

**COMSC-032**

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**Web Site Development-  
animate**



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# Topic 5

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## 5

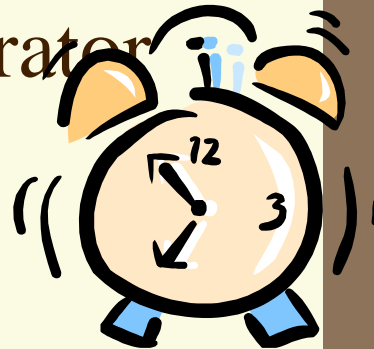
## Working with Artwork

You don't need to create all of your graphics within animate. animate allows you to import bitmaps and vector graphics from many other applications, including Adobe Photoshop and Illustrator. In this chapter, you learn about vector art and bitmaps, and how to use them within your animate projects

# Topics: Import Artwork

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- Understanding Vector Art and Bitmaps
- Import a Bitmap
- Break Apart a Bitmap
- Create a Bitmap Fill
- Set Bitmap Properties
- Convert a Bitmap to Vector Art Using Trace Bitmap
- Import Vector Graphics from Illustrator
- Import a PSD file



# Understanding Vector Art and Bitmaps

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- Originally, animate was created as a tool to bring vector graphics and animation to the Internet.
- In many instances, **vector graphics** have **smaller file sizes**, and can be ideal for delivery over networks.
- Now with broadband being practically ubiquitous, animate can deliver a combination of many types of media, including video, audio, and bitmap images

# Understanding Vector Art and Bitmaps

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## What is a Bitmap?

- Most images you see on a computer are **bitmaps**, such as pictures from a digital camera or images on a Web site.
- Essentially, a bitmap file stores the color information of each pixel.
- A 10 pixel by 10 pixel image file store color values for 100 individual pixels as GIF, JPG, or other image formats.

# Understanding Vector Art and Bitmaps

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## What is a Vector?

- A vector graphic uses the **geometric equation** for a line, curve, or shape in combination with additional attributes to describe that shape.
- For example, a line segment in vector graphics consist of two endpoints, and perhaps a color thickness, and style.

# Understanding Vector Art and Bitmaps

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## Benefits of Vector Graphics

- There are two major benefits to using vectors in animate, especially for the Web.
- First, there **file size is smaller** (in many cases).
- The second is scalability. If you scale up a piece of vector art, there is **no pixellation**, or loss in edge quality.
- Scaling up a bitmap can result in odd artifacts because there isn't any information your computer can use to increase the image size.

# Understanding Vector Art and Bitmaps

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## Benefits of Bitmaps

- In certain situations, bitmaps can be substantially smaller in the file size than vector graphics.
- **Photographs** and very complex illustrations are generally smaller files as bitmaps than vectors.
- There are occasions where a complex illustration is better suited as a bitmap, and times when a bitmap should be traces into vectors.
- But, a general rule of thumb for animate is to use bitmaps for photographs and vector graphics for everything else.

# Understanding Vector Art and Bitmaps

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## Creating Vector Graphics

- When you use the **animate drawing tools**, you are creating vector graphics.
- You can also create vector graphics that animate can import using a more complex illustration program, like **Adobe Illustrator**.
- animate can import many different types of vector graphics formats, including SWF, Illustrator, Freehand and AutoCAD DXF files.

# Understanding Vector Art and Bitmaps

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## Creating Bitmaps

- Most images on your computer are stored as some form of **bitmaps**.
- You can create bitmaps in programs like **Adobe Photoshop** and **Adobe Fireworks**, and use those bitmaps in your animate movie.
- Photographs from a digital camera are also bitmaps, usually stored in the **JPEG** format.

# Import a Bitmap

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- You can import graphics, including **vector** or **bitmap graphics**, from other sources to use in animate.
- You can then manipulate imported images with animate commands.
- In addition to importing graphics, you can also use the **Paste command** to paste graphics you cut or copy from other programs.

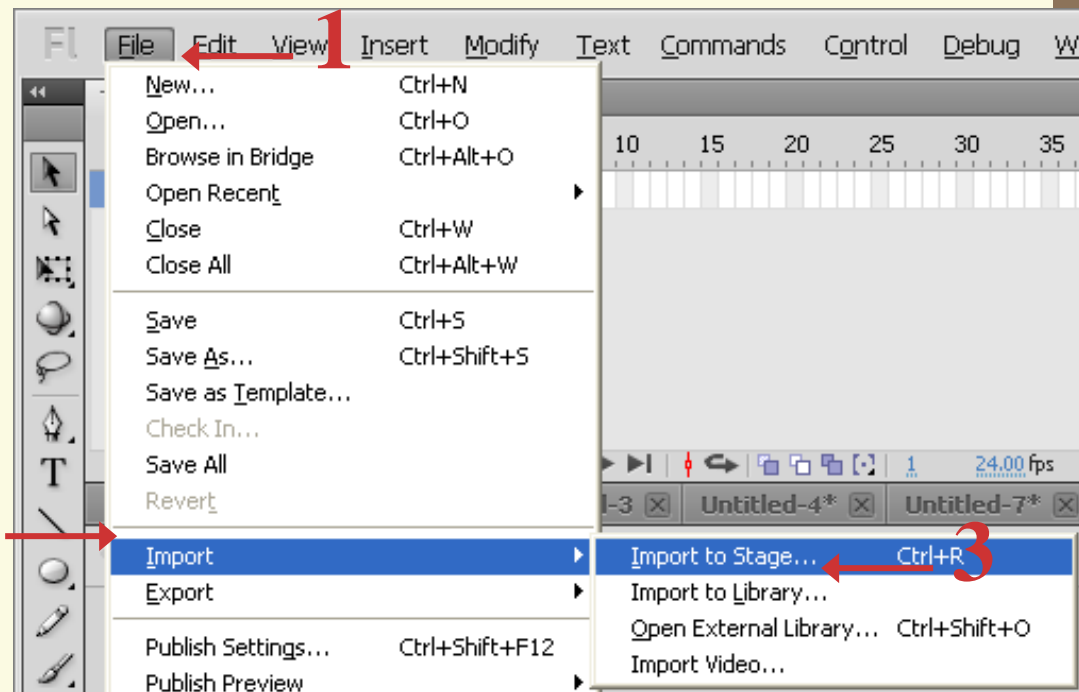
# Import a Bitmap



## Import an Image

1. Click **File**
2. Click **Import**
3. Click **Import to Stage**

You can import a graphic directly to the file's Library to use later by clicking Import to Library

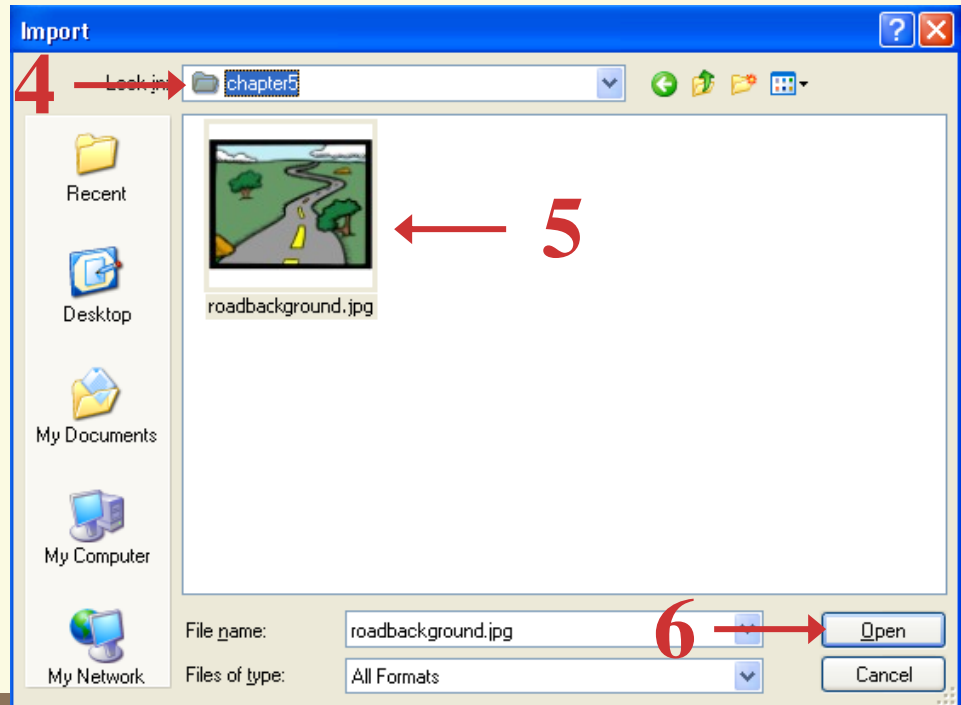


# Import a Bitmap



## Import an Image

4. Navigate to the file you want to import.
5. Click the **file name**
6. Click **Open**

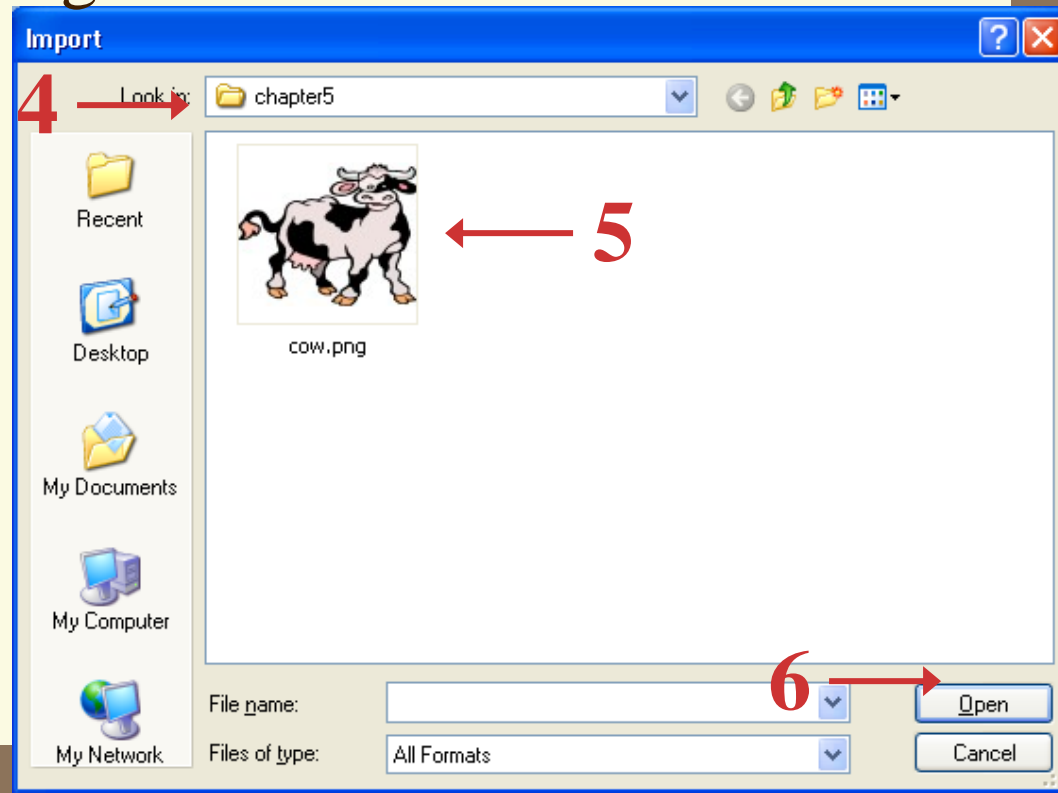


# Import a Bitmap



## Import an Image

7. Repeat steps 1-6 to import another bitmap image on to the stage
8. Select and resize the image using the **Free Transform Tool**

