

**COMSC-032**

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**Web Site Development-  
Animate**



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# Topic 6

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## 6

## Working with Layers

As your Animate project becomes complex, you can use layers to keep organized. This chapter shows you how to work with layers in Animate.

# Topics: Working with Layers

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- Add and Delete Layers
- Set Layer Properties
- Add a Guide Layer
- Make a Layer Mask
- Group Layers into Folders
- Show and Hide Layers and Layer Groups
- Show Layers as Outlines
- Lock Layers
- Rearrange Layers



# Add and Delete Layers

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- When you create a new movie or scene, Animate starts you out with **single layer** and a **Timeline**.
- You can **add layers** to the Timeline, or **delete layers** you no longer need.
- Additional layers do not affect the file size, so you can add and delete as many layers as your project requires.

# Add and Delete Layers

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- Layers can help you **keep track** of related items in your movie and a great way to stay organized.
- You can put buttons and navigation on one layer, background art on another, and use individual layers for animation and dynamic content.

# Add and Delete Layers

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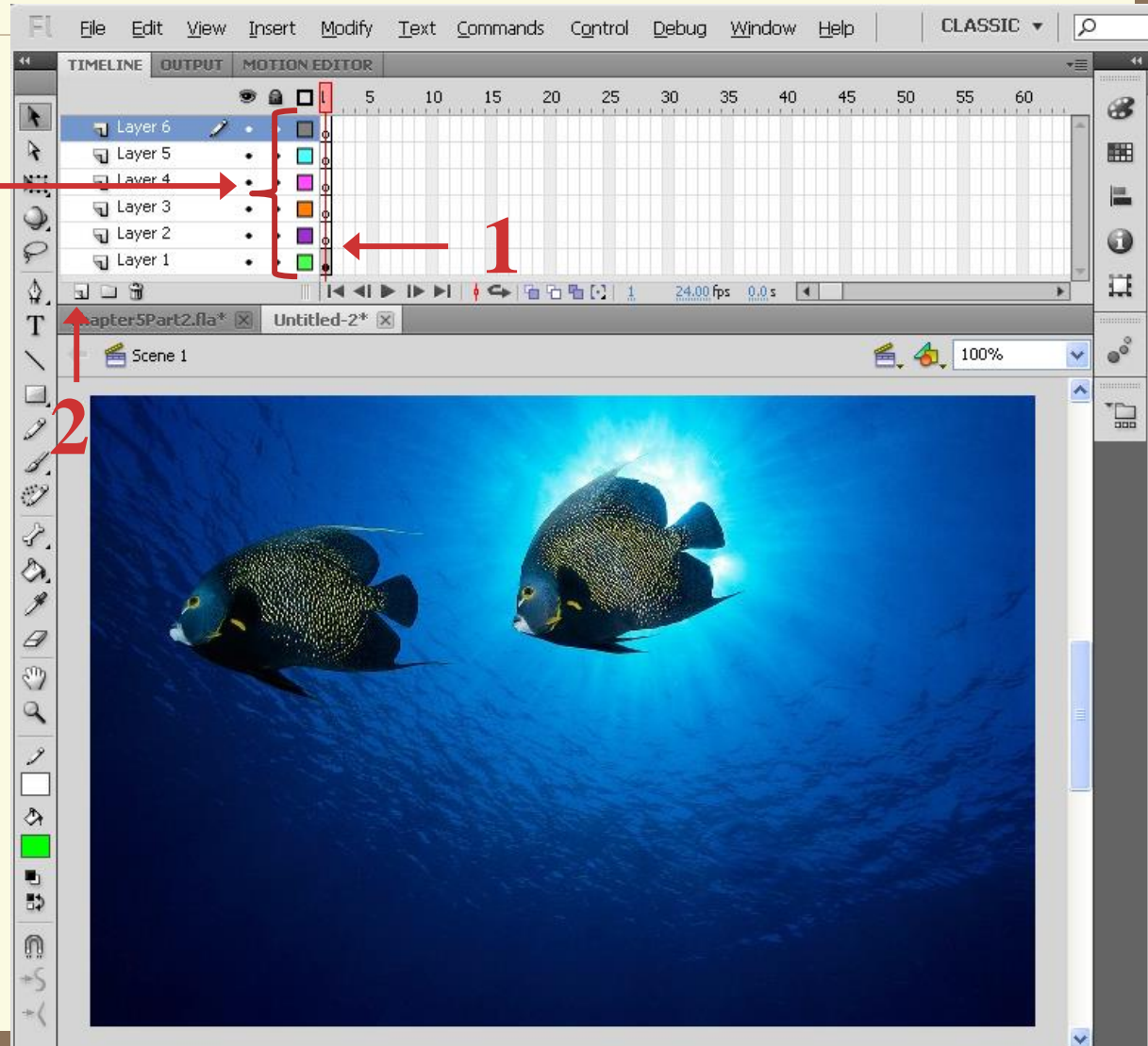
## Add a Layer

1. Click the layer in the **Timeline** that you want to appear below the new layer.
2. Click the **Insert Layer** button. 
3. Repeat steps 1 - 2 for the new remaining layers



# Add a Layer

Animate adds the same amount of frames to the new layer to match the layer with the longest frame sequence.



# Add and Delete Layers

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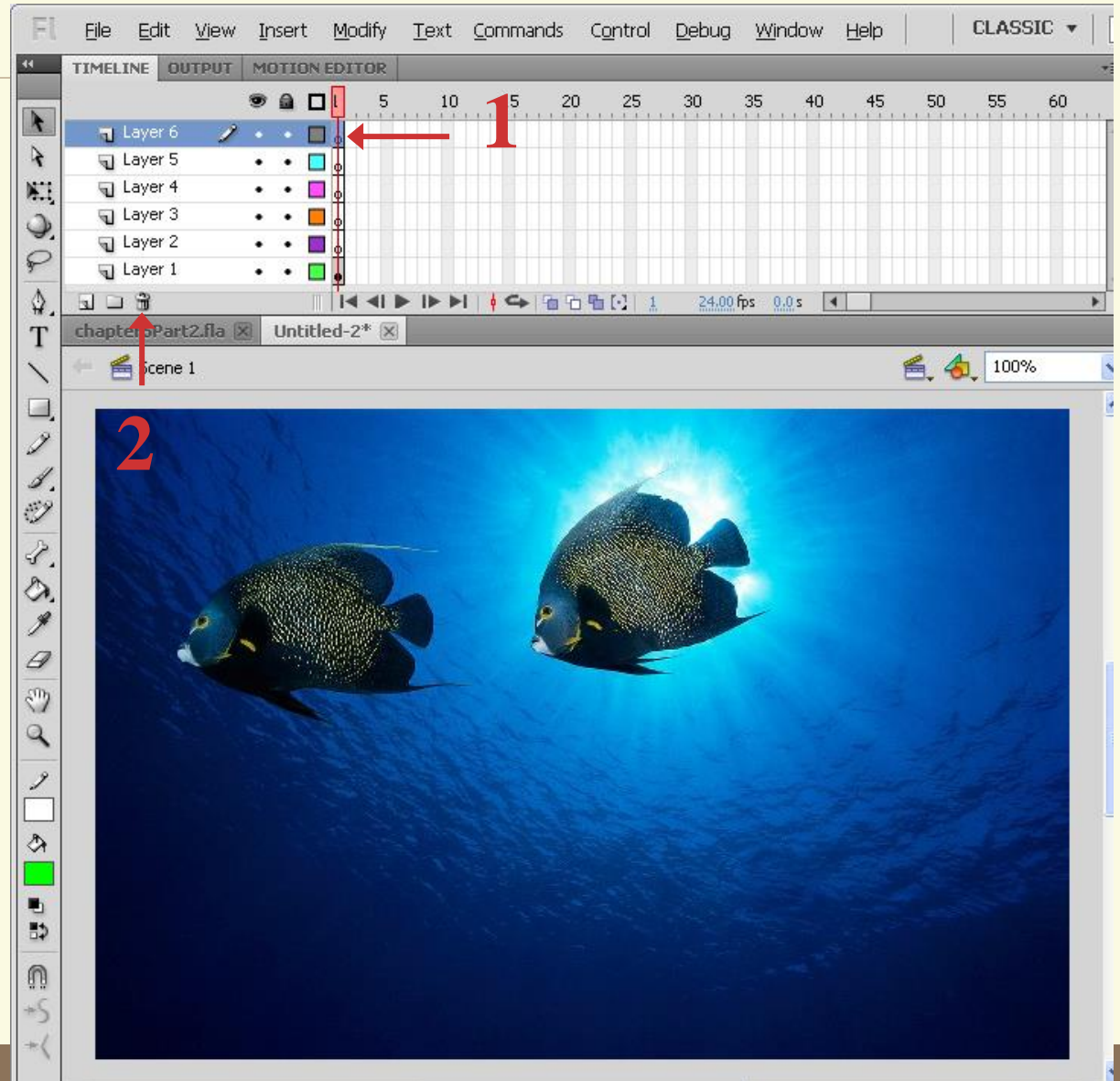


