

**COMSC-032**

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**Web Site Development-  
Animate**



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# Topic 9

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## 9

## Creating Timeline Animation

Are you ready to start animating? Whether you want to make an object move across the screen, build a detailed cartoon, or simply animate a company logo, the Animate animation tool can help you create all kinds of animation to use on your Web site. This chapter shows you how to create several different types of animation on the Animate Timeline

# Topics: Creating Animation in Animate

- Introduction to Animation
- Set Movie Dimensions and Frame Rate
- Creating a Frame-by-Frame Animation
- Onion Skinning an Animation
- Edit Multiple Frames
- Understanding Tweening
- Create a Classic Tween
- Create a Motion Tween
- Create a Motion Tween with 3-D Transformations
- Create a Shape Tween
- Add Shape Hints
- Animate Along a Path
- Create a Movie Clip of an Animation
- Animate a Mask
- Add Animation to a Button



# Introduction to Animate

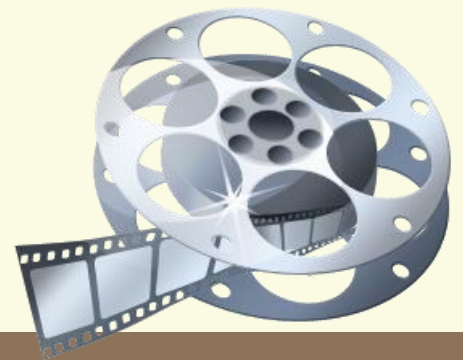
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- One of the most exciting aspects of Animate is its **animation features**.
- You can animate objects, synchronize the animation with sounds, add backgrounds, animate buttons.
- After you complete a Animate animation, you can place it on a Web page or distribute it for others to view.

# Introduction to Animation

## How do I use animation?

- You can use Animate animations to present a lively message or to simply entertain.
- Animations you create in Animate can make a Web site **come to life**.
- For example, you can create a cartoon to play in your site's banner, or animate buttons for the user to click.



# Introduction to Animation

## How do animations work?

- Animation is simply a **change** that occurs between **two or more frames** in a movie.
- The change can be the placement of an object that moves slightly from one area on the screen to another, or it can be a change in color, intensity, size or shape of an object.
- Any change you make to an object makes the object appear to be animated during playback of your movie

# Introduction to Animation

## Animation in Animate

- Animate uses a similar technique in animating objects on transparent sheets/ cells that are stacked to create an image.
- Instead of transparent cells, you add content to **frames** and **layers**, then stack the layers to create depth.
- Anytime you want the content to change, you can add **keyframes** to the Timeline and vary the position or appearance of the content.
- When the animation, or movie, is played back, the content appears to move.

# Introduction to Animation

- Types of Animation.

**Frame-by  
Frame  
Animation**

**Classic  
Tweened  
Animation**

**Motion  
Tweened  
Animation**



# Introduction to Animation

## Frame-by-Frame Animation

- Frame-by-frame animation is just as its name implies, creating the **effect of movement** by subtly changing, the contents appearance from frame to frame.
- This type of animation method gives you a great deal of control over how the content changes across the Animate Timeline.
- You determine how much of a change appears from one frame to the next.
- Frame-by-frame animations increase the overall file size.

# Create Frame-by-Frame Animation

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- You can create the **illusion of movement** in a Animate by repositioning an object over the course of several keyframes.
- Any layer in Animate can be turned into an animation by adding keyframes and repositioning objects.

# Create Frame-by-Frame Animation



## Create frame-by-frame animation

1. Place a **symbol** on the Stage that you want to animate
2. Right click on the frame 10.
3. Click **Insert Keyframe.**
4. With your new keyframes selected, move or transform your **Graphic symbol.**
5. Insert another **keyframe** (F6) on the Timeline of the layer you are animating

# Create Frame-by-Frame Animation



## Create frame-by-frame animation

File Edit View Insert Modify Text Commands Control Debug Window Help

TIMELINE OUTPUT MOTION EDITOR

5 10 15 20 25 30 35 40 45 50 55 6

border  
button  
title  
alienmonster  
alienship  
saturn  
mars  
earth  
spacebackgro...

Untitled-5 chapter9Part1 output fla

Scene 1

Properties LIBRARY

chapter9Part1 fla

15 Items

Name

- artwork-bitmap images
- alienmonster
- alienship
- earth
- mars
- saturn1
- saturn2
- scene2 title

0.4s

100%

art1 fla\*

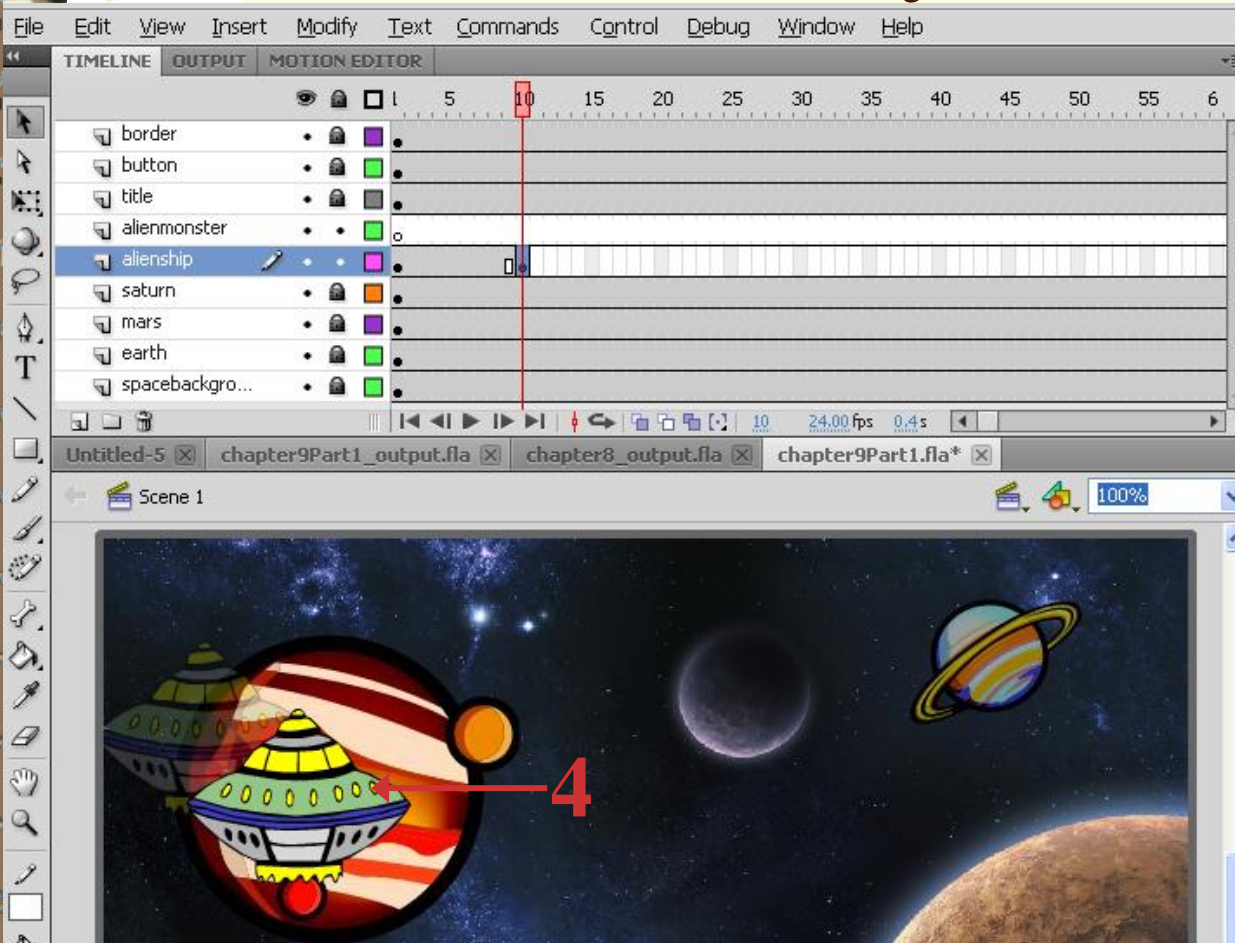
Note: You can press F6 to quickly add a keyframe.

Animate inserts a keyframe that duplicates the previous keyframe contents.

# Create Frame-by-Frame Animation



## Create frame-by-frame animation



You can move the object a bit on the Stage.

# Create Frame-by-Frame Animation



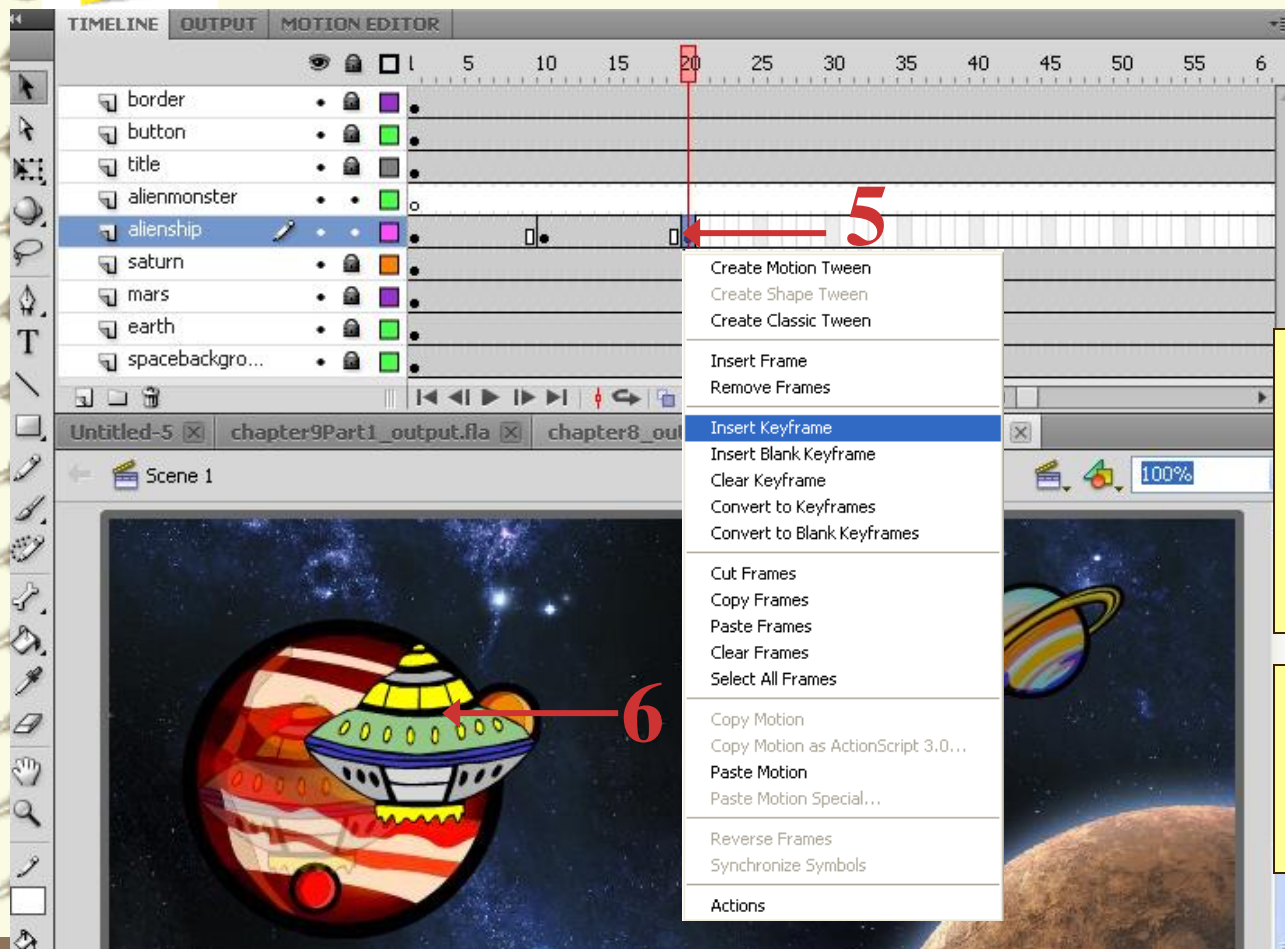
## Create frame-by-frame animation

5. Insert another **keyframe** (F6) on the Timeline of the layer you are animating
6. With your new keyframe selected move or transform you symbol again.

# Create Frame-by-Frame Animation



## Create frame-by-frame animation



Animate inserts a keyframe that duplicates the previous keyframe contents.

You can move the object a bit on the Stage.

# Create Frame-by-Frame Animation



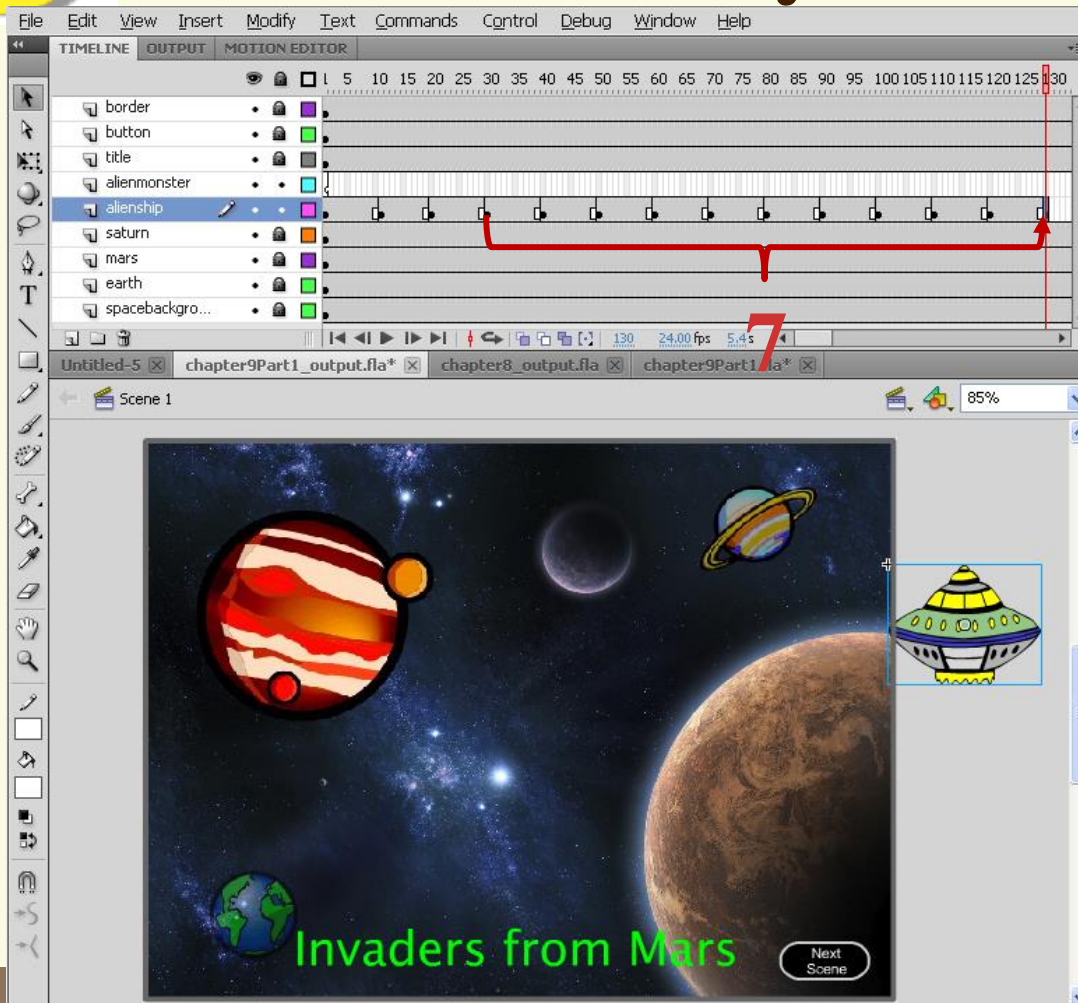
## Create frame-by-frame animation

7. Repeat steps 5 and 6 until you have created several keyframes.
8. To test the animation, click on Frame 1
9. Press **<Enter>**

# Create Frame-by-Frame Animation



## Create frame-by-frame animation



# Create Frame-by-Frame Animation



## How can I slow down my animation?

There are two ways to slow down an animation. You can adjust the frame rate of your Animate movie in the **Properties** panel.

Or you can add frames between your keyframes.

You can add frames by right-clicking on the Timeline and clicking **Insert Frames** (F5)

# Create Frame-by-Frame Animation



**When should I use frame-by-frame animation or tweening?**

If you can accomplish the effect you want using a tween, you should.

Frame-by-frame animation should be reserved for effects that require a lot of fine-tuning by hand and introducing or deleting elements on a prekeyframe basis.

