

COMSC-032

**Web Site Development-
Animate**



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Topic 1

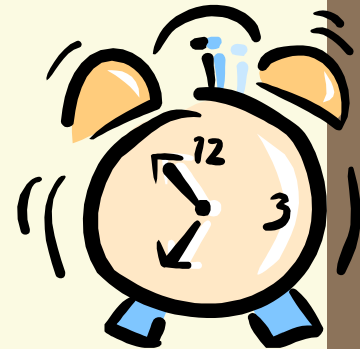
1

Getting Started with Adobe Animate

Adobe Animate is an excellent tool for creating rich interactive experiences for the Internet, animation, and online applications. This lesson gives you a working knowledge of the Animate authoring environment. You also learn to create, save and customize a new Animate document.

Topic 1: Getting Started with Adobe Animate

- Introducing Animate
- Get to know the Animate User Interface
- Using Animate Utility Panels
- Open an Animate File
- Save and Close an Animate File
- Save and Version Your Work with Save As
- Create a New Animate Document
- Organize and Save Your Workspace
- Move and Zoom the Work Area
- Using Rulers and Grids
- Work from a Template
- Using the Properties Inspector
- Setup a New Animate Document
- Test an Animate Movie
- Get Animate Help.



Introducing Animate

- **Adobe Animate** is an integrated development environment, specifically designed for creating **animation**, multimedia experiences, and Web page components.
- Adobe Animate has also become the de facto standard for delivering video over the Internet.



Animate



Introducing Animate

Create Illustration, Animation, and Other Artwork

- Animate has many of the same drawing tools as other illustration programs that allow you to create vector graphics.
- **Vector graphics** are composed of lines, curves and polygons while bitmaps are made of pixels.
- The benefit of using vector artwork in Animate projects is that they can be scaled without a loss of fidelity.
- Vector graphics download a lot faster over the Internet.

Introducing Animate

Work with Symbols and Instances

- **Symbols** are objects in Animate that you can reuse. These objects can be:



Graphics



Buttons



**Movie
Clips**



Sound



Video

Introducing Animate

Work with Symbols and Instances

- Copies of Symbols that are used in your Animate movie are called **instances**.
- No matter how many instances you create, the symbol is only compiled into your movie once.
- You can scale, rotate, and modify other properties of an instance without affecting the base symbol.
- But, if you **edit a symbol**, all of the instances inherit your changes.

Introducing Animate

Create Animation

- There are several ways to animate in Animate.
- You can create **frame-by-frame** animation, use the **Motion Editor**, or use **ActionScript** to move and manipulate an object's properties.
- Frame-by-frame animation is used primarily for creating movements that cannot be achieved in Animate by other methods.



Introducing Animate

Organize with Layers

- Layers are very useful in Animate for several reasons:
 1. You can draw, erase, and add or remove instances on one layer without affecting another layer.
 2. You can hide layers (make invisible) and lock layers (make them uneditable)
 3. You can use layers for organize in a more complex Animate document.

Introducing Animate

Organize with Layers

- Many Animate developers use one layer at the top of their document exclusively for actions, and another exclusively for labels.



Introducing Animate

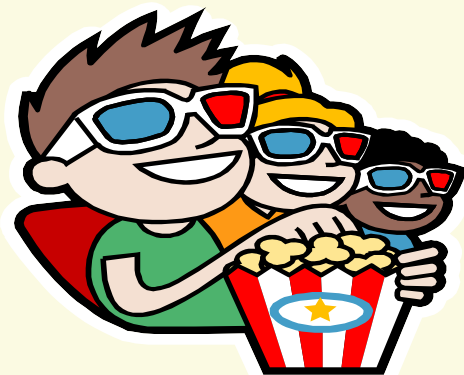
Add Interactive Elements

- You can add interactivity to your Animate movies in a number of ways.
- The simplest is by using the **Button object**.
- Buttons have built-in rollover and click states. With a small amount of **ActionScript**, you can create a vast range of interactivity, from simple rollover effects to triggering complex animation.

Introducing Animate

Publish Your Movies

- You can publish and share your Animate movies over the Web or create self-contained Project files.
- Animate movies can also be exported as QuickTime movies, animated GIFs, and a variety of image sequence formats.



Get to Know the Animate User Interface

(pg 6)

- The Animate program window has several components for working with graphics and movies.

Title Bar

Menu Bar

File Tab

Current Location

Workspace Menu

Library Tab

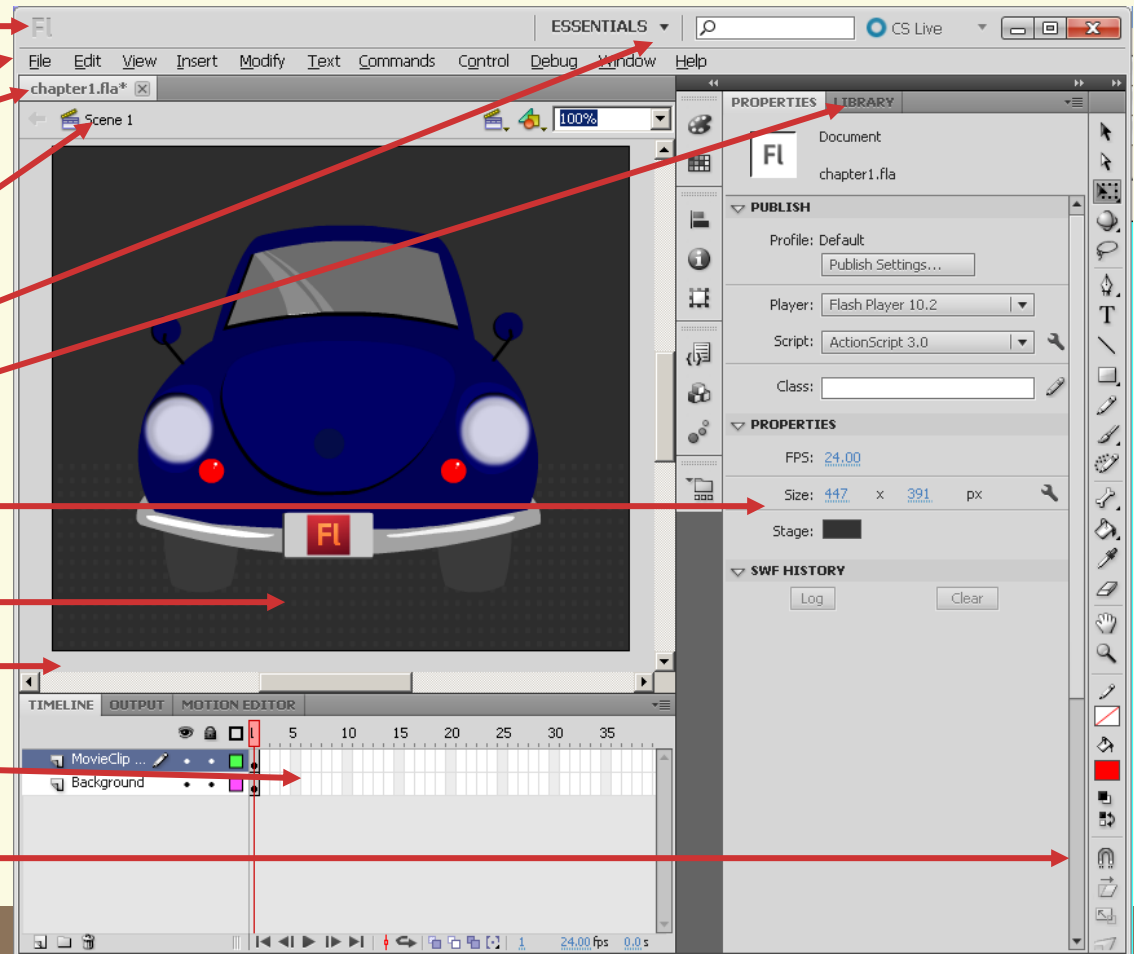
Properties Tab

Stage or Movie Area

Work Area

Timeline

Tools Panel



Get to Know the Animate User Interface

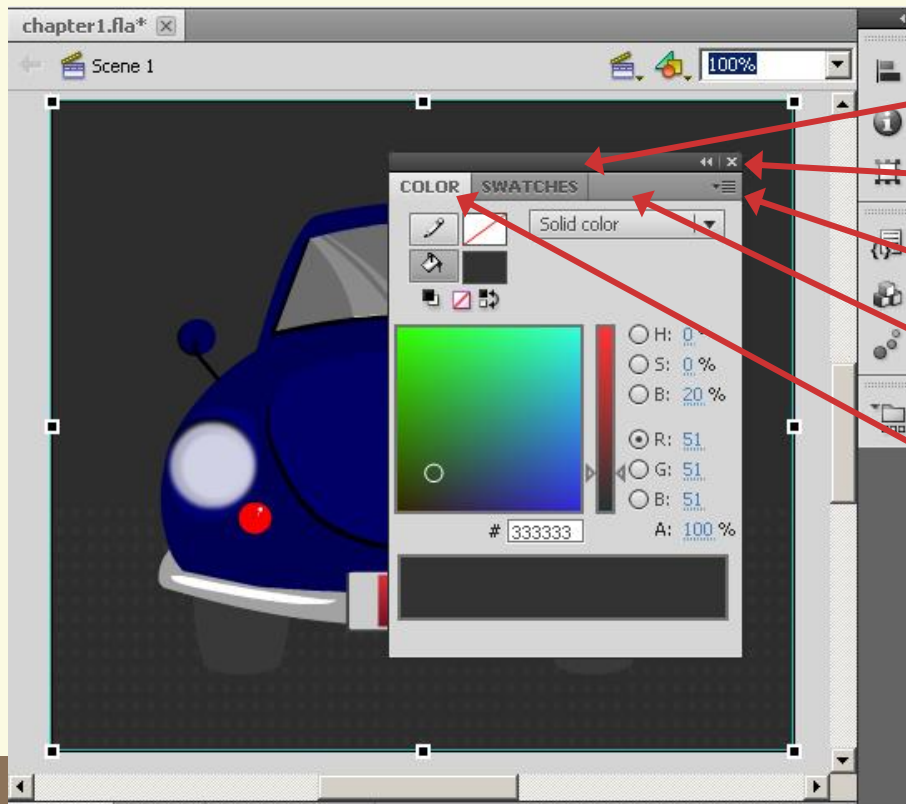
- **Title Bar-** Allows you to open, close & minimize Animate.
- **Menu Bar-** Displays Animate menus which, when clicked reveal commands.
- **File Tab-** The tab at the top of the work area represents the current file. If two or more files are open, you can switch from file to file by clicking tab.
- **Timeline-** Contain all the frames, layers and scenes that make up a movie.
- **Tools Panel-** Contains the basic tools needed to create and work with vector graphics.

Get to Know the Animate User Interface

- **Current Location-** Displays the name of the scene on which you are currently working.
- **Stage -** The area where a movie or graphic displays, where you can view a frame's contents and draw graphic objects. This area is also called the **Animate Editor**
- **Work Area-** The area surrounding the Stage. Anything placed on the work area does not appear in the movie.
- **Property Tab-** Use this panel to view and edit properties of the current object.
- **Library Tab-** Use this tab to organize and select symbols to add to your movie.

Using Animate Utility Panels

- Animate utility panel allow you to organize your workspace by function and by what tools you use most often. They are all dockable to the main Animate window



Top Bar

Close Button

Panel Dropdown

Minimize Area

Tab

Using Animate Utility Panels

- **Top Bar-** Click this bar to collapse a panel into its icon form.
- **Tab –** Displays the name of the panel. The tab is also the portion of the panel that you click and drag to dock, move or break away from other tabs
- **Panel Dropdown-** Use this menu to close a panel, get help about a panel, or to access a list of functions that affect the panel.
- **Close Button-** When a panel exists on its own, not as a part of a tab set, you can close it by clicking the Close button.

Using Animate Utility Panels

- **Minimize Area-** Click on this area of the panel to hide the content of the panel, but retain the tabs and top bar

Open an Animate File

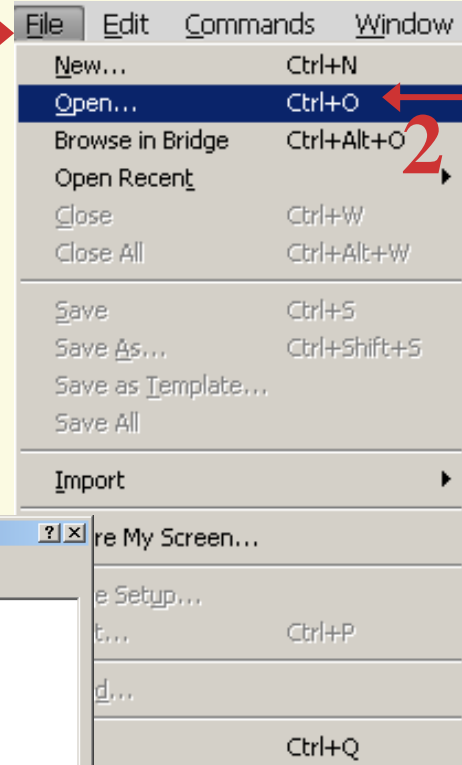
- There are two main types of Animate files you can use to create Animate movies.
 - **Animate document** (.fla)
 - **ActionScript** (.as)
- Animate document are the base file type you use to create your Animate movies.