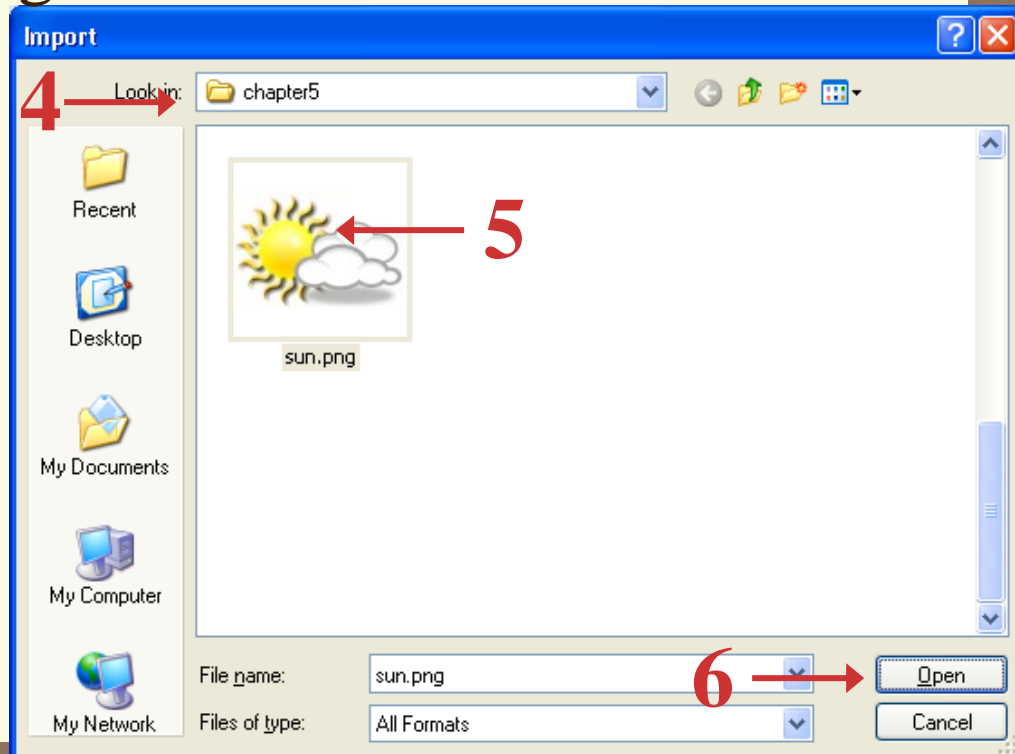


# Import a Bitmap



## Import an Image

7. Repeat steps 1-6 to import another bitmap image on to the stage
8. Select and resize the image using the **Free Transform Tool**

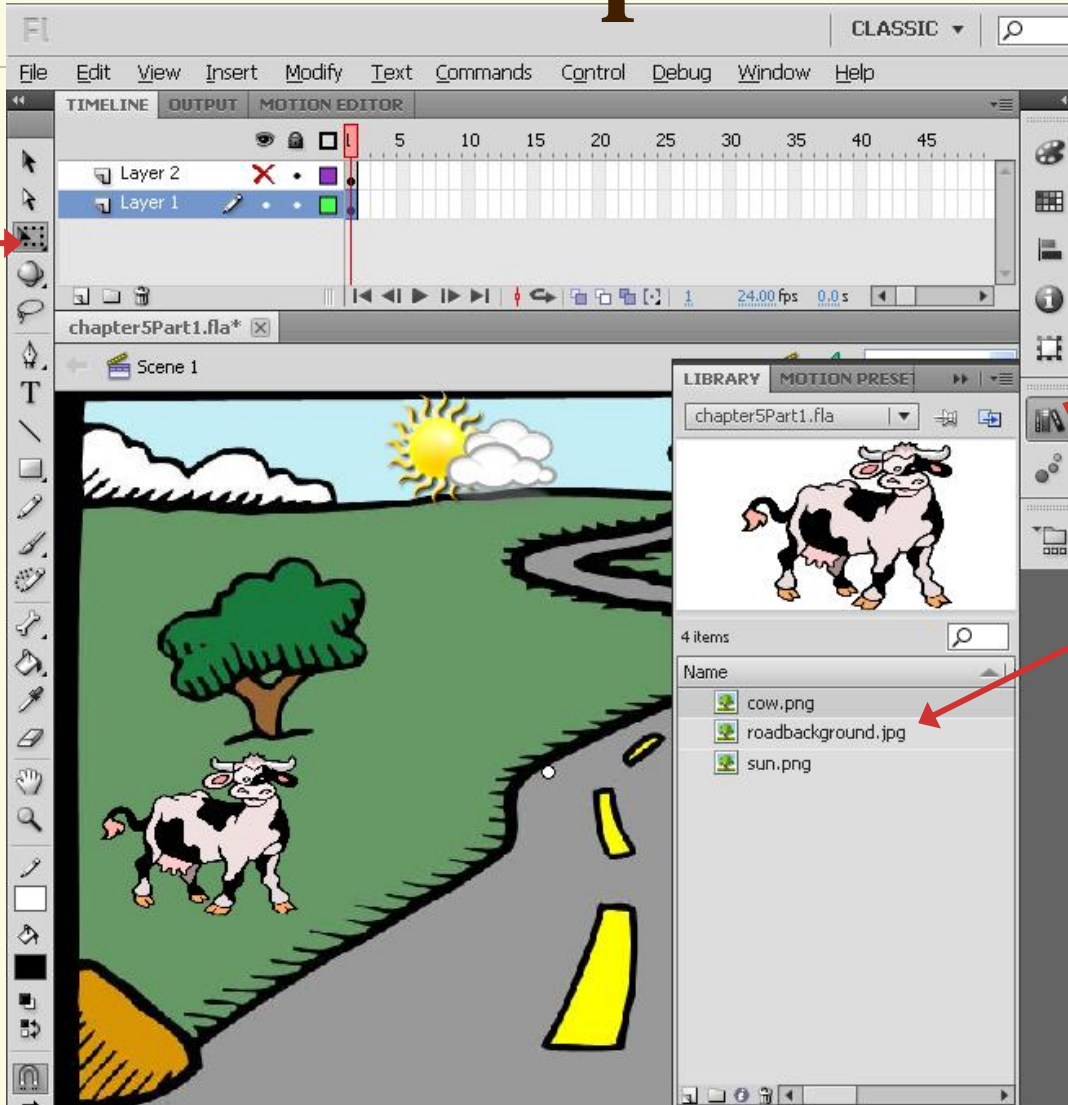




# Import a Bitmap

Use the Free Transform tool to resize the image.

Press on the shift key while resizing the image to retain its proportion.



animate places the bitmap images in the Library

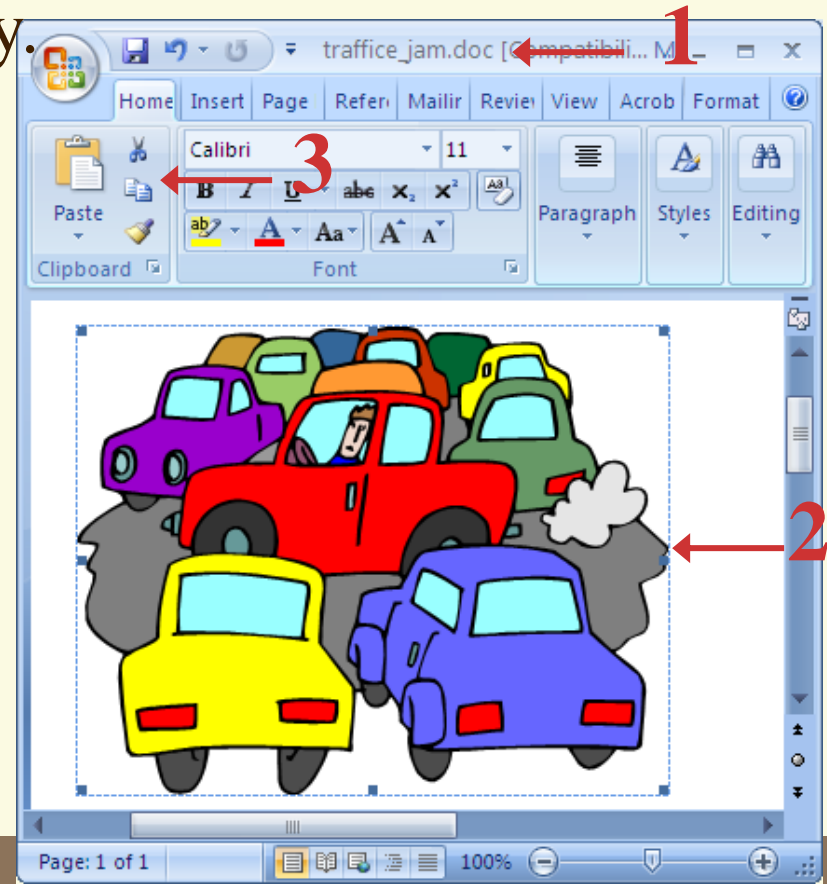
# Import a Bitmap



## Copy and Paste an Image

1. Open the program and file containing the graphic you want to copy.
2. Select the **graphic**
3. Click **Copy** button

Note: In most programs, after selecting the image, you will need click on Edit from menu and then Copy



# Import a Bitmap



## Copy and Paste an Image

4. Change application back to animate
5. Click **Edit**
6. Click **Paste Special**
7. Select **Picture (Metafile)**
8. Click **OK**



# Import a Bitmap

The screenshot shows a software interface with a menu bar (File, Edit, View, Insert, Modify, Text, Commands, Control, Debug, Window, Help) and a toolbar. The 'Edit' menu is open, showing options like Undo Move, Repeat Move, Cut, Copy, Paste in Center, Paste in Place, Paste Special..., Clear, Duplicate, Select All, Deselect All, Find and Replace, Find Next, Timeline, Edit Symbols, Edit Selected, Edit in Place, Edit All, Preferences..., Customize Tools Panel..., Font Mapping..., and Keyboard Shortcuts... Red arrows point to the 'Edit' menu (4), the 'Paste Special...' option (6), and the 'Paste Special' dialog box (8). The dialog box is titled 'Paste Special' and shows the source path 'C:\Documents and Settings\ve458679a\Desktop\chapter'. It has 'Paste' selected and 'Picture (Metafile)' chosen in the 'As:' list. The 'OK' button is highlighted with a red arrow (7). The main window shows a timeline and a preview area with a cartoon image of a cow and cars.

