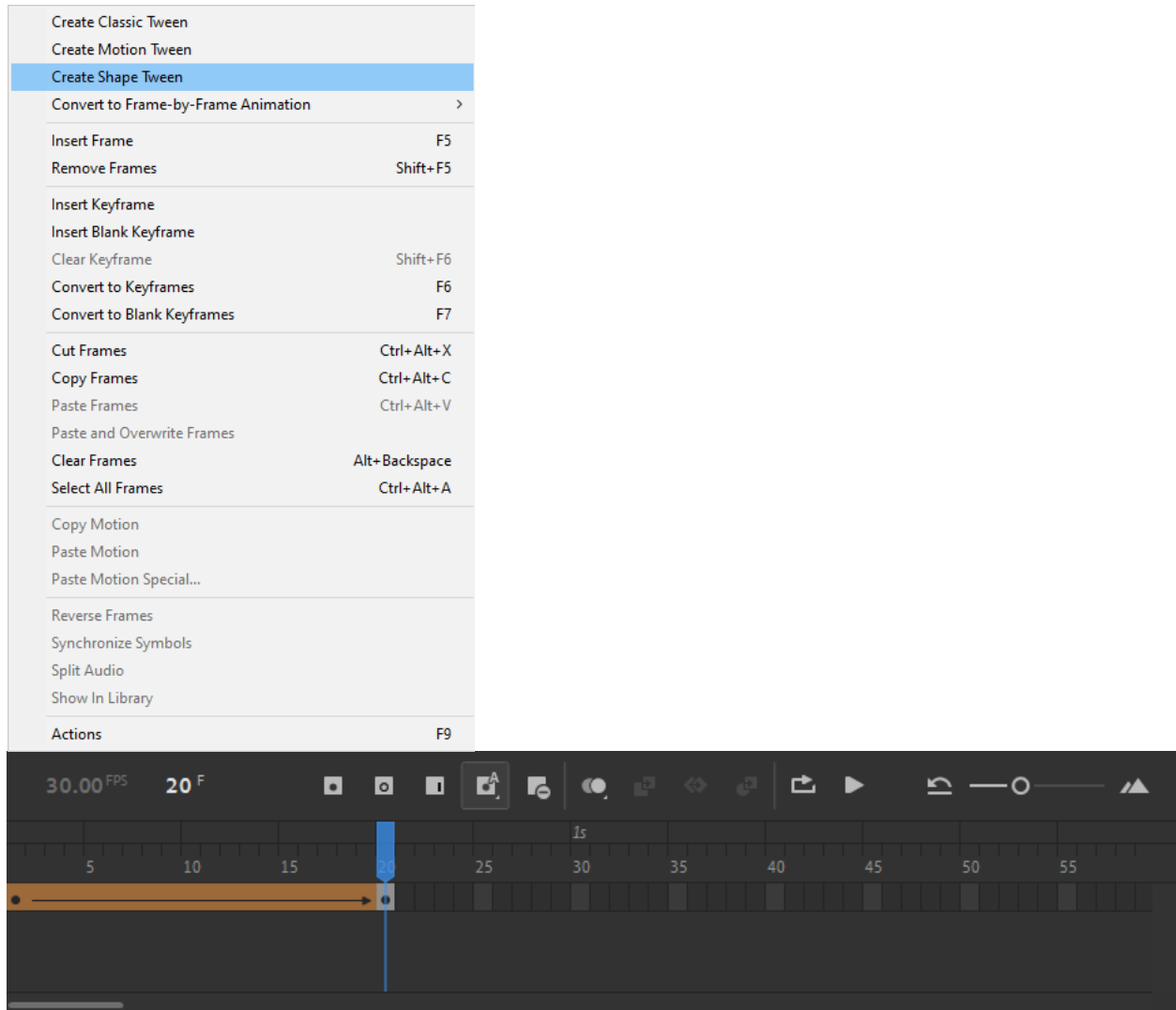




Modify the shape in the new keyframe.



Right-click between the two keyframes and select Create Shape Tween to animate the transformation.