Open an Animate File

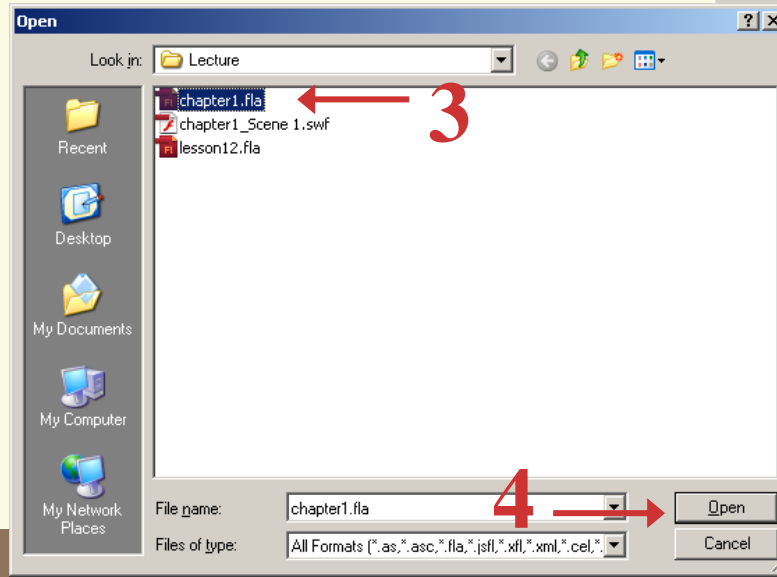


Open a Animate File

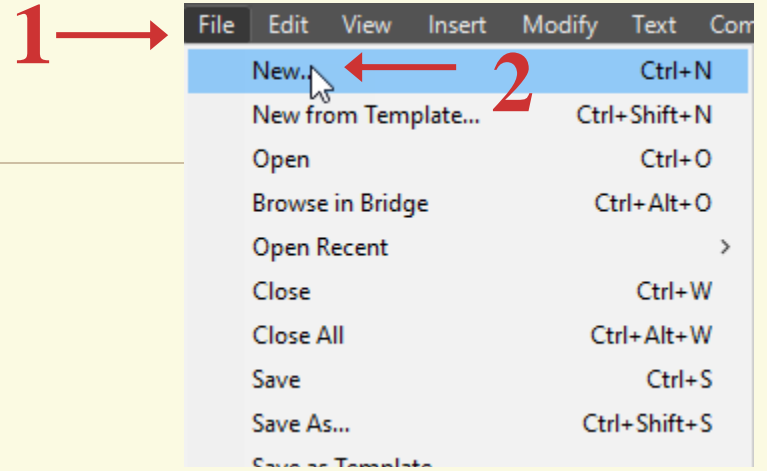
1 →



1. Click **File**
2. Click **Open**
3. Click on an Animate file, or navigate to one you want to open.
4. Click **Open**

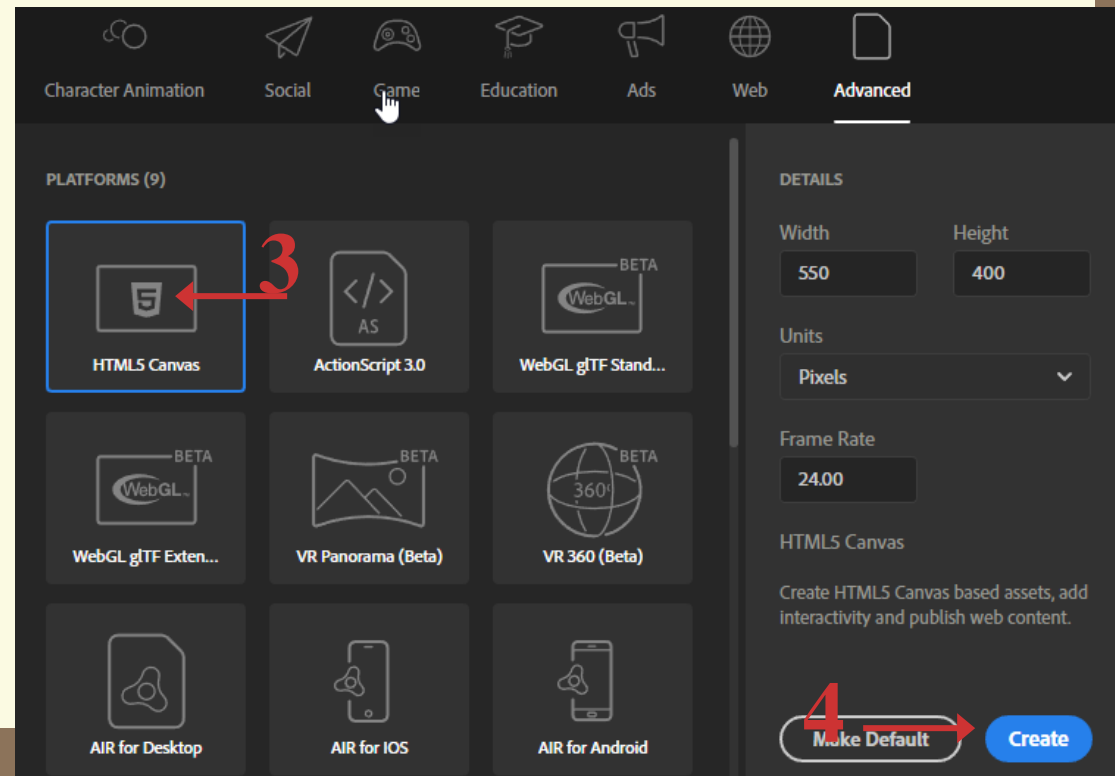


Open an Animate File



Open a New Animate File

1. Click **File**
2. Click **New**
3. Click HTML5 Canvas.
4. Click **Create**



Open an Animate File



How do I switch between multiple files?

Animate has a **tabbed interface** that allows you to have many files open at the same time and provides an easy way to switch between files.

If you open multiple files, switch between them by clicking the tabs.

Save and Close an Animate File

- You are going to want to keep your Animate files so that you can continue to work on them in the future.
- Animate does **not** automatically save your work periodically, so it is essential to save early and often- every time you make a significant change.

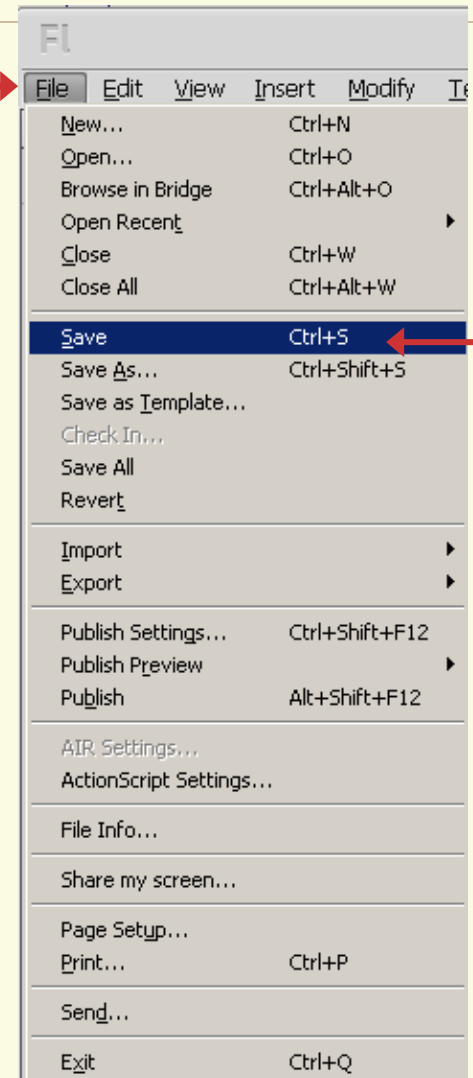
Save and Close an Animate File



Save a File

1. Click **File**
2. Click **Save**
3. Type a **unique name** for the file.
4. Click **Save**

1 →



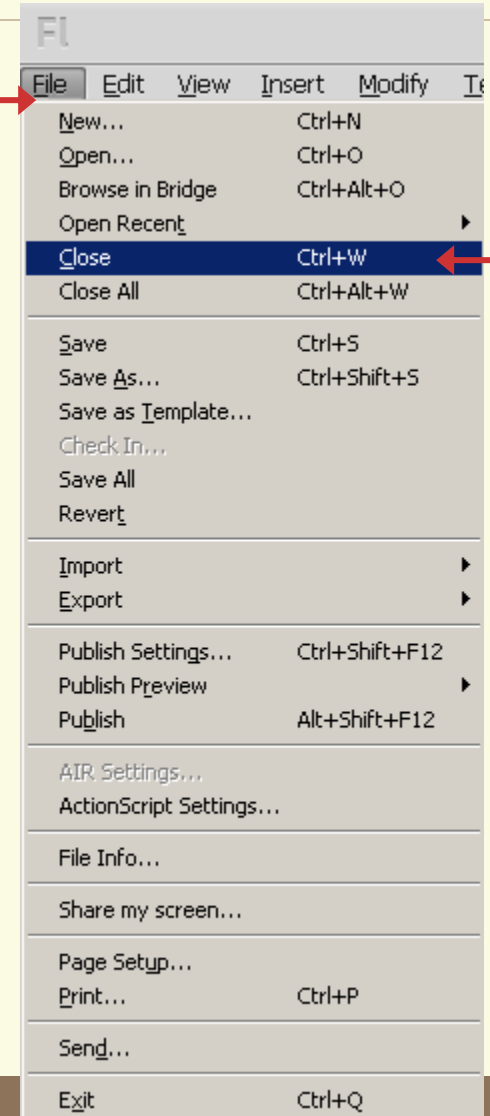
2

Save and Close an Animate File



Close an Animate File

1. Save your file
2. Click **File**
3. Click **Close**



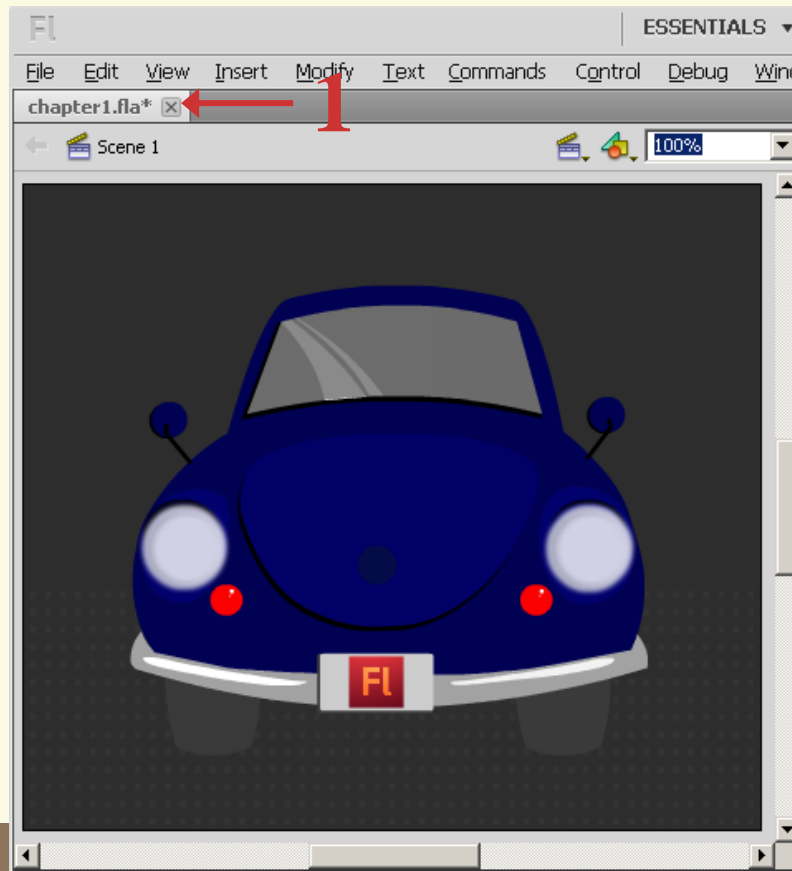
2

Save and Close an Animate File



Close a File with the Close Button

1. Click the **Close** button on your document tab



Save and Close an Animate File



How do I close all of the open documents at once?

If you close the main Animate window, all of your documents close and the Animate program quits.

Only do this if you have saved all of your documents. Animate gives you an opportunity to review any unsaved changes, but it is preferable to not rely on the Review Changes dialog box.

Save and Close an Animate File



Can I save my Animate CS5.5 file as a CS4 document?

Yes, although when you work on a project with multiple people it is better if everyone uses the same version of Animate.

Click File, click Save As Type (Save As) and select CS4. Document from the Format drop-down menu. This saves your FLAH file in the older format.