## Delete a Layer

1. Click the **layer** (layer 6) you want to delete.
2. Click the **Delete Layer** button. 



# Delete a Layer




# Add and Delete Layers

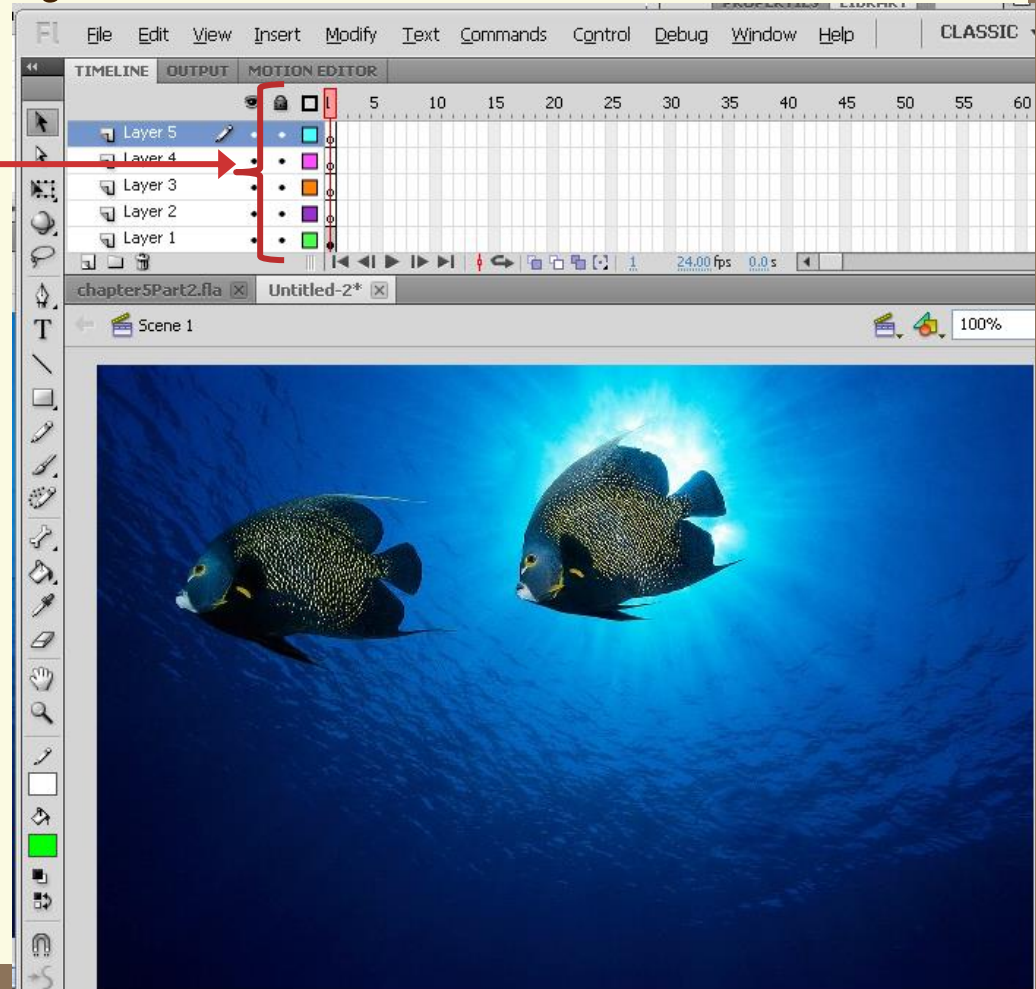


## Delete a Layer

The layer disappears from the Timeline.

You can delete more than one layer by clicking the first layer you want to remove, and then press **<Ctrl>** while clicking other layers and then clicking the delete button .

If you accidentally delete the wrong layer, you can click the Edit menu and click **Undo Delete Layer**.



# Add and Delete Layers



Why would I use layers?

## Layers Can Organize

The bigger your project, the more elements it is likely to contain.

Rather than placing all of these elements in a single layer, which make them more difficult to locate and edit, you can insert them into **separate layers** and name each layer with a **descriptive name** that tells what is in the layer.

# Add and Delete Layers



## Why would I use layers?

### Add Depth

Layers are similar to **transparent sheets** of paper stacked one on top of another.

Animate stacks layers from **top to bottom**.

Each layer lets you see through to the layer below.  
As you add more layers, existing layers move down in the stack to appear behind new layers.

# Add and Delete Layers



Why would I use layers?

## Create Guides and Masks

**Guide layers** can assist you with the layout and positioning of objects on other layers.

**Masks layers** enable you to hide elements in underlying layers from view.

You create a transparent area in the mask layer that lets you view layers below.

# Set Layer Properties

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- You can define the aspects of any given layer through the **Layer Properties dialog box**, a one-stop shop for controlling a layer's name, function, and appearance.
- The more you work with layers in Animate, the more necessary it is to change layer properties.

# Set Layer Properties

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- By naming layers, you can more easily **keep track** of their contents and position.
- You also have the option of **hiding the layer** to get its contents out of the way.
- To keep the layer's contents safe from editing, you can **lock the layer**.

# Set Layer Properties



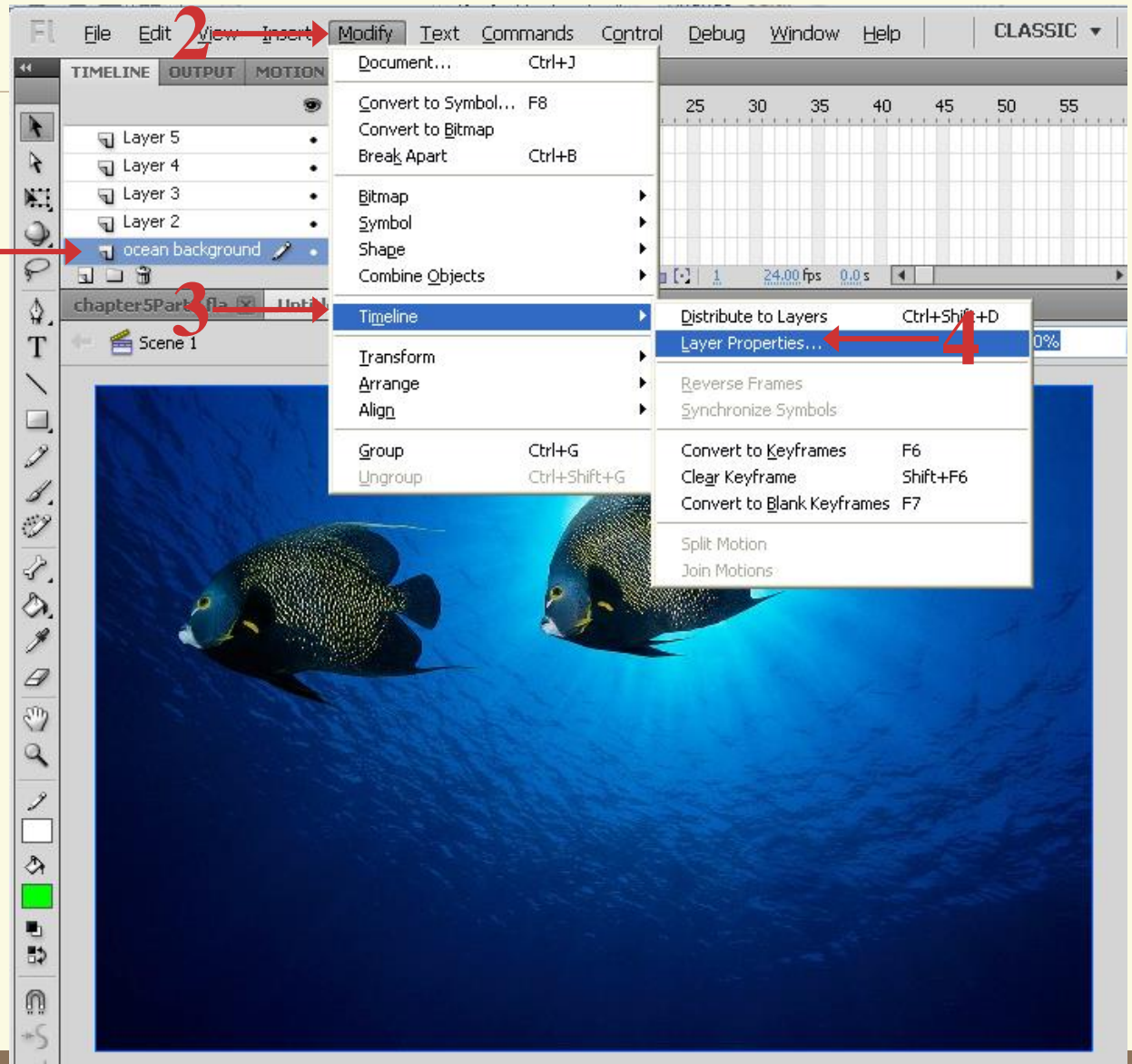
## Set Layer Properties

1. Click the layer for which you want to set controls.
2. Click **Modify**
3. Click **Timeline**
4. Click **Layer Properties**

demo

# Set Layer Properties

**Note:** You can also right-click over the layer and click **Properties** to open the Layer Properties dialog box.



# Set Layer Properties



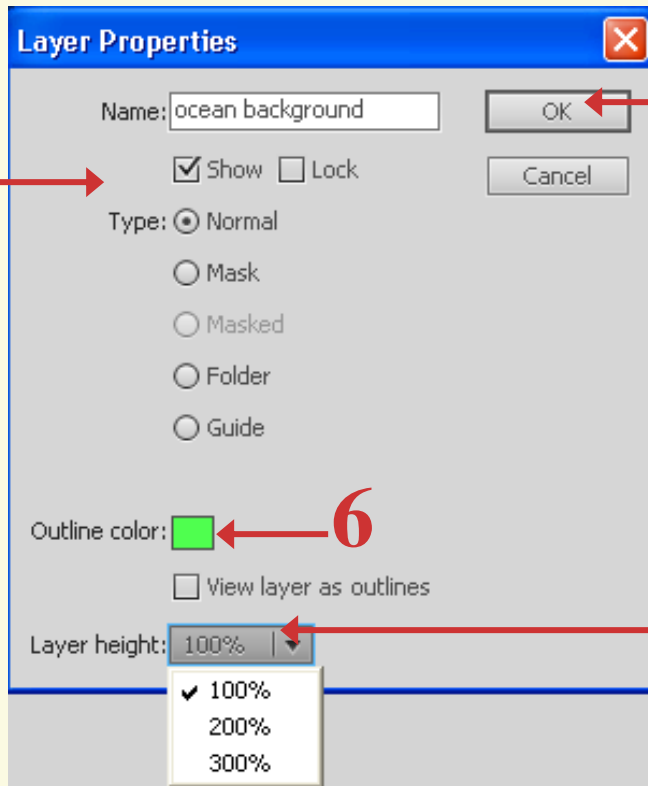
## Set Layer Properties

5. Type a **distinctive name** for the layer in the Name text box
6. Change the desired **layer property**.
7. Click **OK**
8. Repeat steps 1- 7 to enter a distinctive name for the other remaining layers.