4 → Edit

5 → Modify

6 → Paste Special...

7 → Picture (Metafile)

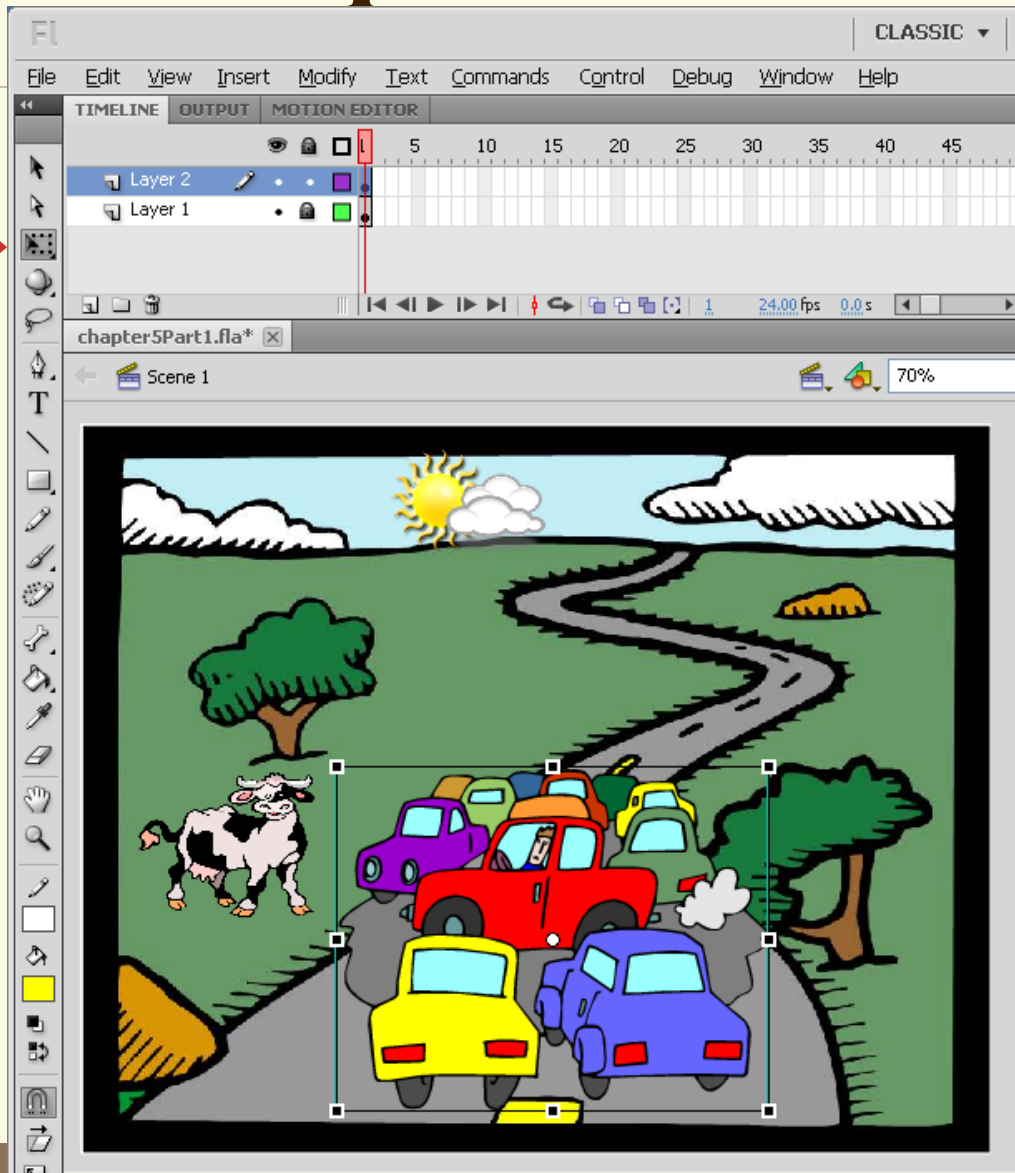
8 → OK

demo

# Import a Bitmap

Use the Free Transform tool to resize the image.

To resize the image using the same proportion, press <Shift> key while resizing the image



# Import a Bitmap



## What graphic tile types does animate support?

animate supports a wide variety of file types, including GIF, animated GIF, JPG, PNG, BMP, DIG, TGA, TIF, QTIF, WFM, EMF, PDF, PICT, PCT, PNTG, Freehand and Illustrator files, animate Player (SWF and SPL), QuickTime Movie (MOV), Photoshop files (PSD) and AutoCAD (DXF) file types.

# Import a Bitmap



## Can I reuse the bitmap graphics?

When you import a bitmap graphic, animate immediately adds it to the animate library for use in other trams in your movie.

To view the Library, click Window and then Library.

# Break Apart a Bitmap (

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- By default, a bitmap image is a group. You can use the **Break Apart** command to make your bitmap **editable**.
- The most common reason to break apart an image is to use the Eraser tool, Brush tool, and the Lasso Tool's Magic Wand to clean up the image.

# Break Apart a Bitmap

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## Break Apart a Bitmap

1. Select the **bitmap image**
2. Click **Modify**
3. Click **Break Apart**

demo

# Break Apart a Bitmap



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# Break Apart a Bitmap

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## Break Apart a Bitmap

4. Double click on the **shape** group
5. Click an **area** of your image that has a color you want to change.
6. Select a new **fill color**.
7. Click on **Scene 1**. Note: This will close the Group window



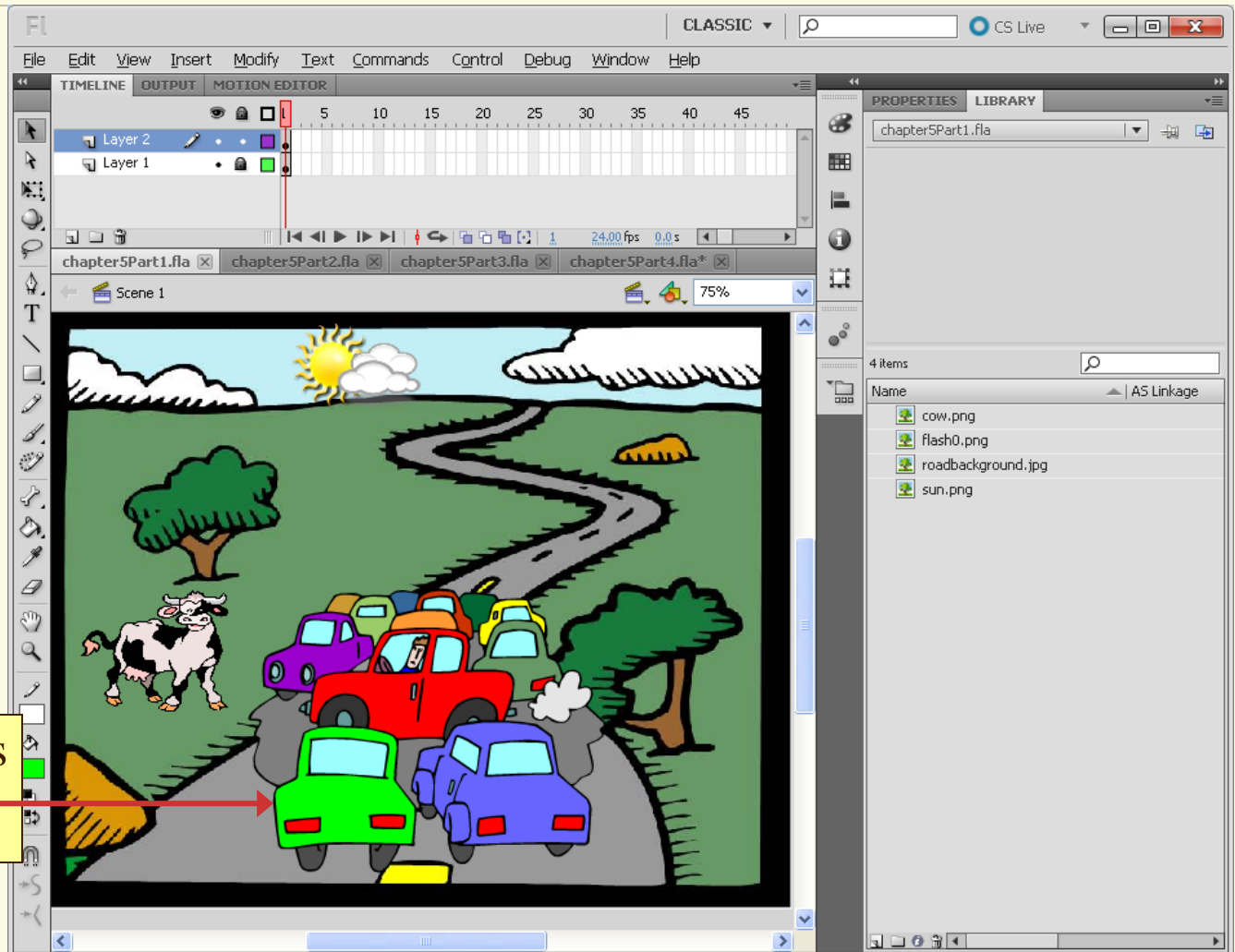
# Break Apart a Bitmap

The screenshot shows the Adobe Animate workspace with the following elements:

- Timeline:** Shows two layers, Layer 2 and Layer 1, with a red vertical line at frame 5.
- Scene 1 Group:** A red arrow labeled "7" points to the "Scene 1" group in the timeline.
- Color Picker:** A color picker window is open, showing a grid of colors. A red arrow labeled "6" points to the red color swatch.
- Canvas:** A cartoon scene with a road, cars, and a sun. A red arrow labeled "4" points to a white cloud on the road.
- Properties Panel:** On the right, the "Shape" properties are visible, showing a fill color of #00FF00 (green).
- Canvas Interaction:** A red arrow labeled "5" points to a green car on the road, and another red arrow labeled "4" points to a white cloud on the road.



# Break Apart a Bitmap



animate applies the fill color.

# Break Apart a Bitmap



## How do I adjust the Magic Wand's settings?

Click the Lasso Tool's Magic Wand Settings modifier to open the Magic Wand Settings dialog box.

The Threshold value indicates how similar a color must be to the color you clicked in order to be selected. A higher threshold usually selects a larger area; a smaller threshold, usually selects a more precise area.

The Smoothing menu allows you to choose how animate should make the selection. Pixels will have no smoothing at all. Rough, Normal, and Smooth settings create varying levels of curvature to your selection.

# Create a Bitmap Fills

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- You can create a **fill** from a bitmap image that can be used the same way a gradient or a solid color fill would.
- Sometimes fills are used for patterns; other times you can use them to put photographs inside a nontraditional shape.
- Depending on the size of your bitmap, it may repeat in order to fill your shape completely.