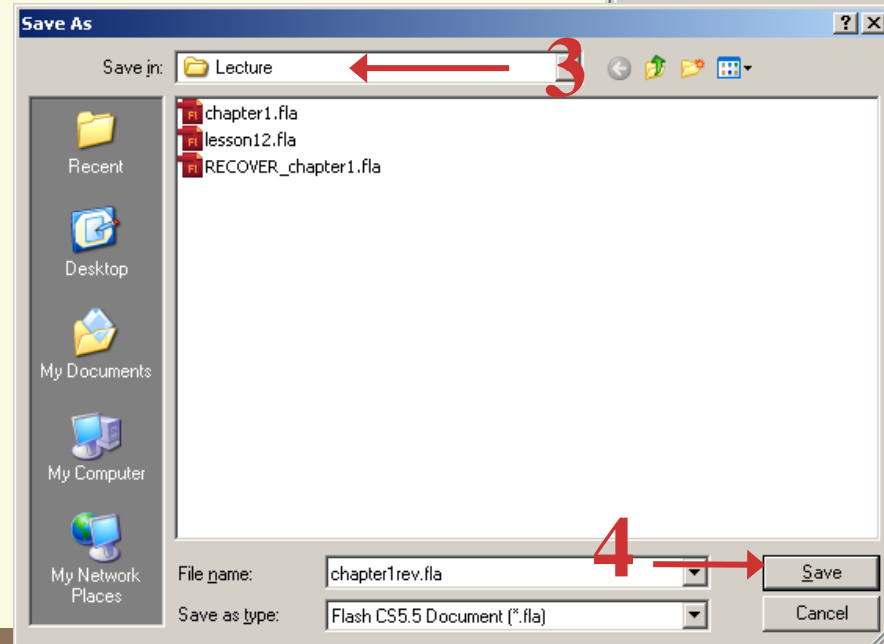
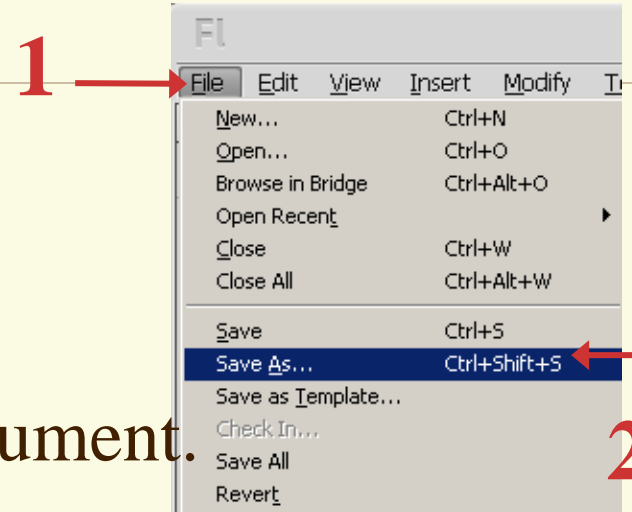
Save and Version Your Work with Save As

- You can save a snapshot of your work with **Save As**.
- Sometimes you may want to experiment in the middle of a project without fear of not being able to get back to your last stable version.
- So before experimenting, you can save a copy and always go back to it.

Save and Version Your Work with Save As



1. Click **File**
2. Click **Save As**
3. Choose a new name for the current version of your document.
4. Click **Save**



Create a New Animate Document

- Animate files are called **documents** or **movies**. You can create a new document in Animate to design artwork, build an animation, or begin a larger interactive project.
- Animate movies are saved in the **.fla** format, so you can also refer to your Animate movie as your **FLA file**.

Create a New Animate Document

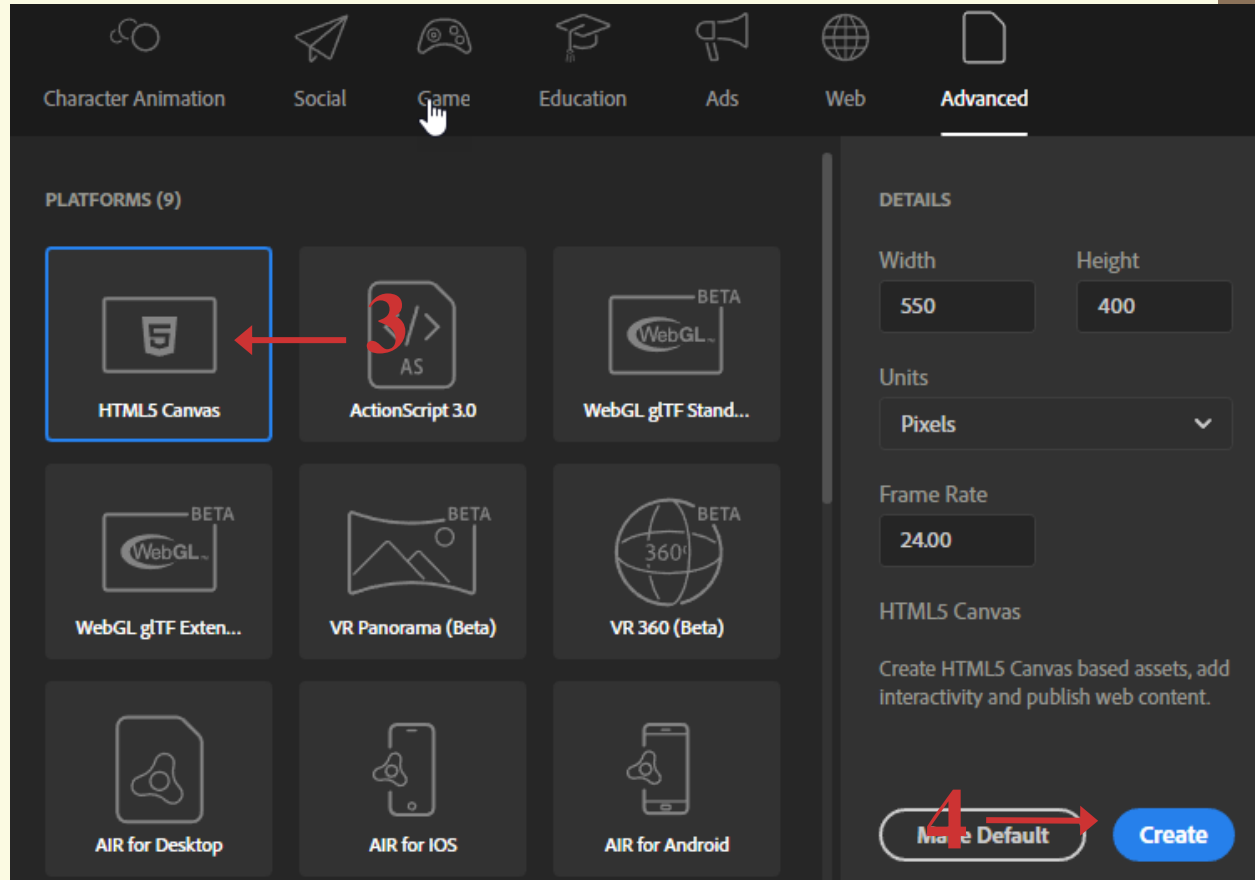
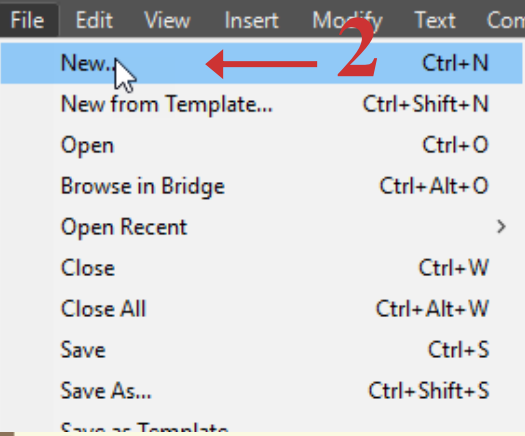


Create a New Animate Document

1. Click **File**
2. Click **New**
3. Click the type of document you want to create.
4. Click **Create**

Create a New Animate Document

1



Organize and Save Your Workspace

- You can organize all of the windows and panels of the Animate interface to suit your needs.
- You may want to save a few different workspaces, each specifically laid out for designing, programming or debugging.

Organize and Save Your Workspace



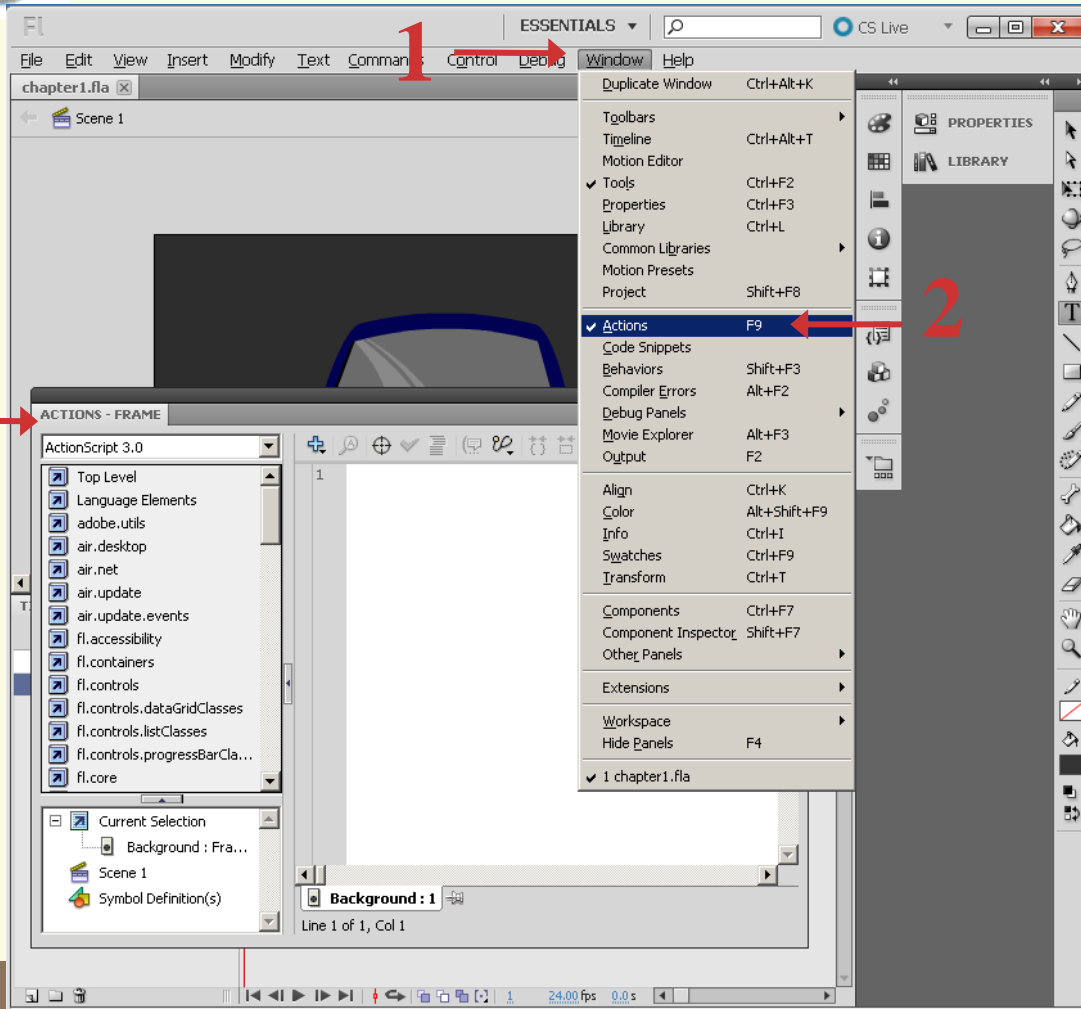
Organize and Save Your Workspaces

1. Click **Window**
2. Click **Actions**
3. The Action panel appears.
4. Click and drag the Action panel and move it next to the Timeline tab below the work area

