An Adobe Animate

2020 release
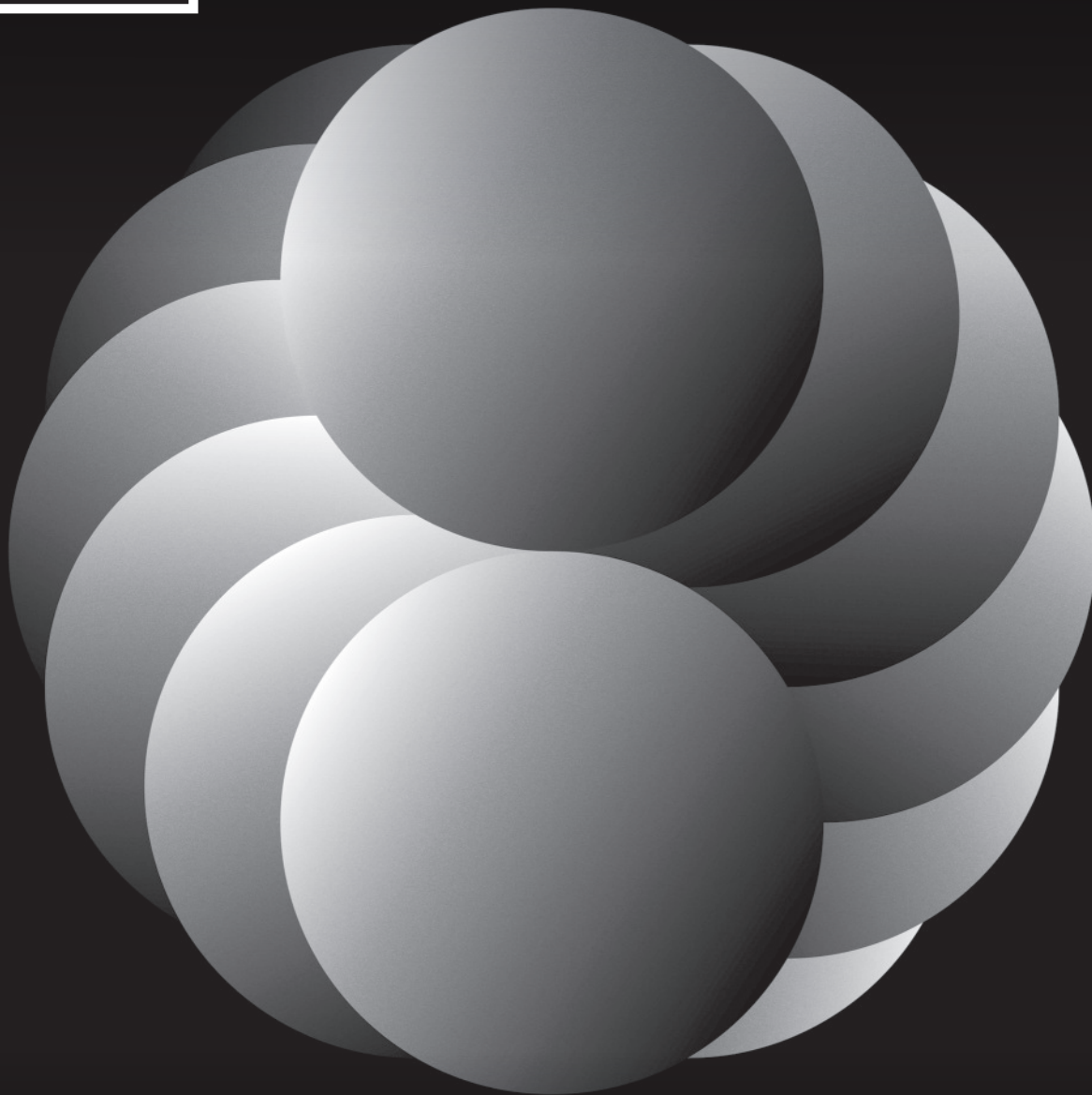
CLASSROOM IN A BOOK®

The official training workbook from Adobe

Russell Chun

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Understanding property keyframes

Changes in properties are independent of one another and do not need to be tied to the same keyframes. That is, you can have a keyframe for position, a different keyframe for the color effect, and yet another keyframe for a filter. Managing many different kinds of keyframes can become overwhelming, especially if you want different properties to change at different times during the motion tween. Fortunately, Animate provides a few helpful tools for keyframe management.