# Set Layer Properties



## Set Layer Properties



To make the layer visible in the Timeline, leave the Show check box checked.

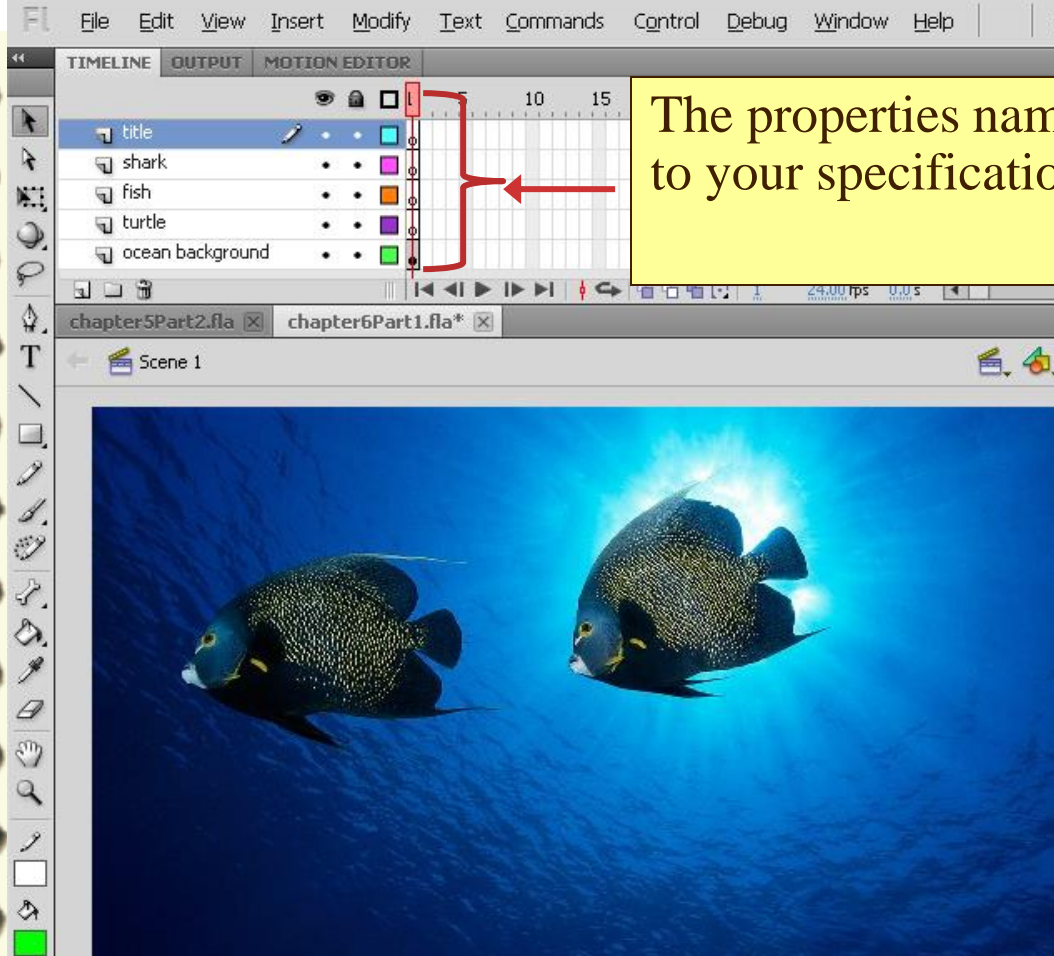
To lock the layer to prevent changes select the Lock check box.

To enlarge the layer height, you can click and select a percentage. An enlarged height is useful for viewing sound waveforms in the layer.

# Set Layer Properties



## Set Layer Properties



The properties name change to your specifications.

# Set Layer Properties



## What are layer types?

By default, all layers you add to the Timeline are **normal**, which means all the objects on the layer appear in the movie. Objects you place on guide layers do not appear in the movie.

A **guide layer** can be used for reference points and alignment.

A **mask layer** hides any layers nested underneath it, which are masked.

You can also place layers into **folders** to keep you movie organized.

To change layer type, select a type in the Layer Properties dialog box. Tween layers are layers that are automatically created when you create a motion tween.

# Add Guide Layers

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- You can place any elements you want to **prevent** from publishing on a **guide layer**. There are many reasons to do to.
- First, many illustrators place a photograph on a guide layer for reference and draw there asset on another layer.
- Guide layers are also useful when debugging your Animate movie.
- You can guide out layers, preventing them from exporting, and test your movie to isolate possible issues.

# Add Guide Layers

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- Older versions of Animate had another type of layer called a motion guide. Animate CS4 uses the motion editor and tween layers to animate objects along a path, making motion guide layers unnecessary.

# Add Guide Layers

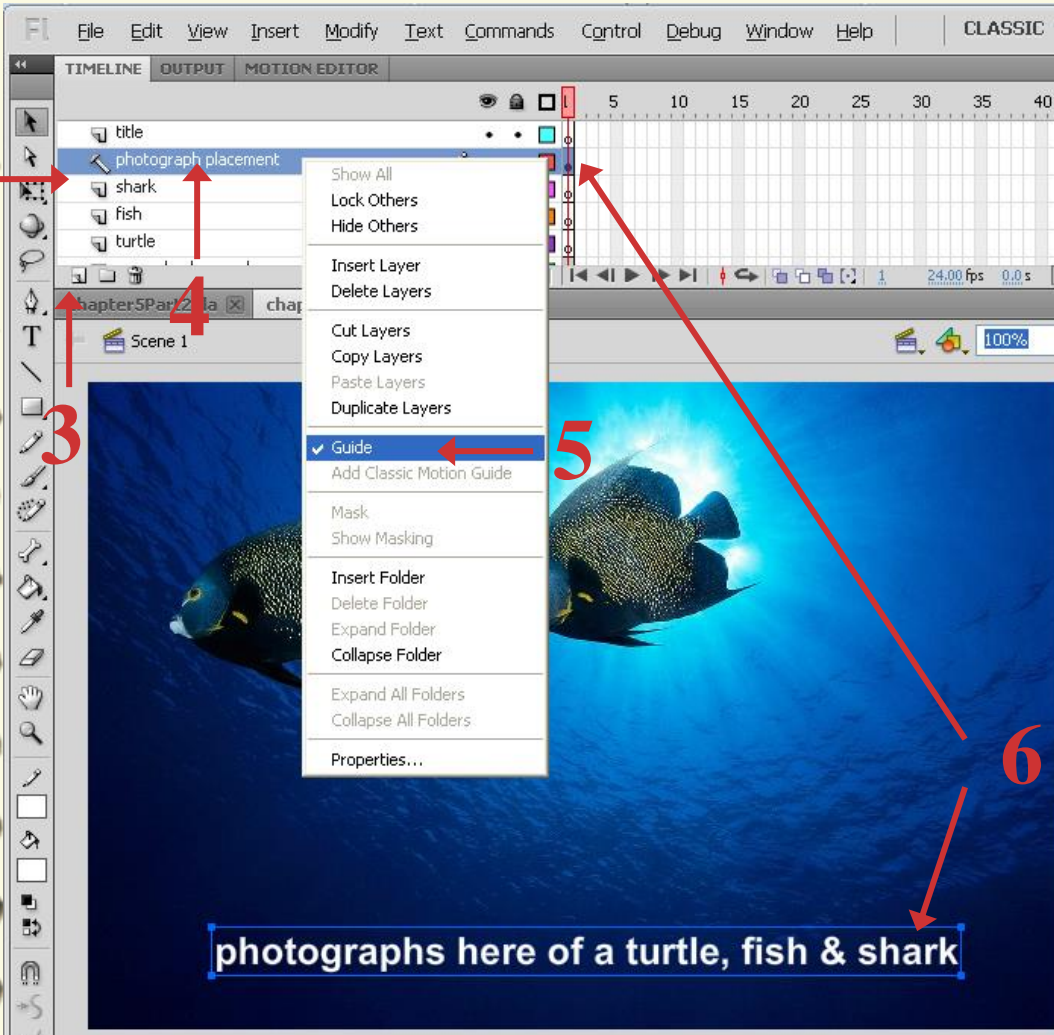


## Add a Plain Guide Layer


1. Open the **Timeline**
2. Click a layer where you want to insert your guide layer.
3. Click the **Insert Layer** button
4. Right-click the **new layer** name
5. Click **Guide**
6. With your new guide layer select frame 1 and the enter the text on the stage.



# Add Guide Layers



Your new Guide layer appears above the layer you select.