Organize and Save Your Workspace

demo

Organize and Save Your Workspaces

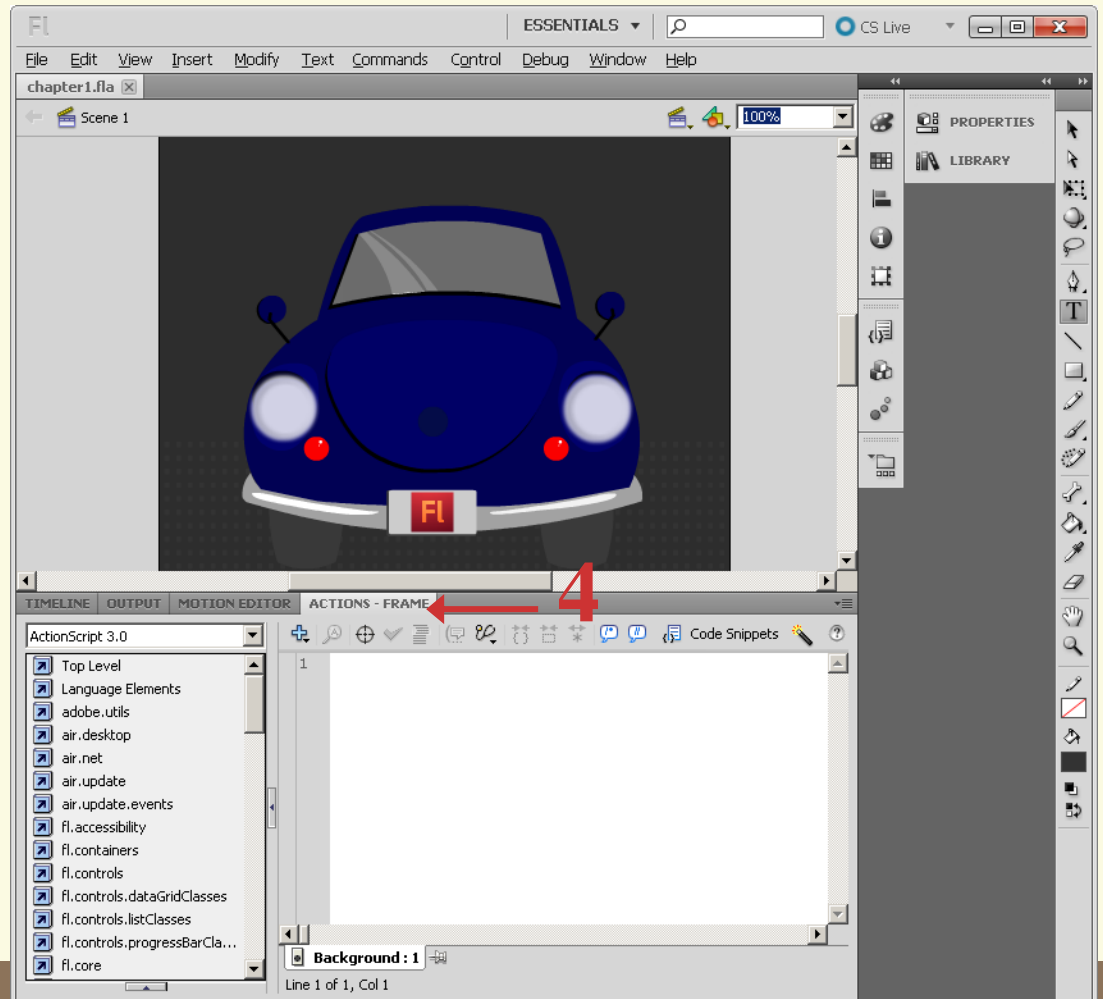


Organize and Save Your Workspace



Organize and Save Your Workspaces

A highlight appears where your dragged panel will be docked. Release the mouse button.



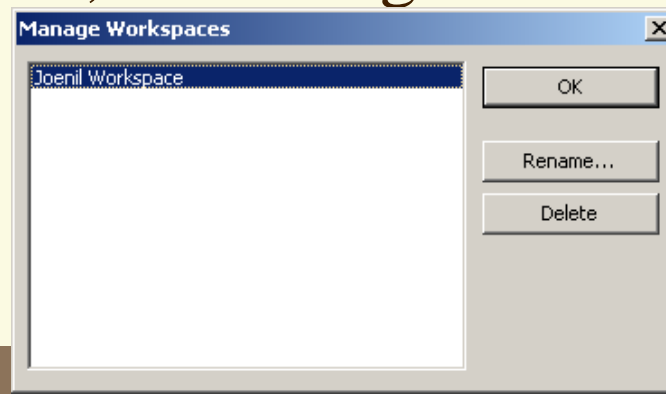
Organize and Save Your Workspace



How do I rename and delete a workspace that I created?

Click **Window, Workspace, Manage Workspaces**. A dialog appears that has options to rename and delete your workspaces.

Animate does not allow you to delete or rename the built-in workspaces, so if you have not yet created your own, the dialog will be empty.



Organize and Save Your Workspace



Can I hide and show all of the open Animate panels?

When you have panels open, you can click **Window, Hide Panels** (F4) to hide everything except the Stage.

After hiding the panels, you can make them all appear again by clicking, **Window, Show Panels** (F4).

Move and Zoom the Work Area

- Many times you may want to zoom in to get a better view of your work or zoom out to find objects that you placed off-stage for safe keeping.
- The most common way to move around the work area is to use a combination of the Zoom tool, and to use the keyboard to toggle on the Hand tool for moving.

Move and Zoom the Work Area

(pg 18)

- Zooming and moving your view merely changes the scale and placement of the work area. It does not affect the size and placement of your objects and artwork.

Move and Zoom the Work Area



Zoom In

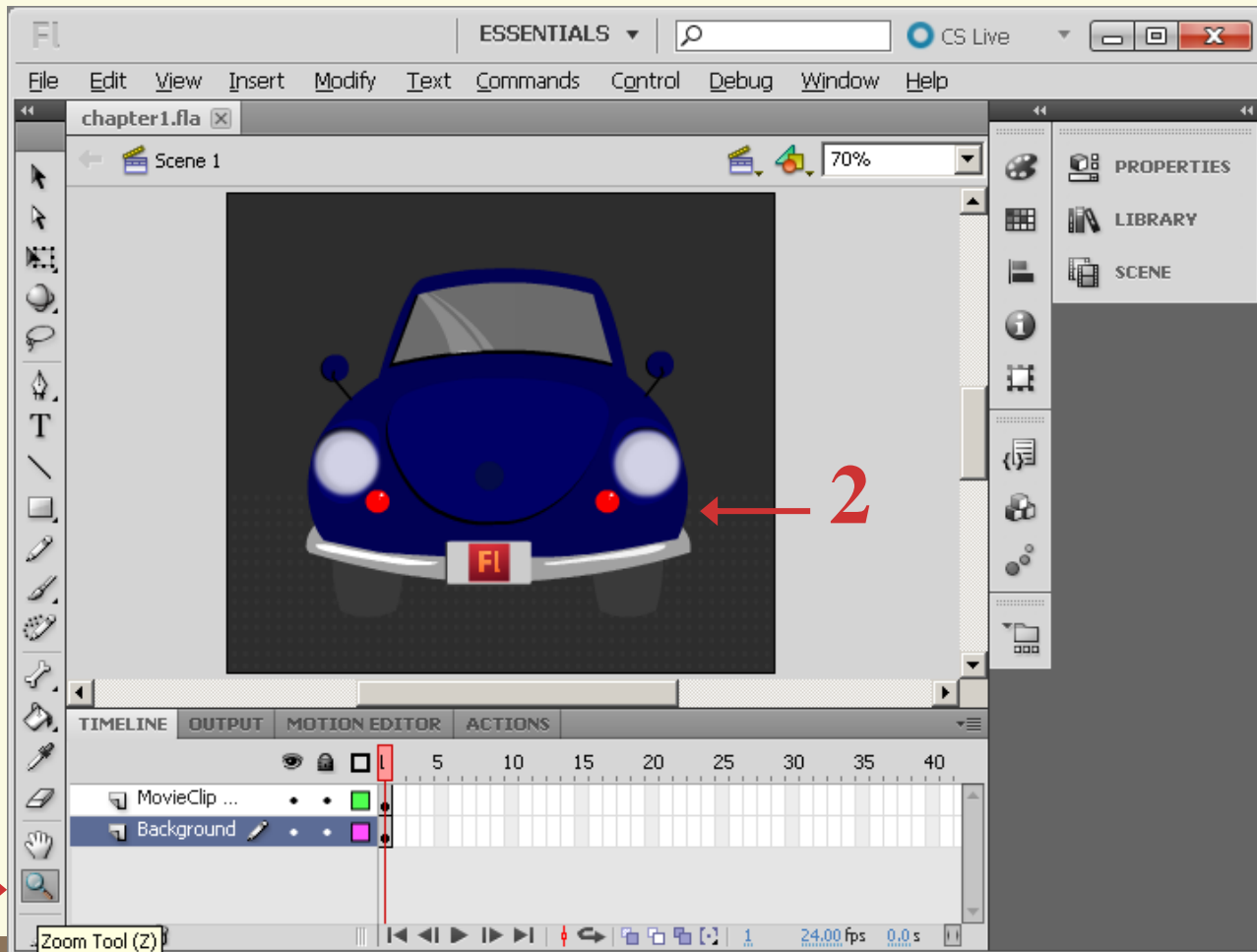
1. Click the **Zoom tool** () in the Tools panel.
2. Click on the **work area** to zoom in.

Note: Animate zooms in on your view of the work area.

Move and Zoom the Work Area



Zoom In




1 →

2 →

Move and Zoom the Work Area



Zoom Out

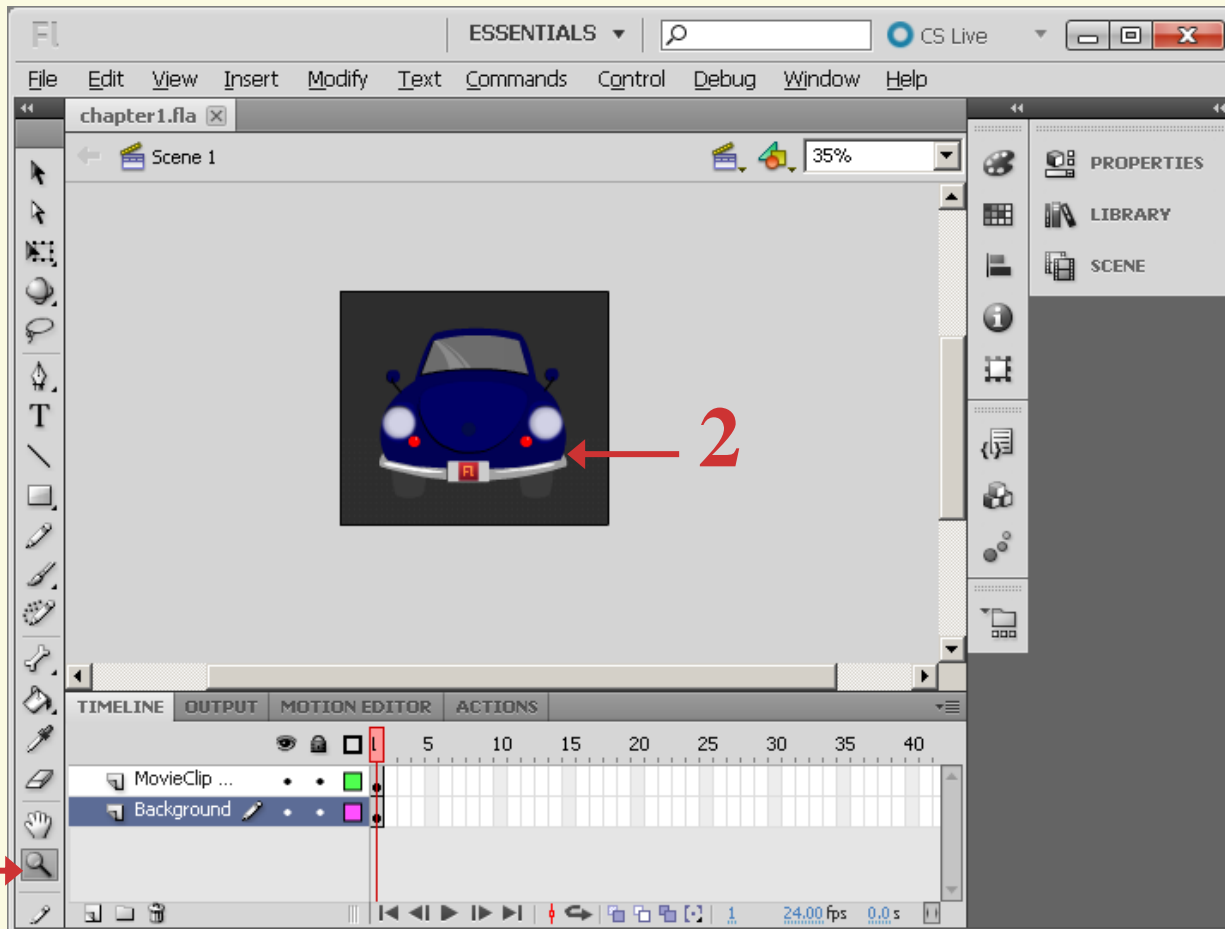
1. Click the **Zoom tool** () in the Tools panel.
2. Press and hold down **<Alt>**.
3. Click on the **work area** to zoom out.

Note: Animate zooms out of your view of the work area..

