



Adobe Animate

2023
release



Classroom in a Book®

The official training workbook from Adobe

Russell Chun



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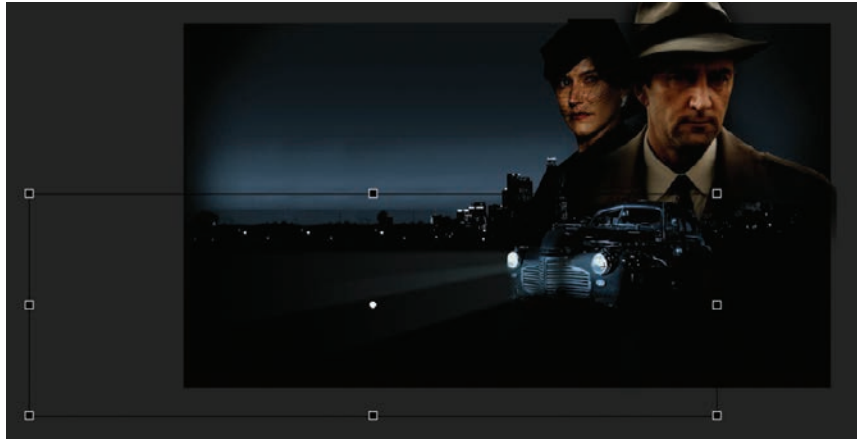
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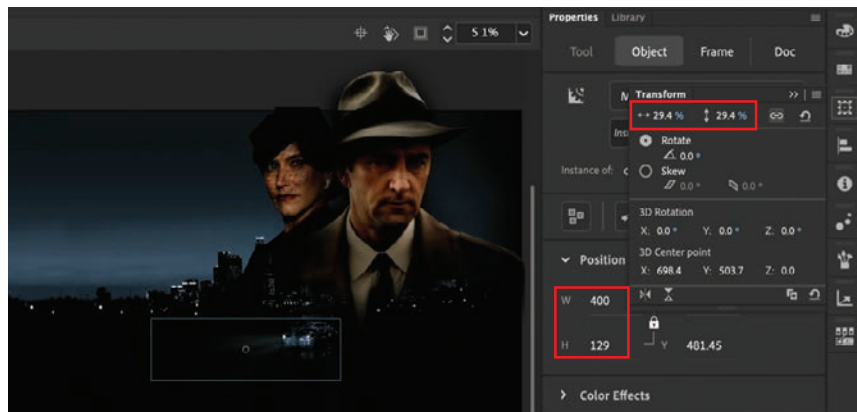
- 5 Select the Free Transform tool.

The transformation handles appear around the instance on the Stage.

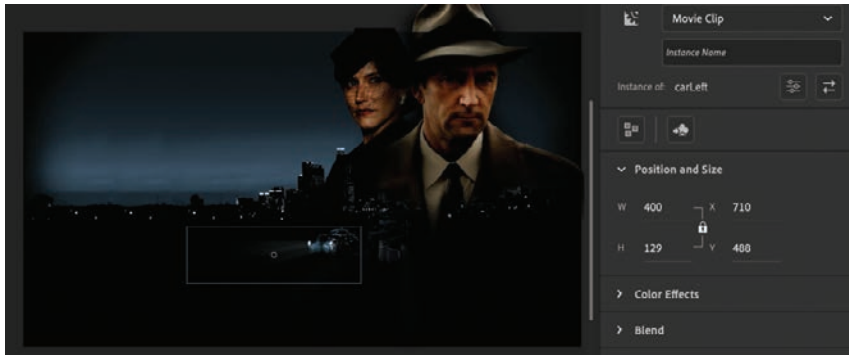


- 6 While holding down the Shift key, drag a corner handle inward to make the car smaller.
- 7 In the Properties panel, make sure that the width of the graphic is about 400 pixels.

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



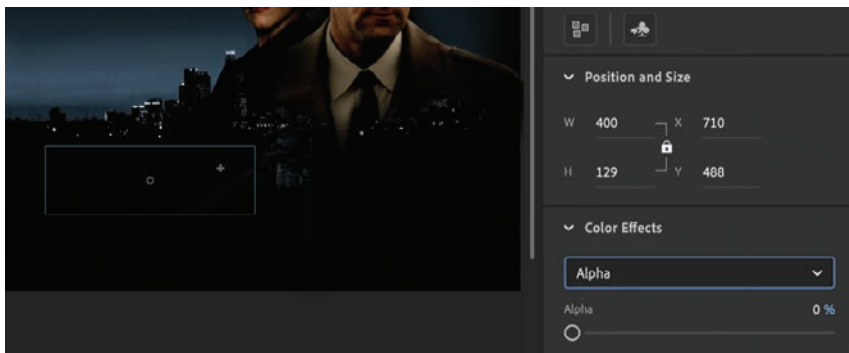
- 8 Move the car to its starting position at about X=710 and Y=488.



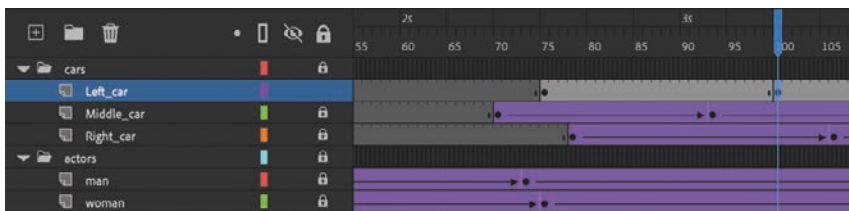
- 9 In the Properties panel, in the Color Effects section, choose Alpha from the Style menu.