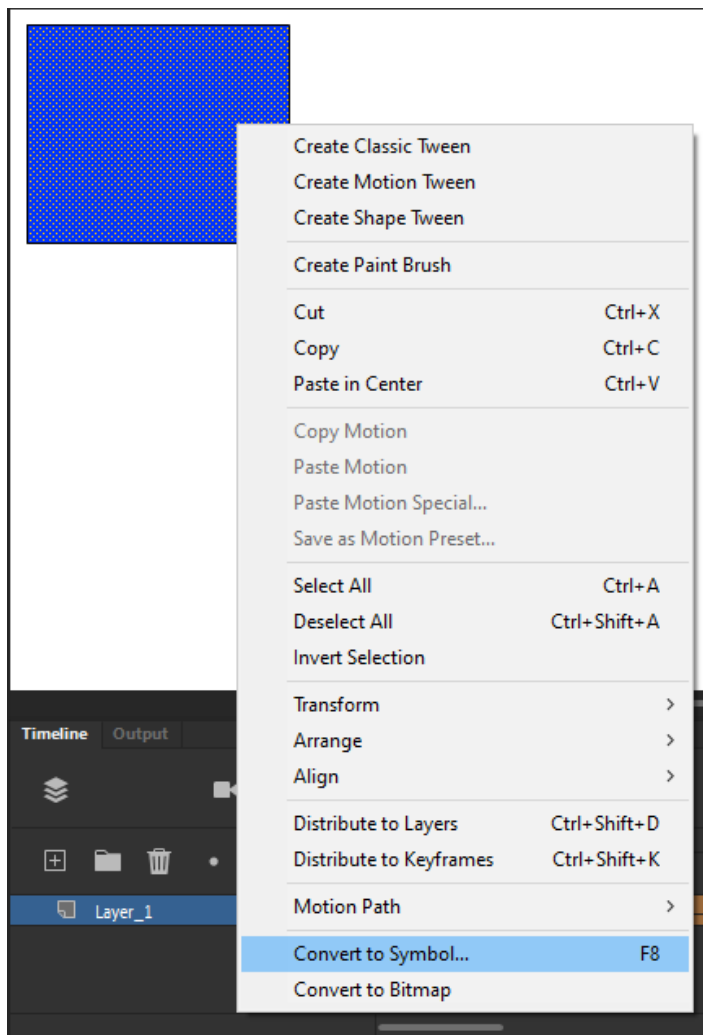


5. Working with Symbols

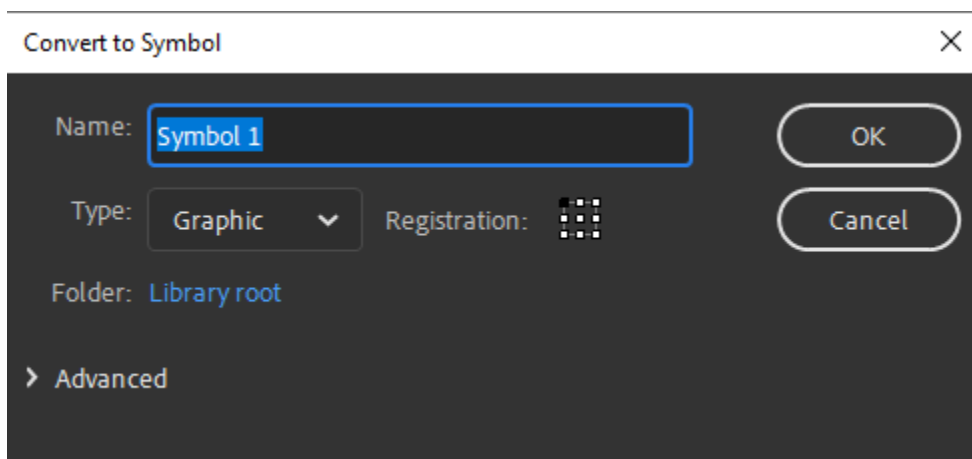
Creating Symbols:

Select an object on the stage.

Convert it to a symbol by right-clicking and selecting Convert to Symbol.



Choose the symbol type (Graphic, Button, or Movie Clip) and give it a name.