Move and Zoom the Work Area



Zoom Out



Move and Zoom the Work Area



Move Your Work Area

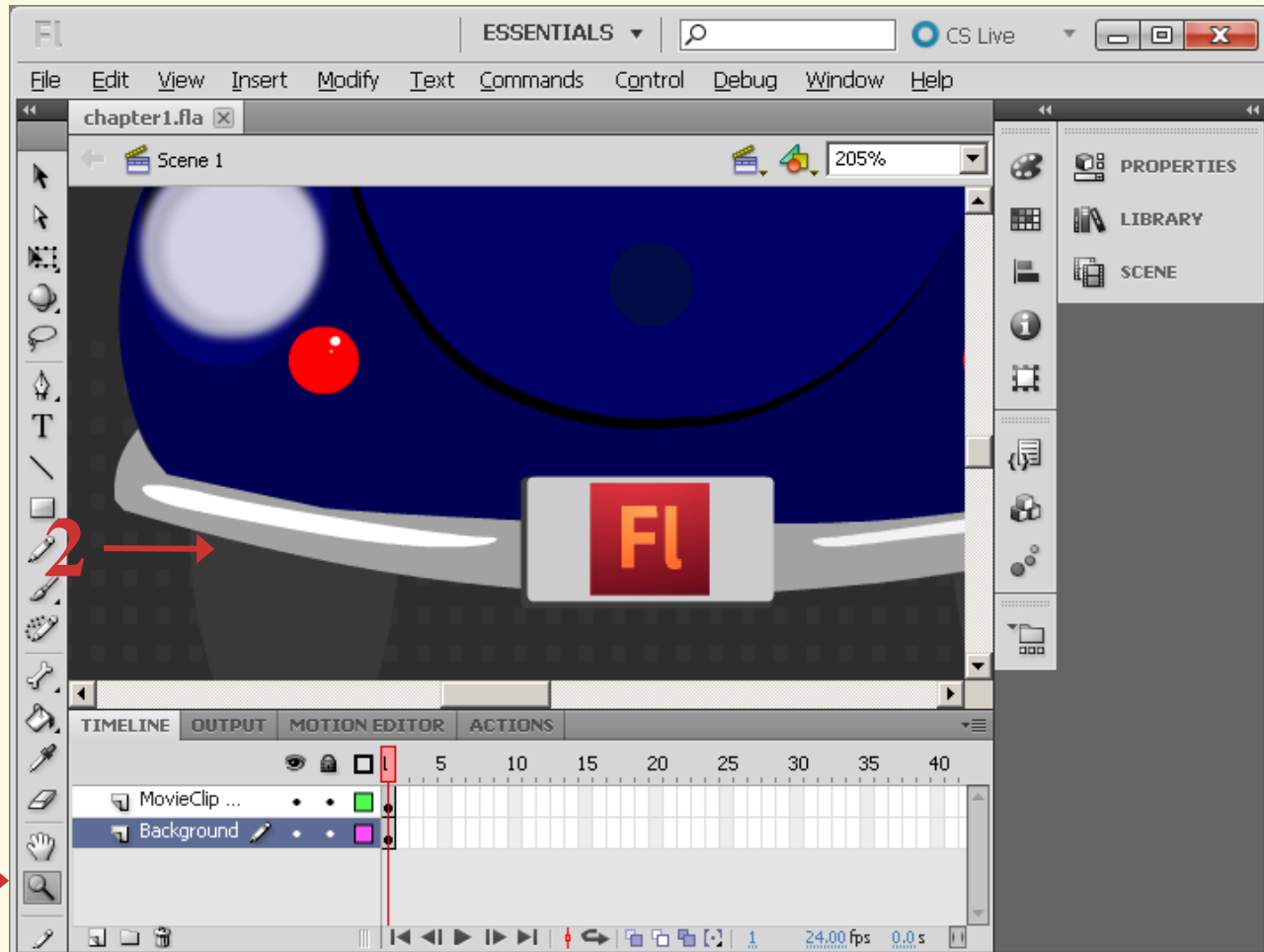
1. **Zoom in.**
2. Press and hold down **<Spacebar>**
3. Click and drag the **work area** to move it around.

Note: Animate moves your view of the work area. Release the mouse button and the **<Spacebar>** when you finish moving.

Move and Zoom the Work Area



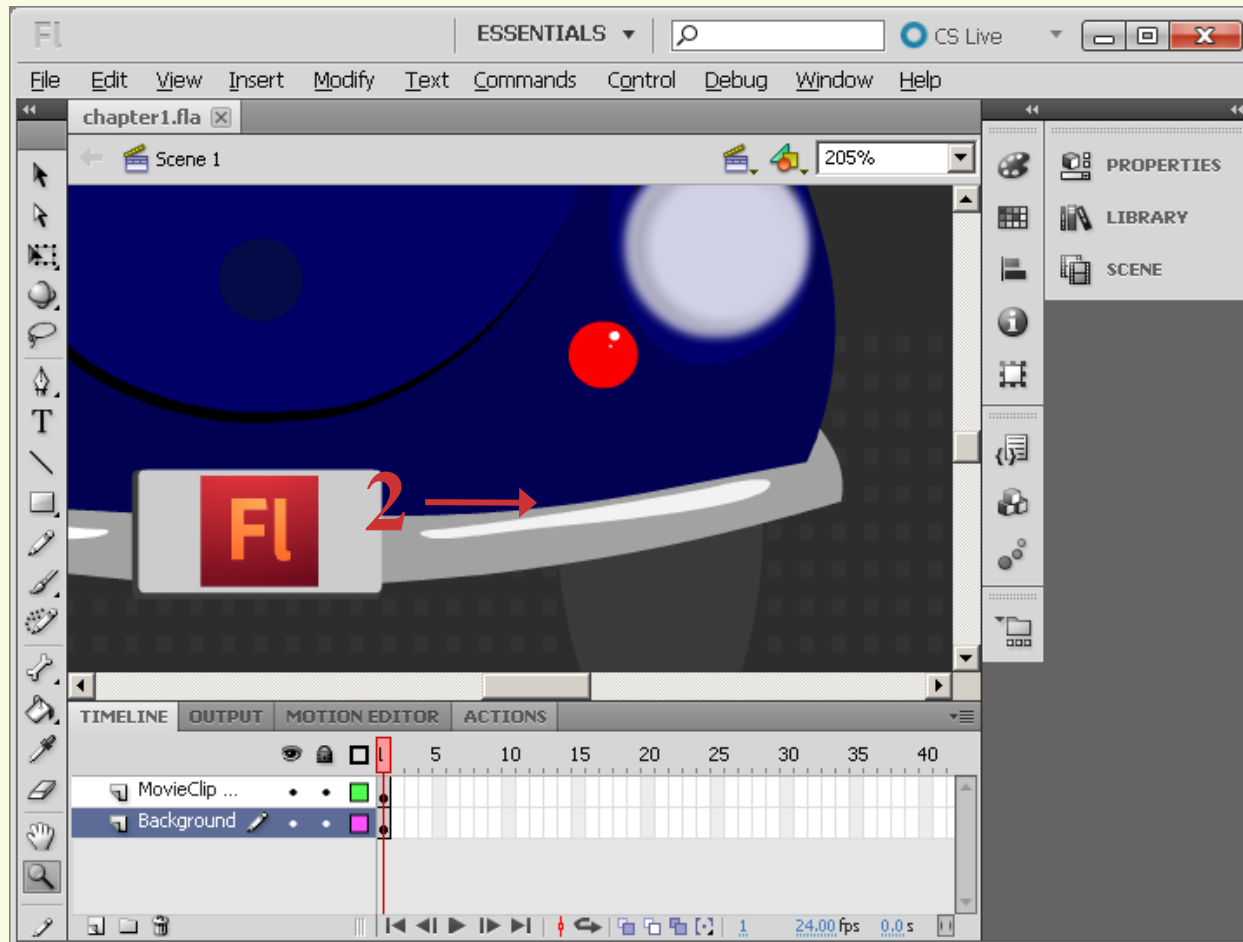
Move Your Work Area



Move and Zoom the Work Area



Move Your Work Area



Move and Zoom the Work Area

How do I zoom to a specific magnification?

In the upper-right corner of the work area there is a **magnification text field** that displays the current zoom level.

You can **type any number** from 8% to 2000%, press <Enter>, and your work area zooms to your specified magnification.



Move and Zoom the Work Area

How do I get back to viewing my work at actual size?

There are three ways to this. You can double-click the **Zoom** tool, press <Ctrl>+<1>, select 100% from the zoom level menu, or type **100%** into the magnification text field..

Using Rulers and Grids

- You can be very precise with the layout of your objects and illustration by using **rulers and grids**.
- Rulers and grids do not appear in your exported or published movie; they are just **tools to aid** your design.

Using Rulers and Grids



Activate the Animate Rulers

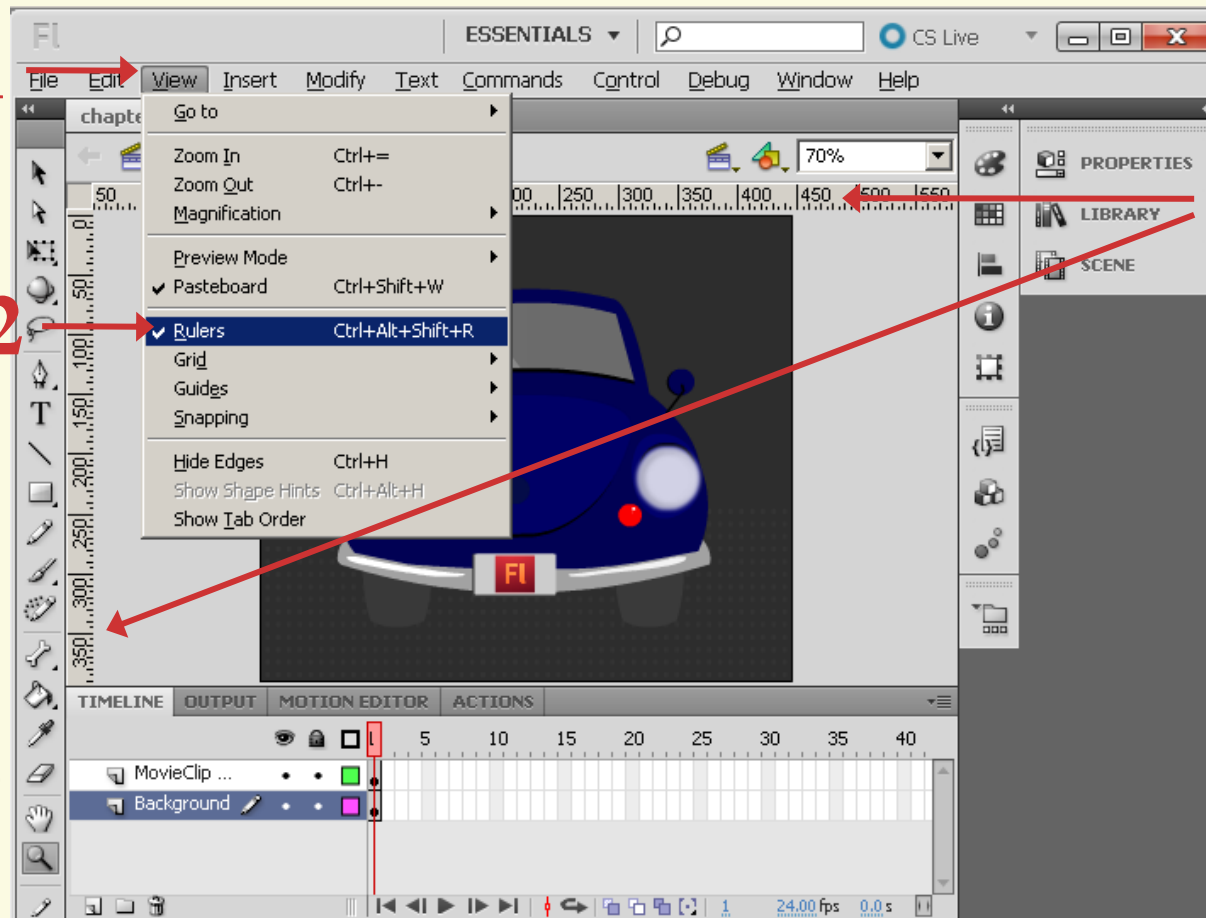
1. Click **View**
2. Click **Rulers**

Note: Animate displays a horizontal and vertical ruler in the Stage area. You can repeat steps 1 and 2 to turn off the rulers

Using Rulers and Grids (pg 20)



Activate the Animate Rulers



Animate displays a horizontal and vertical ruler in the Stage area.