# Create a Bitmap Fills

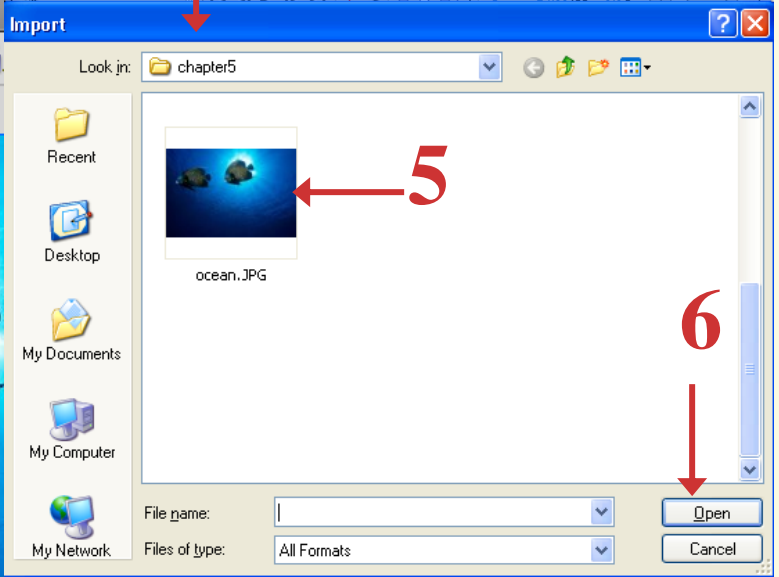
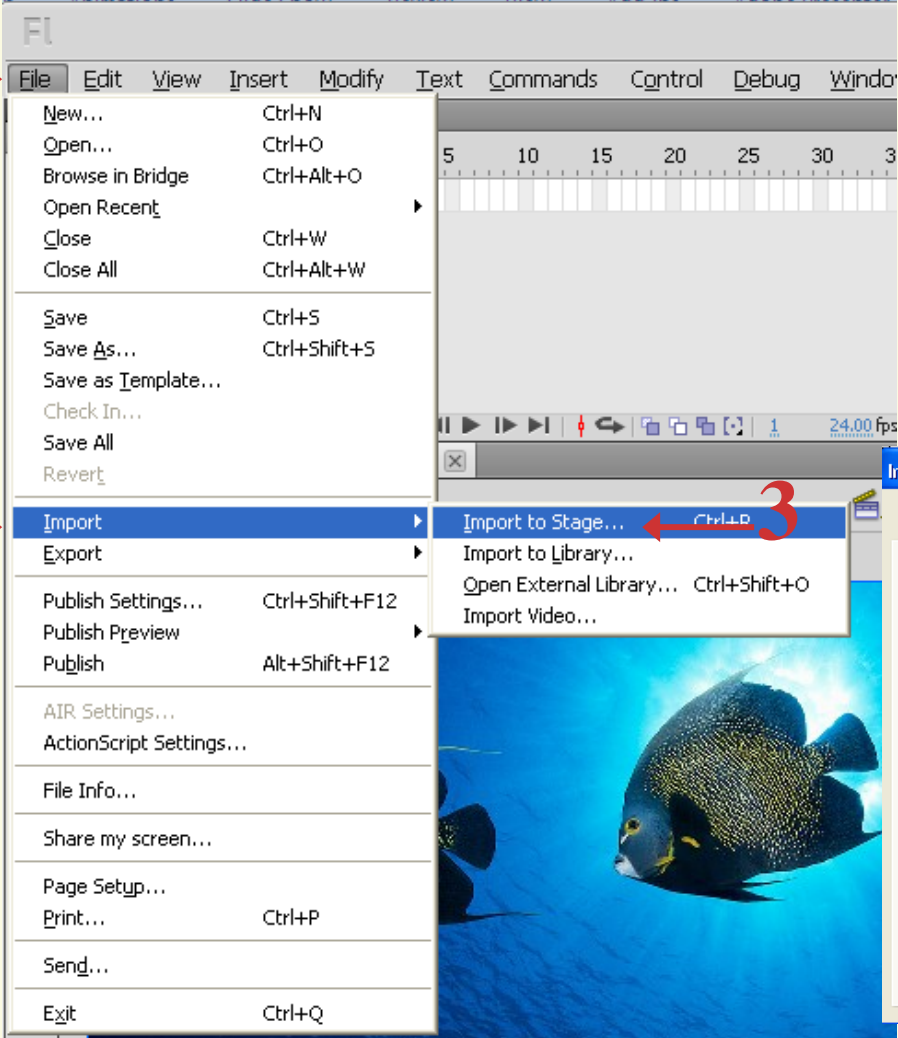
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## Create a Bitmap Fill

1. Click **File**
2. Click **Import**
3. Click **Import to Stage**
4. Navigate to the file you want to import.
5. Click the **file name**
6. Click **Open**

# Create a Bitmap Fills



# Create a Bitmap Fills

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## Import Image to Library

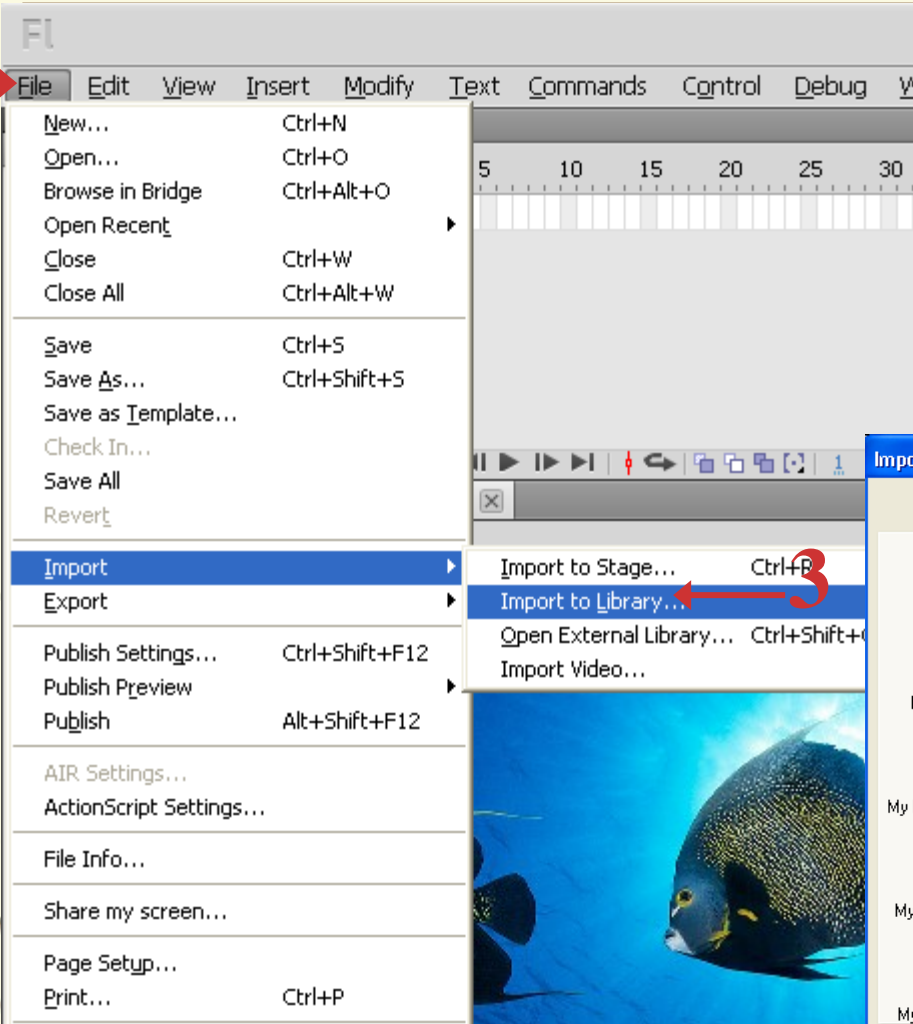
1. Click **File**
2. Click **Import**
3. Click **Import to Library**
4. Navigate to the file you want to import.
5. Click the **file name**
6. Click **Open**
7. Repeat steps 1- 6 for other two other JPEG images