# Onion-Skinning an Animation

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- You can view your animation with **onion-skinning turned** on.
- This feature allows you to see the contents of **multiple frames** at once.
- By viewing the placement of objects in other frames, you can more clearly determine how you want to position the object in the frame in which you are working

# Onion-Skinning an Animation

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- The name **onion-skinning** refers to the effect of seeing the contents of other frames as **shaded layers**- like the translucent layers of an onion – in context to the current time.
- Onion-skinning offers two modes of display:



**Dimmed  
Content**




**Outlined  
Content**

# Onion-Skinning an Animation



## Turn on onion-skinning

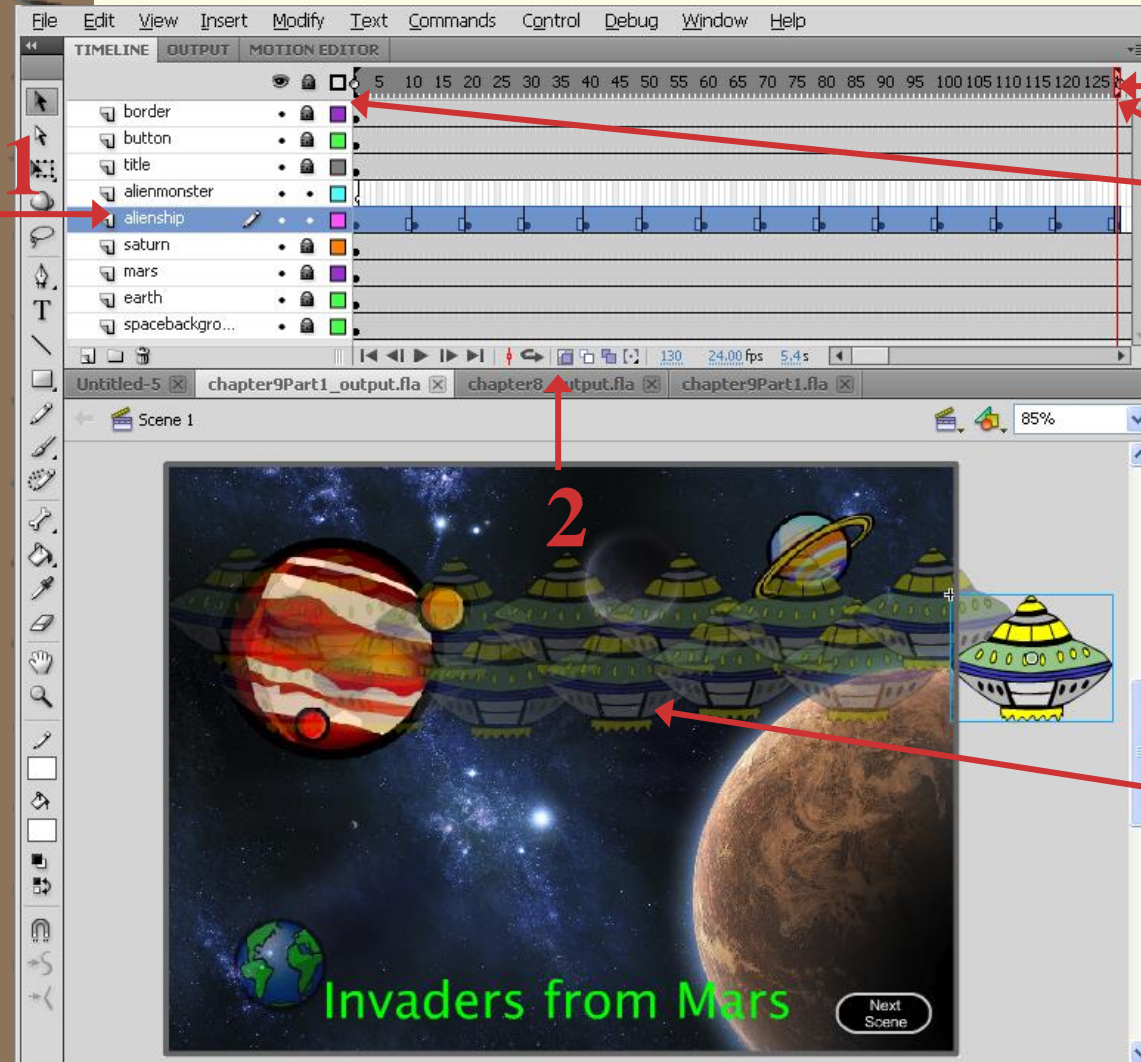
1. Click the layer.
2. Click the **Onion Skin** button  at the bottom of the Animate Timeline.
3. Click and drag on the handles of the onion-skin matter to set the range

# Onion-Skinning an Animation

(pg 182)



## Turn on onion-skinning




Animate creates handles for your onion-skin span maker to set the range.

Animate displays dimmed images from the surrounding frames and places onion-skin markers at the top of the Timeline

# Onion-Skinning an Animation



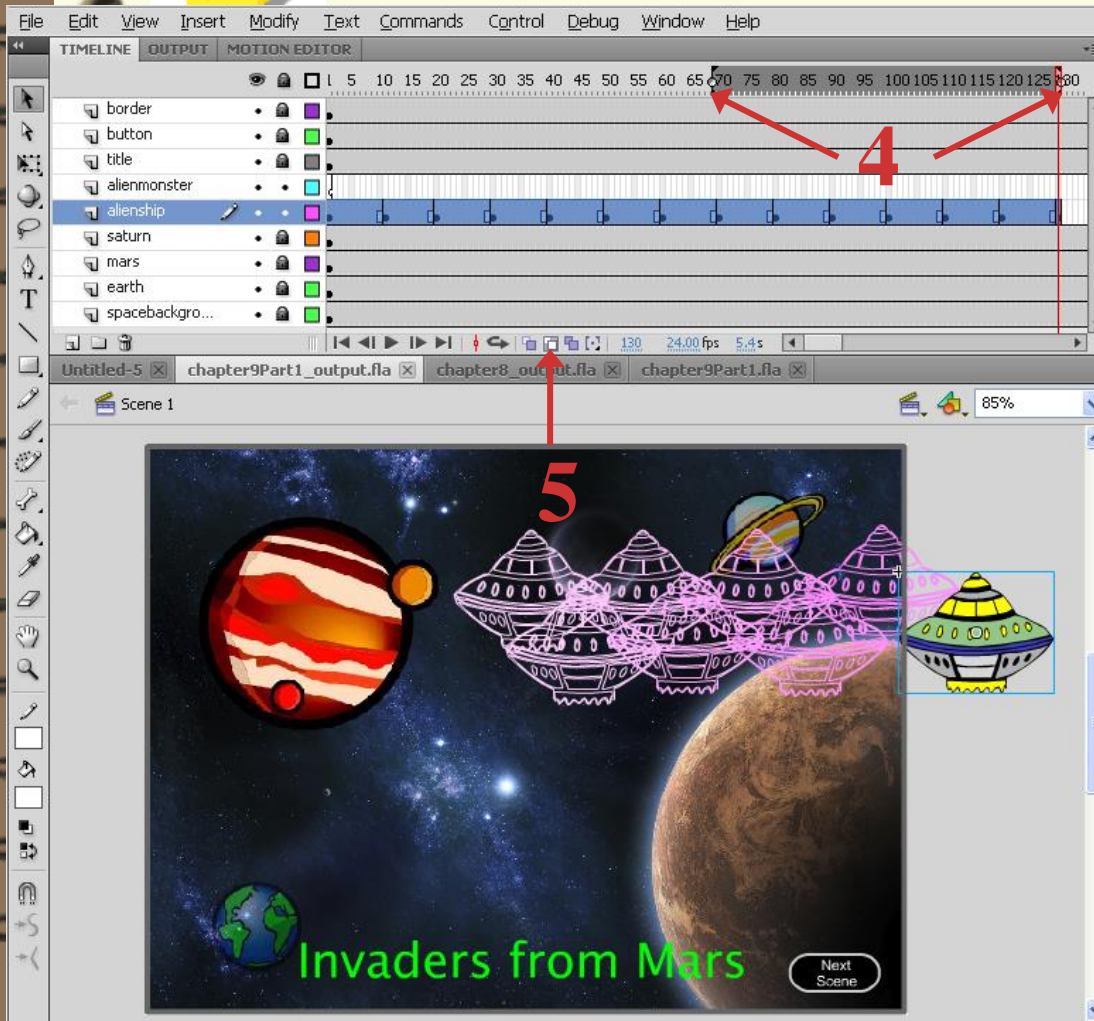
## Turn on onion-skinning

4. Click and drag the onion-skin marker group to move the selection
5. Click the **Onion Skin Outlines** button  at the button of the Animate Timeline

# Onion-Skinning an Animation

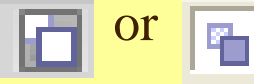


## Turn on onion-skinning outlines



Animate displays display outlines of the objects from the surrounding frames and places onion-skin markers at the top of the Timeline

To run off onion-skinning, you can click



# Onion-Skinning an Animation



**Can I edit the onion-skinned frames?**

No. You cannot edit the onion-skin frames unless you click **Edit Multiple Frames** button.

When you make the other frames editable, you can select and move the onion-skinned objects to fine-tune the animation.

# Onion-Skinning an Animation



## How can I modify the onion-skin markers?

When you click , the pop-up menu displays several choices for controlling markers on the Timeline.

Click **Always Show Markers** to leave the markers on even when onion-skinning is turned off.

Click **Anchor Option** to lock the markers in place, even as you view frames at the other end of the Timeline.

Click **Onion 2 or Onion 5** to display the corresponding number of frames before and after the current frame.

Click **Onion All** to onion-skin all frames.

# Edit Multiple Frames

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- You can reposition an entire animation sequence.
- Instead of selecting each frame and repositioning objects one at a time, you can move them all at once.

# Edit Multiple Frames

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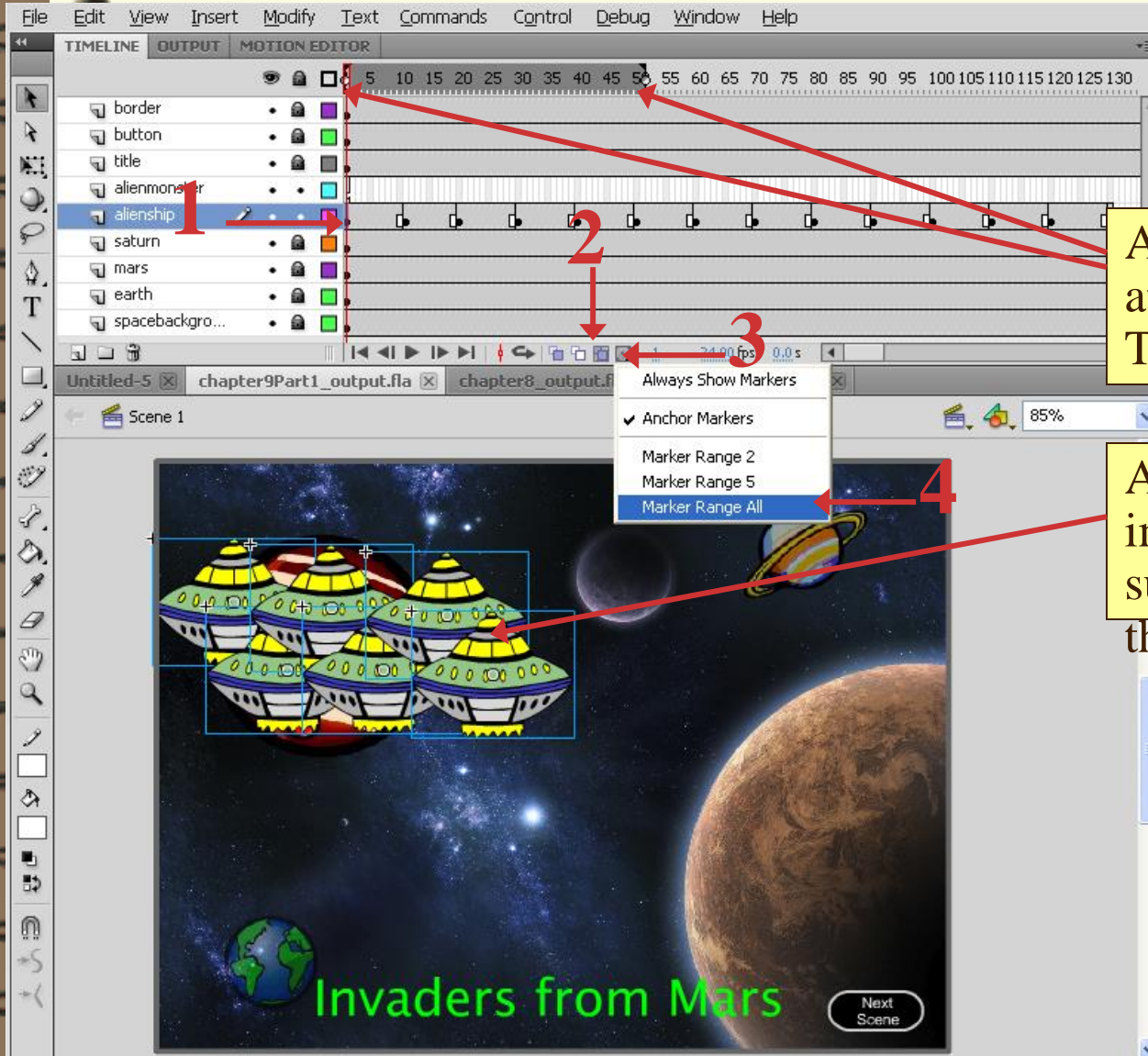


## Edit Multiple Frames

1. Click a **frame**.
2. Click the **Edit Multiple Frames** button at the bottom of the Animate Timeline.
3. Click **Modify Markers** button
4. Click **Marker Range All**



# Edit Multiple Frames



1 Animate places markers at the top of the Timeline

2 Animate displays images from the surrounding frames on the Stage

Invaders from Mars

Next Scene

# Edit Multiple Frames

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## Edit Multiple Frames

5. Click **Edit**
6. Click **Select All**
7. Move your animation by clicking and dragging it with the **Selection** tool



# Edit Multiple Frames

5

6

The screenshot shows the 'Edit' menu open in an animation software. The menu items are:

- Undo Select All (Ctrl+Z)
- Repeat Select All (Ctrl+Y)
- Cut (Ctrl+X)
- Copy (Ctrl+C)
- Paste in Center (Ctrl+V)
- Paste in Place (Ctrl+Shift+V)
- Paste Special...
- Clear (Backspace)
- Duplicate (Ctrl+D)
- Select All (Ctrl+A)
- Deselect All (Ctrl+Shift+A)
- Find and Replace (Ctrl+F)
- Find Next (F3)
- Timeline (submenu)
- Edit Symbols (Ctrl+E)
- Edit Selected
- Edit in Place
- Edit All
- Preferences... (Ctrl+U)
- Customize Tools Panel...
- Font Mapping...
- Keyboard Shortcuts...

The timeline below the menu shows a sequence of frames from 0 to 130. A range of frames from approximately 15 to 125 is highlighted in blue. A red arrow points from the 'Select All' menu item to the timeline. Below the timeline, a preview window shows a scene with several colorful alien ships flying over a planet. A red arrow points from the 'Select All' menu item to the ships in the preview window.

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Animate selects all objects in the Timeline.



# Edit Multiple Frames

**How do I avoid editing other layers when I edit multiple frames?**

The easiest way to avoid editing a layer is to lock it.

A second way to avoid editing elements is to select objects explicitly instead of using **Edit, Select All**.

# Edit Multiple Frames



**Can I edit other properties of multiple frames beside position?**

Yes. You can modify any properties in the Properties panel and the changes affect your selected multiple frames.

# Understanding Tweening

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- A tween is a method of creating animation, where you tell Animate where to start and where to end, and Animate does all the work in the middle.
- There are three types of tweens:

**Classic  
Tweens**

**Motion  
Tweens**

**Shape  
Tweens**

# Introduction to Animation

## Tweened Animation

- The other method of animating in Animate is called **tweened animation**.
- With tweened animation, you tell Animate to calculate the **in-between frames** from one keyframe to the content change in the next keyframe.
- Animate then draws the in-between phases of change to get from the first keyframe to the next.
- This in-between framing is where the term **“tweened”** comes from. Tweened animation is faster, easier to edit and consumes less file size.

# Understanding Tweening

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## Classic Tweens

- Classic tweens are the types of motion tween supported in Animate CS4 and earlier.
- If you plan to work on a project with others who do not have Animate CS4, you will need to use classic tweens

# Understanding Tweening

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## Motion Tweens

- Motion tweens are new in Animate CS4.
- With the new tweening system, you have access to more powerful animation tools, including complex easing methods, 3-D tweening, and a new system for animation along paths.

# Understanding Tweening

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## Shape Tweens

- Shape tweens are essentially used for morphing from one shape to another.
- You can also use shape tweens to quickly morph from one color to another.
- Many times you may also need to use shape hints to tell Animate how you want your shape to change over time.

# Understanding Tweening

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## The Motion Editor

- Animate CS4 introduces a new panel for fine-tuning your tweened animation called the motion editor.
- You can use the motion editor to add tweened effects like blurs and drop shadows.
- You can also use the motion editor to choose the types of easing you want.

# Understanding Tweening

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## Motion Keyframes

- Animate needs keyframes to understand how you want your animation to appear.
- You essentially tell a symbol to go from one state to the next and let Animate do all the work between those keyframes.

# Understanding Tweening

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## Motion Graph

- The motion graph is part of the motion editor that is designed to help you visualize tweens.
- It displays all the values and properties that are changing over time in the form of a series of line graphs
- You can modify aspects of your tween directly in the graph.

# Understanding Tweening

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## Easing

- Animate has a built-in series of mathematical equations that create smooth and organic-looking movement.
- Usually, you want tweens to speed up or slow down over time- for which there are many options.
- There are also tweening options for bouncing, sine waves, and other smoothing-looking effects..

# Create a Classic Tween

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- You can use the classic tweens to animate between **two keyframes**.
- If your animation does not require special easing or other features that the motion editor provides, a classic tween is all you need.
- NOTE: Classic tweens should always be use if you want to save your Animate files for Animate CS3. Otherwise, your tweens may be lost.

# Create a Classic Tween



## Create a Classic Tween

1. Insert a Keyframe at frame 131
2. Place the symbol on the Stage where you want your animation to begin.

# Create a Classic Tween



## Create a Classic Tween

1. Select frame 130
2. Insert a **Keyframe** where you want the animation to begin.
3. Place the **symbol** on the Stage



# Create a Classic Tween

The screenshot shows an animation software interface with a timeline and a scene view. The timeline at the top shows a sequence of frames from 135 to 250. A red arrow labeled '1' points to the 'alienmonster' layer in the timeline. A context menu is open over the timeline, with 'Insert Keyframe' selected, indicated by a red arrow labeled '2'. The scene view at the bottom shows a space-themed background with planets and a cartoon alien character. A red arrow labeled '3' points to the alien character on the stage. The Properties panel on the right shows the 'alienmonster' instance selected. The scene view contains the text 'Invaders from Mars' in green and a 'Next Scene' button.

File Edit View Insert Modify Text Commands Control Debug Window Help CLASSIC CS Live

TIMELINE OUTPUT MOTION EDITOR

135 140 145 150 155 160 165 170 175 180 185 190 195 200 205 210 215 220 225 230 235 240 245 250

border  
button  
title  
alienmonster  
alienship  
saturn  
mars  
earth  
spacebackgro...

Create Motion Tween  
Create Shape Tween  
Create Classic Tween  
Insert Frame  
Remove Frames  
Insert Keyframe  
Insert Blank Keyframe  
Clear Keyframe  
Convert to Keyframes  
Convert to Blank Keyframes  
Cut Frames  
Copy Frames  
Paste Frames  
Clear Frames  
Select All Frames  
Copy Motion  
Copy Motion as ActionScript 3.0...  
Paste Motion  
Paste Motion Special...  
Reverse Frames  
Synchronize Symbols  
Actions

chapter9Part1\_output...  
15 items  
Name  
artwork-bitmap images  
alienmonster  
alienship  
earth  
mars  
saturn1  
saturn2  
scene2 title

Invaders from Mars  
Next Scene

# Create a Classic Tween



## Create a Classic Tween

4. Right-click on the Timeline where you want your tween to end
5. Select **Insert Keyframe**.

demo


# Create a Classic Tween

The screenshot shows the Adobe Animate interface. The timeline at the top displays a sequence of frames from 30 to 250. The 'alienmonster' layer is selected, and a context menu is open over frame 250. The menu options include 'Create Motion Tween', 'Create Shape Tween', 'Create Classic Tween', 'Insert Frame', 'Remove Frames', 'Insert Keyframe', 'Insert Blank Keyframe', 'Clear Keyframe', 'Convert to Keyframes', 'Convert to Blank Keyframes', 'Cut Frames', 'Copy Frames', 'Paste Frames', 'Clear Frames', 'Select All Frames', 'Copy Motion', 'Copy Motion as ActionScript 3.0...', 'Paste Motion', 'Paste Motion Special...', 'Reverse Frames', 'Synchronize Symbols', and 'Actions'. The 'Insert Keyframe' option is highlighted. A red arrow labeled '4' points to the timeline, and another red arrow labeled '5' points to the 'Insert Keyframe' option in the menu. The main stage area shows a space-themed scene with a jester planet, a ringed planet, a moon, and a large planet. A small alien character is visible in the top right corner of the stage. The text 'Invaders from Mars' is displayed in green at the bottom of the stage, and a 'Next Scene' button is in the bottom right corner.