Using Rulers and Grids



Turn on the Grid

1. Click **View**
2. Click **Grid**
3. Click **Show Grid**

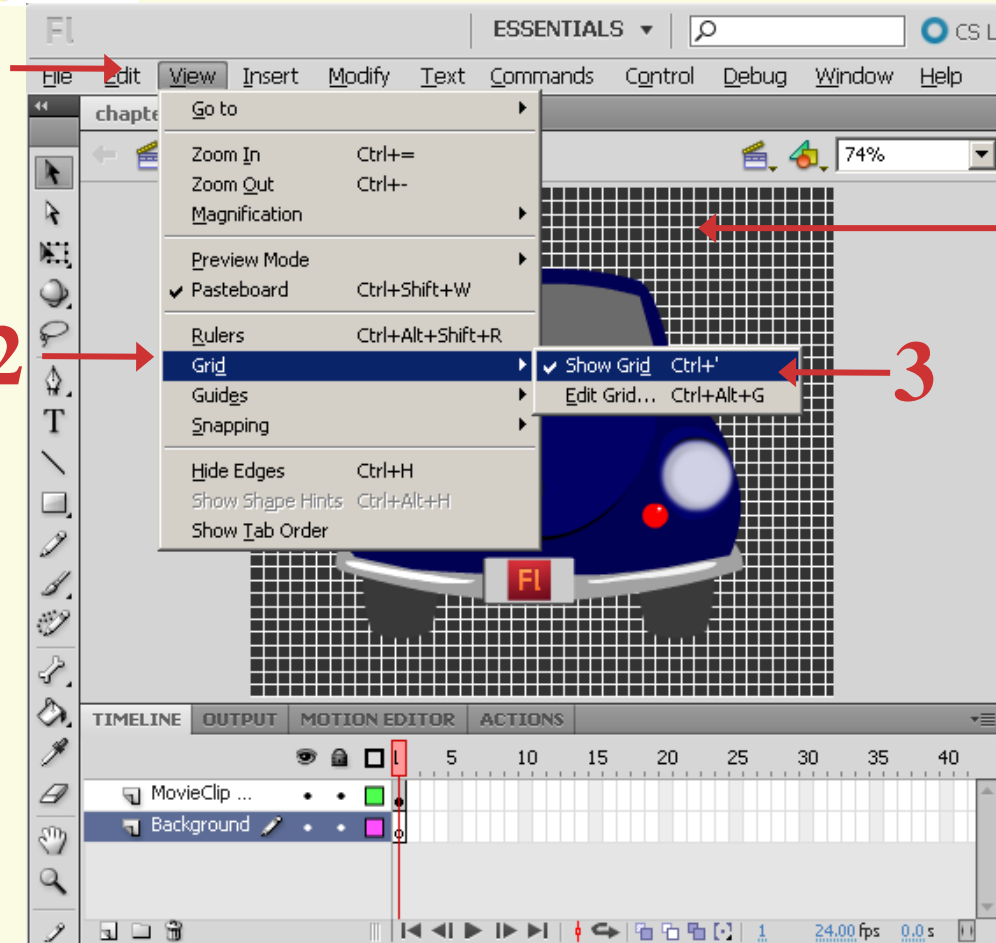
Note: Grid lines appear on the Stage. You can repeat steps 1 to 3 to turn off the grid lines

Using Rulers and Grids



Turn on the Grid

1



Grid lines appear on the Stage.

Using Rulers and Grids



How do I change the size of my grid squares?

Click on **View**, **Grid**, and then **Edit Grid**. A dialog box appears that allows you to change the vertical and horizontal spacing of the grid lines.

It also allows you to change the color of your grid, adjust snapping and determine whether the grid appears above or below elements on the stage.

Using Rulers and Grids



What are guides?

Guides are lines you can drag onto the Stage to help you as you move items and control the positioning.

You can turn on the Animate guides as another tool to help you position objects on the Stage.

To display the guides, click **View, Guides**, and then **Show Guides**. You must also turn on the Animate rulers in order to use guides.

To add a guide to the Stage, drag a guideline off of the ruler and onto the Stage. To remove a guide, drag it back to the ruler.

Working from a Template

- Animate has a **library of templates** that you can use as a starting point. Many of these templates are for creating content for online advertising, mobile phones, and slide shows.
- You can also create your own templates or download other templates from the Internet.

Working from a Template



Open a Animate Template

1. Click **File**
2. Click **New**
3. Click the **Templates** tab
4. Click a **category**
 - a. A list of related templates appears
 - b. Click a template and view a preview here
 - c. A description of the template appears here if one is available.

Working from a Template (pg 22)



Open an Animate Template

1

The screenshot shows the Adobe Animate software interface. The 'File' menu is open, and the 'New from Template' dialog box is displayed. Red arrows and letters 'a', 'b', and 'c' indicate specific steps in the process.

Step 1: The 'File' menu is open, and the 'New...' option is selected. A red arrow points to the 'File' menu, and another red arrow points to the 'New...' option.

Step 2: The 'New from Template' dialog box is open. A red arrow points to the 'Templates' tab.

Step 3: The 'Advertising' category is selected in the 'Category' list. A red arrow points to this category.

Step 4: The '234 x 60 Half Banner' template is selected in the 'Templates' list. A red arrow points to this template.

Step 5: The 'Preview' area shows a white banner on a gray background. A red arrow points to this preview.

Step 6: The 'Description' field shows the text 'Half-wide banner with stage size of 234 x 60.' A red arrow points to this description.

Step 7: The 'OK' button is highlighted. A red arrow points to this button.

Working from a Template



Open an Animate Template

5. Click the template you want to create
6. Click **OK**

Note: A blank template appears in the Animate window. You can add content to create the new file.

Working from a Template



Can I make my own templates in Animate?

Yes. To turn any Animate file into a template file, click file, click **File** and then Save As Template to open the **Save As Template** dialog box.

Type a unique name for the template, select a category to save the template to, and type a brief description.

Click **Save** and Animate saves the file and adds it to the template list.

Working from a Template



How do I save a file I create with a template?

After you finish working on the template, you can save it as a regular Animate file.

Click **File** and then **Save**, and assign in unique name for the file in the Save As dialog box.

Using the Property Inspector

- You can use the **Property inspector** to see and edit the properties of the object that you currently have selected.
- The Property inspector changes to reflect the **properties associated** with the **object** you select on the Stage.
- If you have no objects selected, the Properties inspector displays the general properties of your Animate document..

Using the Property Inspector

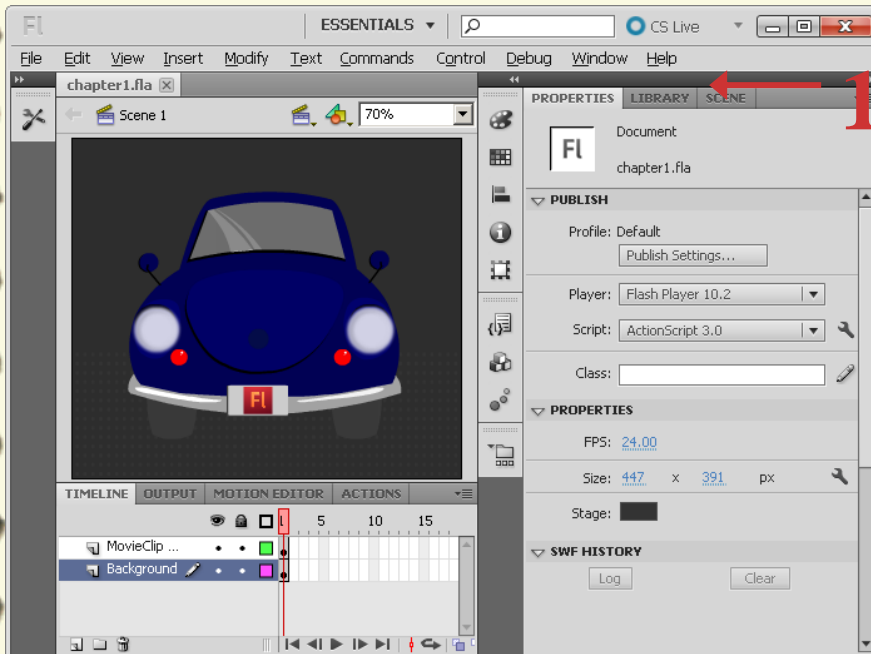
- The Property inspector acts as a panel that you can collapse, hide from view, or move.
- By default, Animate **docks** the Property inspector at the right of the program window, in a tab set that includes the Library panel.

Using the Property Inspector



Collapse and expand the property inspector

1. Click the panel's title bar or name to **collapse** or minimize the panel.



This also minimizes any other panels that are a part of the same tab set, and collapse them to icons.

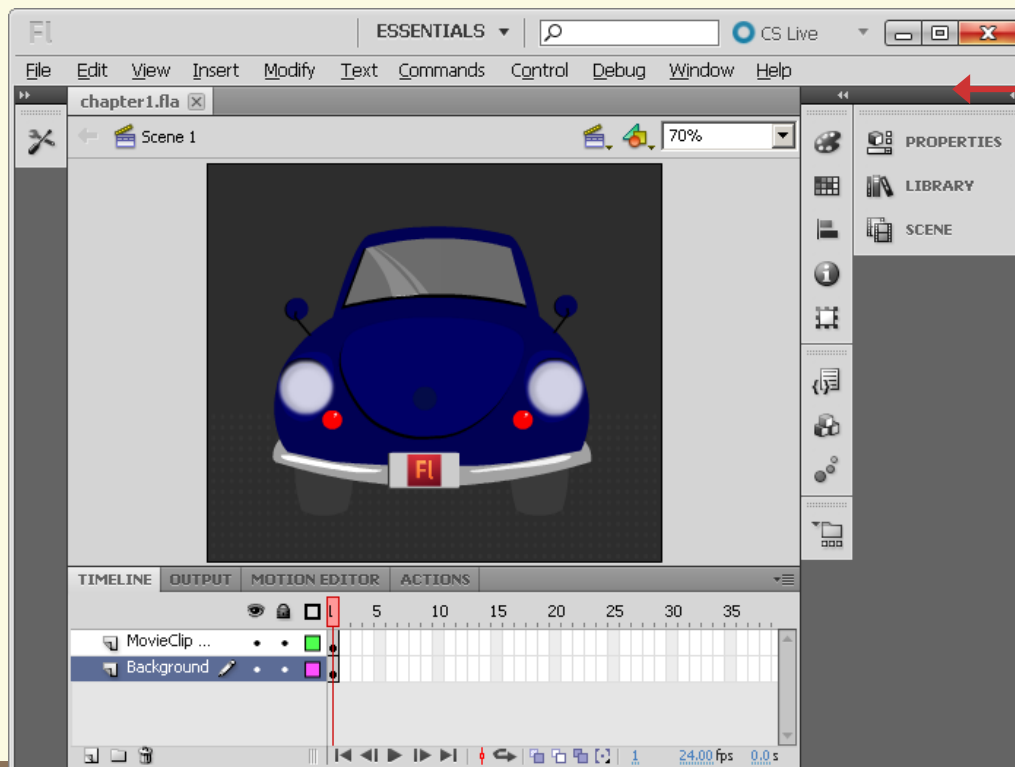
The Properties inspector panel and other tabs collapse.

Using the Property Inspector

demo

Collapse and expand the property inspector

2. To **expand** the panel again, click the panel's title bar.



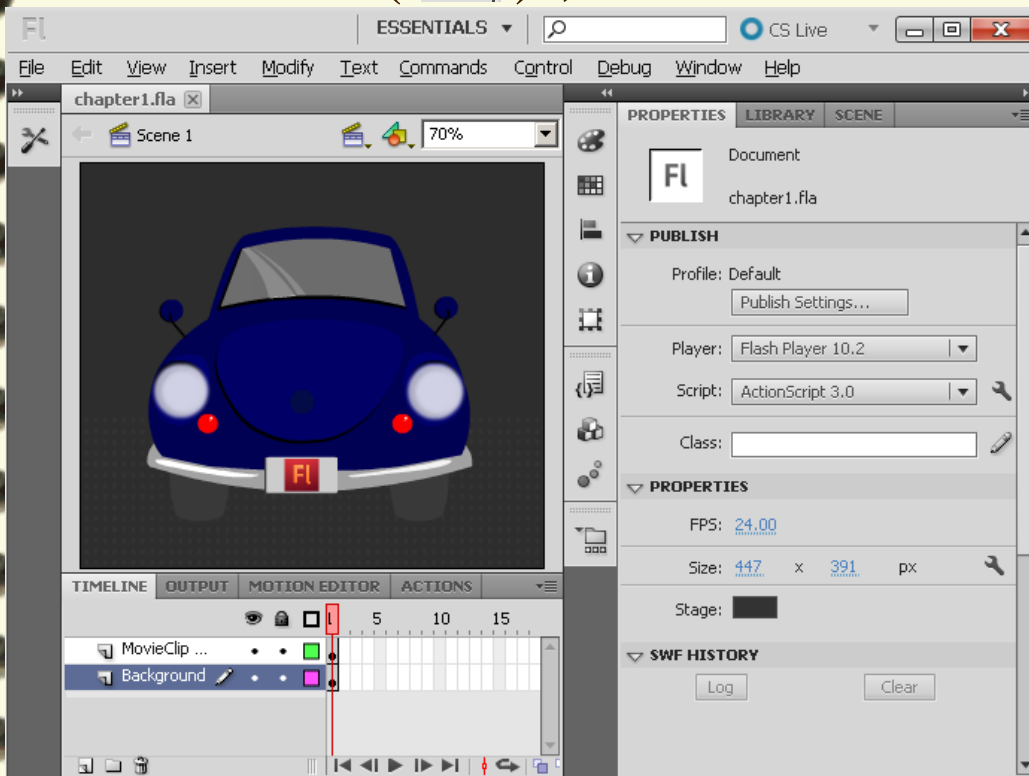
To temporarily view collapsed panels, you can click the panel name in the collapsed view.