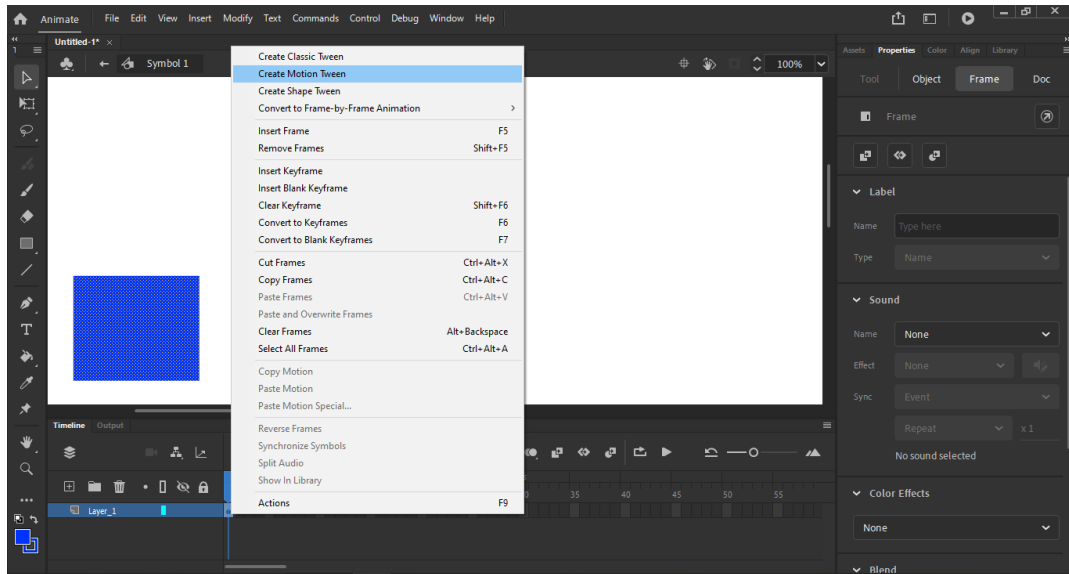


6. Creating Motion Tweens

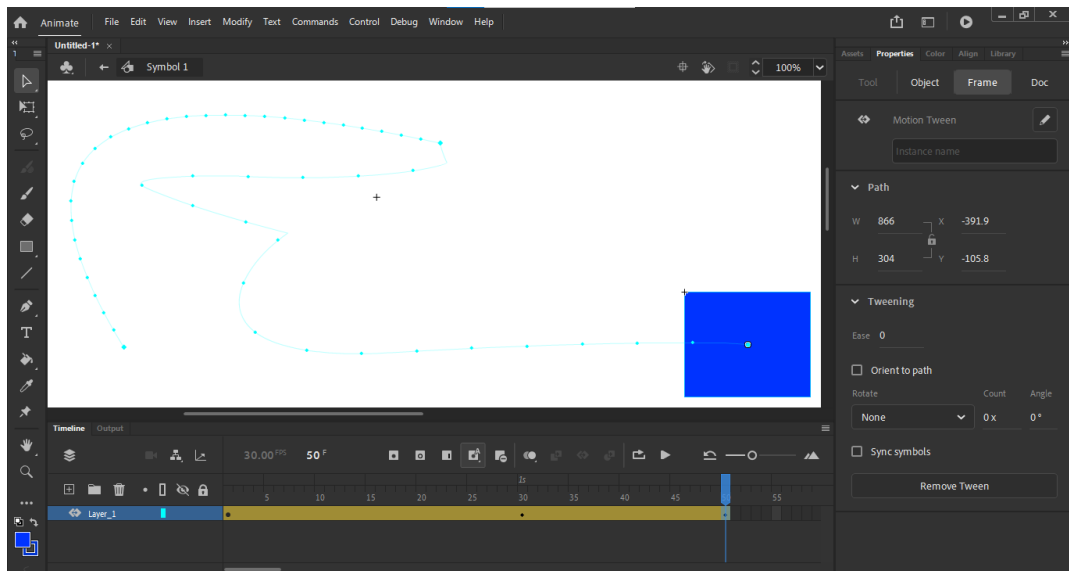
Motion Tween Basics:

Create a symbol and place it on the stage.