# Create a Classic Tween



## Create a Classic Tween

6. Click and drag your instance of the **symbol** to a new location on the Stage with the **Selection** tool.
7. Right-click on the added frames on the Timeline
8. **Create Classic Tween.**
9. Click and drag the play head  to the left and right to preview the animation.

demo

# Create a Classic Tween

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

- Timeline:** A horizontal timeline at the top with frame numbers from 30 to 250. A red vertical line is positioned at frame 250.
- Properties Panel:** On the left, the 'alienmonster' layer is selected, showing its color and opacity properties.
- Context Menu:** A right-click menu is open over the timeline, with 'Create Classic Tween' highlighted in blue. A red arrow labeled '8' points to this option.
- Scene 1:** The main workspace displays a space-themed scene with a jester planet, Earth, and Mars. A small alien character is positioned at the bottom center. A red arrow labeled '6' points to this alien.
- Navigation:** A 'Next Scene' button is visible in the bottom right corner of the scene.

demo

# Create a Classic Tween

The screenshot displays an animation software interface with a timeline and a scene preview. The timeline at the top shows a sequence of frames from 130 to 250. A red arrow points to frame 131, where a classic tween is initiated for the 'alienmonster' layer. A blue arrow points from the tween bar to a yellow callout box. The scene preview at the bottom shows a space-themed background with a large planet, a ringed planet, a moon, and a small alien character. The text 'Invaders from Mars' is written in green at the bottom of the scene, and a 'Next Scene' button is visible in the bottom right corner.

Animate colors the tweened frames and draws an arrow through them

# Create a Classic Tween



## How do I use Easing with a classic tween?

Click a frame of your classic tween and open the Properties panel.

Under the Tweening header, you can set the value of your easing.

Negative numbers create “in” easing, which means that your animation starts slowly and becomes faster.

Positive numbers create “out” easing, which means your animation slows down.

# Create a Motion Tween

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- You can use the **motion editor** to animate movement, filters, color effects and apply complex easing to make your animation even more dynamic.
- The motion editor is a powerful tool with which you can create very complex animation on the Timeline.

# Create a Motion Tween

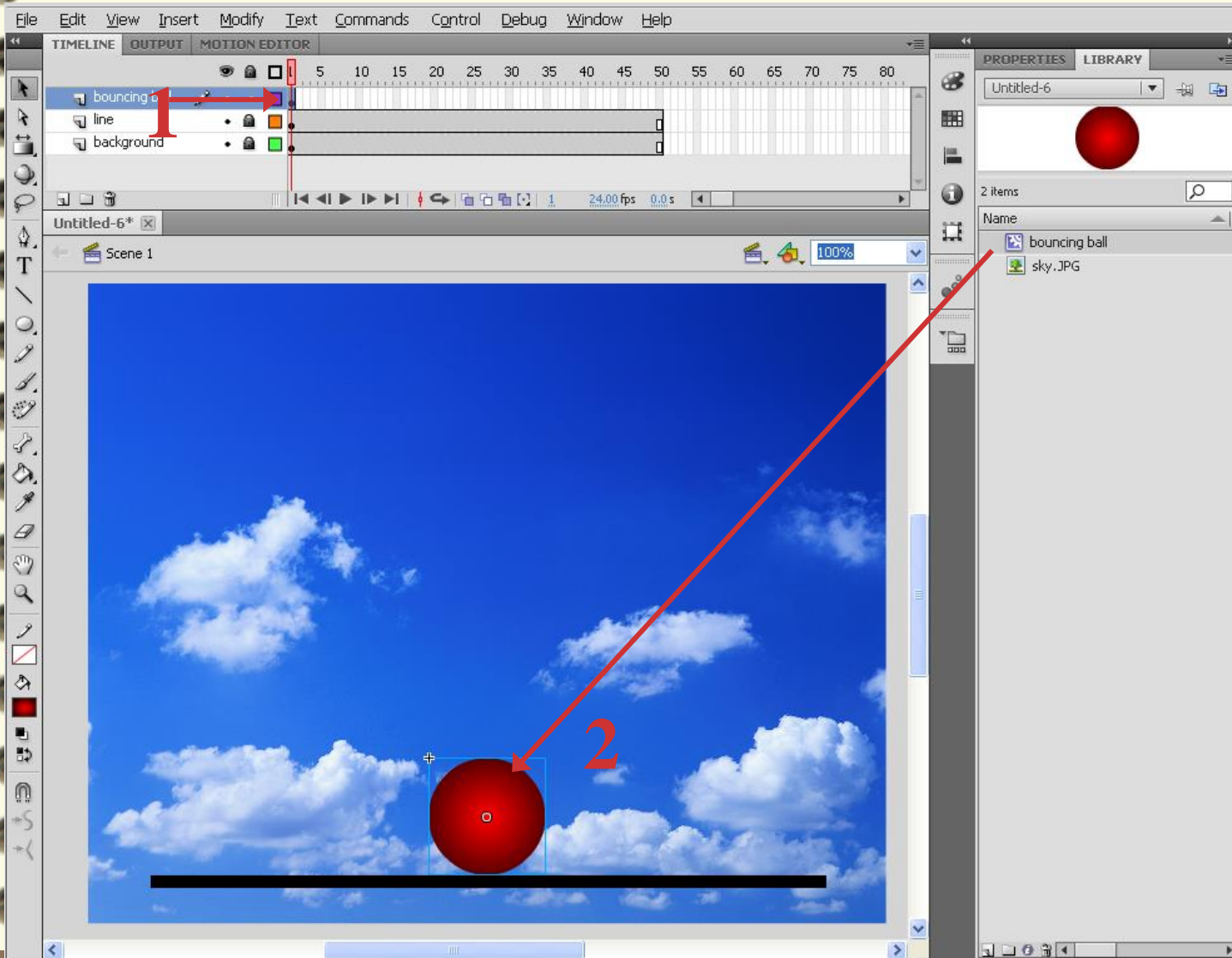


## Create a Motion Tween

1. Click the **frame**
2. Place the **graphic symbol** on the Stage where you want your animation to begin.
3. Right-click on the Timeline where you want your tween to **end** and click **Insert Frame**

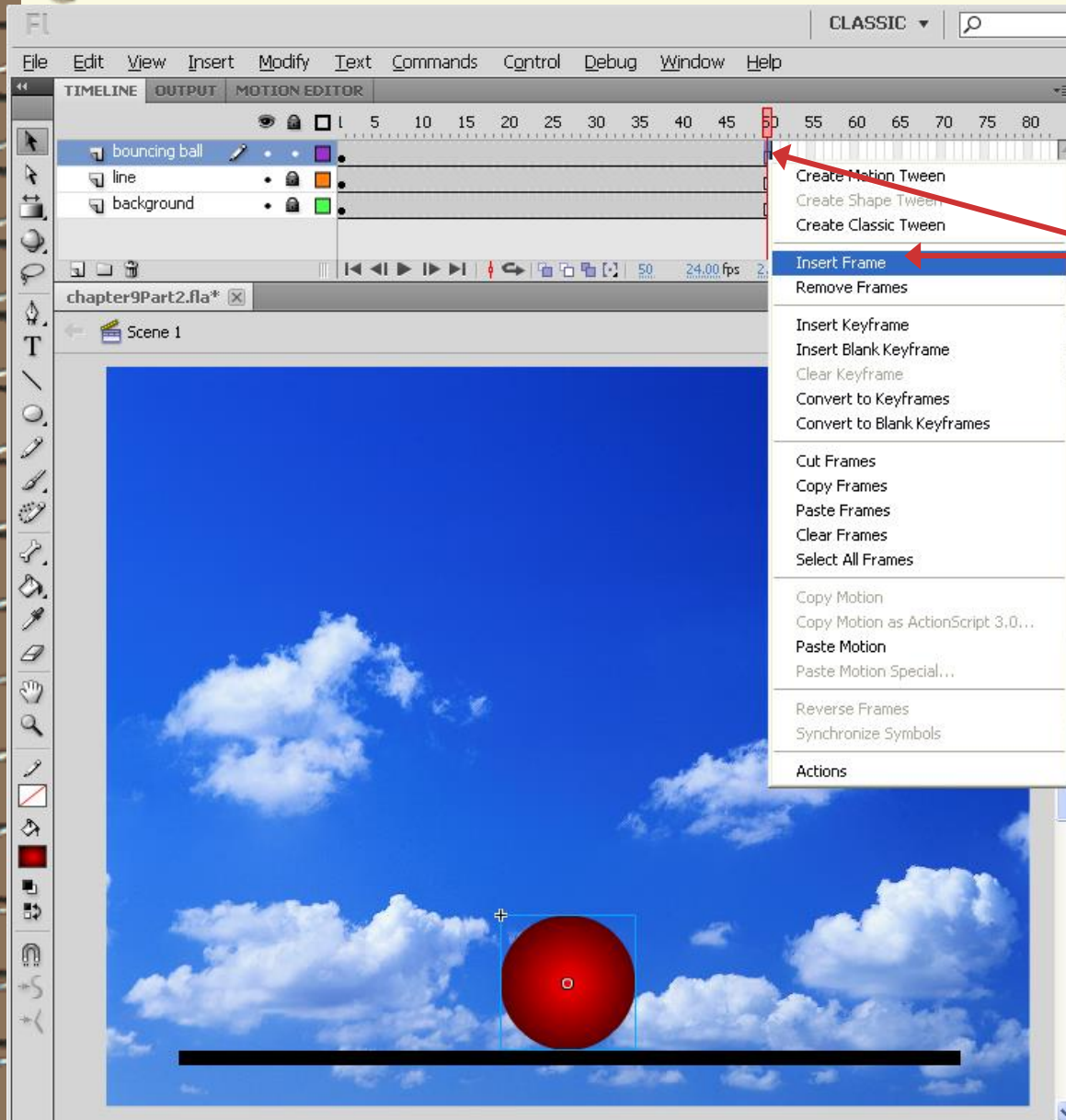
demo

# Create a Motion Tween





# Create a Motion Tween



3

# Create a Motion Tween



## Create a Motion Tween

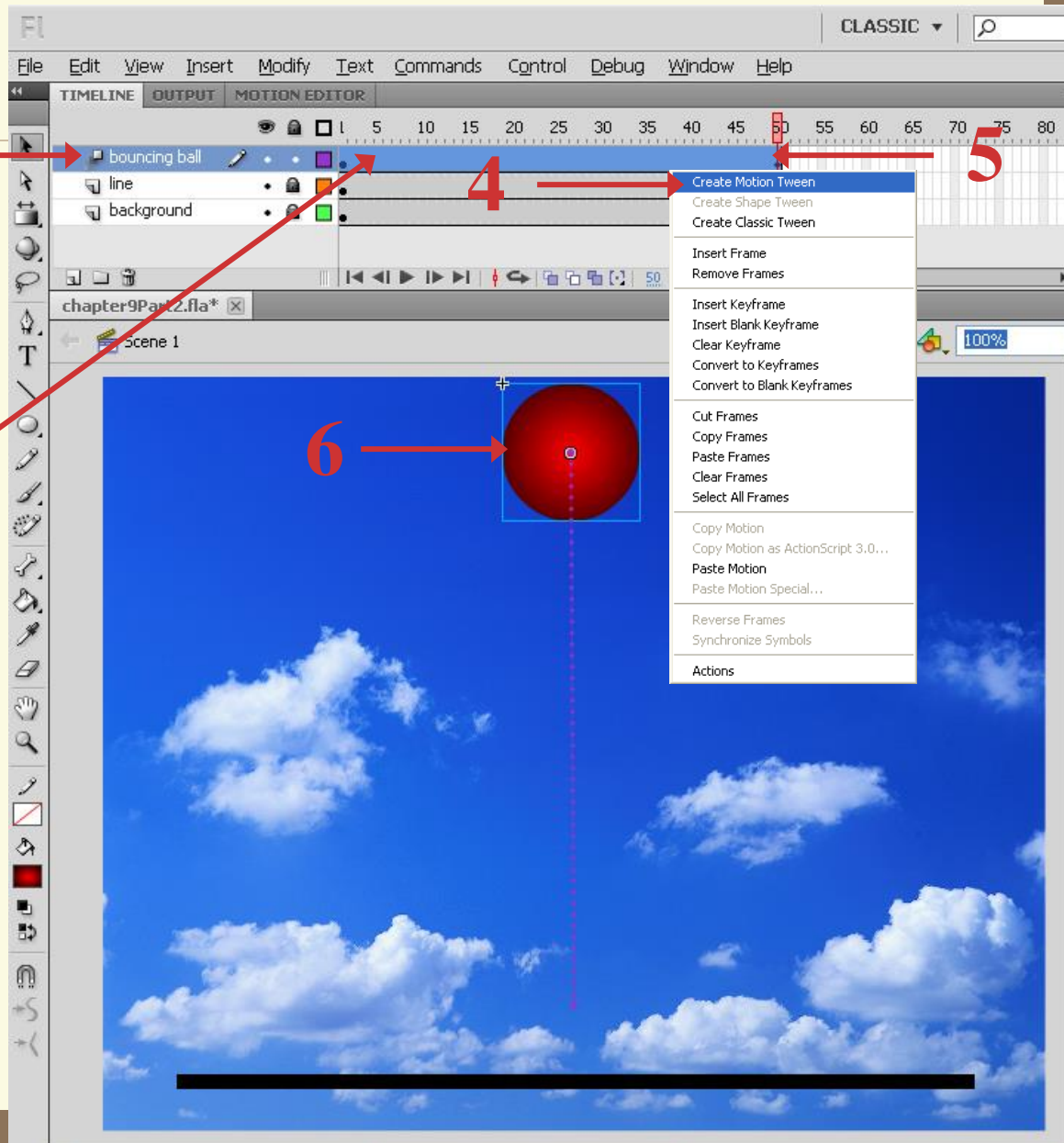
4. Right click on the added frames on the Timeline and click **Create Motion Tween**.
5. Click on the last blue frame in your tween layer
6. Click and drag your symbol with the **Selection tool**

demo

# Create a Motion Tween

Animate changes your layer icon to the Tween layer icon.

Animate colors your tween layer blue.



# Create a Motion Tween



## Can I customize the motion editor view?

There are three icons at the bottom of the motion editor panel that allow you to customize its appearance.

You can change the motion editor's graph size by click the number next to  and entering a new value.

The expanded graph size can be changed by changing the value next to . Click and change the value next to  to change how many frames the motion editor displays.

# Create a Motion Tween *continuation*

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- The **Motion Editor** panel allows you to see all of the properties of your object that are being tweened in a two-dimensional graph.
- The lines on the graph are called **property curves**.

# Create a Motion Tween *continuation*



## Create a Motion Tween *continuation*

1. Click **Window**
2. Click **Motion Editor**



# Create a Motion Tween *continuation*

The screenshot shows the Adobe Animate software interface. The 'MOTION EDITOR' panel is active, displaying a red circular object on a blue sky background. A red arrow labeled '1' points to the 'Window' menu. The 'Window' menu is open, and a red arrow labeled '2' points to the 'Motion Editor' option, which is highlighted in blue. The 'Motion Editor' panel shows properties for 'Basic motion' and 'Transformation', both with 'No Ease' selected. The 'Timeline' panel shows a duration of 2.1 s and a frame rate of 39. The 'Scene 1' panel is visible at the bottom.

2

# Create a Motion Tween *continuation*



## Create a Motion Tween *continuation*

3. Under Ease, click the **Add button**
4. Click **Bounce**
5. Change Bounce value to 4



# Create a Motion Tween *continuation*

The screenshot shows the 'MOTION EDITOR' panel of an animation software. The 'Eases' list contains '1-Simple (Slow)' and '2-Bounce'. A context menu is open over the 'Bounce' option. The main stage shows a red ball with a blue selection box and a dashed pink line extending downwards. Red numbers 3, 4, and 5 with arrows point to specific elements: 3 points to the '+' icon in the Eases list, 4 points to the 'Bounce' option in the context menu, and 5 points to the '2-Bounce' entry in the Eases list.

File Edit View Insert Modify Text Commands Control Debug Window Help

TIMELINE OUTPUT MOTION EDITOR

Property	Value	Ease	Keyframe	Graph
Eases				
1-Simple (Slow)	0			
2-Bounce	2			

chapter9Part2.fla\* x

Scene 1

- Simple (Slow)
- Simple (Medium)
- Simple (Fast)
- Simple (Fastest)
- Stop and Start (Slow)
- Stop and Start (Medium)
- Stop and Start (Fast)
- Stop and Start (Fastest)
- Bounce**
- Bounce In
- Spring
- Sine Wave
- Sawtooth Wave
- Square Wave
- Random
- Damped Wave
- Custom

# Create a Motion Tween *continuation*



## Create a Motion Tween *continuation*

6. Expand **Basic Motion** and select “Y”
7. Click the **Selected Ease** drop down menu
8. Click **2-Bounce**



# Create a Motion Tween *continuation*

The screenshot shows the Motion Editor interface in Adobe Animate. The 'MOTION EDITOR' tab is active, displaying a table with columns for Property, Value, Ease, Keyframe, and Graph. The 'Basic motion' property is selected, and its 'Ease' dropdown menu is open, showing options: 'No Ease' (selected), '1-Simple (Slow)', and '2-Bounce'. Red arrows and numbers 6, 7, and 8 point to the 'Basic motion' row, the 'Ease' dropdown, and the '2-Bounce' option respectively. The timeline shows a keyframe at 50 frames. The main stage shows a red circle with a dashed line indicating its path.