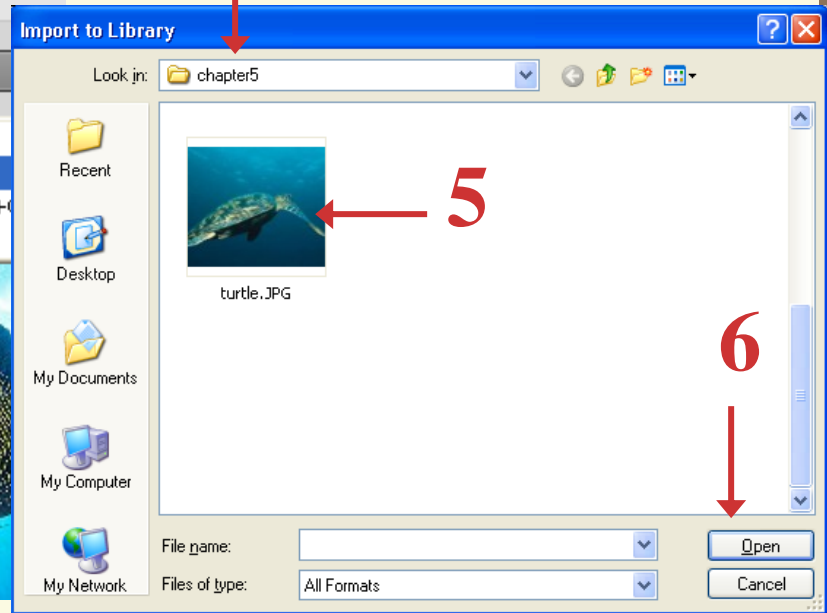
# Create a Bitmap Fills

1

2



4

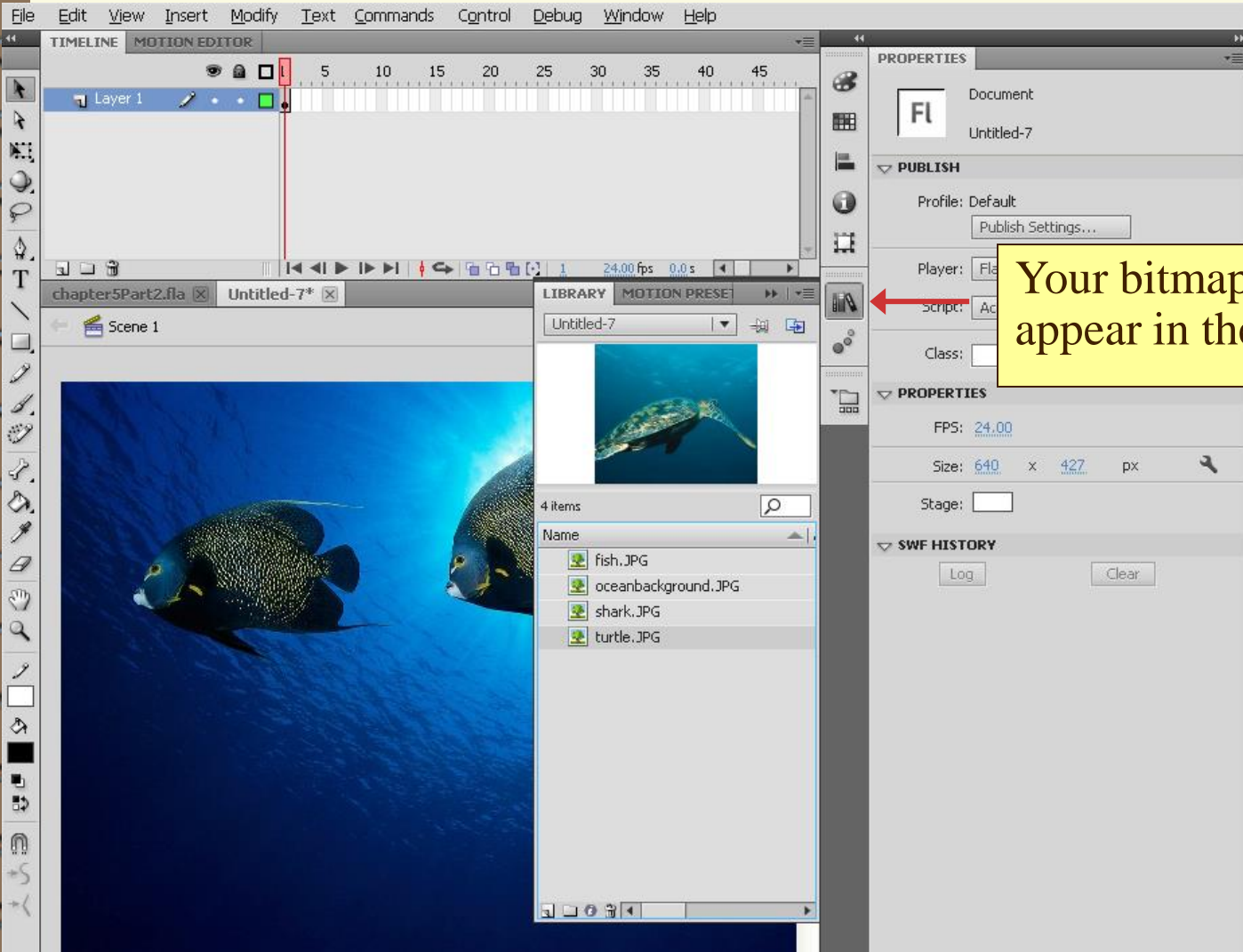


5

6



# Create a Bitmap Fills



Your bitmap images appear in the Library



# Create a Bitmap Fills

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1. Click on **frame 1** of the layer
2. Click the **Oval** tool
3. Click the **Fill Color** button to select a fill color
4. Click on your image in the **swatches** to select it as your fill
5. Click the **Stroke Color** to select a color and select the **Stroke Height**
6. Click and drag on the Stage with the **Oval** tool to draw an oval
7. Repeat step 1 to 6 for the remaining oval bitmap fills for the other layers

demo

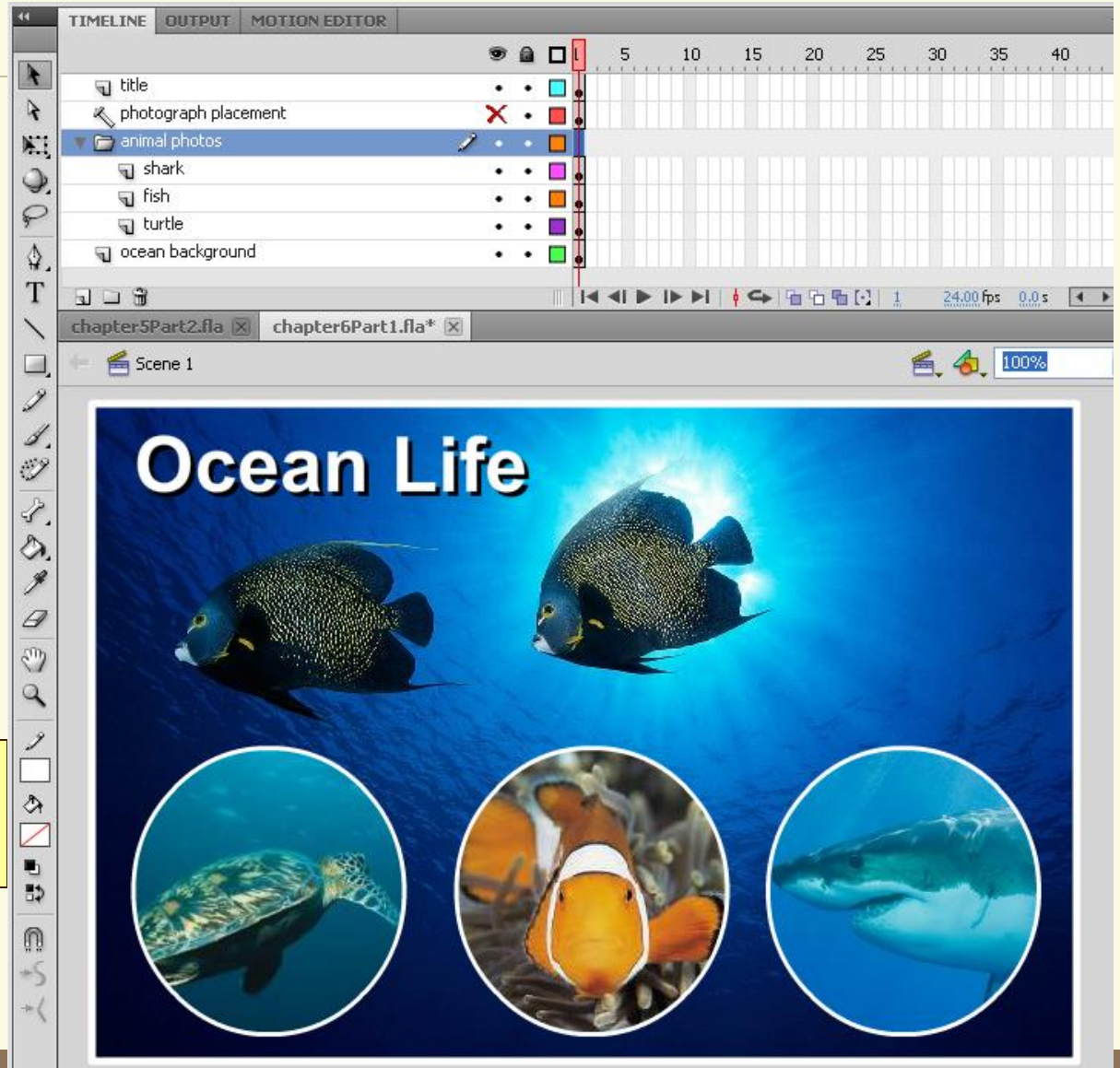
# Create a Bitmap Fills

The screenshot displays an animation software interface with several key components:

- Timeline:** Located at the top, it shows a sequence of frames from 0 to 40. A red arrow labeled '1' points to the 'turtle' layer's timeline, indicating the start of the fill creation process.
- Library:** On the left, a list of assets includes 'title', 'photograph placement', 'animal photos' (with sub-items 'shark', 'fish', 'turtle', and 'ocean background'), and 'ocean background'. A red arrow labeled '2' points to the 'turtle' asset.
- Color Picker:** A color selection window is open, showing a grid of color swatches. A red arrow labeled '3' points to the 'Ocean Life' photograph selected in the grid.
- Image Window:** Below the color picker, three circular thumbnails show the selected image being processed. A red arrow labeled '4' points to the first thumbnail (the original image), and a red arrow labeled '6' points to the second thumbnail (the image with a white border).
- Properties Panel:** On the right, the 'DRAWING OBJECT' properties are shown. A red arrow labeled '5' points to the fill color selection area, which is currently set to white.
- Canvas:** The main workspace shows a scene titled 'Ocean Life' with a background image of a fish. A red arrow labeled '2' points to the 'Ocean Life' asset in the library.

demo

# Create a Bitmap Fills



Your bitmap images  
fills the oval

# Create a Bitmap Fills



## How can I modify my bitmap fill?

You can use the **Gradient Transform** tool to transform your bitmap fill just like you would a gradient fill.

To quickly edit your bitmap fill, select the fill and press F.

The transformation handles appear as though you are working with a gradient

# Set Bitmap Properties

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- You can override your publish settings from individual bitmaps using the **Bitmap Properties** dialog box.
- Sometimes you will have a animate project where most of your images look great with a high level of compression.
- But there may be one or two images that you want to have less compression or no compression at all. You may also want to set individual bitmap properties to achieve the most optimized file size for your project.

# Set Bitmap Properties

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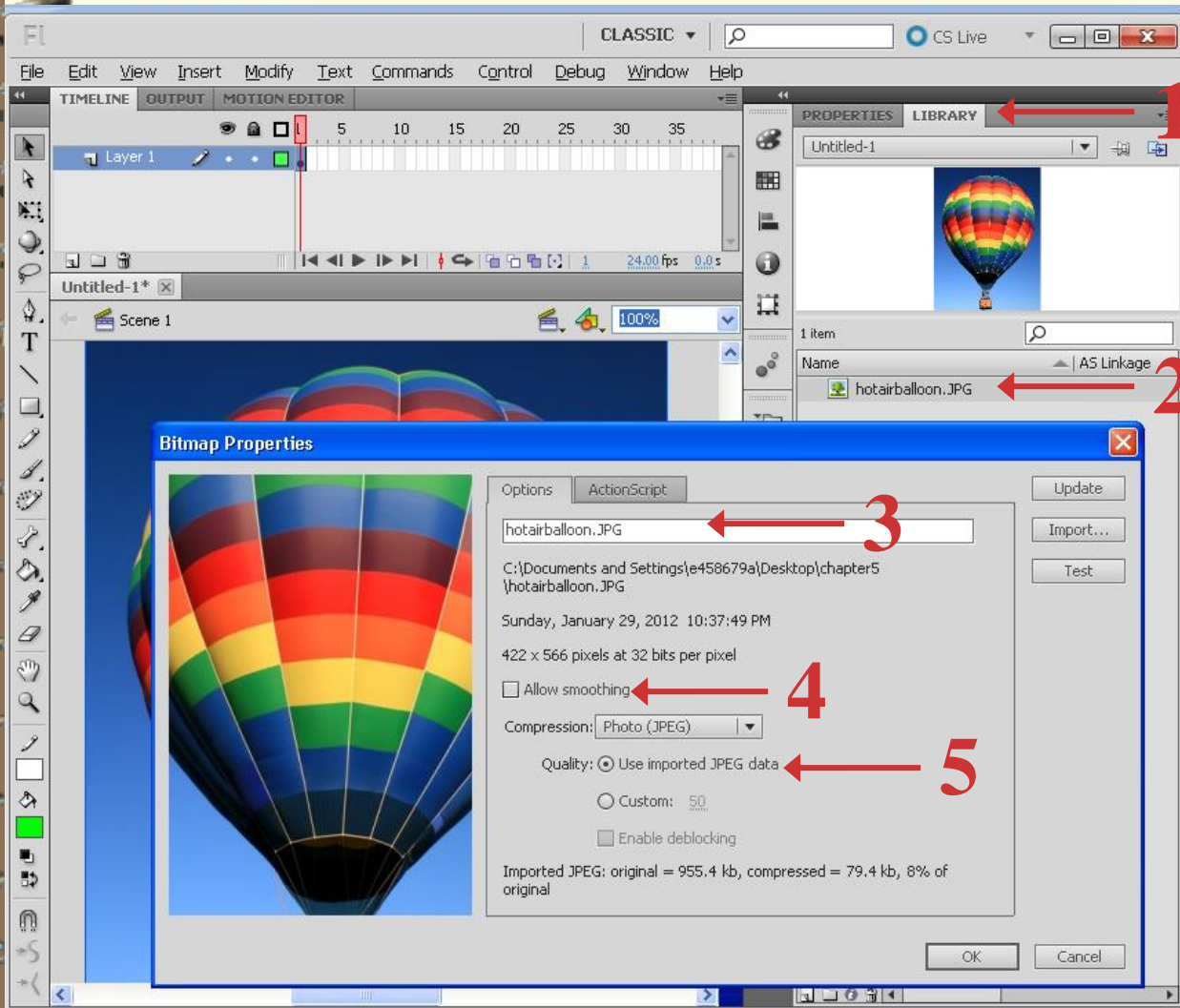