Using the Property Inspector



Close the panel

1. To **close** the panel, click the panel drop-down button (), and click **Close**.



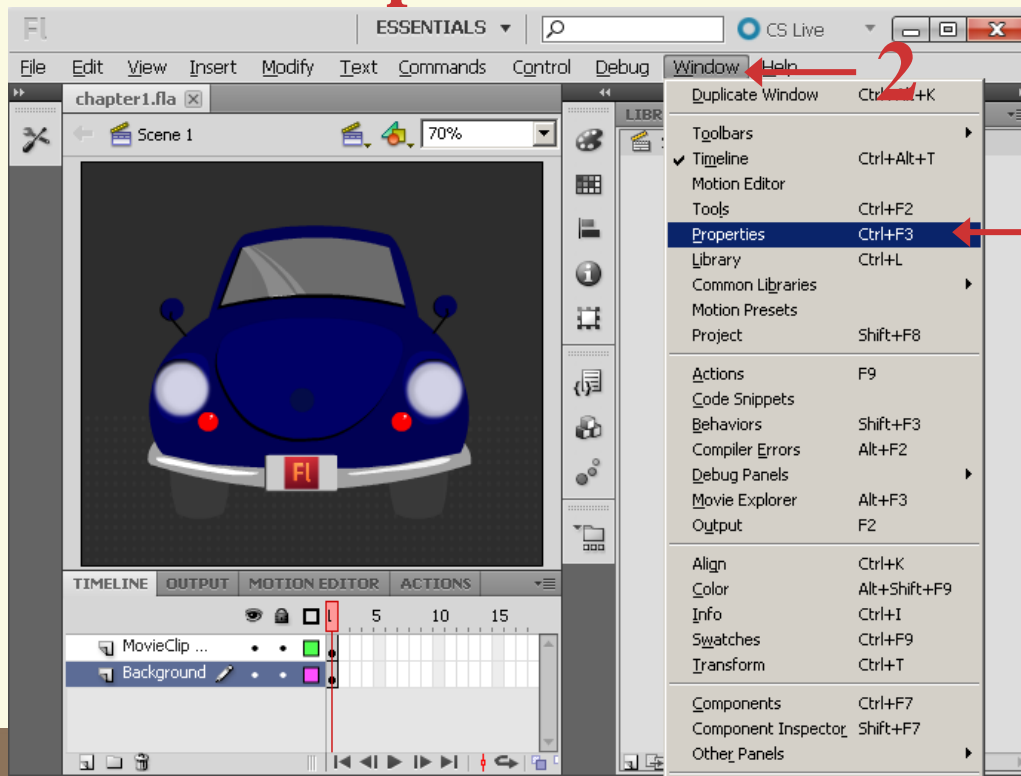
Animate closes the Properties inspector.

Using the Property Inspector



Open the panel

2. To display the panel, click **Window**.
3. Click **Properties**



Animate opens the Properties inspector.

Using the Property Inspector



Can I move the Properties inspector around like a normal panel?

Yes. If you click and drag the **Properties** tab, you can move it anywhere. If you release the mouse button while another part of the Animate window is highlighted, it docks there.

If no area is highlighted, the Properties inspector appears as a regular panel.

Using the Property Inspector



Can I rearrange the tabs where I have many panels docked?

You can rearrange any tab set in Animate by dragging tabs to the left and right.

Animate automatically moves the other tabs to make room for your dragged tab while you are dragging, so you know where everything will be when you release the mouse button.

Set up a New Animate Document

- When you first open a new document in Animate it is a good idea to set up your **Stage size, frame rate, background color, and Action Script version** first.
- Sometimes, your animation or scripts behave differently than you expect after a change in frame rate.
- And it can be labor intensive to move all of your objects on the Stage to accommodate a new Stage size.

Set up a New Animate Document



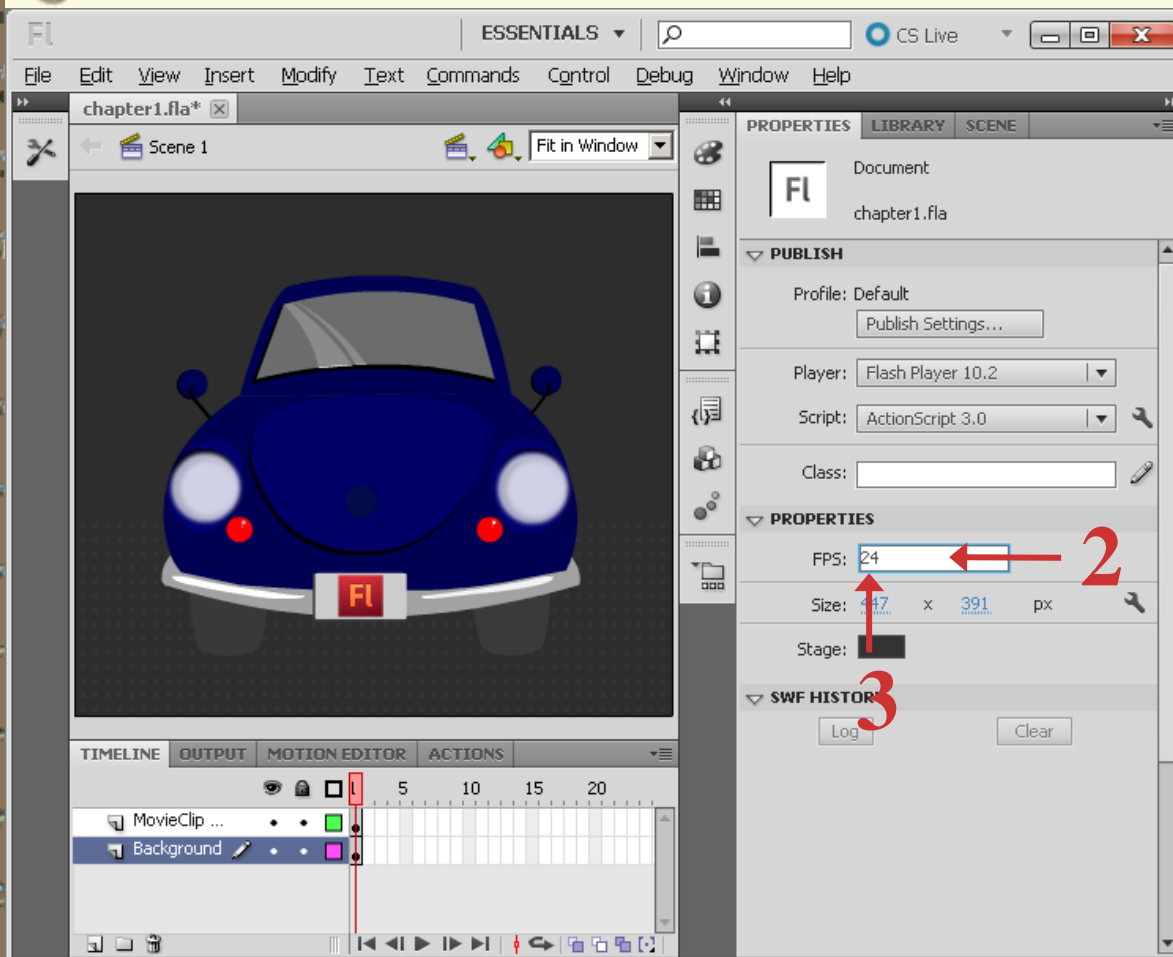
Change the Frame Rate

1. If it is not already open, open the **Properties inspector** by click **Window** and then **Properties**.
2. Click the number in the FPS field (frames per second)
3. Type a new frame rate in the FPS

Set up a New Animate Document

demo

Change the Frame Rate



This example shows a rate of 24.

Set up a New Animate Document



How do I save my document setup, so I can reuse it in the future projects?

Click **File, Save As Template** to save all of your document settings as a Animate template. Then, when you create a new document, you can choose your saved template as starting point.

Set up a New Animate Document *continuation*


- You can set your frame rate to be anything you want.
- Most of the time you should stick with conventional **31 frames per second** for Animate, unless you have a compelling reason to use a different rate

Set up a New Animate Document

continuation



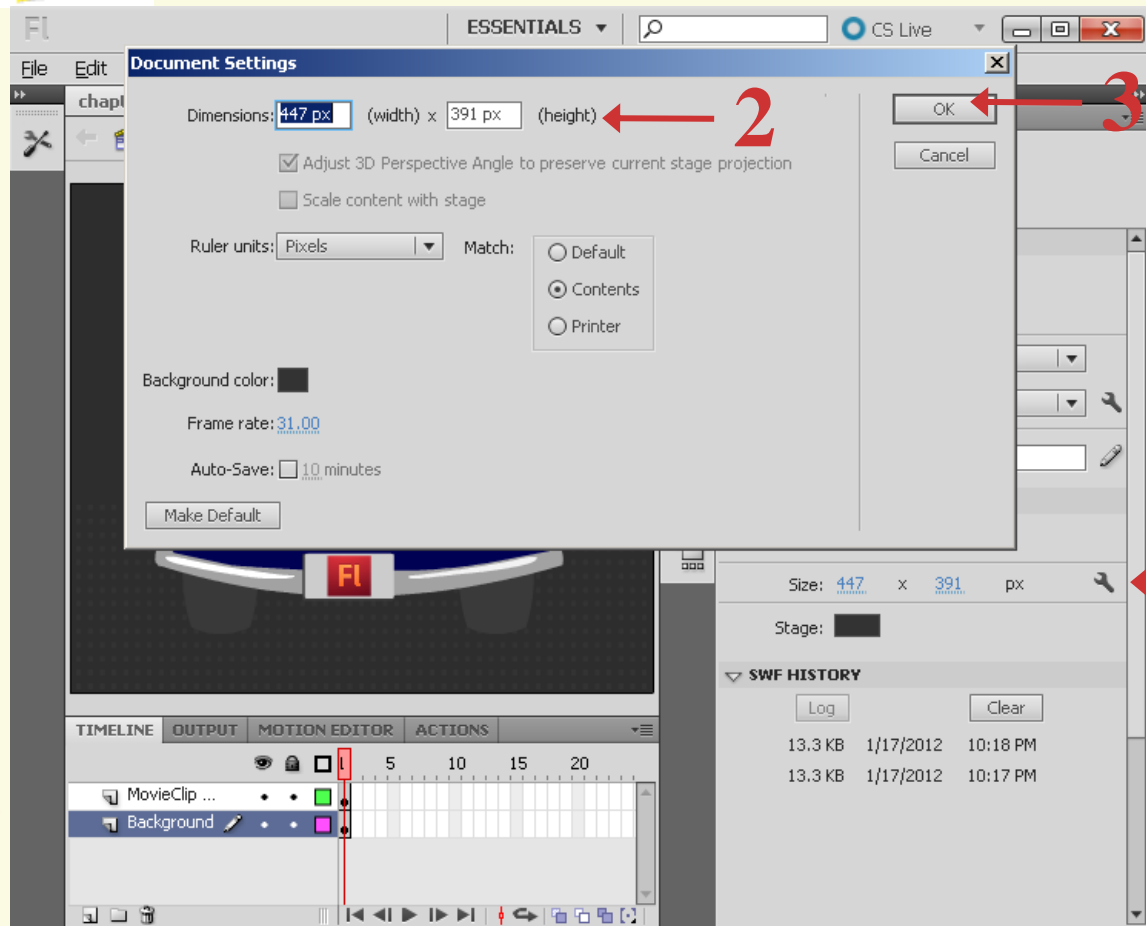
Change the Stage Size

1. In the **Properties inspector**, click 
2. Type the **height** and **width** dimensions you want for your Animate movie.
3. Click **OK**

Set up a New Animate Document *continuation*



Change the Stage Size



Your Animate movie is now set to your desired dimensions.

