Animating Layer Effects

The visibility, blur radius, opacity, and auto-shading radius settings can all be animated, if you choose. This can be useful if you want to make something appear to fade in or out via the **Opacity** setting, or perhaps, you want to create the effect of a layer coming into focus that is going from blurry to sharp with the blurred radius. You can also choose to make something invisible, and then have it reappear anytime you want using the visibility setting. All it requires is checking a box and placing your keyframes on the timeline.

The following steps will help you understand how to animate layer effects, let's make it happen.

1 At the top of the **Layer Settings** panel is an option named Allow animated layer effects. Make sure it's checked.

2 Advance to frame **24** on your timeline.

3 Adjust the Blur radius to **40**.

4 Click on **Apply**. Notice how there is now a Blur radius channel on your Channels timeline along with two keyframes. This is shown in the following screenshot(right).

5 The effects can only be viewed by **exporting** out an animation. You could also page through a few select frames between the keyframes and do a preview to see the transition. This can be done for any of the effects mentioned earlier.
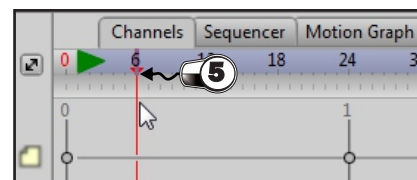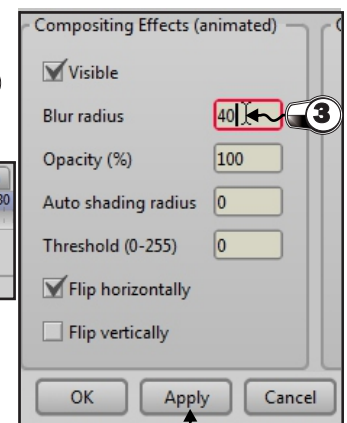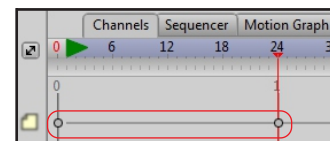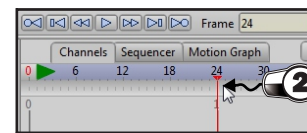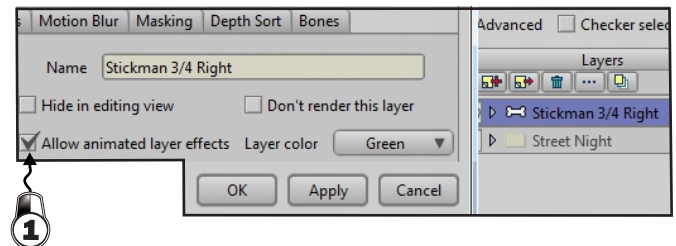
5 Enhancing your *Art* with the Layer Settings Panel and Style Palette

Laboratory Activities

Run Through the Walls

Lab Exercise 5.2

Task: Animate the character to run through walls
Expected Output File: Run through Walls.mp4
Work File: Night Street.png, Run cycle.anime

Video Tutorial: Masking Character.png

① View the expected output file indicated above.

② View the Video Tutorial provided.

③ Open the Anime Studio work file**Lab 5.3 Run through Walls. anime** located in Chapter 5.

④ Click **File | Import | Anime Studio Object** then locate the Project file **Run cycle.anime**, click on the check box and click OK.

⑤ Now your task is to make the boy run and cross between doors, as you have seen in the expected output file. Use the Video Tutorial provided to complete the task.

⑥ Save your project to your folder.

Run through Walls.mp4

Run through Walls.mp4

55