## Set Bitmap Properties

1. Open the **Library Panel**
2. Double-click on a bitmap symbol in the Library
3. Type a **name** for your bitmap here
4. Select the **Allow smoothing** option to let the animate Player smooth your image
5. Select the **User Imported JPEG data** option so that animate does not recompress your JPEG



# Set Bitmap Properties



Bitmap symbols have  icon next to them in the Library

Note: If you are setting the compression of a non JPEG bitmap, you have the option to use the default quality JPEG compression (Use Publish setting)

# Set Bitmap Properties

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## Set Bitmap Properties

6. Click the **Compression** drop down list and choose Photo (JPEG)
7. Click **OK**

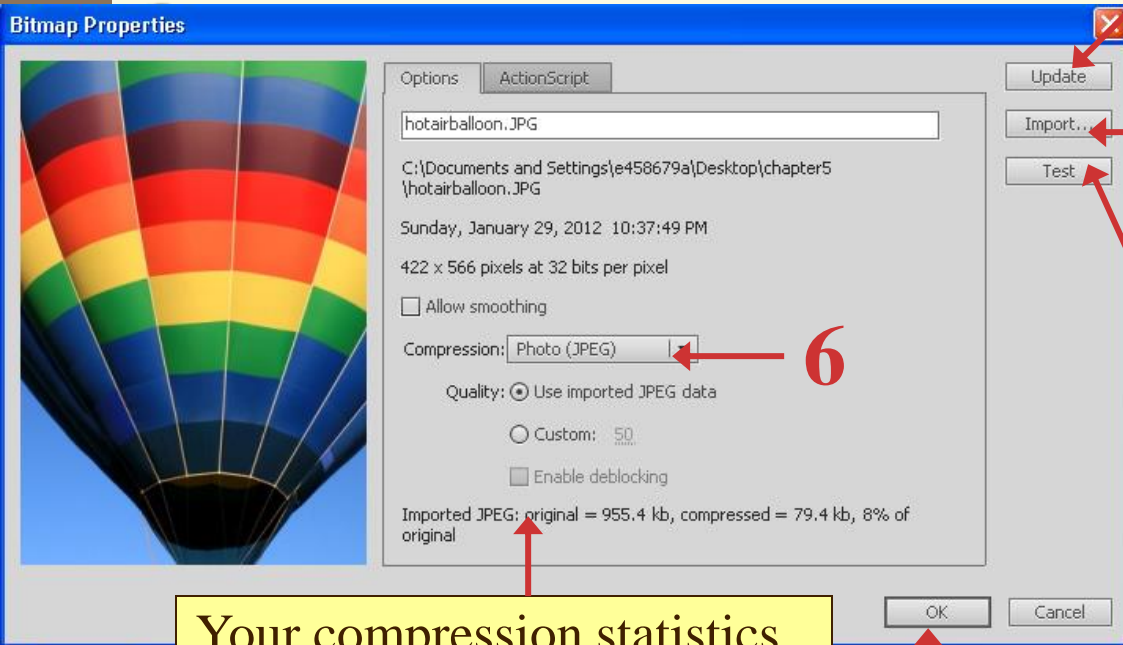


# Set Bitmap Properties

You can click **Update** if you have edited your image in another program.

You can click **Import** to import a new image to replace your current one..

You can click **Test** update the file size information after adjusting your settings.



Your compression statistics appear here.

7



# Set Bitmap Properties

## What is the best way to compress my graphics?

If you are using another program, such as Photoshop, for example to compress your image to a JPEG, it is usually best to use the imported data.

If you import to a TIFF or other format, you have a choice. You can set your compression to lossless, and have no additional compression, or you can let animate convert your image to a JPEG.

You can always change quality settings later, so the best course of action is to use your publish settings as a default and increase the quality of the images that need it.



# Set Bitmap Properties

**Is there a quick way to edit my image file in another program?**

Yes. If you right-click on a bitmap in the Library, you can click **Edit With**. A dialog box appears that allows you to choose another program in which to edit.

After making changes, you can right-click your bitmap in the Library again and click **Update** to bring your changes to animate.

# Convert a Bitmap to Vector Art Using Trace Bitmap

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- You can use the **Trace Bitmap** command to convert a bitmap into a vector graphic.
- This command is usually applied to logos or simple art with a few colors, through you can also create some interesting painterly effects when using Trace Bitmap on photographs.

# Convert a Bitmap to Vector Art Using Trace Bitmap

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- NOTE: When you apply the Trace Bitmap command, you have an opportunity to adjust several parameters that define the rendering of the image, including how animate handles the color variances, pixel size translation, and the smoothness of curves or sharpness of corners.

# Convert a Bitmap to Vector Art Using Trace Bitmap

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1. Select the **bitmap graphic** you want to convert.
2. Click **Modify**
3. Click **Bitmap**
4. Click **Trace Bitmap**
5. Type a value that determines the amount of **color variance** between neighboring pixels.
6. Type a minimum pixel size for any vector shape

# Convert a Bitmap to Vector Art Using Trace Bitmap

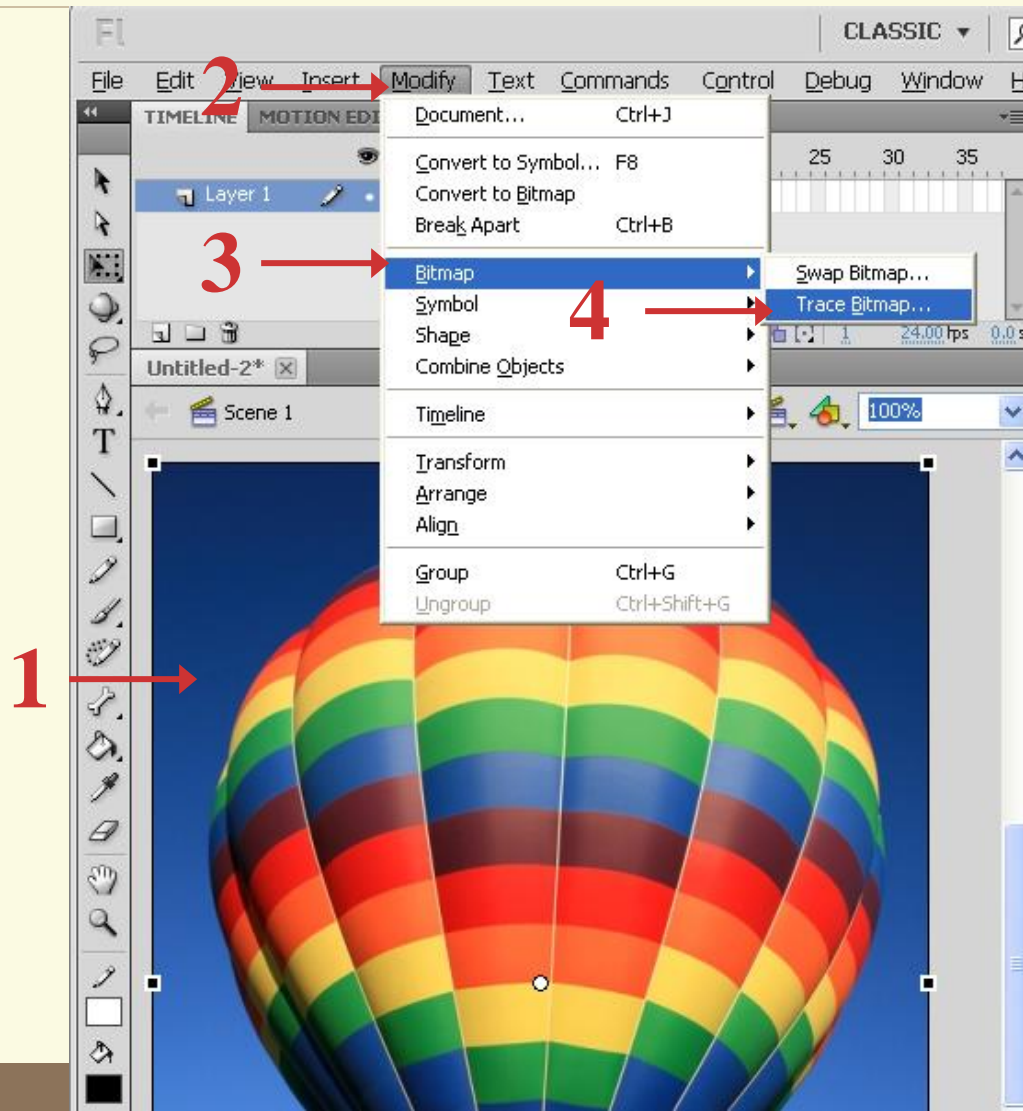
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7. Click the **Curve fit drop-down** box and select how smoothly animate traces outlines of the bitmap.
8. Click the **Corner threshold** drop-down box and select how sharply animate traces corners.
9. Click **OK**.