Set up a New Animate Document

continuation



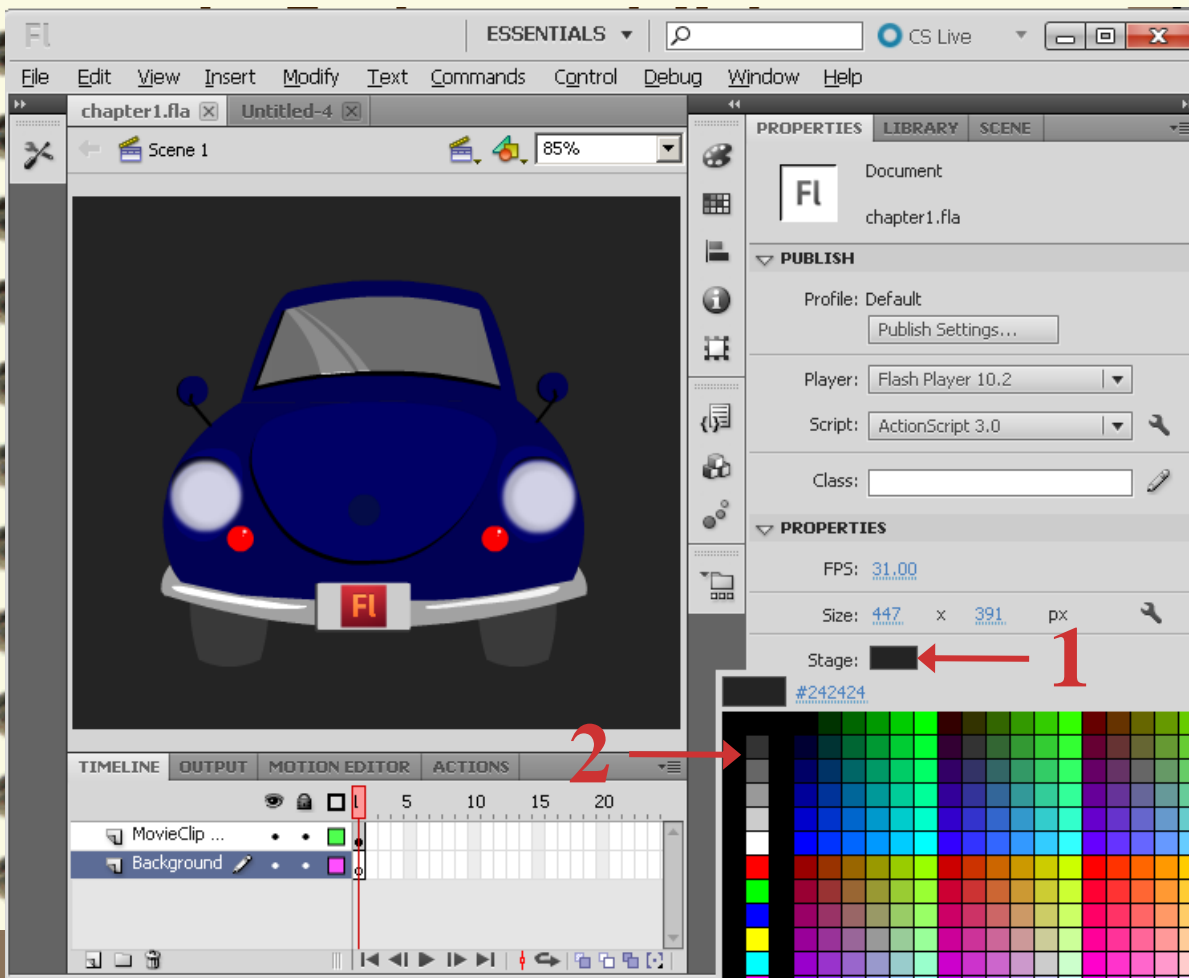
Change the Background Color

1. In the **Properties inspector**, click on the white box next to the word Stage.
2. Click on one of the **swatches** to select a new background color

Set up a New Animate Document *continuation*



Change the Background Color



Your background color changes to the color you select.

Set up a New Animate Document

continuation



Can I change my document setup at any time?

Yes. When you work on a file and need to change these settings, click on an empty part of the Stage and then open the **Properties inspector**.

Again, changing your frame rate and Stage size in the middle of a project may require you to rewrite scripts, edit animation, and reposition all of the objects on the Stage, so be careful..

Set up a New Animate Document

continuation



How do I change all these settings in a single panel?

Click **Edit** next to the stage size in the Properties inspector.

Most of the changes made in this section (and a few extras) can also be accomplished in the resulting dialog box.

Adjust Publish Settings

- You can publish your Animate movies in a number of different formats.
- For Animate-based Web pages, there are a few settings that you can adjust to make your previews and test more representative of the final output.

Adjust Publish Settings



Adjust Publish Settings

1. Click on **File**
2. Click **Publish Settings**
3. Click the Player menu drop-down menu and select **JavaScript/ HTML**

Adjust Publish Settings



Adjust Publish Settings

Publish Settings



1 →

- File
- Edit
- View
- Insert
- Modify
- Text
- Con

New... Ctrl+N

New from Template... Ctrl+Shift+N

Open Ctrl+O

Browse in Bridge Ctrl+Alt+O

Open Recent >

Close Ctrl+W

Close All Ctrl+Alt+W

Save Ctrl+S

Save As... Ctrl+Shift+S

Save as Template...

Save All

Revert

Import >

Export >

Convert To >

2 → Publish Settings... Ctrl+Shift+F12

Publish Alt+Shift+F12

AIR Settings...

ActionScript Settings...

Exit Ctrl+Q

Profile: Default

PUBLISH

Basic HTML/JS Image Settings

3 → JavaScript/HTML5

OTHER FORMATS

- JPEG Image
- OAM Package
- SVG Image

Output name: Chapter1_HTML5 Canvas

Loop Timeline

Include hidden layers

Center stage Both

Make responsive Both

Scale to fill visible area Fit in view

Include preloader Default Preview

Export document as texture (Better Performance, Larger Size)

Export Image assets: images/

Combine images into spritesheet

Export Sound assets: sounds/

Export CreateJS assets: libs/

Adjust Publish Settings



The Detect Animate Version option only allows for versions 10 and above. Why?

In you want to detect for a version lower than Animate 10, click on the Animate tab of the Publish Settings window, and change your player to a lower version.

Then, the HTML tab shows the appropriate version number in the Detect Animate Version setting.

Adjust Publish Settings

continuation

- You can set up Animate to publish your movie as a Web page.
- Animate exports a **Javascript file** as well as an **HTML file**, which you can view in a Web browser.

Adjust Publish Settings

continuation



How do I save a set of publish settings so that you I can use them in future projects?

Click the Create New Profile button at the top of the Publish Settings dialog box.

Animate asks you to name your profile Any settings you change become part of your current profile.

You can switch between profiles by clicking the **Current Profile** menu at the top of the Publish Settings dialog box.

Test an Animate Movie

- You can test your Animate movies at any time during design and development.
- You will probably find that every time you complete a task in Animate, you will want to test it to see how everything works out.

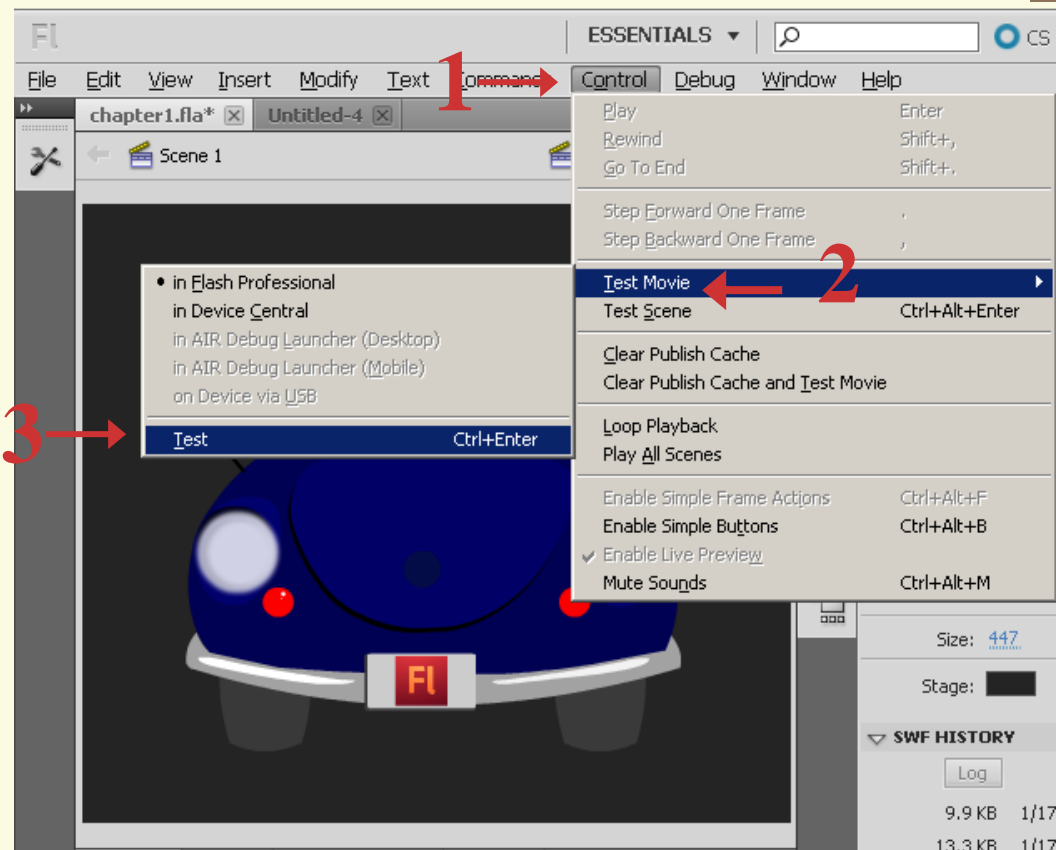
Test an Animate Movie



Test with Test Movie

1. Click **Control**
2. Click **Test Movie**.
3. Click **Test**

Your Animate movie plays in a test window.



Get Animate Help

- When you need help understanding a technique or feature in Animate, you can use the Animate help system.
- The help system contains information and tutorials on each feature of Animate, a complete ActionScript reference guide, and a place to get additional help from the Animate community.

Get Animate Help



Get Animate Help

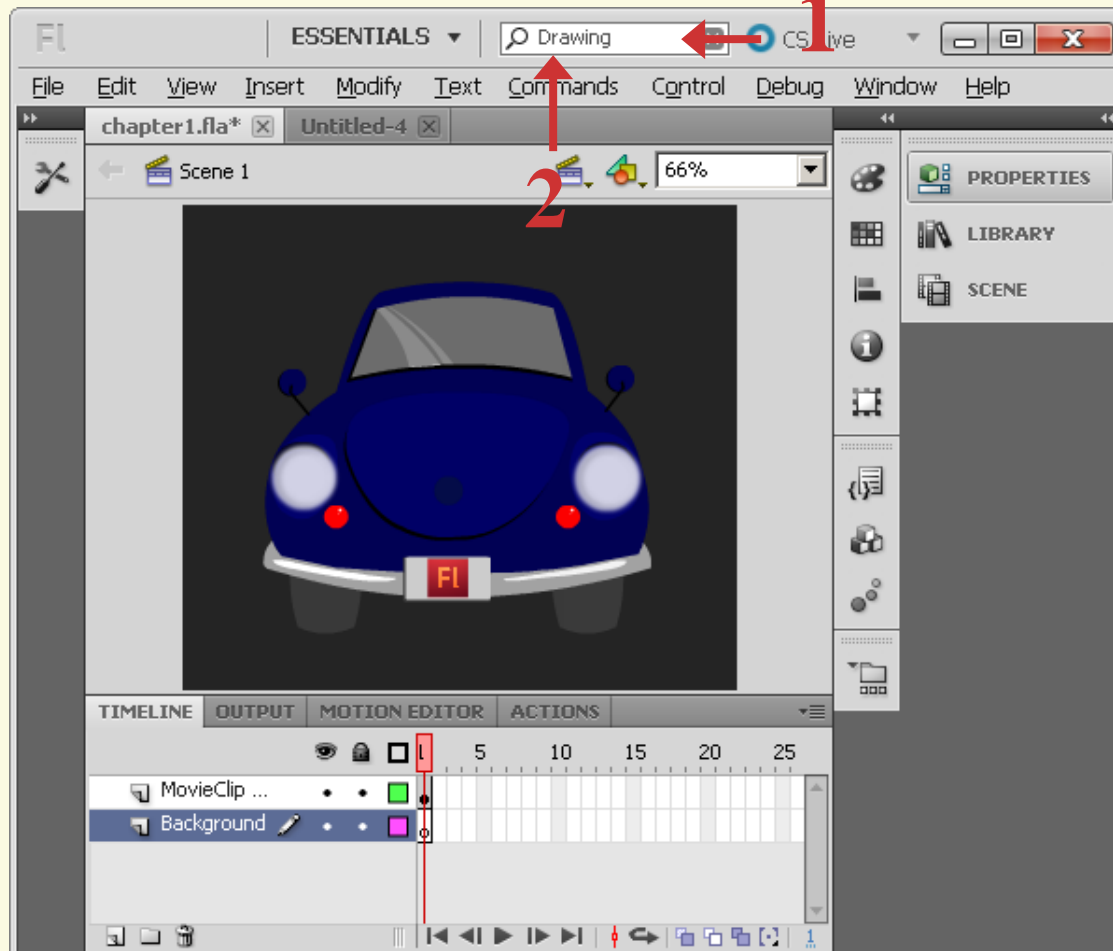
1. Click the **search box** at the upper right of the Animate window.
2. Type in **search terms** for the topic you need help with.
3. Press **<Enter>**

Note: Animate opens your Web browser and loads the Animate help system

Get Animate Help



Get Animate Help



Get Animate Help



Get Animate Help

A list of Animate Resources appears here.

An index of learning topics for Animate appears here.

You can also search directly inside the help system using this Search box.

https://helpx.adobe.com/support/animate.html?mv=product&mv2=an#

File Edit View Favorites Tools Help

Adobe Animate Learn & Support

Search Adobe Support

Learn [what's new](#) in Animate!

- Get Started**
Download, find membership help, and learn the basics
- Tutorials**
Find tutorials from novice to expert to help you expand your skills.
- User Guide**
Get quick answers and step-by-step instructions.