- 10 Set the Alpha value to 0%.

The car becomes totally transparent.

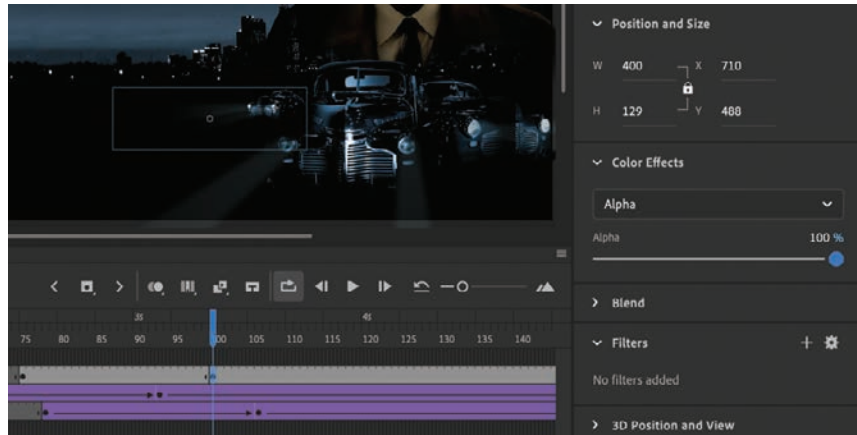


- 11 Move the playhead to frame 100 and insert a new keyframe (F6).



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

In the ending keyframe, the instance of the car becomes opaque.

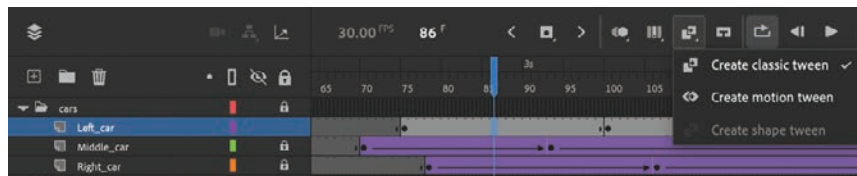


- 13** While holding down the Shift key, drag a corner handle outward to make the car larger. For more precision, use the Properties panel and set the dimensions of the car to width=**1380** pixels and height=**445.05** pixels.

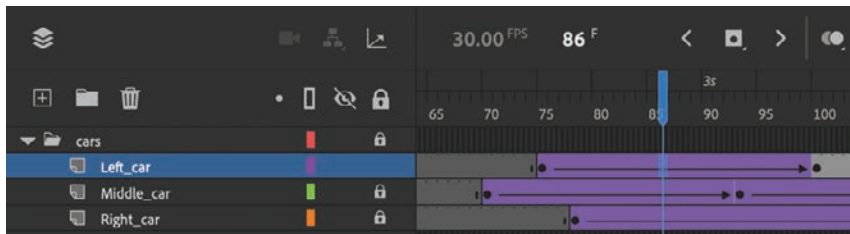
- 14** Position the car at X=**607** and Y=**545**.



- 15** Select any frame between the two keyframes and choose **Create Classic Tween**.



A classic tween is created between frames 75 and 100 where the car fades in and slowly gets bigger as it moves toward the viewer.



- 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 sides.



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

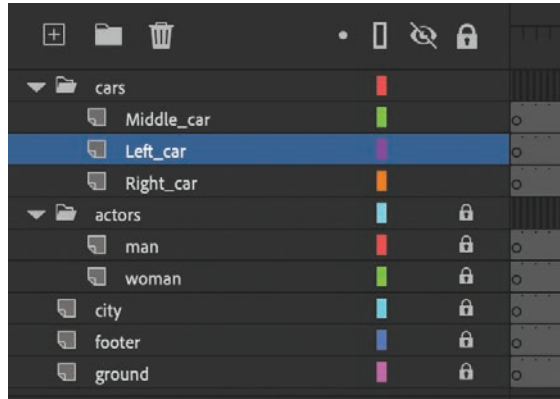
If you need to make the same change across multiple keyframes, you can use the Edit Multiple Frames option above the timeline. This option allows you to make edits that affect many keyframes in the same layer or even across many different layers.

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.

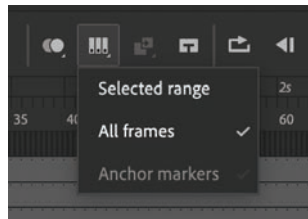
Moving the animation of the cars

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.

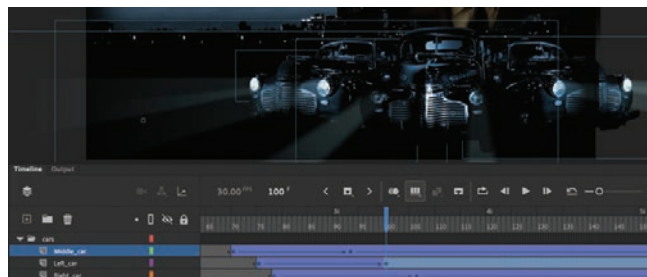


Brackets appear on the timeline indicating the span of frames that will be editable. The All Frames option automatically puts the brackets at the beginning and end to encompass all the frames of the timeline.

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

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

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



- 4 While holding down the Shift key, drag the selected group of cars to the left of the Stage. Move the group so that they are generally centered on the Stage.



You are actually moving multiple instances in multiple keyframes across all three layers at the same time.

- 5 Deselect Edit Multiple Frames.
- 6 Scrub the timeline from frames 70 to 191.

The three cars remain animated with changes in size, color effect, and position, but they have been moved to the center of the Stage.



Save your work. In the next section, you'll work with a different file.