Property	Value	Ease	Keyframe	Graph
Basic motion		No Ease	50	
X	316.9 px	No Ease		
Y	51 px	No Ease	50	

# Create a Motion Tween *continuation*

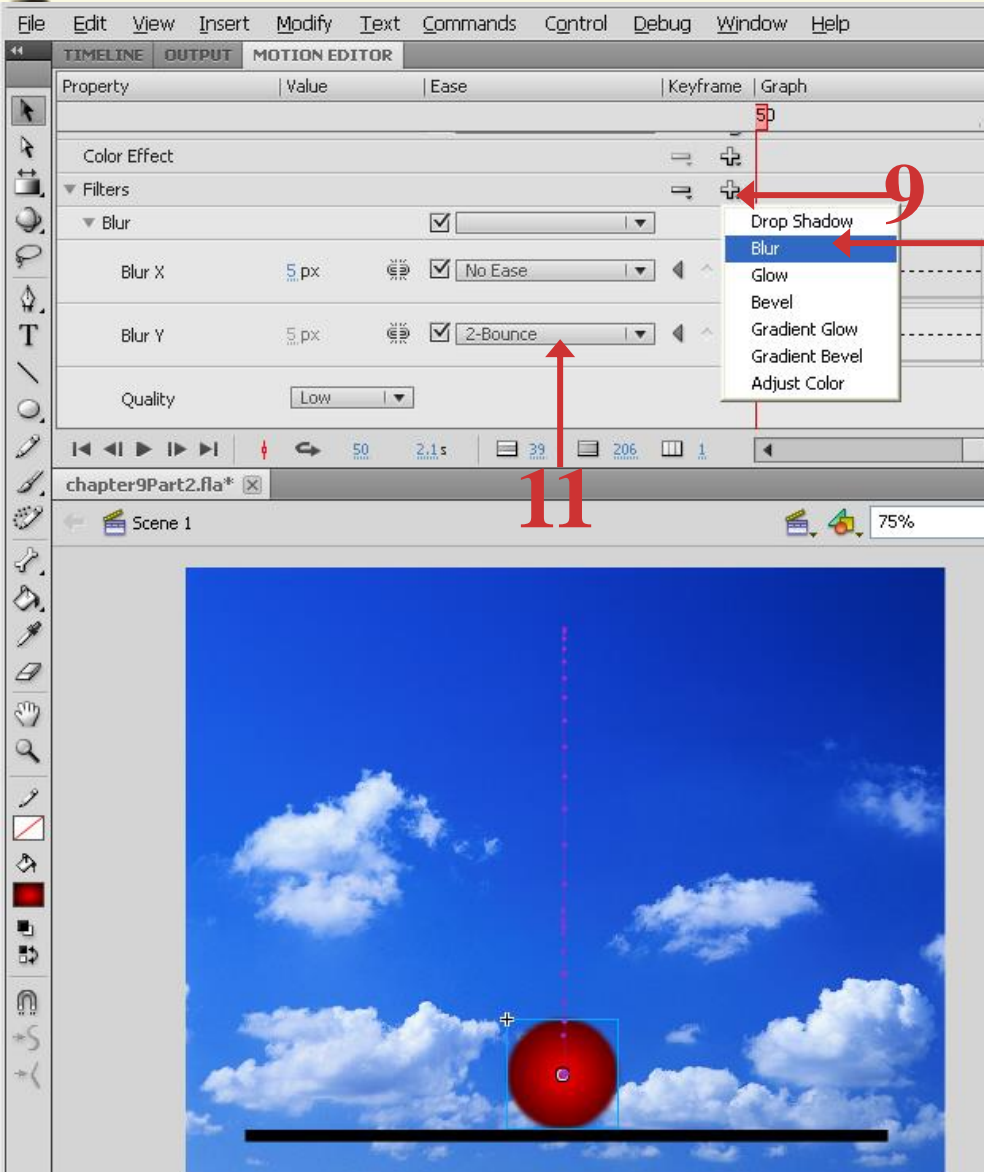


## Create a Motion Tween *continuation*

9. Expand **Filter** click the **Add button**
10. Click **Blur**
11. Click the **Blur Y Selected Ease** drop-down menu and click **2-Bounce**

demo

# Create a Motion Tween *continuation*



10

11

# Create Scenes

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- You can create scenes in your movie to organize your animation sequences.
- **Scenes** are blocks of the animation frames turned into their own independent Timelines.
- Rather than scrolling around long Timelines and trying to keep track of where you are, you can **break your movie** into **smaller manageable scenes** that you can work with individually.

# Create Scenes

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- The current scene's name appears at the top of the Timeline.
- During playback, the scenes are played in the order in which they are listed in the **Scene panel**.

# Create Scenes

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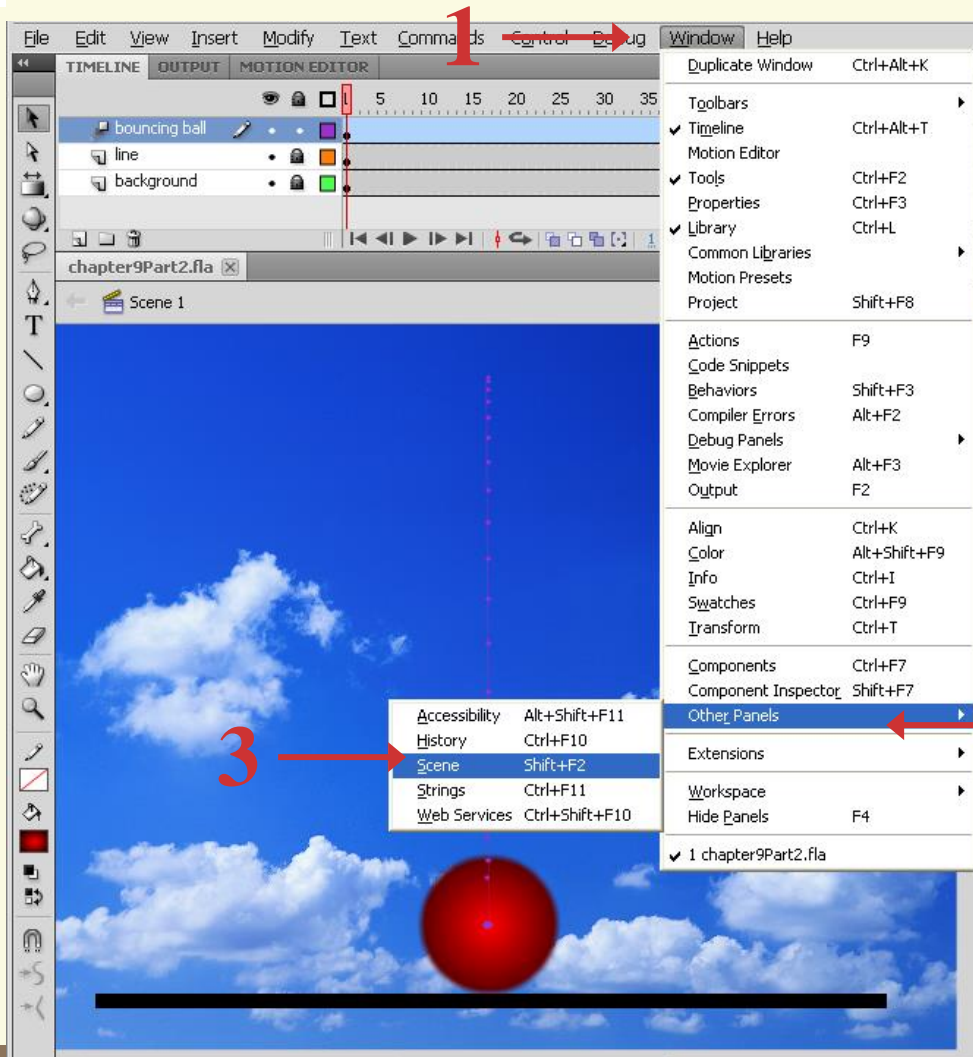
## Open scene panel

1. Click **Window**
2. Click **Other Panels.**
3. Click **Scene.**
4. Click the **Add Scene** button 

# Create Scenes



## Open scene panel



1

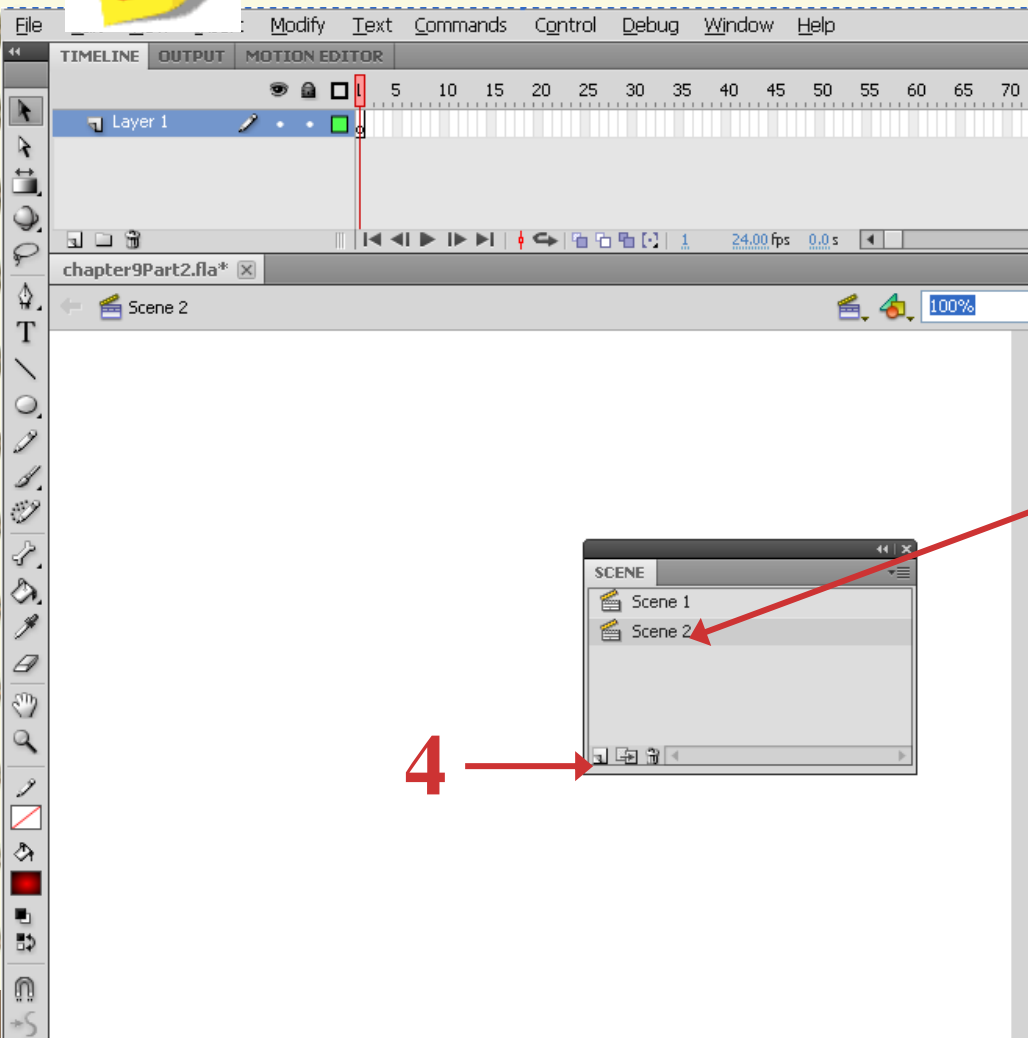
2

3

# Create Scenes



## Add a New Scene



Animate adds the scene and the Timeline switches to the new scene

To rename the scene, double click the scene, type a new name and then press <Enter>

You can add frames and create an animation sequence for the scene.

# Create Scenes

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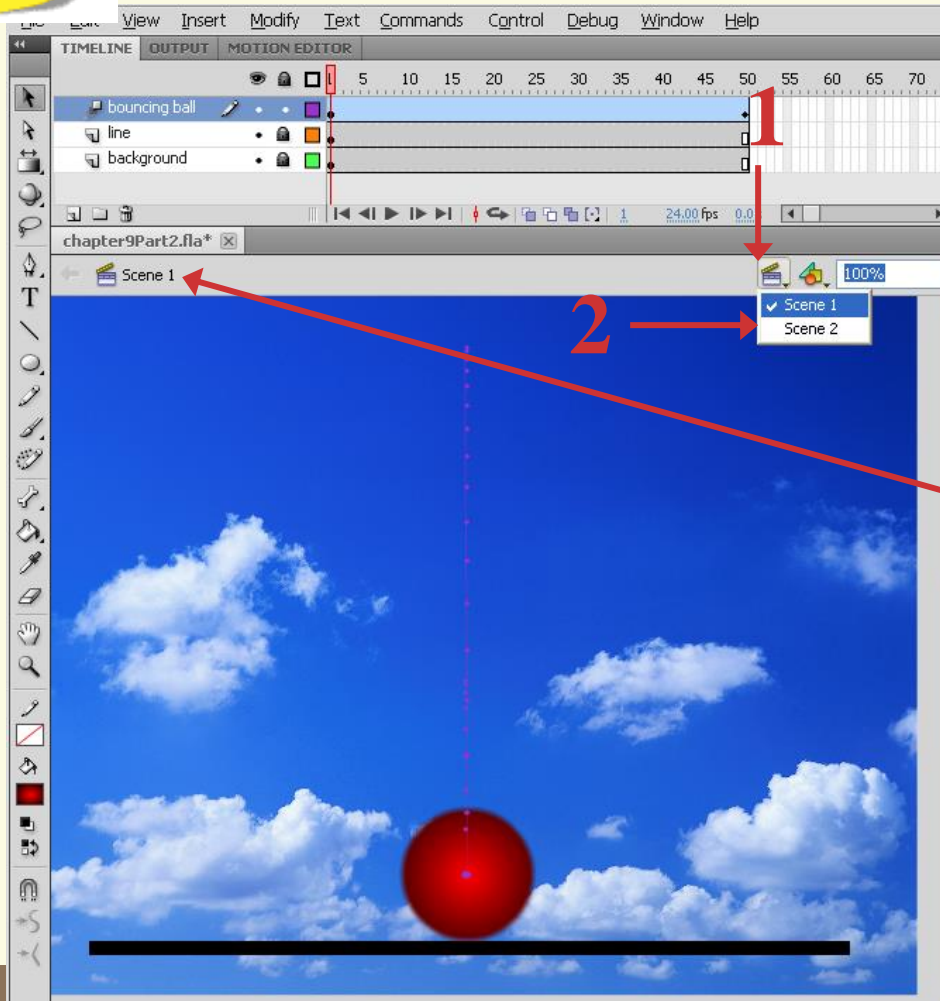
## Switch between scenes

1. Click the **Edit Scene** button.
2. Click the **scene** you want to view

# Create Scenes



## Switch between scenes



Animate displays a pop-up menu listing all the available

Scene names always appear at the top of the Stage



# Create Scenes

---

## How do I rearrange the scene order?

You can move scene around using the Scene panel. Open the Scene panel to display a list of all the available scenes.

Click the scene you want to move, then drag it to a new location in the list.

As soon as you finish dragging, the scenes are reordered.



# Create Scenes

---

## How do I delete a scene?

Open the Scene panel, select the scene you want to remove and click the Delete button.

Animate removes the scene from the panel.

# Create a Motion Tween with 3-D Transformations

---

- You can create visually stunning **3-D animation** using motion tweens in combination with the Animate 3-D tools.
- 3-D transformation are only supported in the **Animate 10 player** or higher. This is also true of 3-D tweens.
- You also must make sure your publish settings target **ActionScript 3.0**

# Create a Motion Tween with 3-D Transformations



## Create a Motion Tween with 3-D Transformation

1. Place a **movie clip symbol** on the Stage.

Note: Only movie clip symbols can be tweened

2. Right-click on the Timeline where you want your tween to end.
3. Click **Insert Frame**



# Create a Motion Tween with 3-D Transformations

The screenshot displays the Adobe Flash CS5.5 interface. The main stage shows a 3D scene with a green field and a blue sky with clouds. A red arrow labeled '1' points to a cloud. The timeline at the top shows two layers: 'background-sky2' and 'background-sky1'. A red arrow labeled '2' points to frame 50 on the timeline. A context menu is open over the scene, with a red arrow labeled '3' pointing to the 'Insert Keyframe' option. The Properties panel on the right shows the 'chapter9Part2.fla' file with a list of assets including 'ball', 'sky1', and 'sky2'.

# Create a Motion Tween with 3-D Transformations

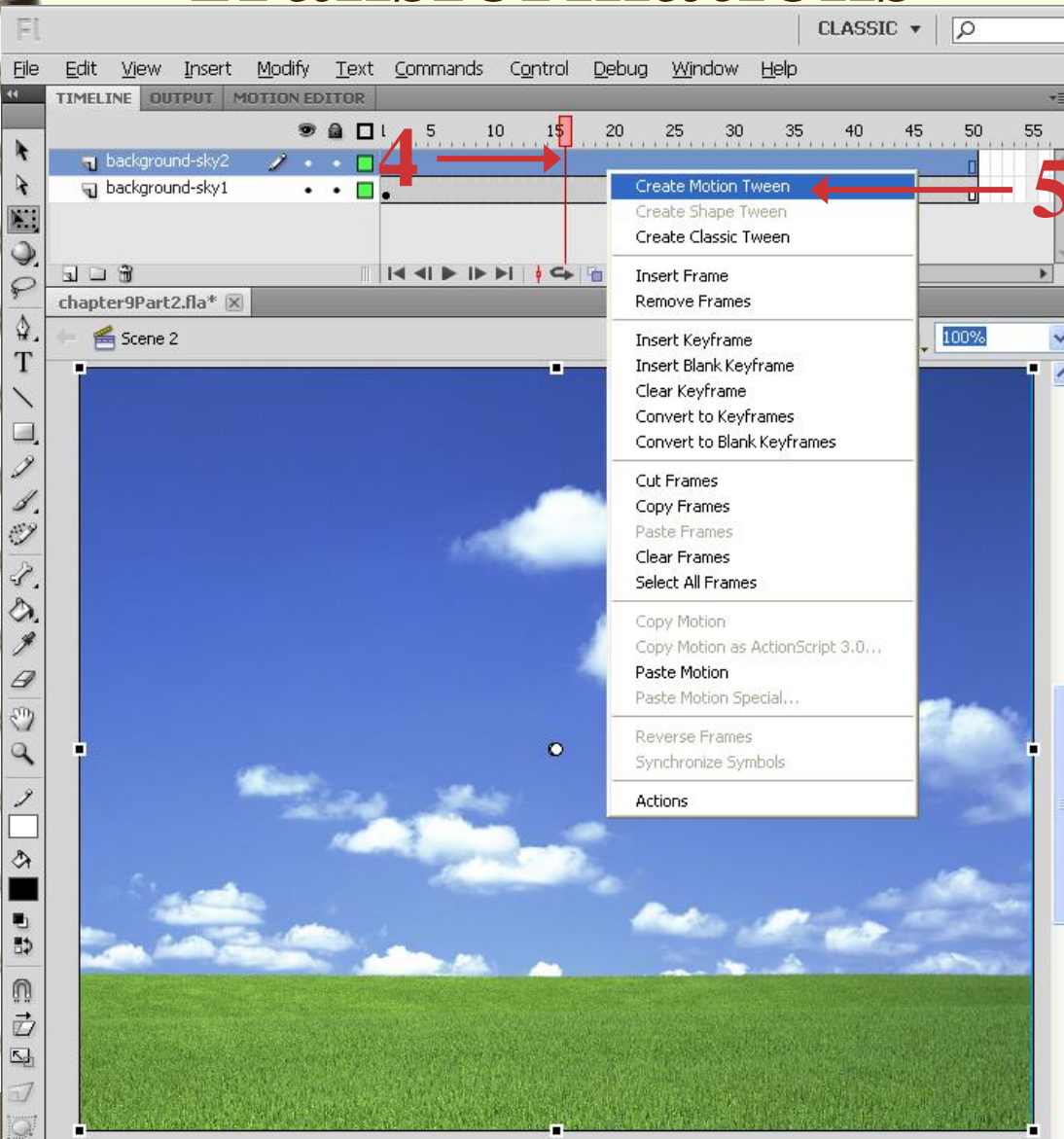


## Create a Motion Tween with 3-D Transformation

4. Right-click on the added frames on the timeline
5. Click **Create Motion Tween**



# Create a Motion Tween with 3-D Transformations



Animate colors your tween layer blue.