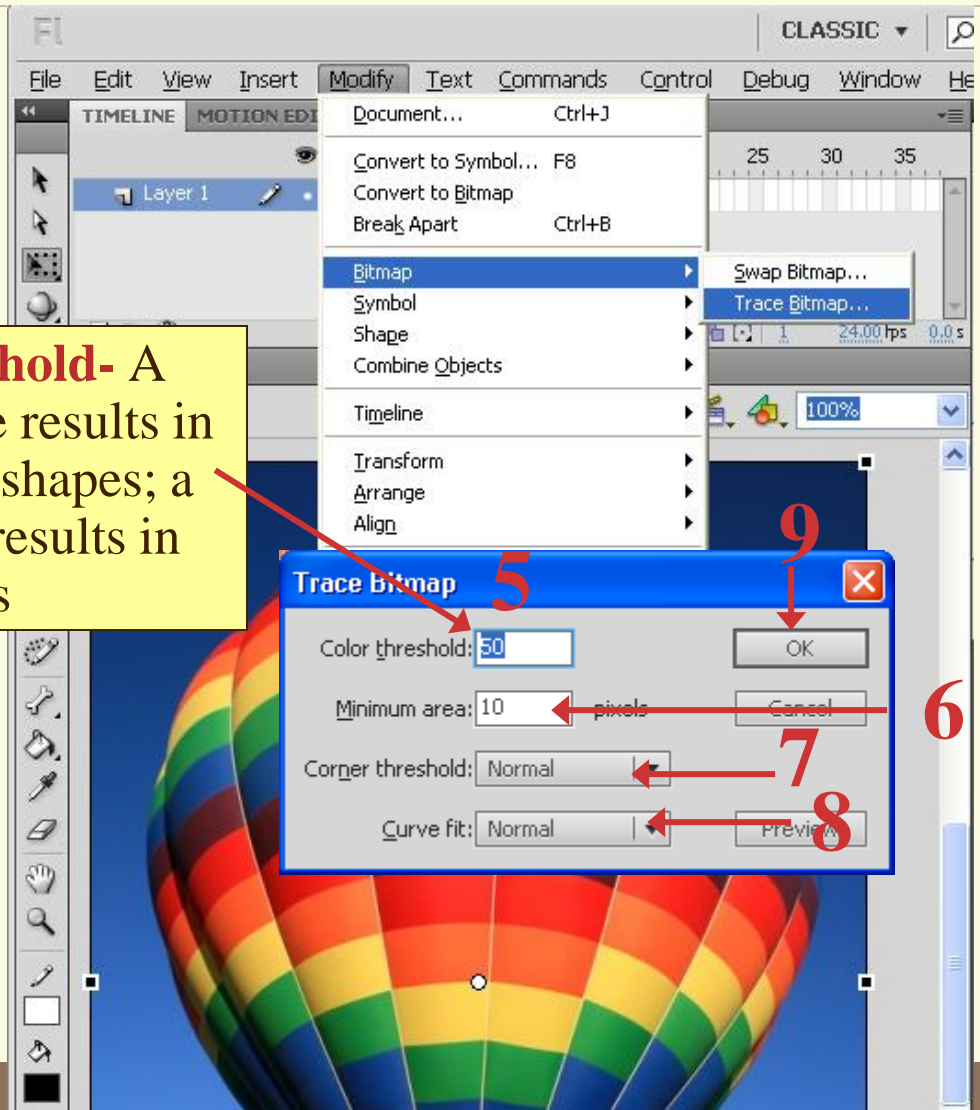
demo

# Convert a Bitmap to Vector Art Using Trace Bitmap





# Convert a Bitmap to Vector Art Using Trace Bitmap

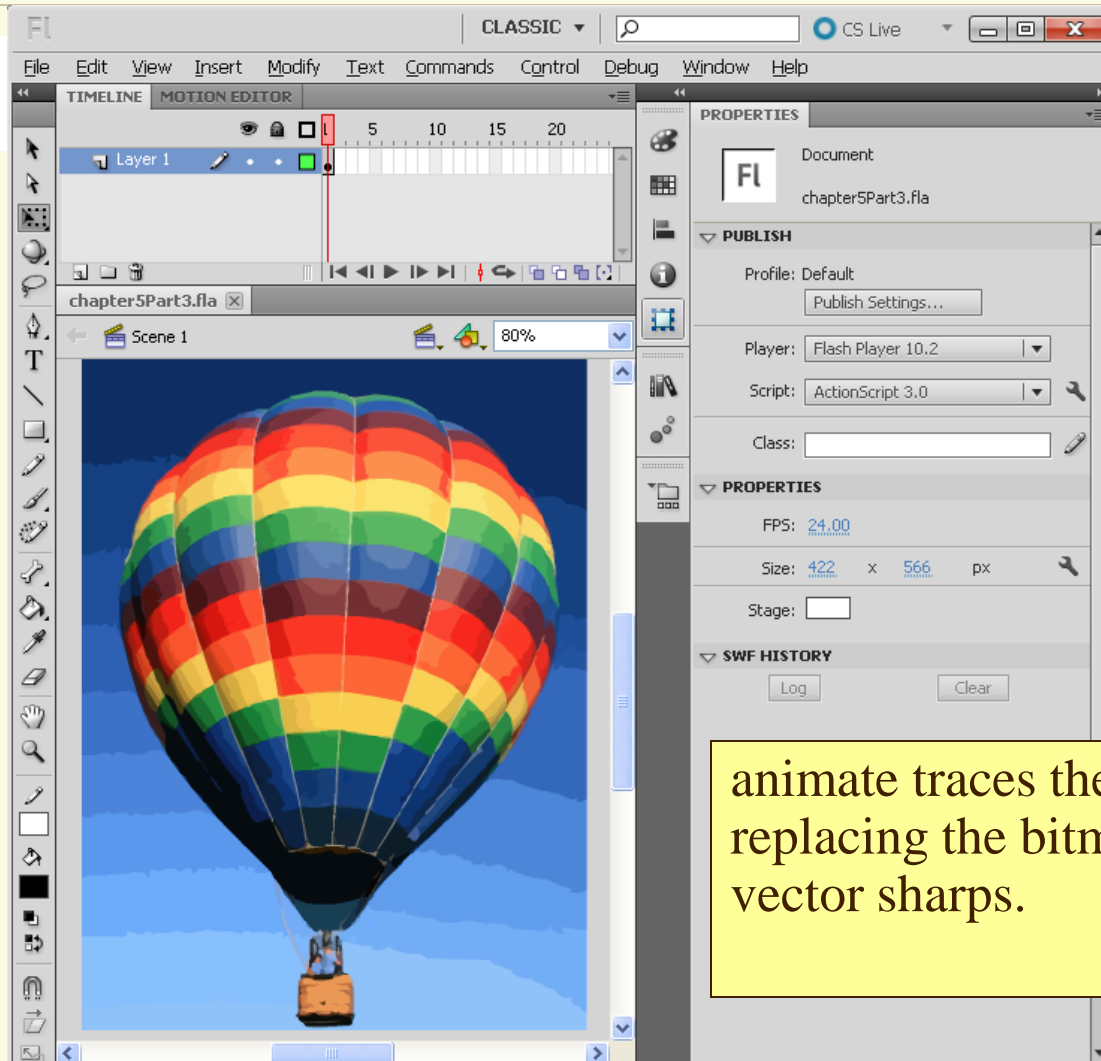


**Color Threshold-** A smaller value results in many vector shapes; a larger value results in fewer vectors

**Minimum Area-** This value determines the number of surrounding pixels that animate considers when assigning the pixel color

# Convert a Bitmap to Vector Art Using Trace Bitmap

demo



animate traces the graphic, replacing the bitmap with vector sharps.

# Convert a Bitmap to Vector Art Using Trace Bitmap



Can I preview my settings before I trace my bitmap?

Yes. Just click **Preview** in the Trace Bitmap dialog box, and you can adjust your settings before committing the trace.

# Convert a Bitmap to Vector Art Using Trace Bitmap



**How can I change the color of my traced bitmap?**

There are two ways. One way is to adjust colors and saturation of your image in Photoshop and then import it and trace again.

The other way- which can be tedious if your image is complex- is to use **Paintbucket** tool and fill each shape that your trace created.

# Import Vector Graphics from Illustrator

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- You can import graphics from other drawing applications such as **Adobe Illustrator**.
- Illustrator is great tool for drawing complex artwork and has many more options for drawing than animate.
- animate can import your Illustrator files entirely, or you can select parts of an illustration and build your animate project with the pieces

# Import Vector Graphics from Illustrator

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## Import Vector Graphics from Illustrator

1. Click **File**
2. Click **Import**
3. Click **Import to Stage**
4. Click on an **Illustrator** file
5. Click **Import**
6. Select the check boxes to choose with paths or layers to import

# Import Vector Graphics from Illustrator

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## Import Vector Graphics from Illustrator

7. If your illustrator files has multiple Artboards, click one from the **Select Illustrator Artboard** drop-down box.
8. In the Convert layers to menu, click **Single animate Layer**

# Import Vector Graphics from Illustrator



How can I set my preferences for importing Illustrator files?

You can click **animate**, **Preferences**, and then click on **AI File Importer** to change animate's default preferences for importing illustrator files.

You can then tell animate how you normally prefer to import text, path, images, groups and layers, as well as set general importing preferences.

# Import Vector Graphics from Illustrator



**My import window has an incompatibility warning. Why?**

If your Illustrator file contains items not compatible with Animate, the **Incompatibility Report** button appears in the import window.

Click this button to see a description of your possible incompatibilities and for information on how to modify your file for better compatibility with Animate.

# Import Vector Graphics from Illustrator *continuation*

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- You can choose to import your **Illustrator text** and paths so that they can still be modified within animate.
- Or, you can have animate automatically raster your paths and text as bitmaps.

# Import Vector Graphics from Illustrator *continuation*

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## Import Vector Graphics from Illustrator

9. Click on a text layer
10. Click a path layer
11. Click OK

# Import Vector Graphics from Illustrator *continuation*



## Can I import Illustrator assets to the Library?

Yes. If you click File, Import and then Import to Library, your illustration appears as a graphic symbol in the Library.

You can also drag and drop down any imported artwork to the Library, and create a symbol for it..

# Import a PSD File

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- If you choose to design your animate project in **Adobe Photoshop**, you can easily import your layers into animate to add interactivity and animation.
- You also have the option of **importing your text** layers as editable text, vector outlines or as a flattened bitmap image.
- If your Photoshop layers are designed as steps in an animation, you can also have animate import them as keyframes, placing your animation right on the Timeline..

# Import a PSD File

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- When you import layers from Photoshop, animate gives you several additional options.
- You can override publish settings for individual layers and create movie clips from layers.
- You can also merge layers so that several of your Photoshop layers import as single flattened bitmap.