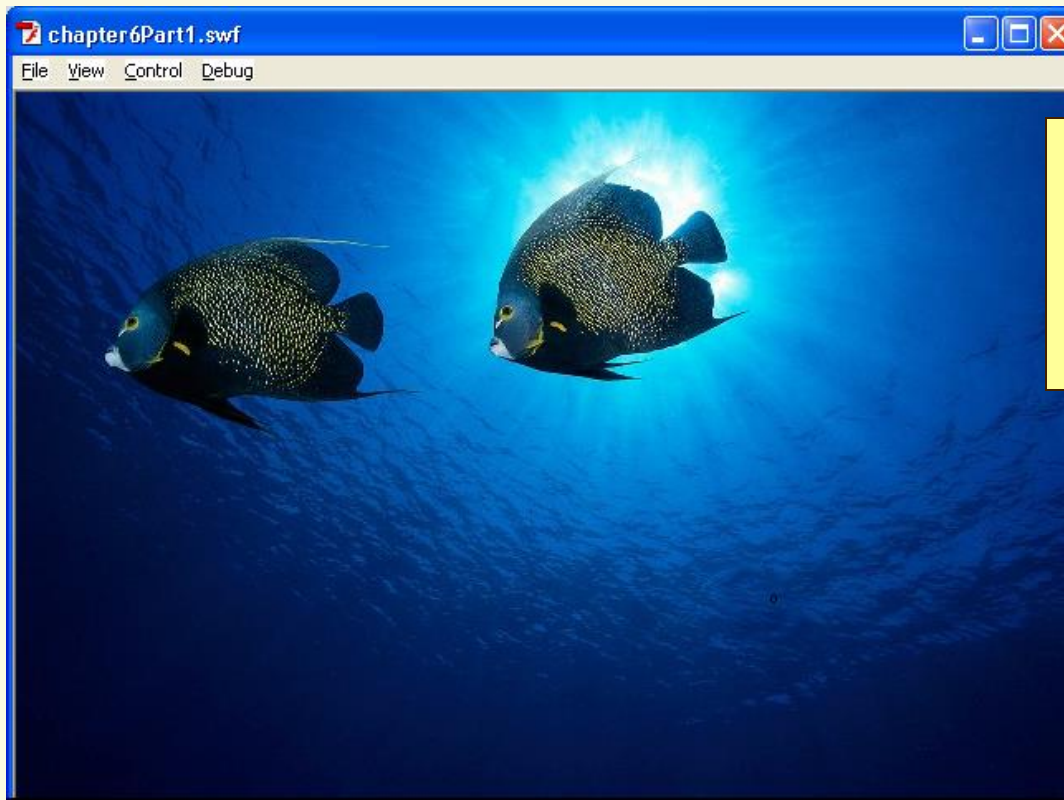
The layer becomes a guide layer, noted by its  icon.

# Add Guide Layers



## Add a Plain Guide Layer

7. Press <Ctrl><Enter> to **Test Movie**



Anything you placed on the guide layer does not appear in your exported SWF file.



# Add Guide Layers

## Can I lock my guide layer in place?

You will almost always want to lock your guide elements are positioned. That way, you won't move or delete something unintentionally.



# Add Guide Layers

**How do I turn my guide layer back to a normal one?**

Right-click on your guide layer. In the menu that appears, click Guide, which will have checkbox next to it. Your layer is now a normal layer.

# Make a Layer Mask

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- You can use layer masks to only **show** or **hide** a portion of your layer.
- A **mask** is like a stencil or paper cutout, where you can see what is behind it through the holes.
- In Animate, you can have many layers **masked** by a single layer masks

# Make a Layer Mask

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## Create a Mask Layer

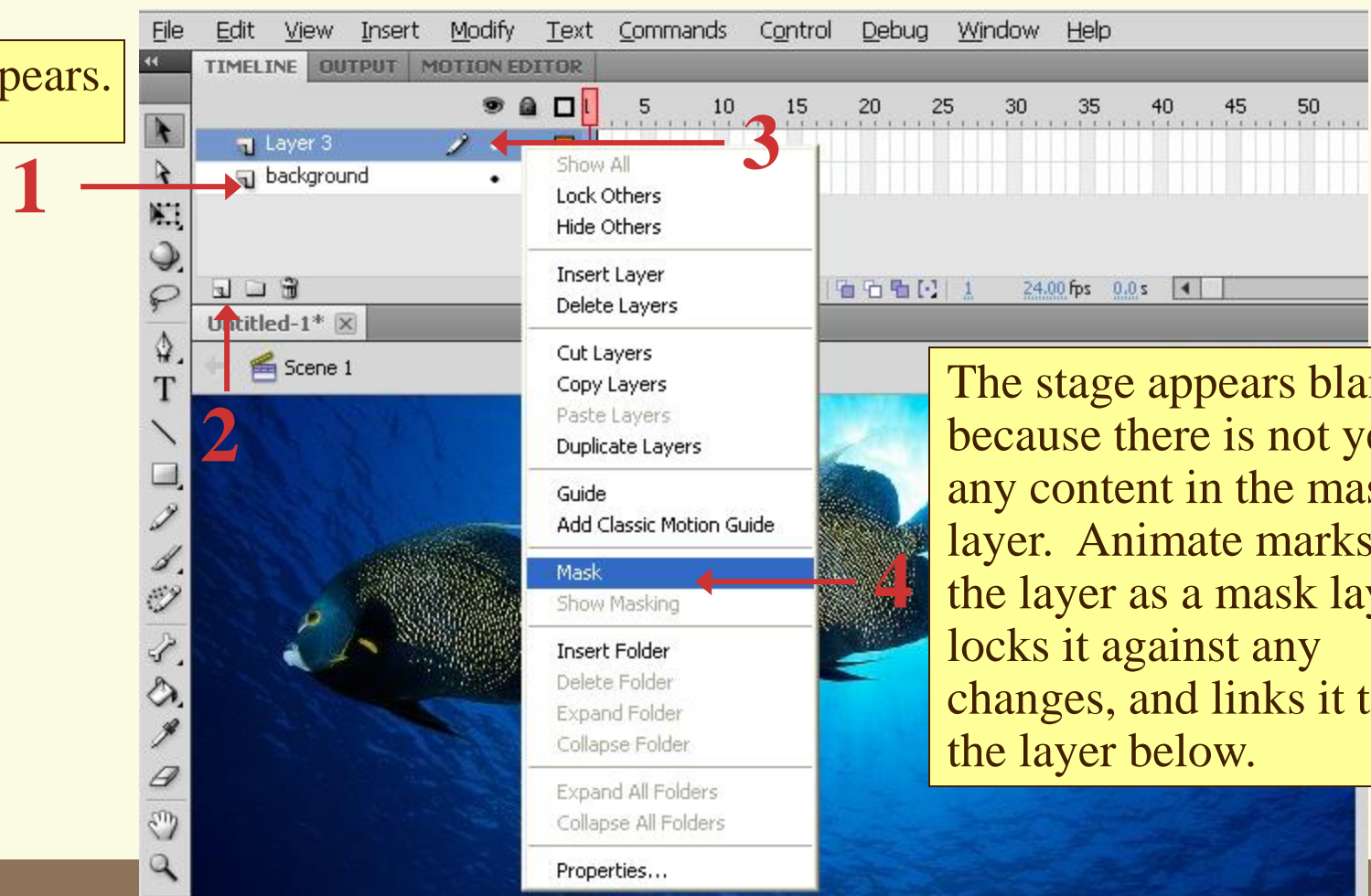
1. Click the layer to which you want to add a mask.
2. Click **New Layer** button
3. Right click the new layer's name
4. Click **Mask**

# Make a Layer Mask



## Create a Mask Layer

A new layer appears.





The stage appears blank because there is not yet any content in the mask layer. Animate marks the layer as a mask layer, locks it against any changes, and links it to the layer below.

# Make a Layer Mask

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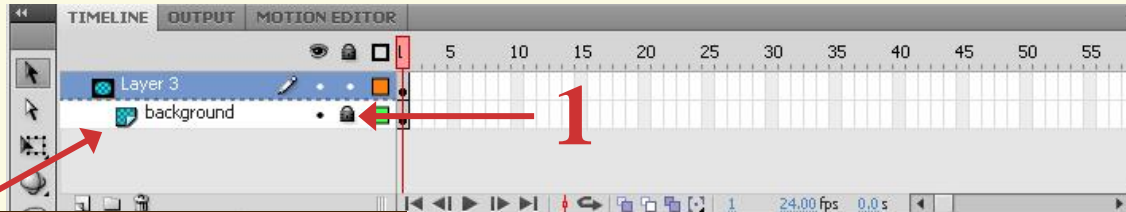
## Draw the Mask

1. Click the  button on your mask layer to unlock.
2. Place the text on the mask layer
3. Lock the mask layer by clicking  in the lock column