Animate changes your layer icon 

# Create a Motion Tween with 3-D Transformations

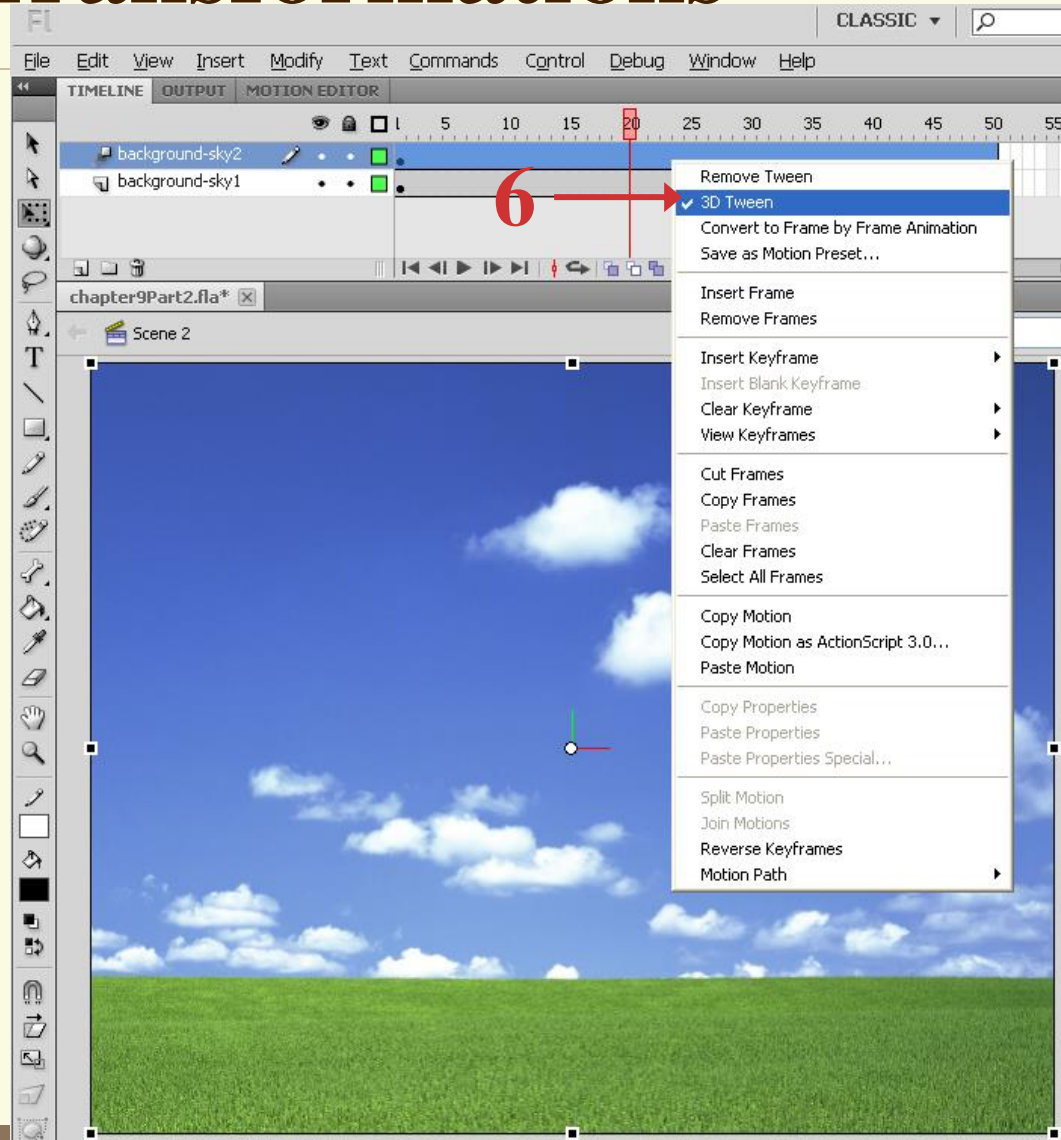


## Create a Motion Tween with 3-D Transformation

6. Right-click the Timeline again and click **3D Tween**.
7. Click on the last blue frame in your tween layer.
8. Click the **3D Rotation** tool
9. Click and drag on the green line to rotate around the Y-axis to 180 degrees.

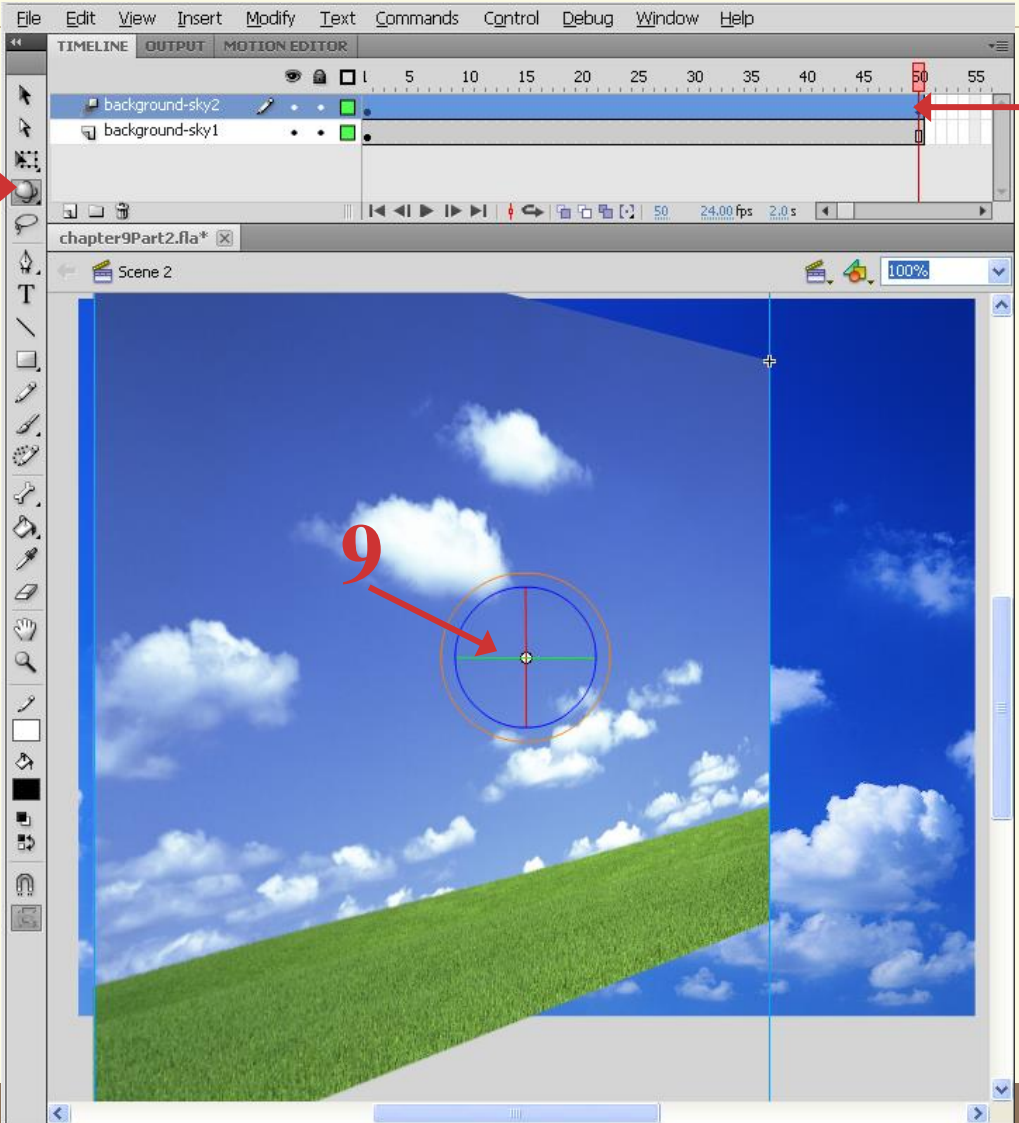


# Create a Motion Tween with 3-D Transformations



demo

# Create a Motion Tween with 3-D



7

8

9

# Create a Motion Tween with 3-D Transformations



Are there Motion Tween presets that I can use in my animation?

Yes. Click **Window, Motion Presets** to open the **Motion Presets** panel.

You can then browse the built-in animation presets. To apply a preset, select an object on the Stage with the **Selection** tool and click on a preset, and click **Apply**

# Create a Motion Tween with 3-D Transformations



Can I save my tween settings to use with another object?

Yes. Click **Window, Motion Presets** to open the **Motion Presets** panel.

Then, select your tweened object and click the **Save Selection as Preset** button.

# Create a Motion Tween with 3-D Transformations

*continuation*

---

- You can add precision to your 3-D motion tween by entering specific values into the motion editor.
- You can also adjust the easing of your tween to achieve your desired effect.

# Create a Motion Tween with 3-D Transformations *continuation*



## Create a Motion Tween with 3-D Transformation

1. Open the **Properties** panel.
2. Click the value next to the **Camera** icon to set your Perspective Angle. Set the value to 45 degrees.



# Create a Motion Tween with 3-D Transformations *continuation*

The screenshot shows the Adobe Animate interface with a motion tween applied to a 3D sky image. The timeline is at frame 50. The Properties panel on the right shows the following settings:

- Instance of: sky2
- POSITION AND SIZE: X: 0.00, Y: 0.00, W: 637.75, H: 510.15
- 3D POSITION AND VIEW: X: 637.7, Y: 0.0, Z: 0.0, W: 637.8, H: 510.1
- Camera: 45.0, X: 275.0, Y: 200.0
- COLOR EFFECT: Style: None

Red arrows labeled '1' and '2' point to the timeline and the camera angle property, respectively.

# Create a Motion Tween with 3-D Transformations *continuation*

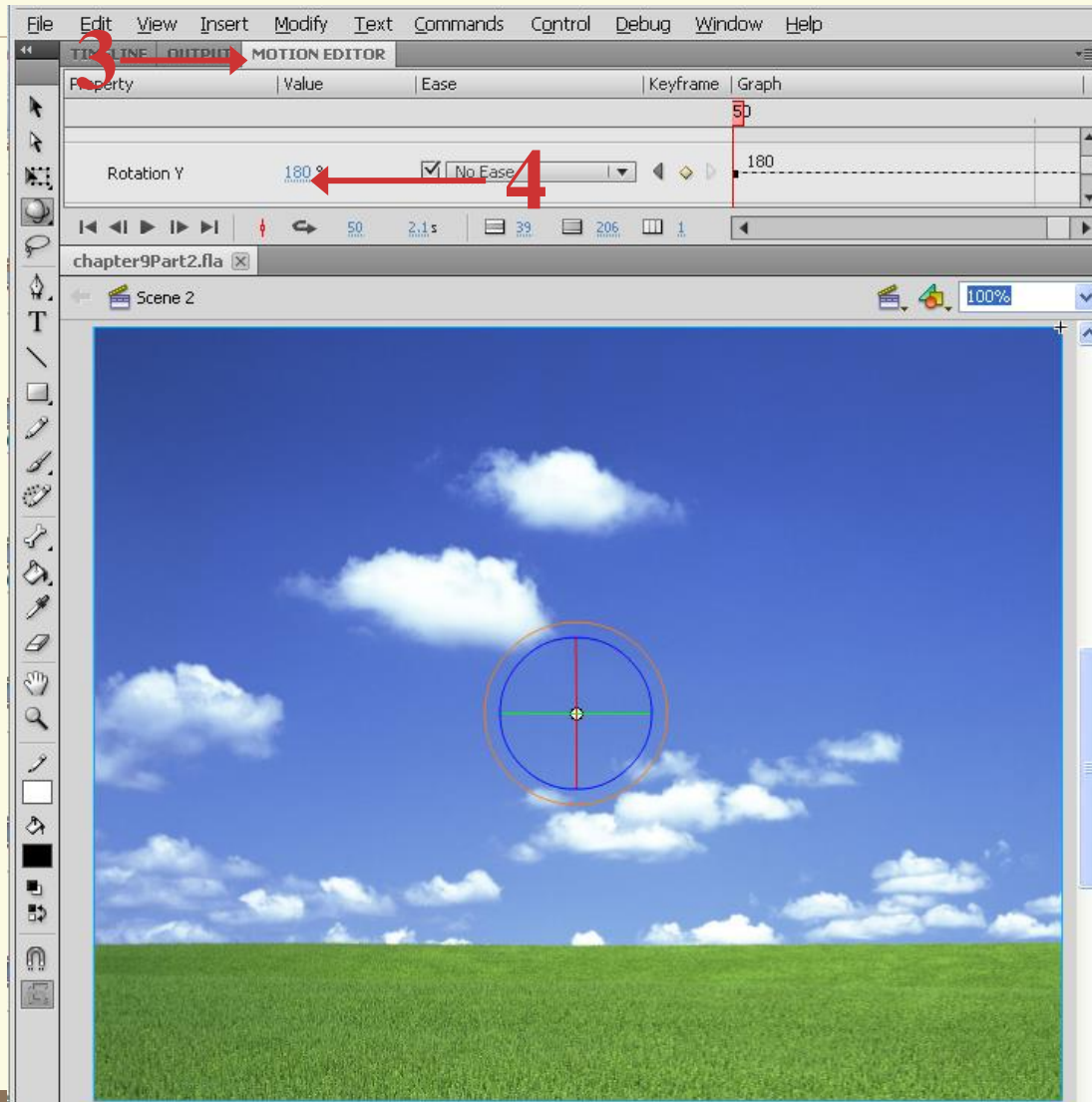


## Create a Motion Tween with 3-D Transformation

3. Open the **Motion editor**.
4. Click the **Rotation Y** value to set it to a precise number.



# Create a Motion Tween with 3-D Transformations *continuation*



# Create a Motion Tween with 3-D Transformations

## *continuation*

**Can I remove my 3-D tween but keep the other aspects of the tweened animation?**

Yes. Just right-click on your tween in the Timeline, and deselect the 3-D tween item in the pop-up menu.

You can also use this trick to clear out your 3-D tween so that you can start from scratch with a new one.

# Create a Motion Tween with 3-D Transformations

*continuation*

I get prompted to change my publish settings in order to use a 3-D tween.  
Why?

You can only use the new Animate 3-D tools if you are publishing your **Animate Player 10 or higher**.

Animate prompts you to change the target player whenever you choose a function that is only possible in a new player than your current one.

# Create a Spinning Tween

---

- You can create an animation effect that makes a symbol appear to **spin**.
- Using motion tween, you can tell Animate to rotate the symbol in the in-between frames to create a spinning effect during playback.

# Create a Spinning Tween

---

- The rotated object starts and end up the same spot, so the **two tween keyframes that begin and end the effect remain the same**.
- You specify which directions to spin the object and Animate calculates all the incremental changes that must occur in the **in-between frames** to create the spinning effect.

# Create a Spinning Tween

---



## Create a tween effect

1. Click the **frame**
2. Place the **graphic symbol** on the Stage where you want your animation to begin.
3. Right-click on the Timeline where you want your tween to **end** and click **Insert Frame**
4. Right click on the added frames on the Timeline and click **Create Motion Tween**



# Create a Spinning Tween

---



## Create a tween effect

5. Click on the **first tween frame**
6. Click on **Direction**
7. Select **CW** (Clockwise)
8. Test your scene by press **<Ctrl><Alt><Enter>**

# Create a Spinning Tween



## Create a tween effect

The screenshot displays the Adobe Animate interface with a timeline and a properties panel. The timeline shows a tween for a sun symbol from frame 25 to frame 65, with a red arrow labeled '5' indicating the duration. The properties panel shows the 'ROTATION' section with the 'Direction' dropdown menu open, showing 'CW' (Clockwise) selected. A red arrow labeled '6' points to the 'Direction' dropdown, and another red arrow labeled '7' points to the 'CW' option. The main canvas shows a scene with a blue sky, white clouds, and a green field, with a smiling sun symbol in the center.

# Create a Shape Tween

---

- You can use **shape tweening** to morph from one shape to another.
- For example, you can morph a circle shape into a square, or turn your company logo into a graphic depicting a product.

# Create a Shape Tween

---

- Shape tweens can only be applied to **shapes**. So make sure you are either working with a shape or break apart any groups or symbols that might be part of your tween.
- Unlike other animations you create in Animate shape tweening does **not** require the use of symbols or groups.
- You can animate any object you draw with the **Drawing tools** using the shape tween effect.

