



Adobe Animate

2021
release



Classroom in a Book[®]

The official training workbook from Adobe
Russell Chun



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The woman instance is blurred throughout the motion tween.

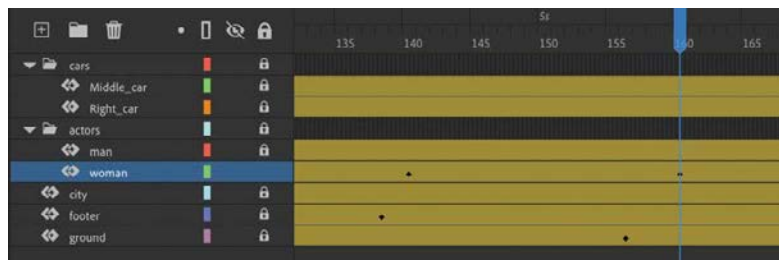


- 8 Select frame 140 in the woman layer and choose Insert Keyframe above the timeline.

Animate establishes a keyframe at frame 140.

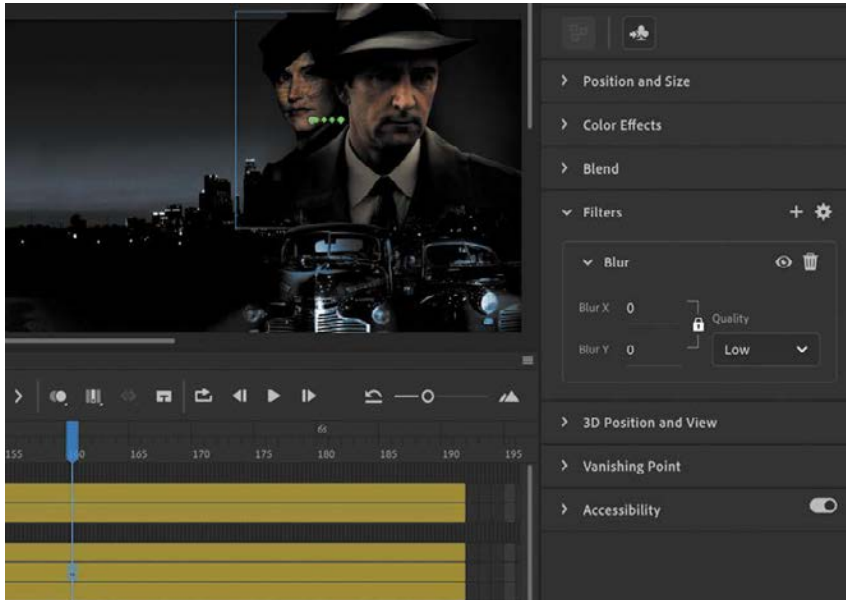


- 9 Select frame 160 of the woman layer and choose Insert Keyframe above the timeline to add another keyframe.



- 10 Select the Object tab of the Properties panel.

- 11 In the Properties panel, change the value of the Blur filter to X=0 and Y=0.



► **Tip** Click the Enable or Disable Filter button in the Filters section of the Properties panel to toggle the visibility of the filter effect on your animation to make your work easier. The Enable or Disable Filter option doesn't affect the final exported animation, however.

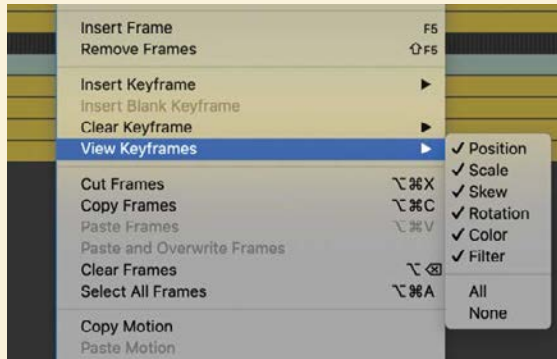
► **Tip** You can add more than one filter to an animation. Drag the filters to rearrange the order in which they appear in your Properties panel, or collapse each filter to save space in the panel.

The Blur filter changes from the keyframe at frame 140 to the keyframe at 160. Animate creates a smooth transition from a blurry instance to an in-focus instance.

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.



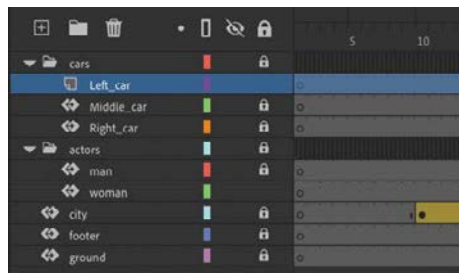
When inserting a keyframe, you can also insert a keyframe specific to the property you want to change. Right-click a motion tween in the timeline, choose Insert Keyframes, and then select the desired property.

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.



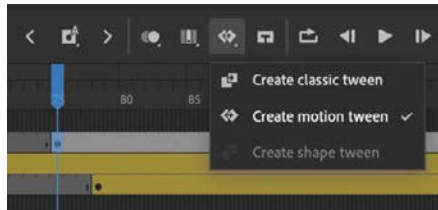
- 6 While holding down the Shift key, drag a corner handle inward to make the car smaller.
- 7 In the Properties panel, make sure that the width of the graphic is about 400 pixels.

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.

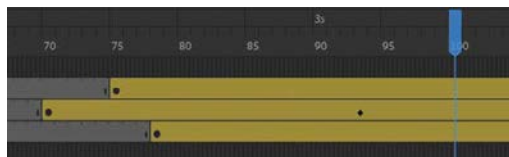


- 9** In the Properties panel, in the Color Effects section, choose Alpha from the Style menu.
- 10** Set the Alpha value to **0%**.
The car becomes totally transparent.
- 11** Choose Create Motion Tween from the button above the timeline.



The current layer becomes a tween layer.

- 12** Move the playhead to frame 100.



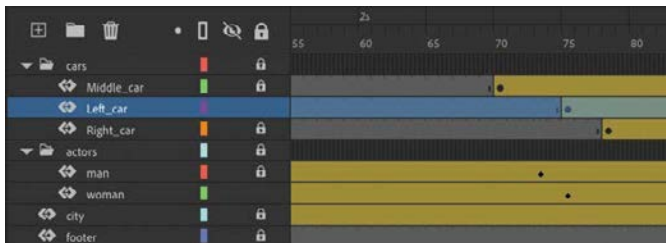
- 13** Make sure the transparent instance of the car on the Stage is selected, and in the Properties panel, change the Alpha value to **100%**.
A new keyframe is automatically inserted at frame 100 to indicate the change in transparency.

- 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.



Tip Holding down the Option/Alt key while dragging one corner handle of the bounding box causes the box to resize relative to the opposite corner rather than relative to the object's transformation point (usually the center).

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.