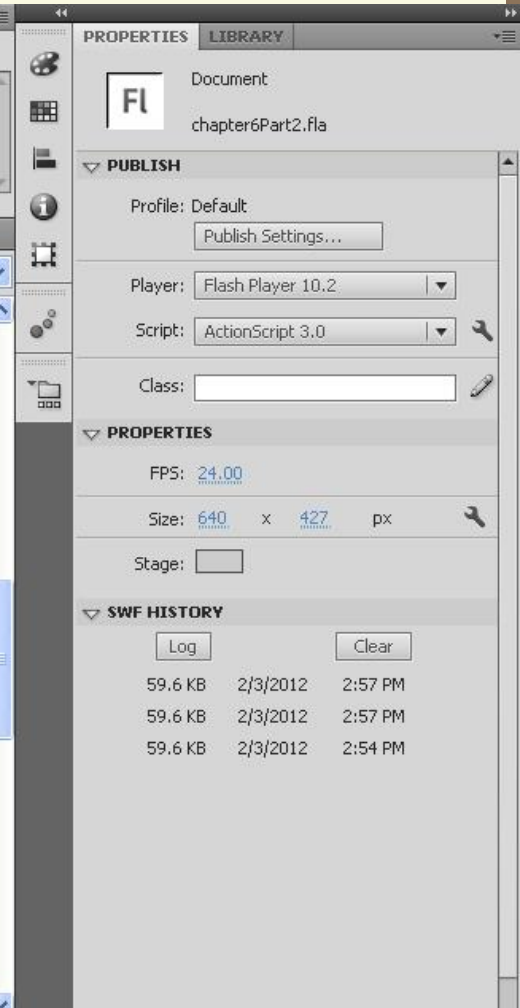
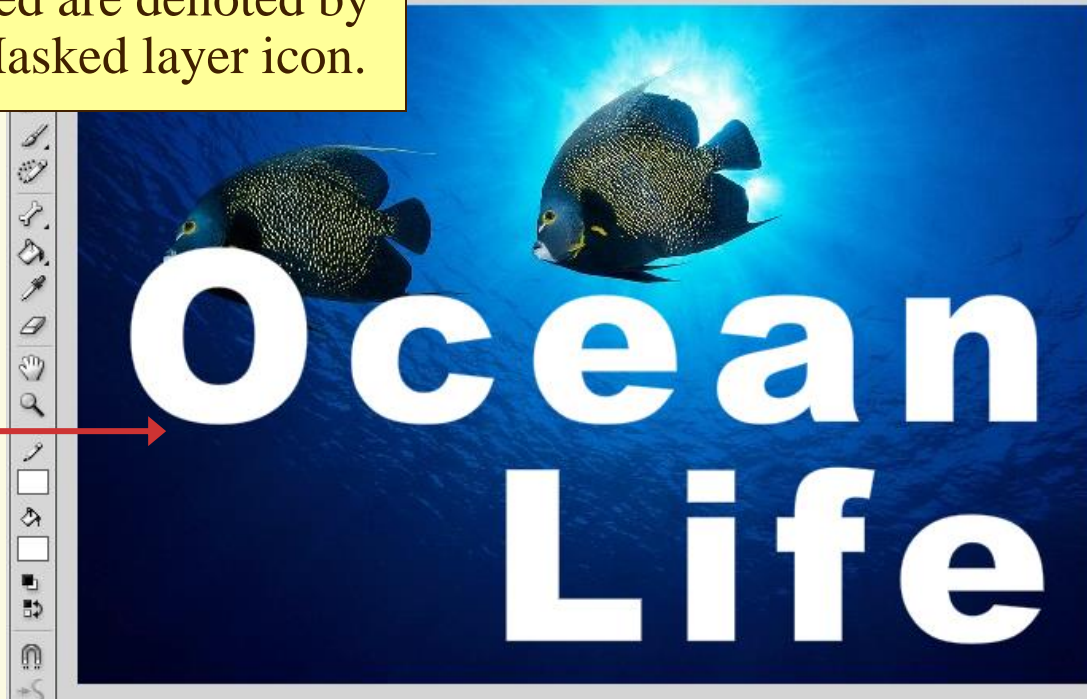
# Make a Layer Mask



## Draw the Mask



Layers that are being masked are denoted by the Masked layer icon.



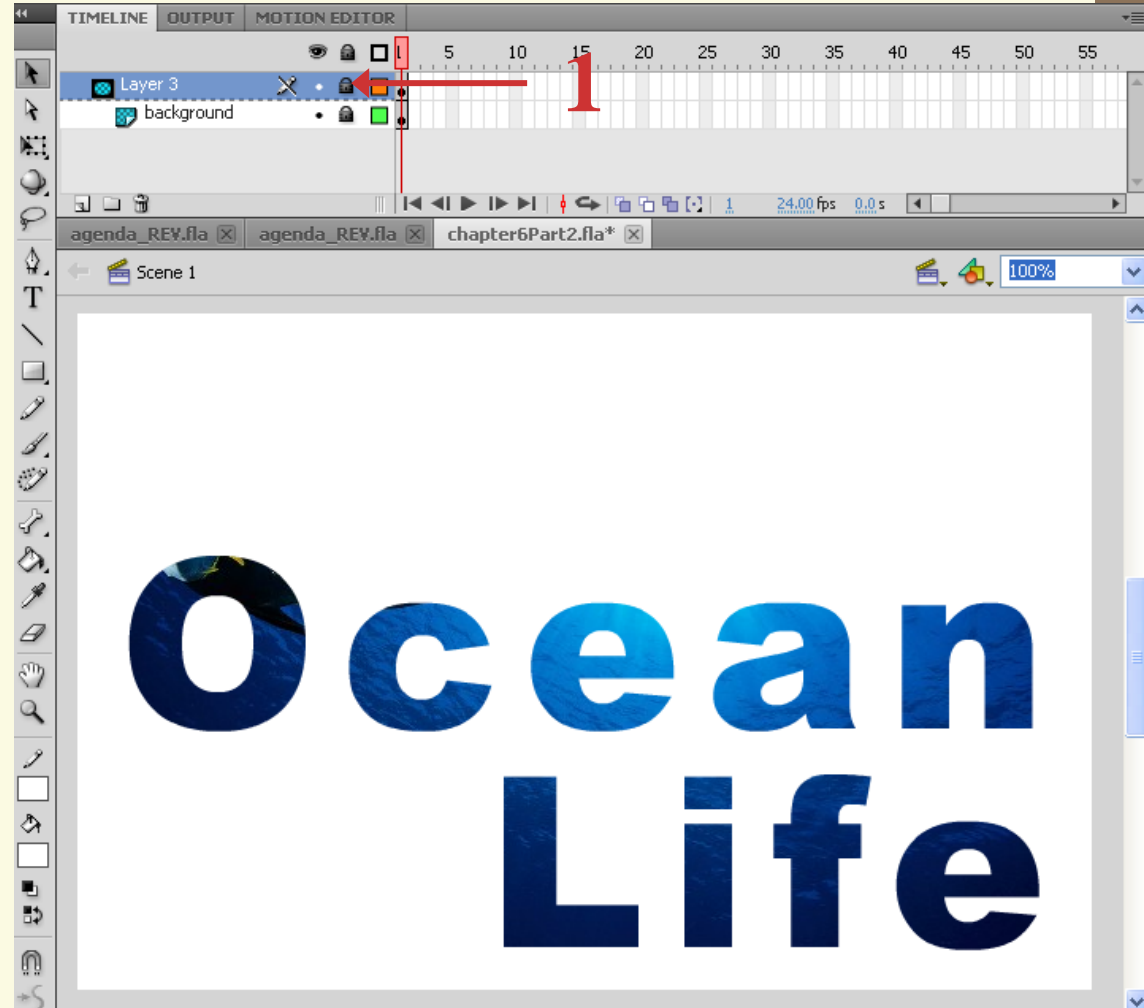
# Make a Layer Mask



## Draw the Mask

The masking effect is visible.

Note: Anything appears outside the fill shape is masked in the masked layer.





# Make a Layer Mask

**I cannot see the mask. Why not?**

If you cannot see the mask effect, you probably unlocked the layers.

You must first lock the mask layer as well as the layers being masked to preview the effect.

You can quickly make sure the correct layers are locked by right-clicking on the layer and clicking **Show Masking** in the pop-up menu.

# Create Mask Layers



## TIP

If you cannot see the mask effect, you probably unlocked the layer. You must first **lock the mask layer** in order to see the mask effect.

You can also see the effect if you run the movie in test mode; click the Control menu and click Test Movie. The Animate Player window opens and runs the movie.

# Group Layers into Folders

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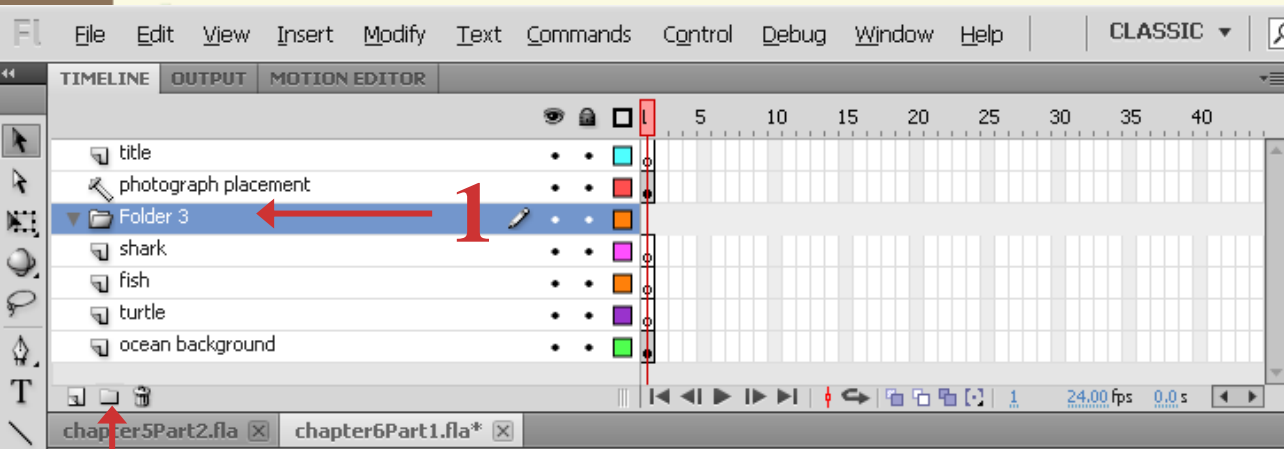
- You can use **layer folders** to further organize the numerous layers you use in a Animate movie project.
- Layer folders act just like the folders found on your computer's hard drive.
- For example, you can place **related layers** into one layer folder on the Timeline.
- This makes it much easier to find a layer for editing later. Layer folders are identified in the Timeline by **tiny folder** icons next to the folder names.