Right-click on the symbol's layer in the timeline and select Create Motion Tween.



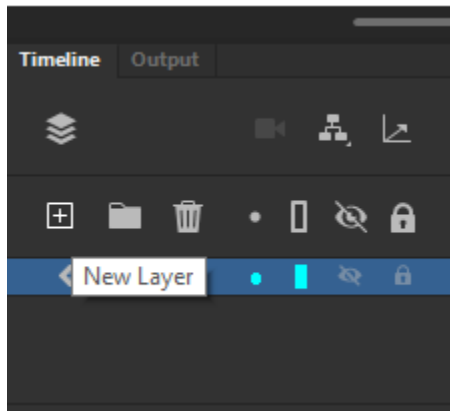
Move the playhead to a later point in the timeline and reposition the symbol to create an animation.



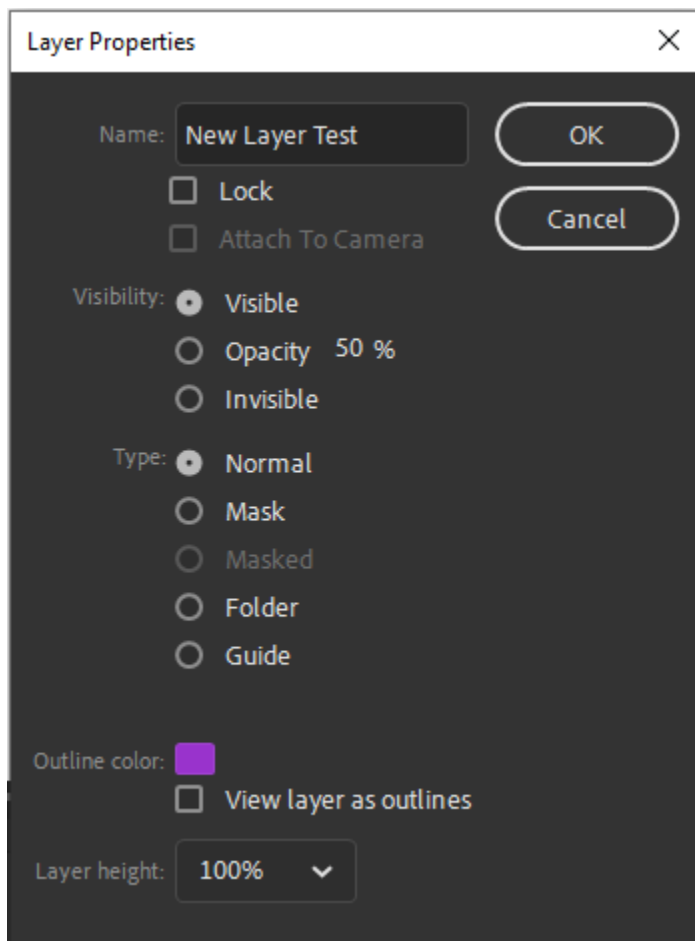
7. Managing Layers

Layer Organization:

Add new layers by clicking the New Layer button in the timeline panel.



Name layers descriptively (e.g., "Background," "Character") for better organization.



Layer Properties:



Use the visibility (eye) icon to show or hide layers.

Use the lock (padlock) icon to lock layers and prevent accidental edits.

8. Exporting Animations

Exporting Options:

Choose File > Export > Export Video/Media for video formats.

Choose File > Export > Export Image for image sequences or static images.

Choose File > Export > Export Animated GIF for GIF format.

Choose File > Publish Settings for more options like HTML5 Canvas, WebGL, and Flash.

Finalizing Export:

Select the desired format and configure settings such as resolution and quality.

Click Export to save the animation in the chosen format.

Conclusion

The fundamental features of Adobe Animate were introduced in this lab, including software setup, workspace navigation, and essential tools. The creation and modification of objects, application of shape and motion tweens, working with symbols and layers, and exporting animations were learned. These foundational skills have equipped me for more advanced projects and provided a solid base for further exploration in digital animation.