# Import a PSD File

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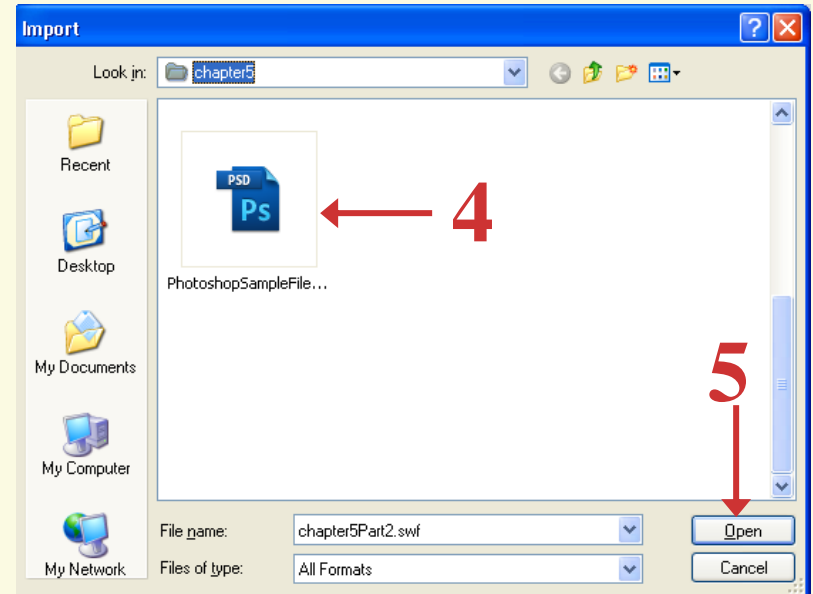
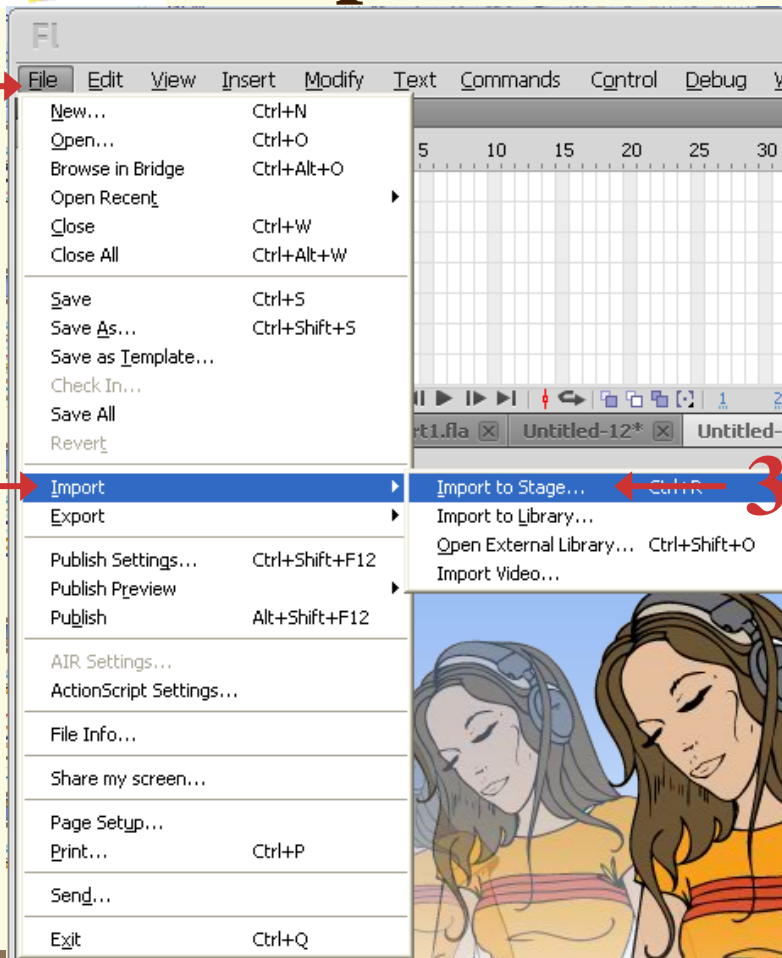
## Import PSD Layers as Bitmaps

1. Click **File**
2. Click **Import**
3. Click **Import to Stage**
4. Select your PSD file from the Import dialog box.
5. Click **Open (Import)**

# Import a PSD File *continuation*



## Import PSD Layers as Bitmaps



# Import a PSD File *continuation*

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## Import PSD Layers as Bitmaps

6. Click the check boxes to select and deselect which layers to import
7. Click a layer you want to import as a bitmap
8. Click the **Convert layers** to drop-down list and choose **animate Layers**.
9. Click on the checkbox “Set stage size to same size as Photoshop canvas”
10. Click **OK**.



# Import PSD Layers as Bitmaps

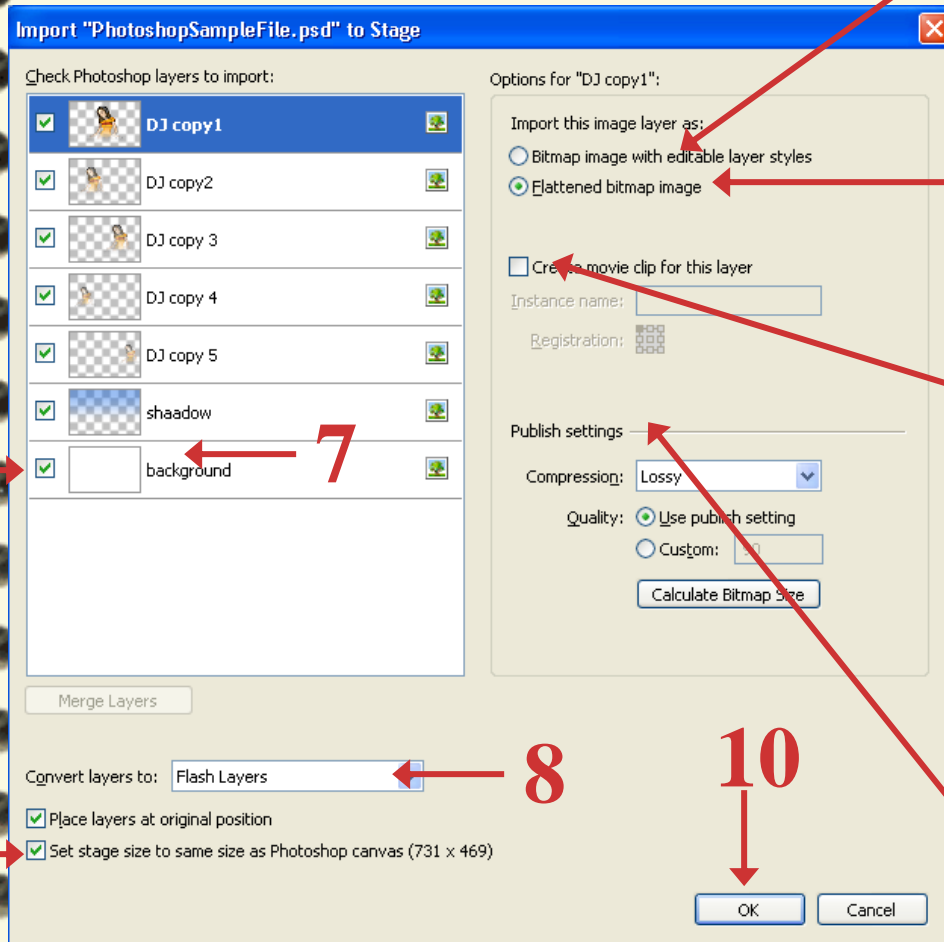
Select the **Bitmap image with editable layer styles** option to allow you to use blend modes, animate automatically creates a movie clip of the layer.

Select the **Flatten bitmap image** option to create a flattened bitmap image.

Select the **Create movie clip for this layer** option to create a movie clip of your layer.

Click the **instance name** and type a name if you want to give your movie clip an instance name for ActionScript

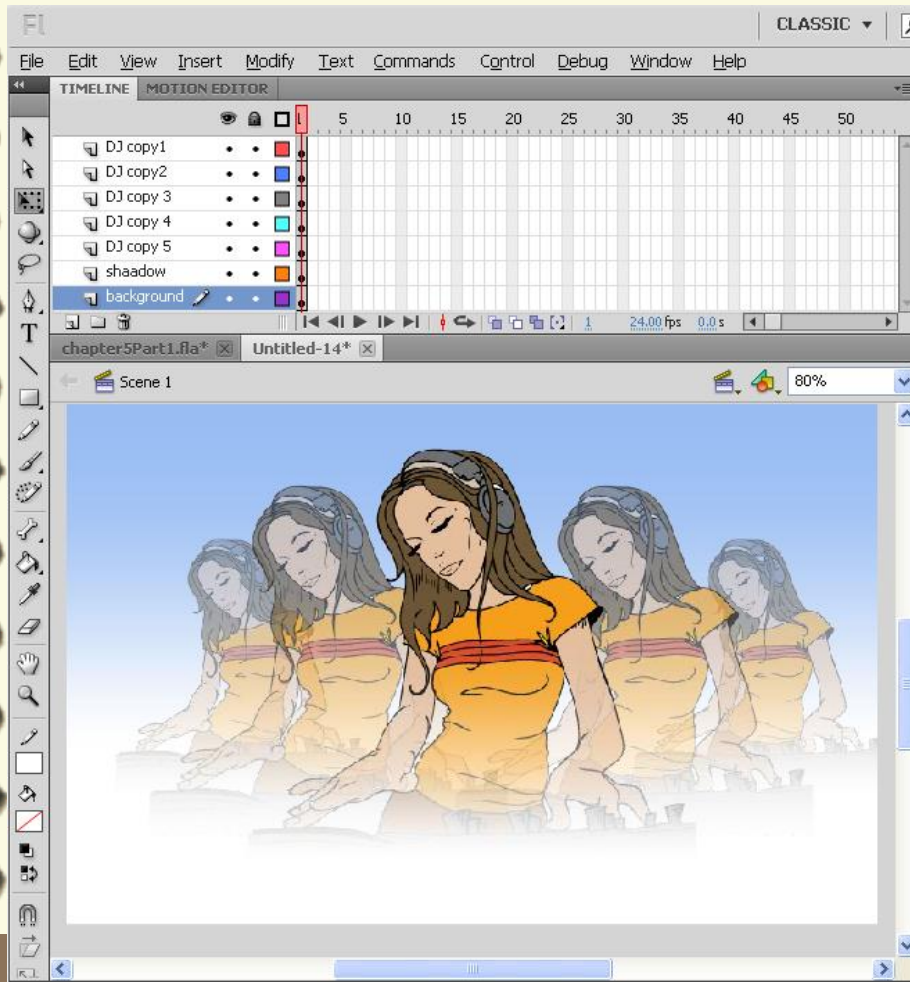
You can use the settings in the **Publish settings** section to override the publish settings of your bitmaps.



# Import a PSD File *continuation*



## Import PSD Layers as Bitmaps



Your layers appear on the Stage, and in the Timeline as animate layers.



# Import a PSD File

## How can I set my preferences for importing Photoshop files?

You can click **animate, Preferences**, and, then click on **PSD File Importer** to change animate's default preferences for importing Photoshop files.

You can then tell animate how you normally prefer to import image layers, text layers, shape layers, and land layer groups.

You can also adjust the compression publish settings for your imported bitmaps.

# Import a PSD File *continuation*

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- You can import your **Adobe Photoshop text** layers as editable text in animate. Then, if you need to change the color, size, font or other text properties, you can make your changes in animate rather than making the changes in Photoshop and importing to animate again.

# Import a PSD File *continuation*

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## Import Text Layers from a PSD

1. Click **File**
2. Click **Import**
3. Click **Import to Stage**
4. Select your **PSD file** from the Import dialog box.
5. Click **Open (Import)**

# Import a PSD File *continuation*

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## Import Text Layers from a PSD

1. Click the layer **check boxes** to select and deselect which layers to import.
2. Click a **text layer**
3. Click the **Convert layers** to drop-down list and choose **animate Layers**.
4. Click **OK**

# Import a PSD File *continuation*

(pg 118)



## Can I import Photoshop smart objects?

Yes. But, animate will rasterize your smart object as a bitmap when you import it.

animate does not support importing smart objects as editable objects.