# Group Layers into Folders



## Create a Folder

1. Click the timeline where you want to insert the folder
2. Click the **Insert Layer Folder** button.



You can also click the Insert menu and click **Timeline** and then **Layer Folder**.

Animate adds a layer folder to the Timeline.

# Group Layers into Folders

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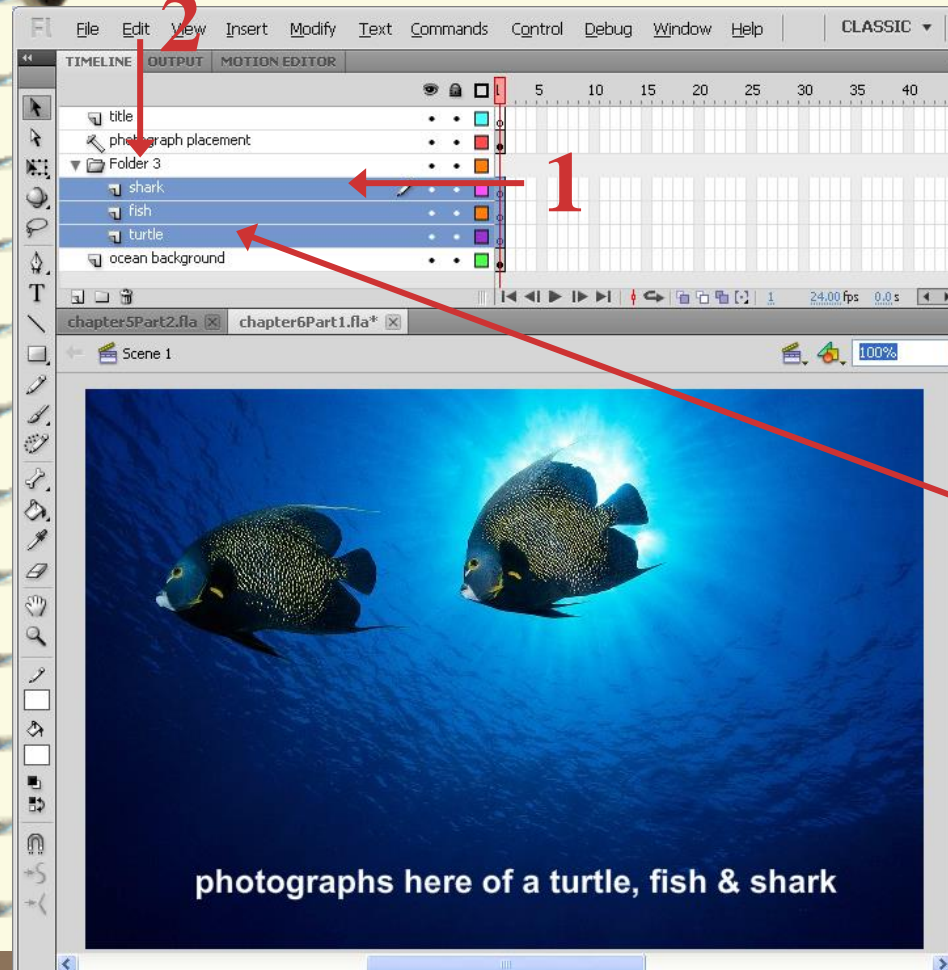
## Add a Layer to a Folder

1. Click the layer you want to **move** into a folder.
2. **Drag** the layer over the folder.
3. Release the mouse button.
4. Repeat steps 1- 3 for other layers you want to move to the folder

# Group Layers into Folders



## Add a Layer to a Folder



A line appears indicating where your layer will be placed when you release the mouse button.

The layer is moved to the layer folder and indented slightly in the list to indicate it appears in a folder.

# Group Layers into Folders

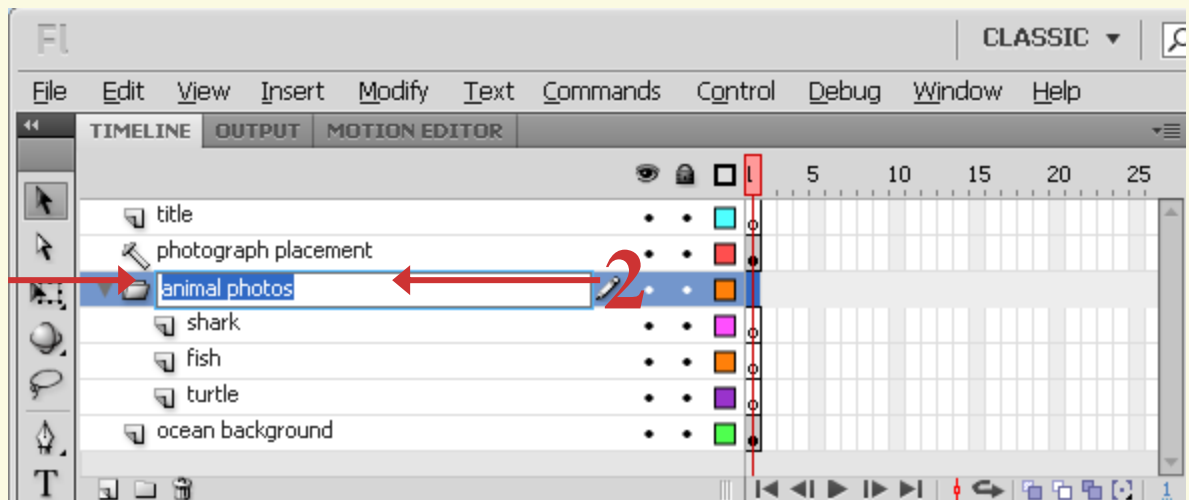


## Rename a Folder

1. Double-click the **layer folder name** you want to rename
2. Type a **new name**
3. Press **<Enter>**

The layer folder is renamed.

1



# Group Layers into Folders



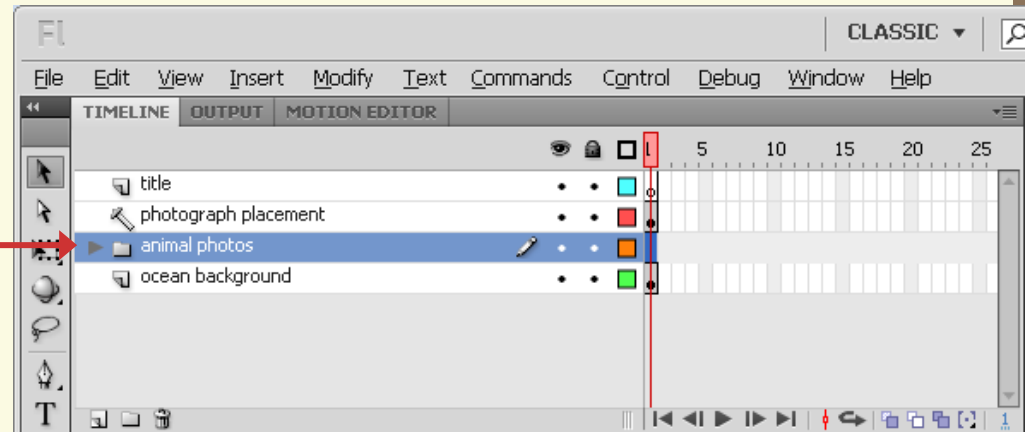
## Collapse a Folder

1. Click the layer folder's **Collapse/Expand** icon button.

Layers associated with the folder are now hidden.

You can click the layer folder's Collapse/Expand icon to view the folder's contents again.

1



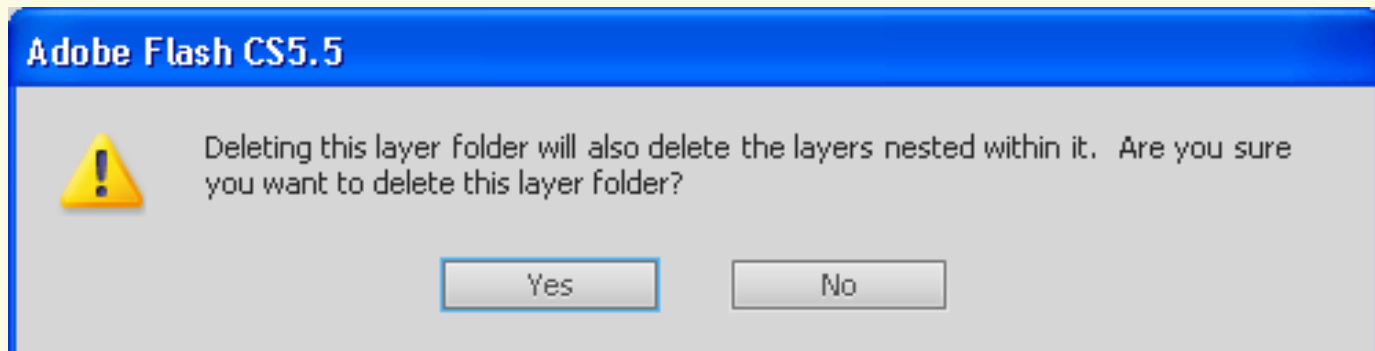
# Group Layers into Folders



## How do remove a layer from a folder?

Display the layer folder's contents, then click and drag the layer you want to remove from the folder and drop it elsewhere on the Timeline.

To remove the layer completely from the Timeline, click the layer name and click  |





# Organize Layers in Folders



## Can I lock a layer folder?

Yes. You can **lock and hide** layer folders just as you can lock and hide layers.