# Create a Shape Tween

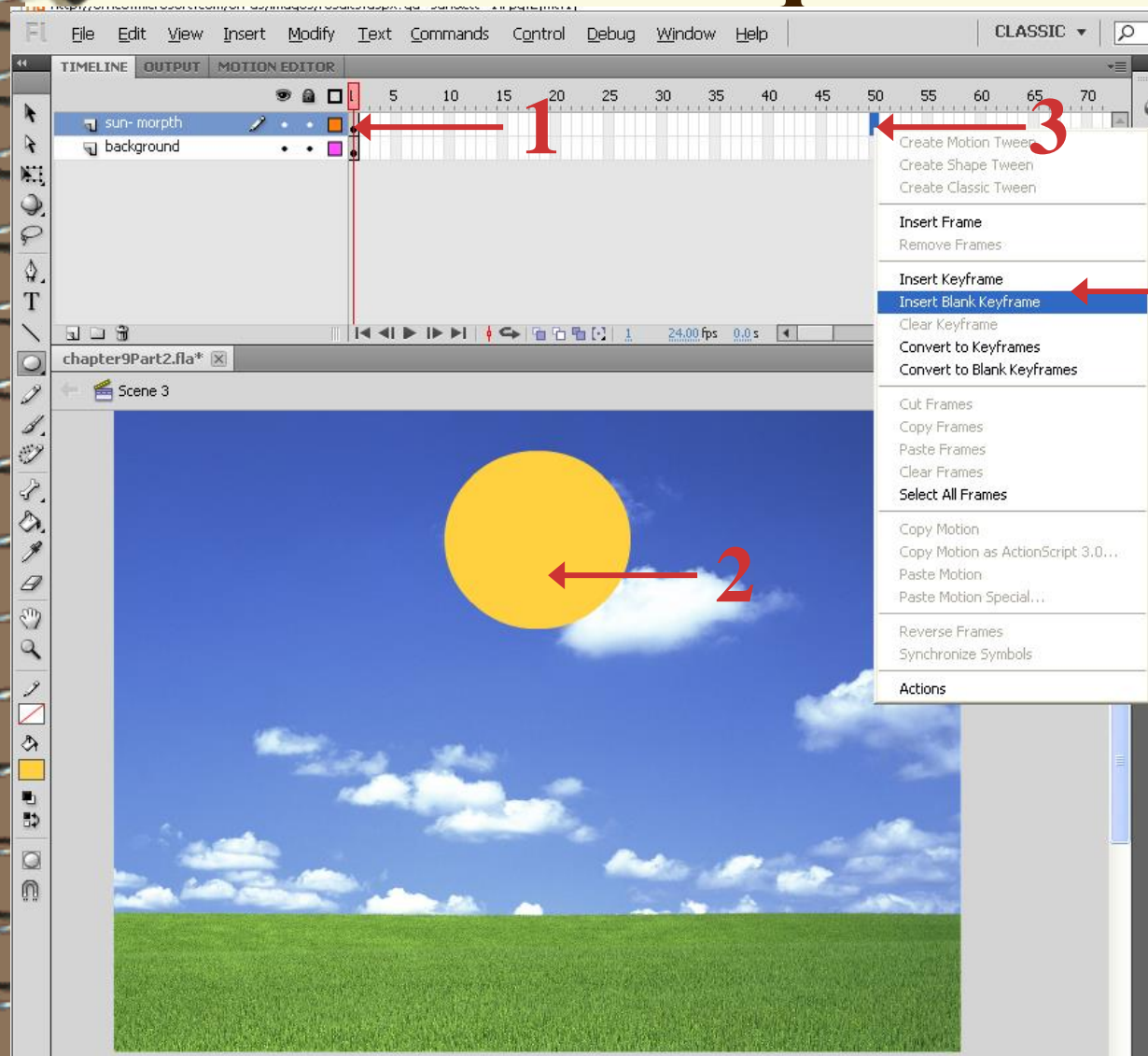


## Create a Shape Tween

1. Select the **frame** in which you want to start a shape tween
2. Draw the **object** you want to animate in frame 1
3. Right-click the frame where you want to end the shape tween.
4. Click **Insert Blank Keyframe**



# Create a Shape Tween



You can also press F7 to quickly insert a blank keyframe

# Create a Shape Tween

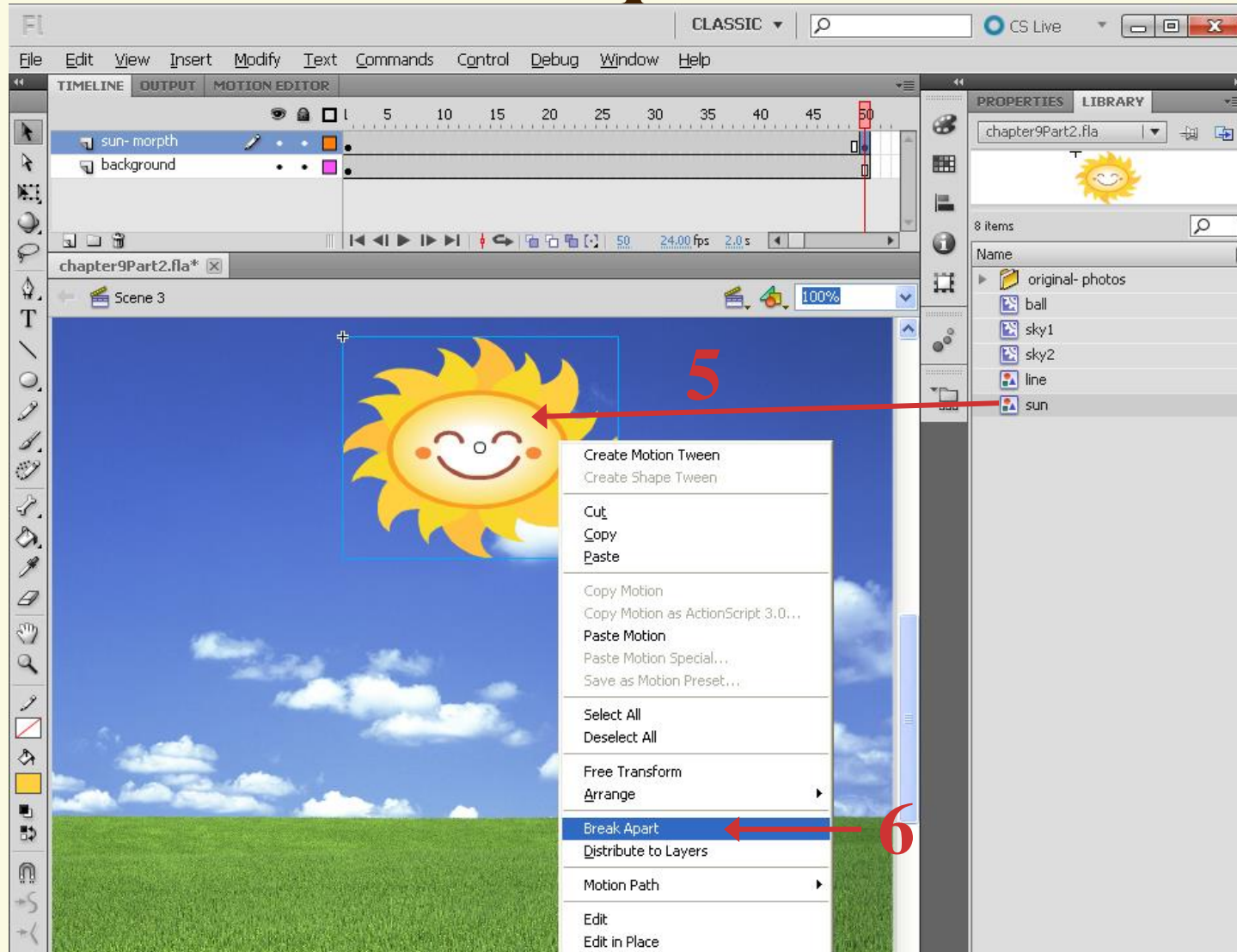


## Create a Shape Tween

5. Drag and copy the **graphic symbol** to the stage.
6. Right-click the symbol and select **Break Apart**.  
Note: This will convert the symbol into shapes

demo

# Create a Shape Tween



# Create a Shape Tween

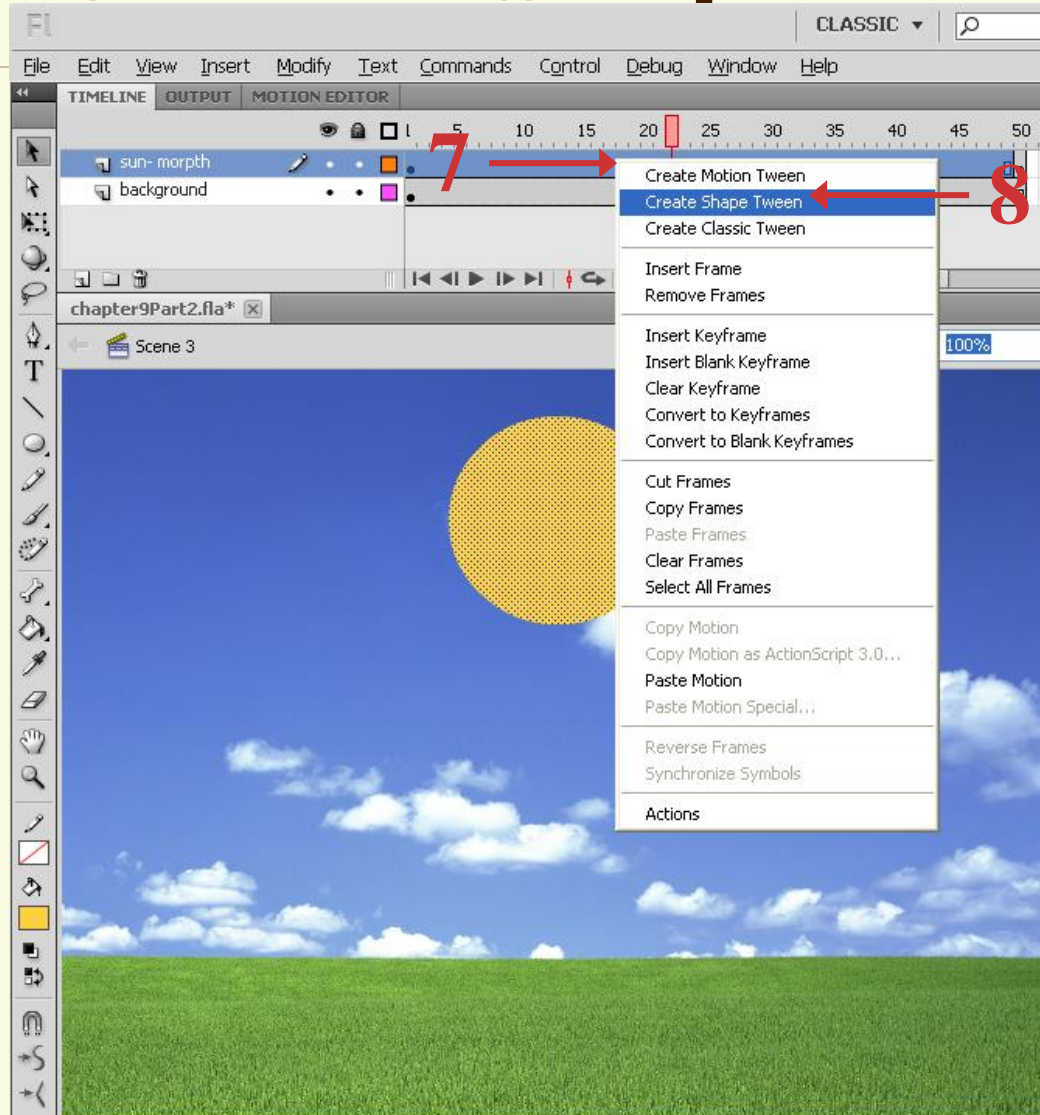


## Create a Shape Tween

7. Right-click a frame in the middle of the tween sequence.
8. Click **Create Shape Tween**

demo

# Create a Shape Tween



# Create a Shape Tween



**Can my shape tween have multiple keyframes?**

Yes. If your shape tween needs more keyframes in order to achieve your desired effect, you can add keyframes to the tween.

Right-click on a frame of your tween, and click Insert Keyframe. Then, you can animate from one keyframe to the next.

# Create a Shape Tween



**How is a shape tween different from a motion tween?**

With a motion tween, you can animate only symbols, group objects, or text blocks. With a **shape tween**, you can animate any object you **draw** on the Stage. You do not have to save it as a symbol first or group it in order for Animate to create **in-between frames**.

You cannot shape tween a symbol or group. Although a motion tween is good for moving objects from one point to another, you should use a shape tween when you want to **morph** the object into another object entirely.

# Create a Shape Tween



**Can I change the shape tween color or transparency?**

Yes. You can use the **Color tool** on the Tools panel or in the Property inspector to make changes to the shape's color.

You can also adjust the opacity using the Alpha setting. Display the color palette and click and drag the Alpha slider at the top of the palette to change the opacity of the stroke or fill.

# Create a Shape Tween

*continuation*

---

- You can use shape tweens to morph shapes. You can also use them to tween a color, or to move a simple shape across the Stage.

# Create a Shape Tween

*continuation*

---

- You can use as many shape tweens as you want in an animation, and you can start one right after the other in the Timeline.
- For best results, tween one shape at a time in your Animate movie
- Doing so gives you greater control over the object and the tween effect.

# Create a Shape Tween

*continuation*



## Create the a shape tween

1. Open the **Properties** panel.
2. Enter an **Ease** value of 100
3. Click the **Blend** menu and click **Angular** to set your blending.
4. Click the first frame of your tween.  
Press **<Enter>** to preview your tween on the Stage

# Create a Shape Tween

*continuation*



## Create the a shape tween

The screenshot displays the Adobe Animate interface. The timeline at the top shows a green bar for the 'sun-morph' layer from frame 5 to 40. The Properties panel on the right is open to the 'TWEENING' section, showing 'Ease: 100 out' and 'Blend: Angular' selected. Red arrows point to the timeline bar (1), the Ease dropdown (2), the Blend dropdown (3), and the 'sun-morph' layer (4).

Your shape morphs from the starting shape to the ending shape

# Create a Shape Tween

*continuation* (pg 200)

---



## Create the a shape tween

1. Open the **Properties** panel.
2. Enter an **Ease** value of 100
3. Click the **Blend** menu and click **Angular** to set your blending.
4. Click the first frame of your tween.  
Press **<Enter>** to preview your tween on the Stage

# Create a Shape Tween

*continuation*

---

- The **Property inspector** offers two types of blends: Distribute or Angular.
- If you apply a **Distributive blend**, Animate smoothes out the straight lines and sharp corners as your shape morphs.
- If you choose an **Angular blend**, Animate keeps all the sharp angles and lines intact during the tween.

# Create a Shape Tween

*continuation*



**What is the difference between angular and distributive blending?**

**Angular blending** attempts to keep your straight lines straight and corners sharp as the animation plays.

**Distributive blending** attempts to smooth the transition of lines and angles into curves as the tween progresses

# Create a Shape Tween

*continuation*



**What kinds of changes can I apply to shape tweens?**

You can morph the shape, use the **Transform** tool, change colors, and change position of your shape.

Shape tweens do not use the motion editor so many of the controls you have access to with a motion tween are not possible with a shape tween.

# Create a Shape Tween



## Can I use a symbol from my movie's Library?

Yes, but you must convert it first. You cannot shape tween symbols, but you can take a symbol and break it apart into objects that shape tween effect can morph.

To turn a symbol into an object, add the symbol to the Stage, then click **Modify, Break Apart**.

Depending on how many groups of objects compose the symbol, you may need to select the command several times to reach the last level of ungrouped objects.

# Animate Along a Path

---

- You can control curved paths for your objects to follow during a tween.
- Animate defaults to a straight line but you can modify it simply by dragging the anchor points along your path.
- You can also **orient** your tweened symbol to the direction of your path.

# Animate Along a Path

---

- You can make a symbol follow a **path** in your Animate movie.
- Using the motion tween technique and a motion guide layer, you define A and B in the sequence, draw a line that tells Animate exactly where you want the symbol to move, and then Animate calculates all the **in-between frames** for you.

# Animate Along a Path



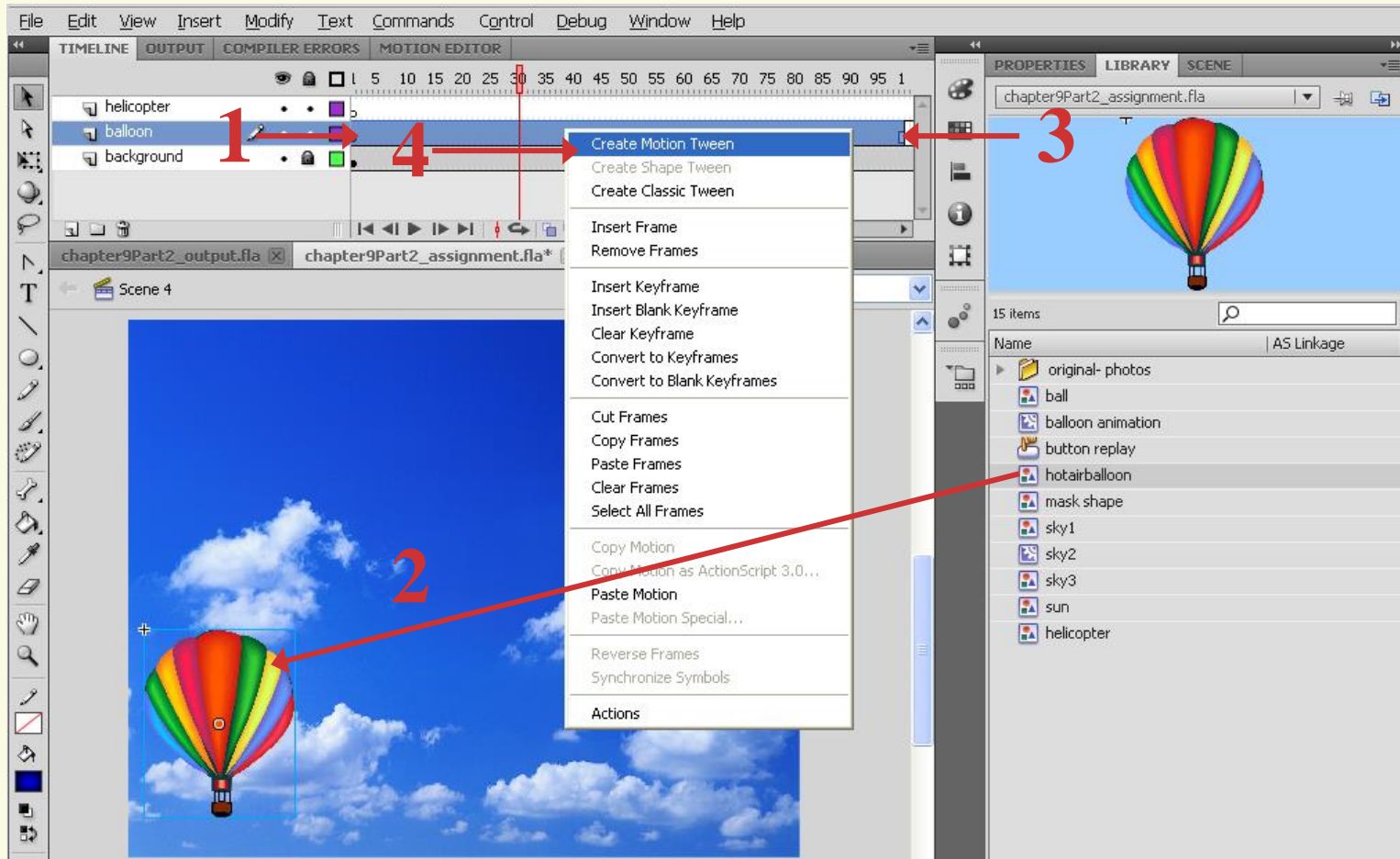
## Create a Motion Tween

1. Click the **frame**
2. Place the **movie symbol** on the Stage where you want your animation to begin.
3. Right-click on the Timeline where you want your tween to **end** and click Insert Frame
4. Right click on the added frames on the Timeline and click **Create Motion Tween.**