When viewing the tween span, you can choose to view the keyframes of only certain properties. For example, you can choose to view only the Position keyframes so that you can see when your object moves. Or you can choose to view only the Filter keyframes so that you can see when a filter changes. Right-click a motion tween in the timeline, choose View Keyframes, and then choose the desired property from the list. You can also choose All or None to see all the properties or none of the properties.
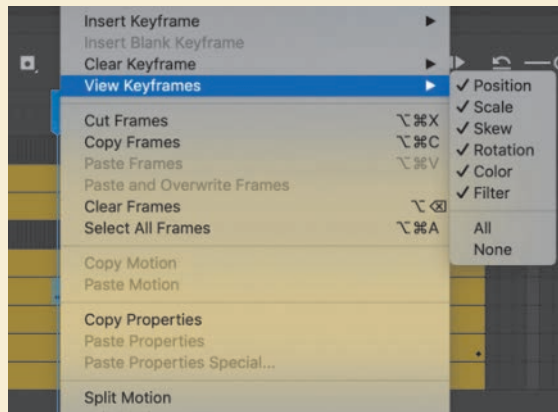

When inserting a keyframe, you can also insert a keyframe specific to the property you want to change. Right-click a motion tween in the timeline, choose Insert Keyframes, and then select the desired property.

You can also view an advanced panel, called the Motion Editor, to see and edit how the different properties of your object change over the course of the motion tween. You'll learn more about the Motion Editor in the next lesson.

Animating transformations

Now you'll learn how to animate changes in scale or rotation. These kinds of changes are made with the Free Transform tool or with the Transform panel. You'll add a third car to the project. The car will start small and then become larger as it appears to move forward toward the viewer.

1 Lock all the layers on the timeline.

2 Insert a new layer inside the cars folder, and rename it **Left_car**.
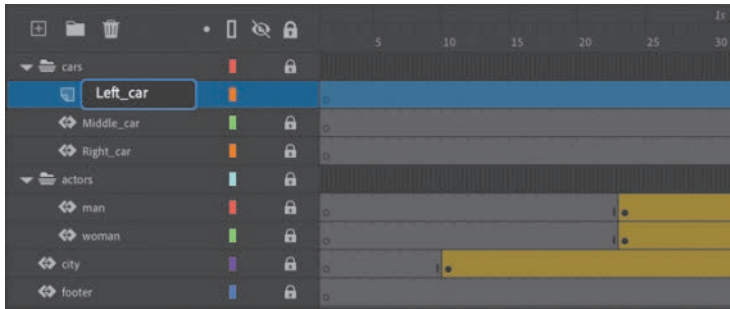
3 Select frame 75 and insert a new keyframe (F6 or Insert Keyframe button).
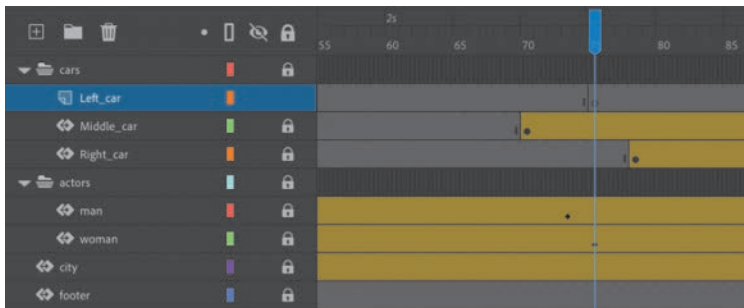
4 Drag the movie clip symbol called carLeft from the Library panel to the Stage at frame 75.