**Locking** a folder locks all the layers included within the folder.

Click the folder layer's bullet (  changes to  ). Animate locks the folder and any layers associated with the folder.

# Show and Hide Layers and Layer Groups

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- When you have many layers in your Animate project, you can **show** the layers you are working on while **hiding** others, keeping the Stage and work area as tidy as possible.

# Show and Hide Layers and Layer Groups

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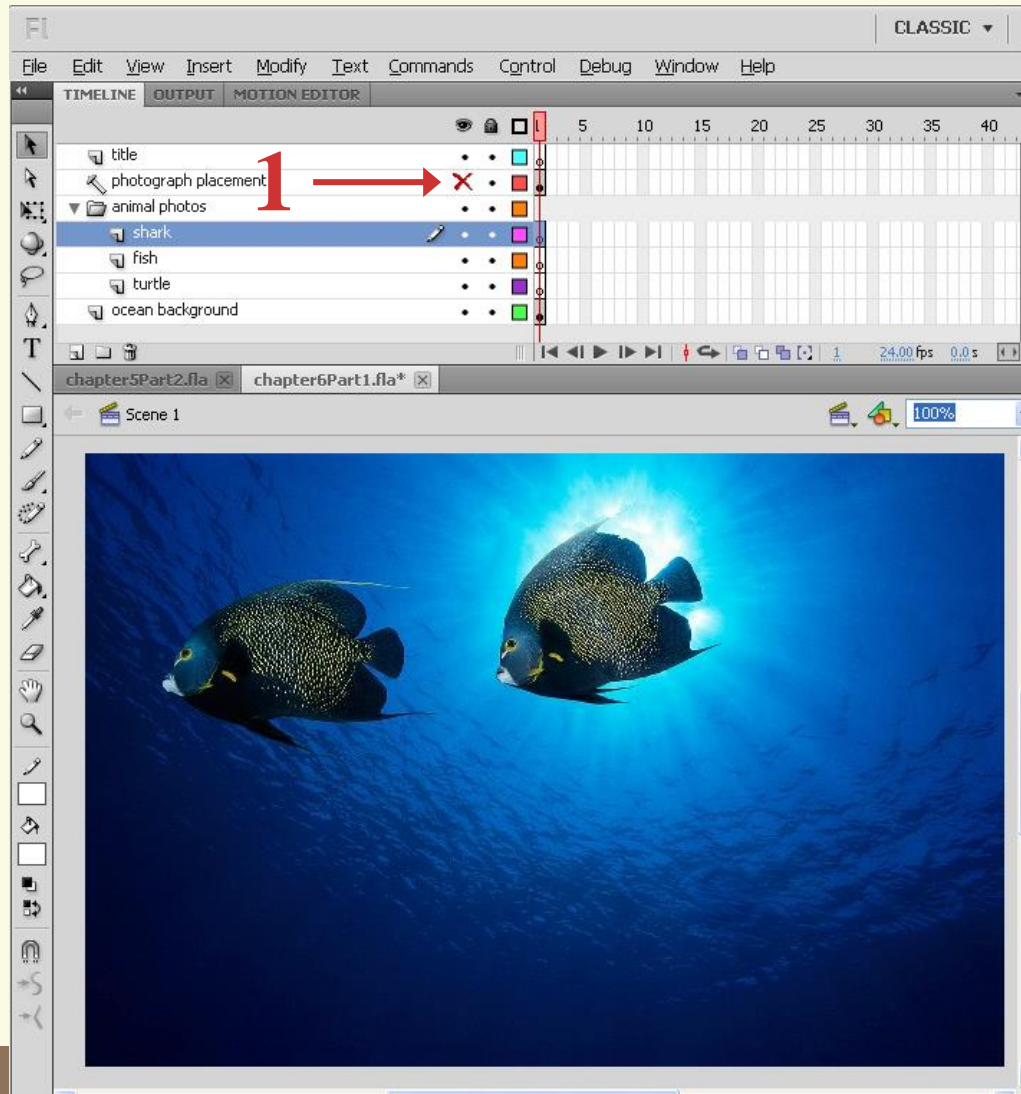
## Show and Hide Layers and Layer Groups

1. Click the bullet  in the **Layer Visibility** column of the layer you want to hide.
2. Click **Layer Invisible** icon to make your layer visible again.

demo

# Show and Hide Layers and Layer Groups

 changes to   
and the entire layer becomes invisible.



# Show Layers as Outlines

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- You can view any of your layers as **outlines** to keep with aligning elements by hand.
- Each layer has its own **outline color** assigned to it so you can easily distinguish between them as you work.

# Show Layers as Outlines

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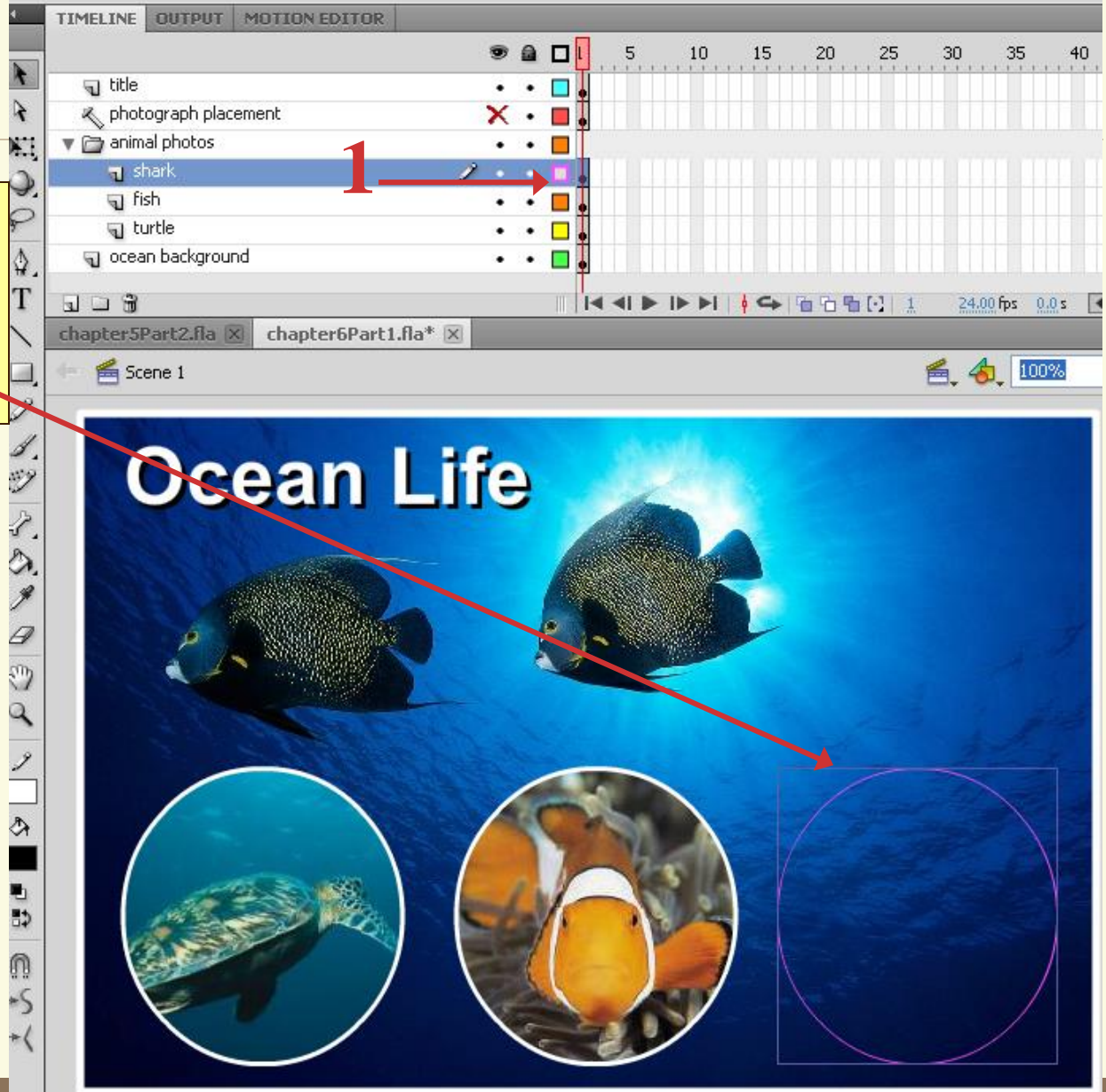


## Show Layers as Outlines

1. Click the **Layer Outline Color** icon in the Show Layers as Outlines column
2. Click **Show Layers as Outlines** button to make your layer fully visible again.

demo

# Show Layers as Outlines



changes to  
and all of the contents  
of the layer are reduced  
to thin outlines

# Lock Layers

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- Animate has an easy system in place for **locking layers**, helping you avoid moving or deleting elements by accident.
- While you can use the **Layer Properties** panel, it is much more useful to lock and unlock right in the Animate user interface