# Animate Along a Path



## Create a Motion Tween



# Animate Along a Path



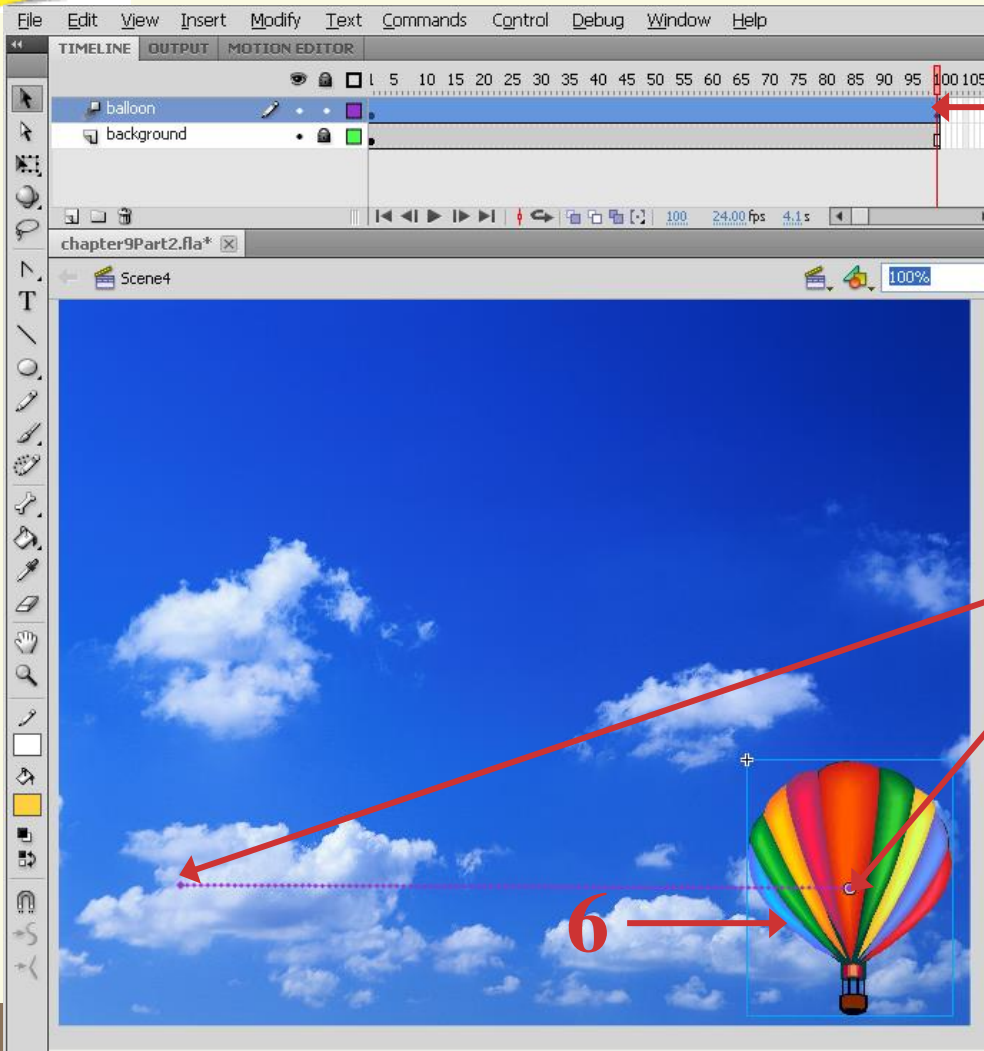
## Create a Motion Tween

5. Click on the **last blue frame** in your tween layer
6. Click and drag your symbol with the **Selection tool**

# Animate Along a Path



## Create a Motion Tween



5

Your tween's path appears in the color of your layer's outline color

Your tween's path contains predefined anchor points.

The dots on the Stage represent the actual motion of your object per frame.

# Animate Along a Path

---

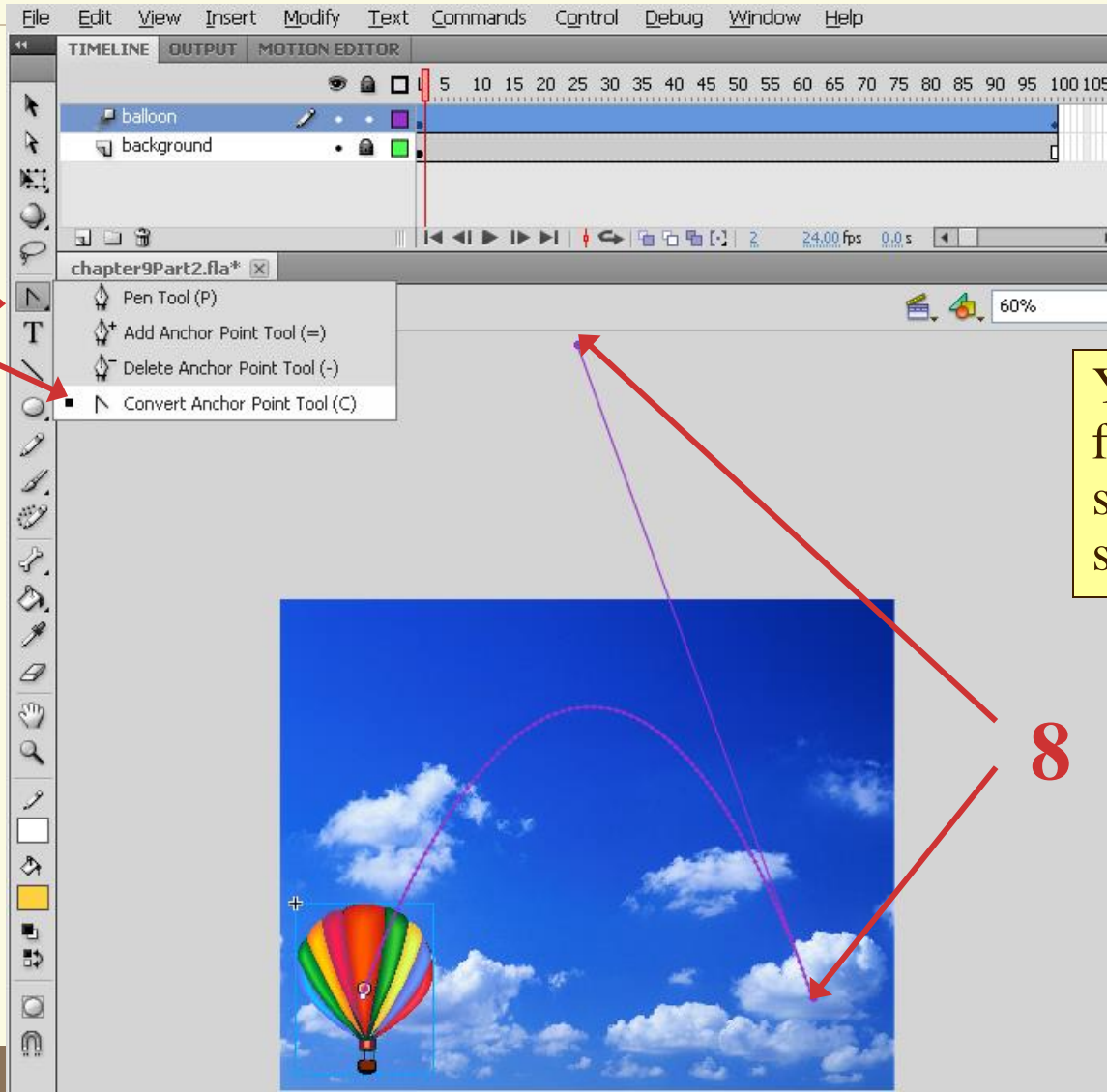


## Animate Along a Path

7. Click the **Convert Anchor Point** tool 
8. Click and drag your path's anchor points with the **Convert Anchor Point** tool



# Animate Along a Path



Your shape morphs from the starting shape to the ending shape

8

# Create a Growing or Shrinking Tween

---

- You can use the motion tween technique to create an animation that **changes size**
- For example, you can make a symbol seem to grow or shrink in size.
- You can define **two tween keyframes**, one of which includes the symbol scale to a new size.

# Create a Growing or Shrinking Tween

---

- Animate fills in all the **in-between frames** with the incremental changes needed to create the illusion of growth or shrinkage.
- You can use the same **scaling tools** from the Animate drawing tools to resize symbols for animation effects.

# Create a Growing or Shrinking Tween

---



## Resize the symbol

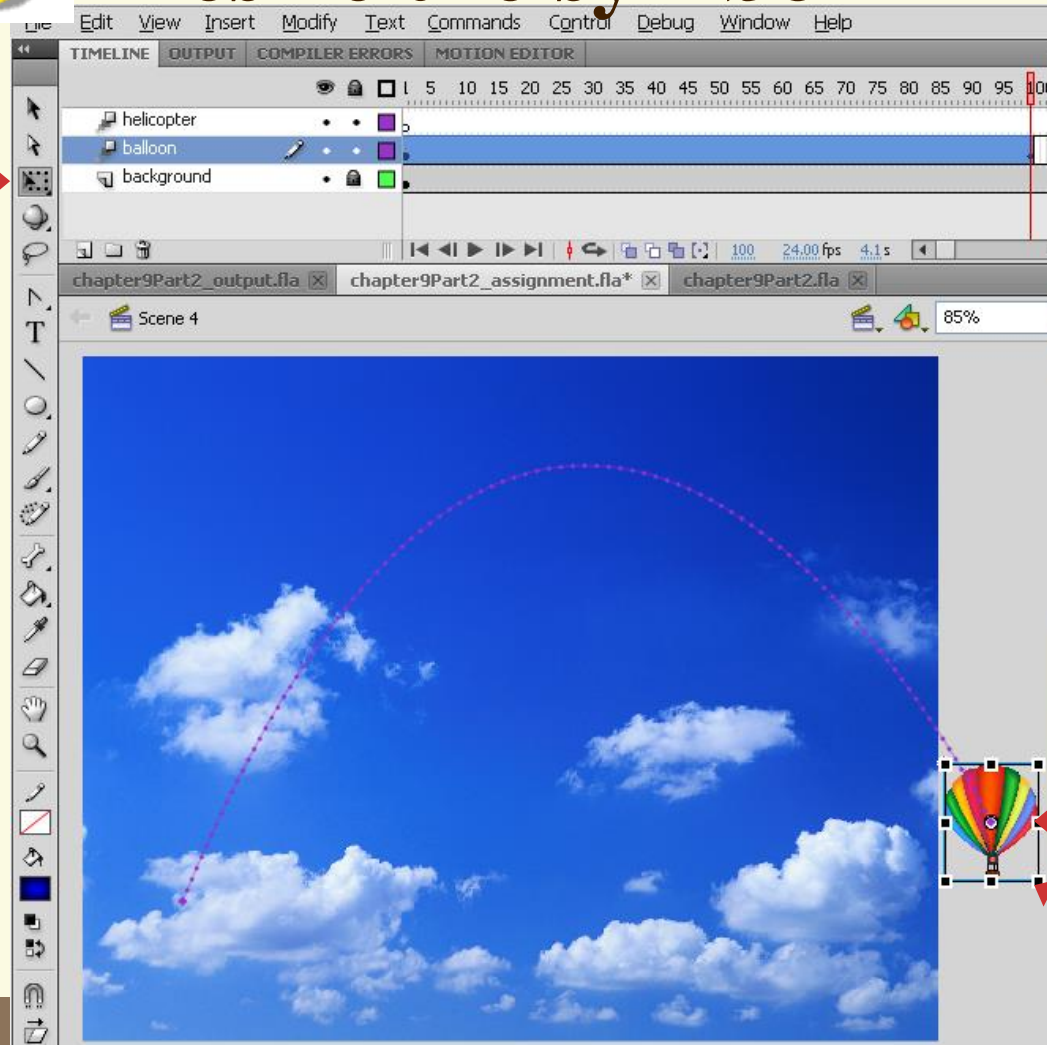
1. Select the **symbol**, and if necessary, place it where you want it to appear.
2. Click the **Free Transform tool**
3. Click and drag a **handle** to resize the symbol
4. Test your scene by press <Ctrl><Alt><Enter>

# Create a Growing or Shrinking Tween

demo

## Resize the symbol

2



1

3

# Animate Along a Path



## Create a Motion Tween

1. Click the **frame**
2. Place the **graphic symbol** on the Stage where you want your animation to begin.
3. Right-click on the Timeline where you want your tween to **end** and select **Insert Frame**
4. Right click on the added frames on the Timeline and click **Create Motion Tween**.

# Animate Along a Path



## Create a Motion Tween

The screenshot displays the Adobe Animate software interface. The main workspace shows a blue sky with white clouds. A helicopter is positioned in the lower right corner of the workspace. The timeline at the top shows a sequence of frames from 95 to 20. A red arrow labeled '1' points to the 'helicopter' layer in the timeline. A red arrow labeled '2' points to the helicopter instance in the workspace. A red arrow labeled '3' points to the 'Motion Tween' button in the Properties panel. A red arrow labeled '4' points to the 'Create Motion Tween' option in the context menu. The context menu is open, showing options such as 'Create Motion Tween', 'Create Shape Tween', 'Create Classic Tween', 'Insert Frame', 'Remove Frames', 'Insert Keyframe', 'Insert Blank Keyframe', 'Clear Keyframe', 'Convert to Keyframes', 'Convert to Blank Keyframes', 'Cut Frames', 'Copy Frames', 'Paste Frames', 'Clear Frames', 'Select All Frames', 'Copy Motion', 'Copy Motion as ActionScript 3.0...', 'Paste Motion', 'Paste Motion Special...', 'Reverse Frames', 'Synchronize Symbols', and 'Actions'. The Properties panel on the right shows the 'helicopter' instance selected, with a search bar and a list of 15 items in the library, including 'ball', 'balloon animation', 'button replay', 'hotairballoon', 'mask shape', 'sky1', 'sky2', 'sky3', 'sun', and 'helicopter'.

# Animate Along a Path



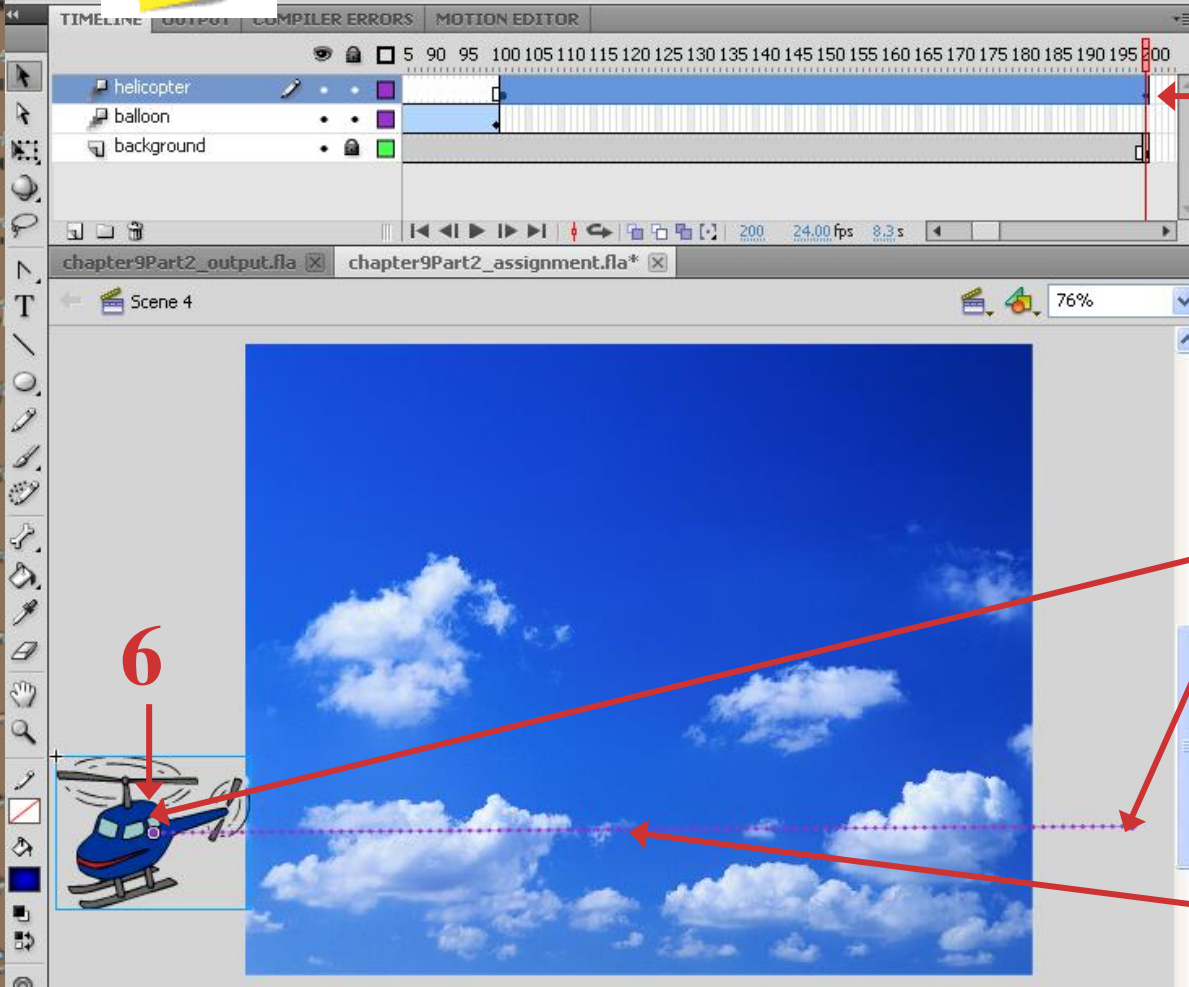
## Create a Motion Tween

5. Click on the **last blue frame** in your tween layer
6. Click and drag your symbol where you want to symbol's position to end with the **Selection tool**

# Animate Along a Path



## Create a Motion Tween



Your tween's path appears in the color of your layer's outline color

Your tween's path contains predefined anchor points.

The dots on the Stage represent the actual motion of your object per frame.