5 Select the Free Transform tool.

The transformation handles appear around the instance on the Stage.

6 While holding down the Shift key, drag a corner handle inward to make the car smaller.

7 In the Properties panel, make sure that the width of the graphic is about 400 pixels.

Alternatively, you can use the Transform panel (Window > Transform) and change the scale of the car to about **29.4**%.

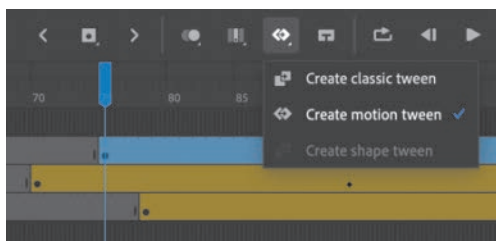**8** Move the car to its starting position at about X=710 and Y=488.

9 In the Properties panel, in the Color Effects section, choose Alpha from the Style menu.
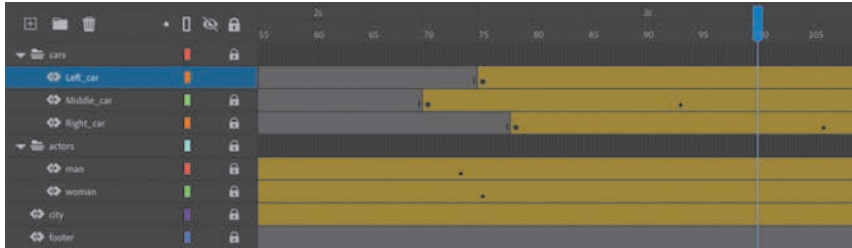
10 Set the Alpha value to **0**%.

The car becomes totally transparent.

11 Choose Create Motion Tween from the button above the timeline.

The current layer becomes a tween layer.

12 Move the playhead to frame 100.

13 Make sure the transparent instance of the car on the Stage is selected, and in the Properties panel, change the Alpha value to **100**%.

A new keyframe is automatically inserted at frame 100 to indicate the change in transparency.

14 While holding down the Shift key, drag a corner handle outward to make the car larger. For more precision, use the Properties panel and set the dimensions of the car to width=**1380** pixels and height=**445.05** pixels.
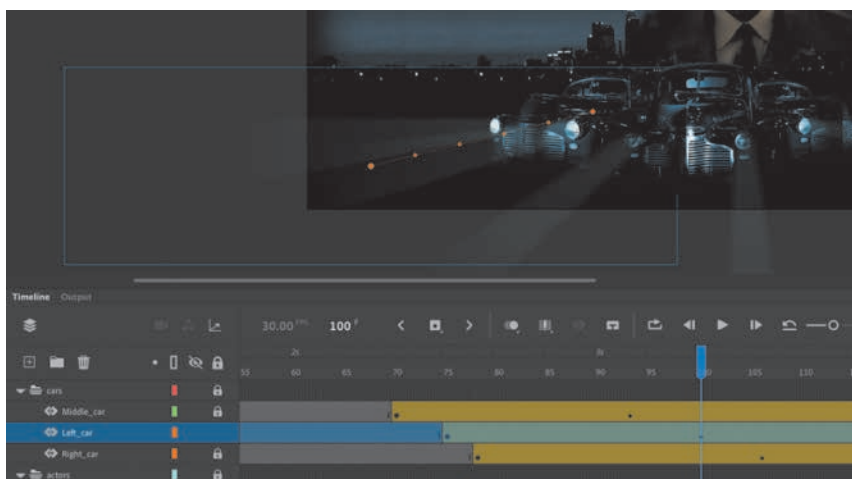
15 Position the car at X=**607** and Y=**545**.
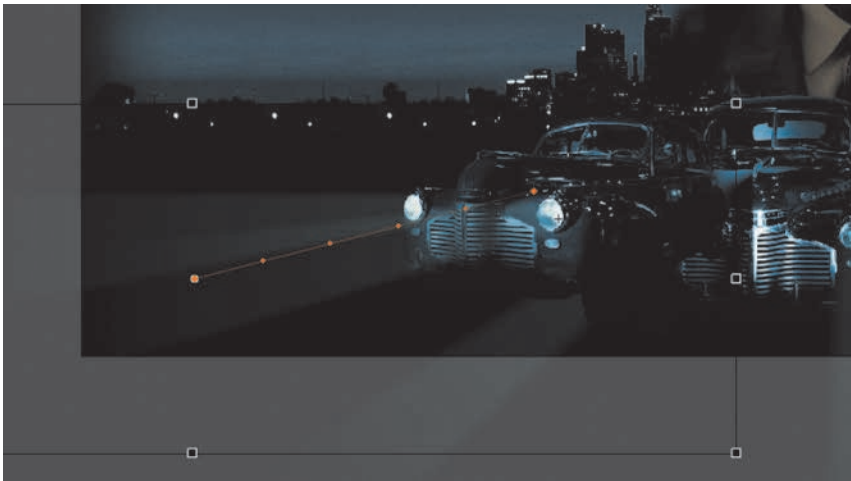
You have used Animate to tween the change in position and the change in scale as well as the change in transparency from frame 75 to frame 100.