# Lock Layers

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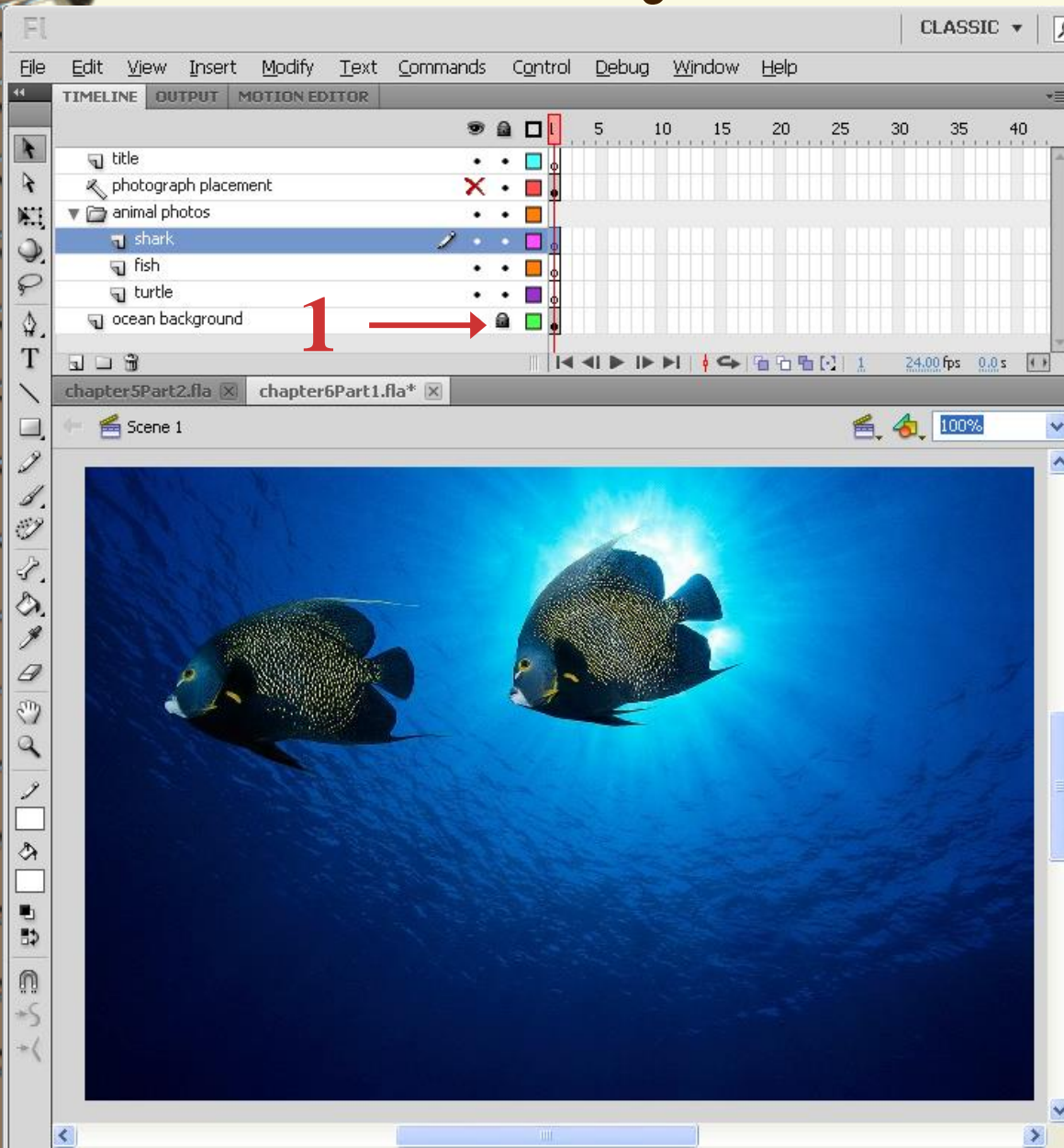




## Lock Layers

1. Click the bullet  below the **Lock Layers** button of a layer you want to lock.

demo

# Lock Layers



 changes to  and the entire layer becomes locked


If you try to select or edit any elements on this layer, Animate does not respond. The layer is locked

# Lock Layers

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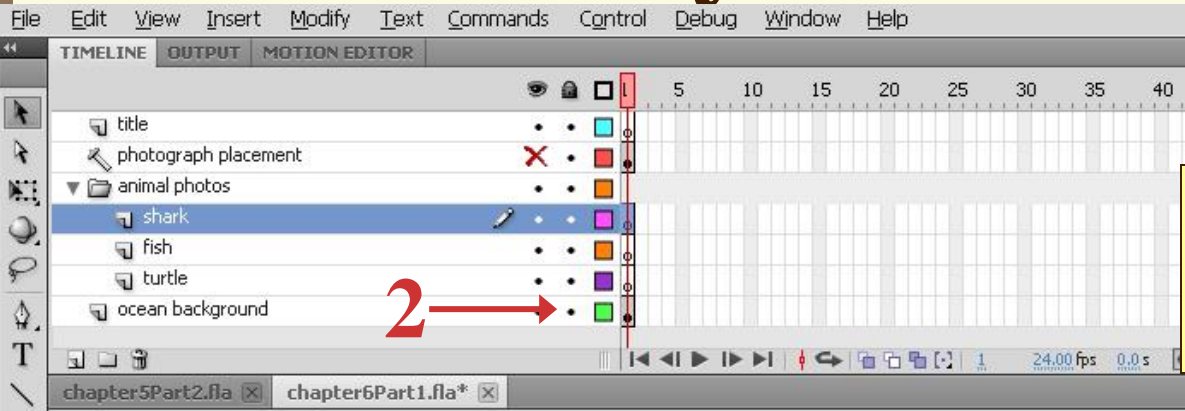




## Lock Layers

2. To **unlock** the layer, click  on your layer



# Lock Layers



 changes to   
and the entire layer  
becomes unlocked

You can now select and  
edit elements on the  
unlocked layer.



# Rearrange Layers

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- To rearrange how objects appear in your Animate movie, you can **stack layers**.
- Layers act like sheets of **transparent** plastic. Depending on the placement of the layers, objects can appear in front of or behind objects on other layers.

# Rearrange Layers

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## Rearrange Layers

1. Click on the layer you want to **move**
2. Drag the layer up or down in the list, depending on whether you want the layer to appear above or below its current location
3. Release the mouse button.

demo

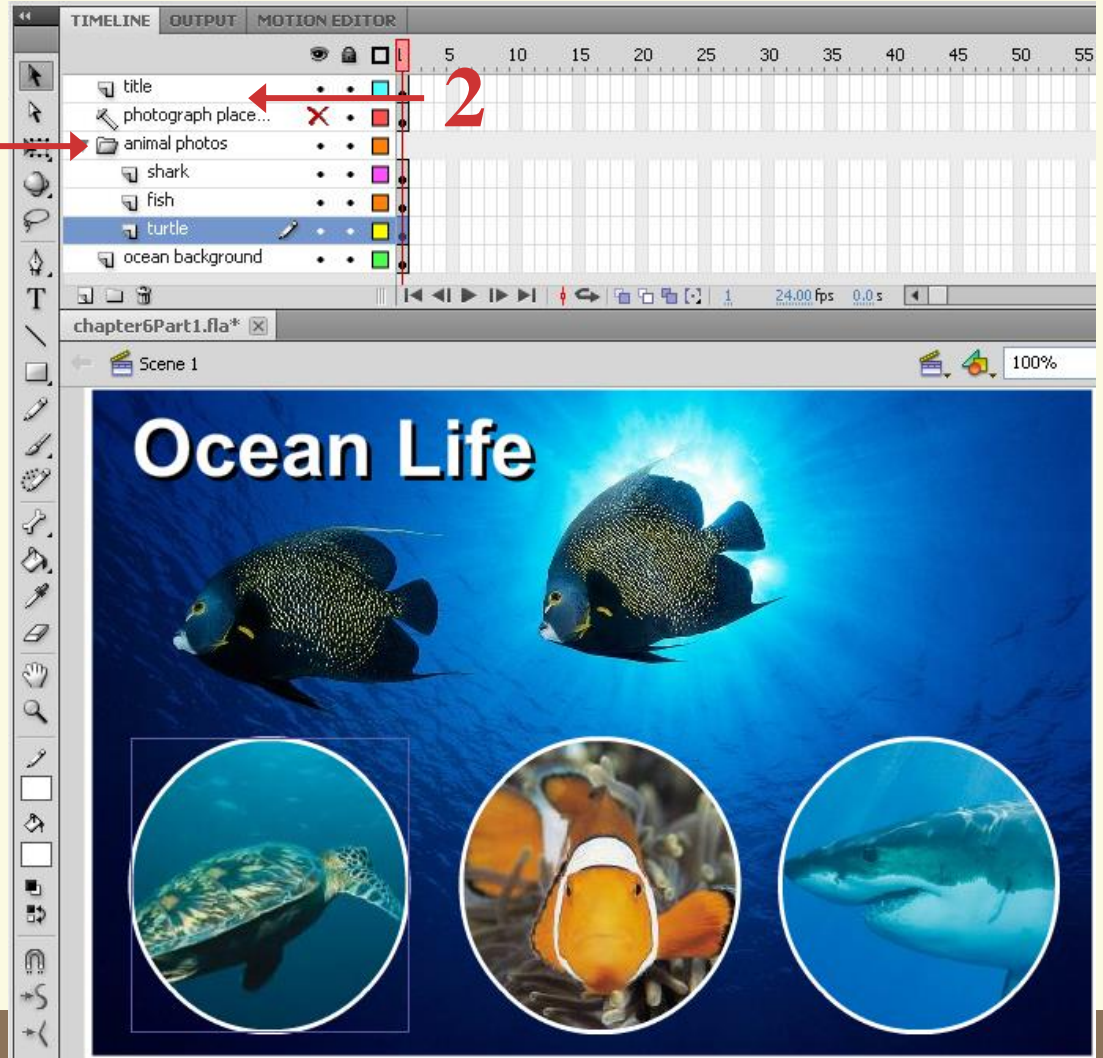
# Rearrange Layers

Animate selects all elements on the selected layer.

1



2



demo

# Rearrange Layers

The layer is placed in its new location on the Timeline.

The layer now appears behind the others.

