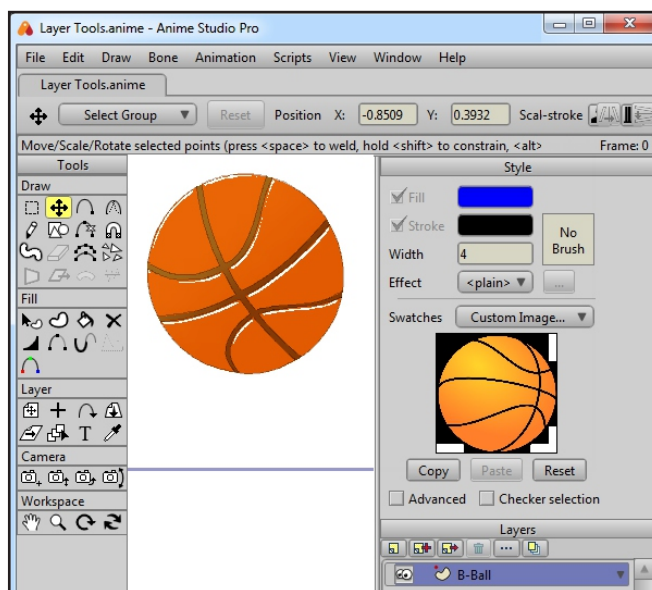
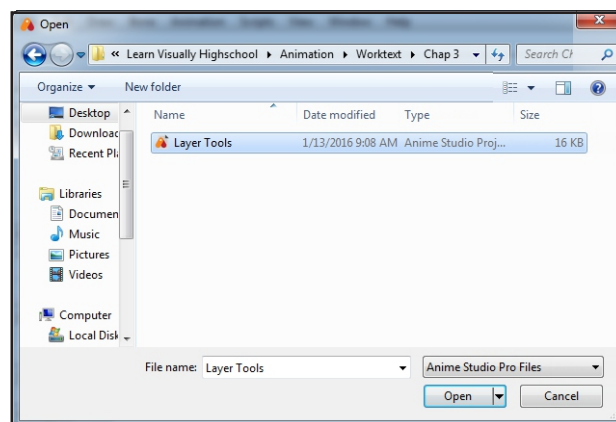
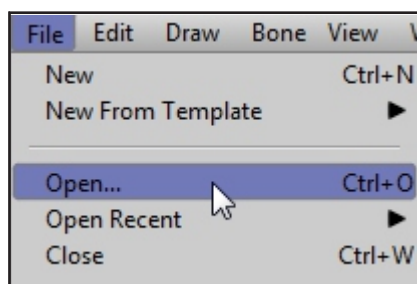


Controlling Layers with Different Tools

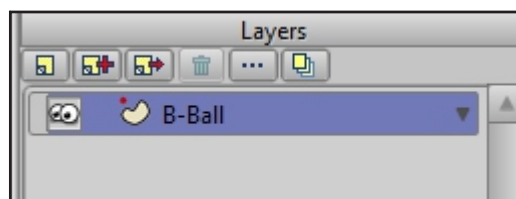
Lesson 2

Before diving into the different layer types, it's important to understand how to control layers using our layer tools in the toolbar on the left-hand side. You don't have as many options as you would with the drawing tools, but they're just as important. You will also discover that some of these tools act similar to the drawing tools but ultimately provide different effects. The layer tools will have options located on the top toolbar that you can interact with to affect how different tools work. These will be noted as we move through the exercises.

With Anime Studio open, go to **File | Open** and load the file entitled Layer Tools.anime from Desktop > SeLS Template 2015 > highschool > Animation. This will be included with the companion files for this book. You should see a Basketball ball, as shown in the following screenshots:



The layer tools (located underneath the Fill section on the toolbar) affect whatever layer we currently have selected on the Layers panel on the right-hand side. In the case of this project file, we have one layer to worry about. Everything on the Basketball ball will be changed as we use the layer tools. Let's take a closer look!



Exploring Layers and Timelines

Laboratory Activities

Lab 4.1 Follow Path & Flip

Lab 4.2 Animating Text & Images

Lab 4.3 Enhanced Animation

Lab 4.4 Switching Eyes

Chapter 4 Project 1 What Happen?

Chapter 4 Project 2 Switching Deku

Chapter 4 Project 3 Electro

ANIMATING TEXT & IMAGES

Lab Exercise 4.2

Task: Create a Presentation

Expected Output File: Presentation.pdf

Work Files: kids.jpg, CK logo.jpg & background.png

Exploring Layers and Timelines

Chapter 4

Adding Image layers

- 1 View the expected output file indicated above.
- 2 Launch the Anime Studio.
- 3 Create a new Animation Studio document.
- 4 On the Layers panel, add 3 new image layers and as shown. These images are **background**, **CK logo** and **kids2** located in Chapter 4 folder.
- 5 By default, Layer 1 is automatically created, remove this layer by clicking on that layer (**Layer 1**) then click the **Delete Layer** button or that trash icon shown.
- 6 Arrange these 3 remaining image layers as shown. Do this by dragging each layer until it is arranged in order as shown.

As you can see, the **CK logo** and the **kids image** has each background, making it a non-transparent image. to make a stunning and clean slate animation, your images should be transparent. Anime Studio has this special tool (Image Masking) that masked a specific area of an image. Mask means to cover transparently. Now let us masked the backgrounds of these images.

- 7 Click on the **CK logo image layer** then select the **Image Masking** tool then click the yellow background of the CK logo. Click more on the remaining yellow inside the letters of the logo, to completely mask the logo and make it transparent to the background. Be careful when using the tool because it causes to masked/hide a portion of your image.
- 8 Now the CK logo is now transparent to the background. Next, make the kids layer transparent, follow the same procedure to mask its own background.
- 9 Save this project file to your folder for now. There is much to work on this project in the next pages while learning new tools as we tackle task.



ANIMATING TEXT & IMAGES CONTINUES...

Lab Exercise 4.2 Continuation

Task: Create a Presentation

Expected Output File: Presentation2.pdf

Work Files: kids.jpg, CK logo.jpg & background.png

Exploring Layers and Timelines

Chapter 4

Adding Text layer

- ❶ View the expected output file indicated above.
- ❷ While the previous activity is still open, in the Layers panel, create a new **Text** layer. A pop-up menu will appear, type "**Your Access to**" in the text field provided. You choose font, color and size similar to the expected output file provided.
- ❸ Create three more text layers as specified below. Place each text in a different layer. We need to separate them in different layers because we will be animating them individually. Below are the four(4) text layers you have to make.

Text: **Visual
Learning
&
Integration**

- ❹ Update your file by saving now in your folder. Refer to the expected output file provided for the color, font and size of the text.
- ❺ Now animate the Image & Text layers using the Add Point and Follow Path tools respectively.
- ❻ Save your project to your folder.