16 Move the Left_car layer in between the Middle_car and Right_car layers so that the car in the center overlaps the cars on the side.

Save your progress so far in this document, 03_workingcopy.fla.
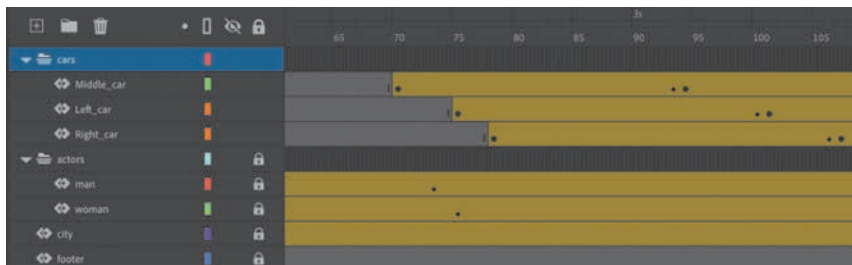
Editing multiple frames

If you need to make the same change across multiple keyframes, you can use the Edit Multiple Frames option above the timeline. The option allows you to make edits that affect many keyframes in the same layer or even across many different layers.

For example, imagine that you liked the animation of the cars in this project, but you wanted to move the animation to a different location on the Stage. Instead of moving every instance at each keyframe of the animation, the Edit Multiple Frames option lets you do one move for all of them at once.

Moving the animation of the cars

You will move the animation of the cars so that they are centered on the Stage.
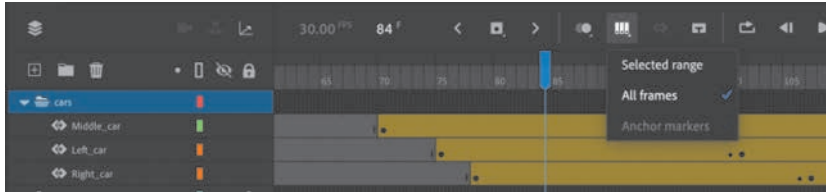
1 Lock all the layers except the layers in the cars folder.

2 Select and hold the Edit Multiple Frames option above the timeline and choose All Frames.

Brackets appear on the timeline indicating the span of frames that will be editable. The All Frames option automatically puts the brackets at the beginning and end to encompass all the frames of the timeline.

Choose Selected Range if you want to select only a span of frames. With the Selected Range option, you can move the beginning or end bracket.

3 Choose Edit > Select All (Command/Ctrl+A).

All the frames in the layers of the cars folder become selected.