# Animate Along a Path



## Create a Motion Tween

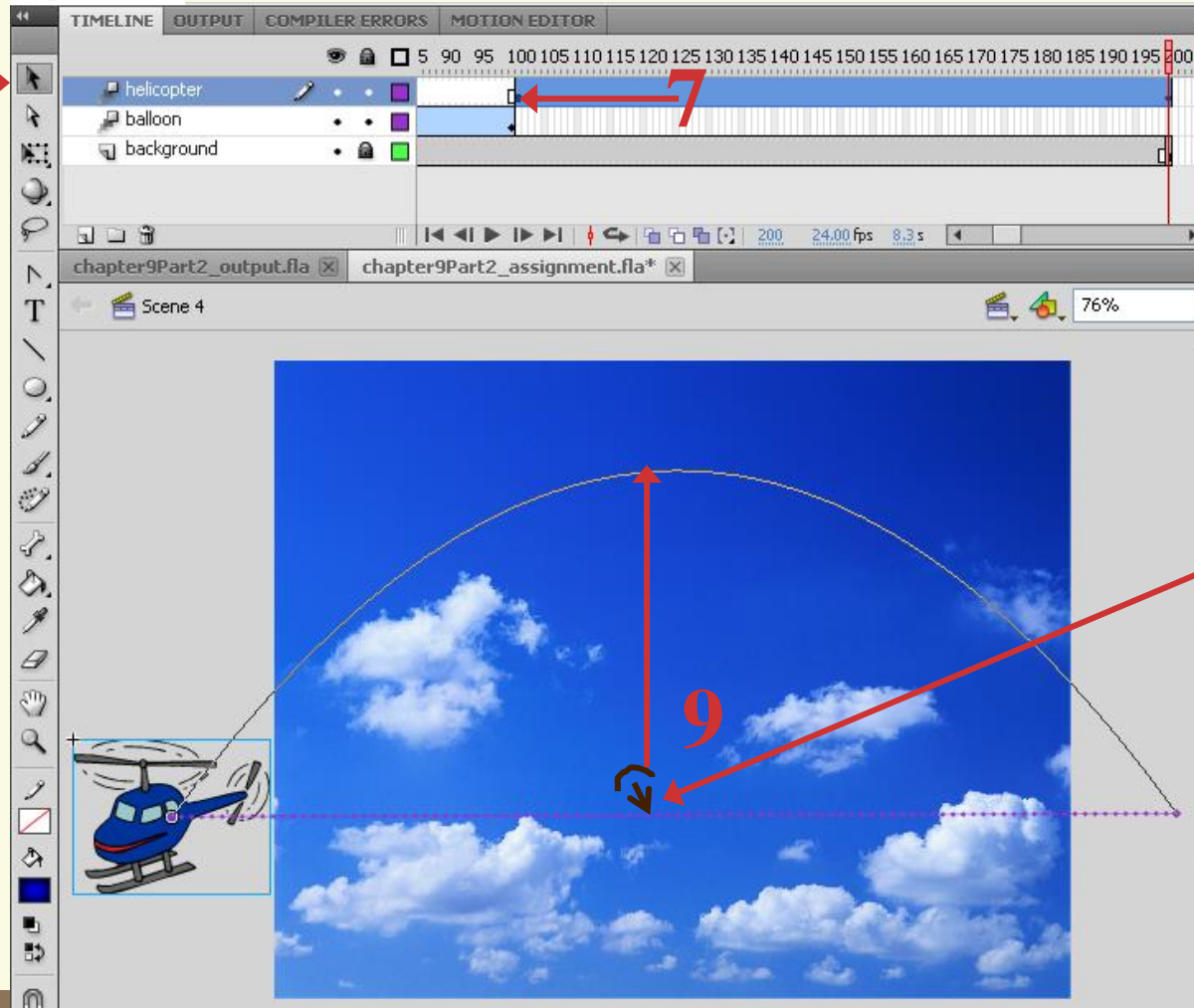
7. Click on the **first blue frame** in your tween layer
8. Click on the **Selection** tool
9. Click and drag your tween's path **upward** to reshape the path.


.

# Animate Along a Path



## Create a Motion Tween

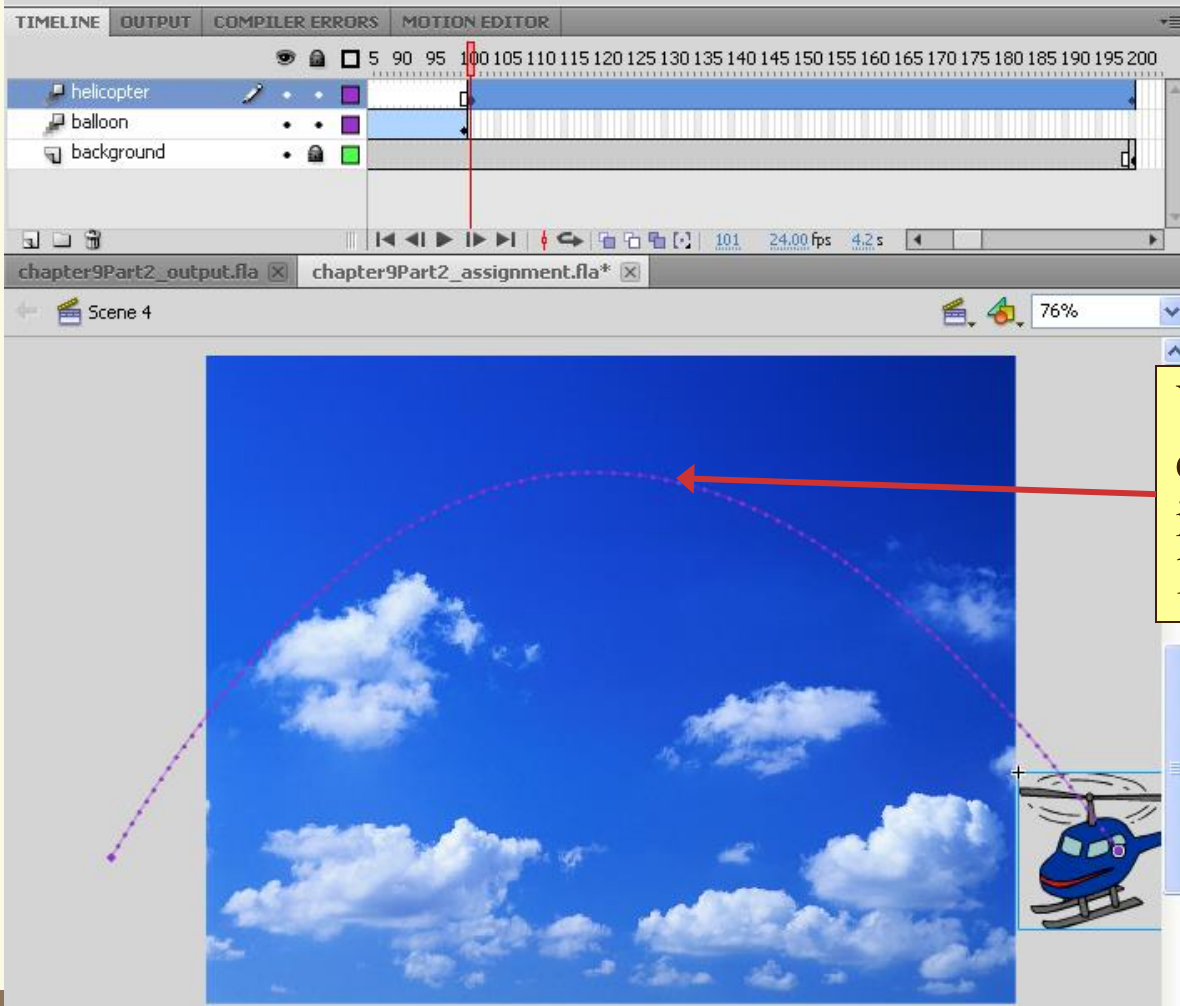


Once you place your mouse over the path, this icon appear  This will allow you to change the shape of the tween's path.

# Animate Along a Path



## Create a Motion Tween



Your new tween's curve path appears in the color of your layer's outline color

# Animate Along a Path



## Create a Motion Tween

10. Click on the **first blue frame** in your tween layer
11. Click on the **Selection** tool
12. Move the graphic symbol a new position.
13. Click and drag your tween's path **downward** to reshape the path.

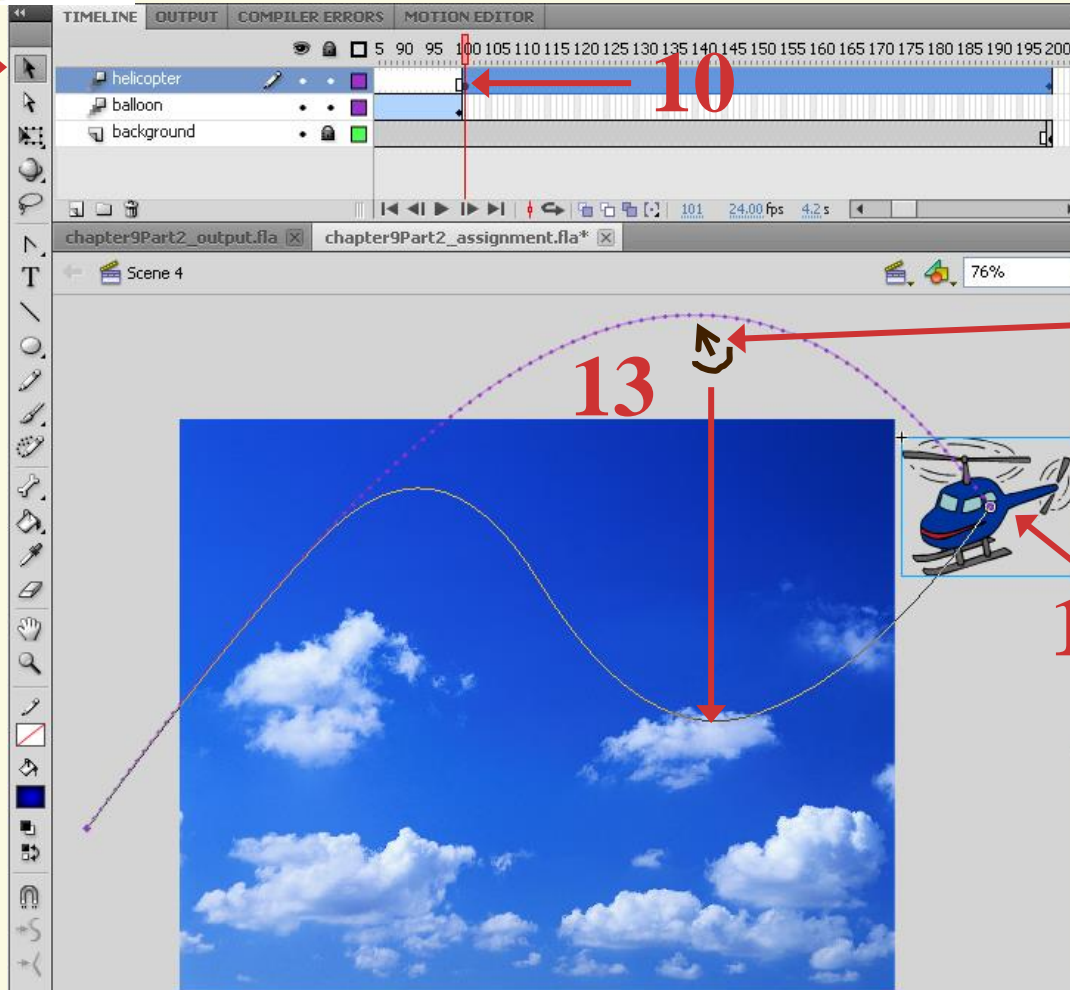
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# Animate Along a Path



## Create a Motion Tween

11

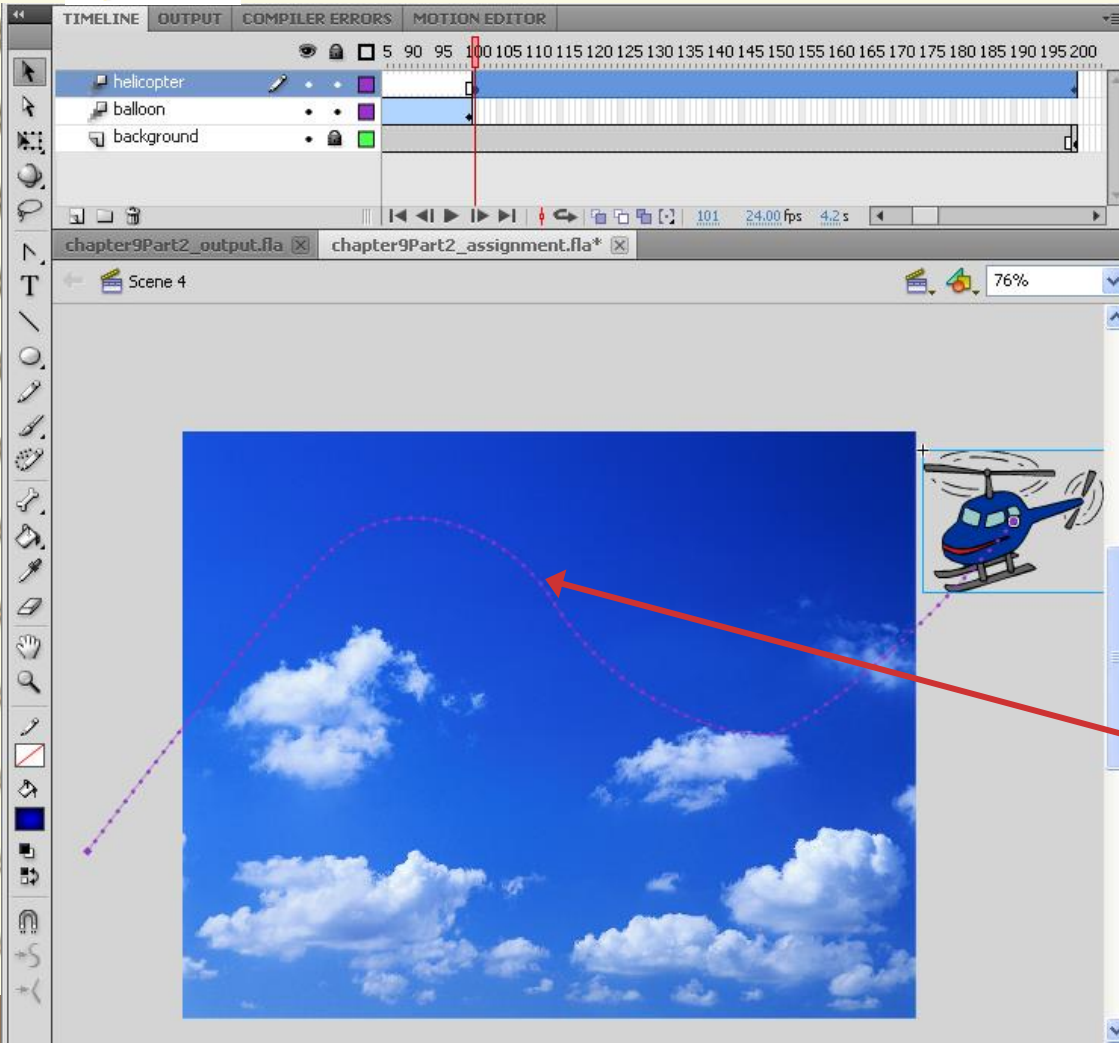


Once you place your mouse over the path, this icon appear  This will allow you to change the shape of the tween's path.

# Animate Along a Path



## Create a Motion Tween



Your new tween's path appears in the color of your layer's outline color

# Animate Along a Path

---



## Animate Along a Path

14. Open the **Properties** panel
15. Click the **first frame** of your tween.
16. Click **Orient to path** in the Properties panel to make your symbol rotate in the direction of your curved path.
17. Press **<Enter>** to watch your object follow the path.



# Animate Along a Path

The screenshot displays the Adobe Animate workspace. At the top, the menu bar includes File, Edit, View, Insert, Modify, Text, Commands, Control, Debug, Window, and Help. Below the menu bar are panels for TIMELINE, OUTPUT, COMPILER ERRORS, and MOTION EDITOR. The MOTION EDITOR panel shows a timeline with a keyframe at frame 100. A red arrow labeled '15' points to this keyframe. The main workspace shows a blue helicopter graphic on a path that curves across a blue sky with white clouds. A red arrow labeled '16' points to the helicopter. On the right, the PROPERTIES panel is open to the MOTION TWEEN tab. It shows a green arrow icon for the Motion Tween, an EASE section with 'Ease: 0', a ROTATION section with 'Rotate: 0 time(s)', 'Direction: none', and a checked 'Orient to path' option. A red arrow labeled '14' points to the 'Orient to path' checkbox. Below the ROTATION section is the PATH section, which shows coordinates: X: -74.6, Y: 85.9, W: 799.0, and H: 309.0. At the bottom, the SCENE 4 panel shows a zoom level of 76%.

Animate places keyframes for the rotation in your tween.

# Animate Along a Path



## How can I create a more complex curve?

You can add anchor points to your curve by adding keyframes in the Timeline during your tween.

Right-click on a frame in the middle of your tween and click **Insert Keyframe**, and then click **Position** to add an anchor point to your curve.

# Animate Along a Path



**My object is not following my path exactly. Why?**

If you are using easing, you will notice that the dots on the Stage do not follow your path.

Most commonly, this happens when you ease the x position but not the Y, and vice versa.

To make your object follow your path exactly, be sure to use the same type of easing for both X and Y

# Create a Movie Clip of an Animation

---

- You can save your animation as a **movie clip** so the movie clip can be reused in your Animate project.
- You can also create these movie clips to keep your main Timeline tidy as you add more and more elements and animation
- You can also save animation as graphic symbols for simple animation,

# Create a Movie Clip of an Animation

---

- You can save an animation sequence as a movie clip that you can use again elsewhere in your movie.
- When you save an animation sequence, Animate saves it as a **movie clip symbol**.
- Movie clips **utilize their own timelines** apart from the main movie Timeline.

# Create a Movie Clip of an Animation

---


- As with graphic and button symbols, you can place a movie clip symbol on the Stage for any frame.
- When Animate reaches that frame during playback, it plays the movie clip animation.

# Create a Movie Clip of an Animation

---



## Create a Movie Clip of an Animation

1. Select **all of the frames** of your animation on the timeline.
2. Right click and select **Copy Frames**.
3. Open the **Library** panel
4. Click the **New Symbol** button 

# Create a Movie Clip of an Animation

demo

## Create a Movie Clip of an Animation

The screenshot displays the animation software interface with several key elements and annotations:

- Timeline:** Shows a sequence of frames from 100 to 210. A red arrow labeled '1' points to a specific frame on the timeline.
- Motion Editor:** A context menu is open over the selected frame, with 'Copy Frames' highlighted. A red arrow labeled '2' points to this menu.
- Scene View:** Shows a blue sky with white clouds and a blue helicopter. A red arrow labeled '3' points to the 'SCENE' tab in the top right corner.
- Library:** A list of assets is shown on the right, including 'helicopter'. A red arrow labeled '4' points to the bottom of the library panel.

# Create a Movie Clip of an Animation

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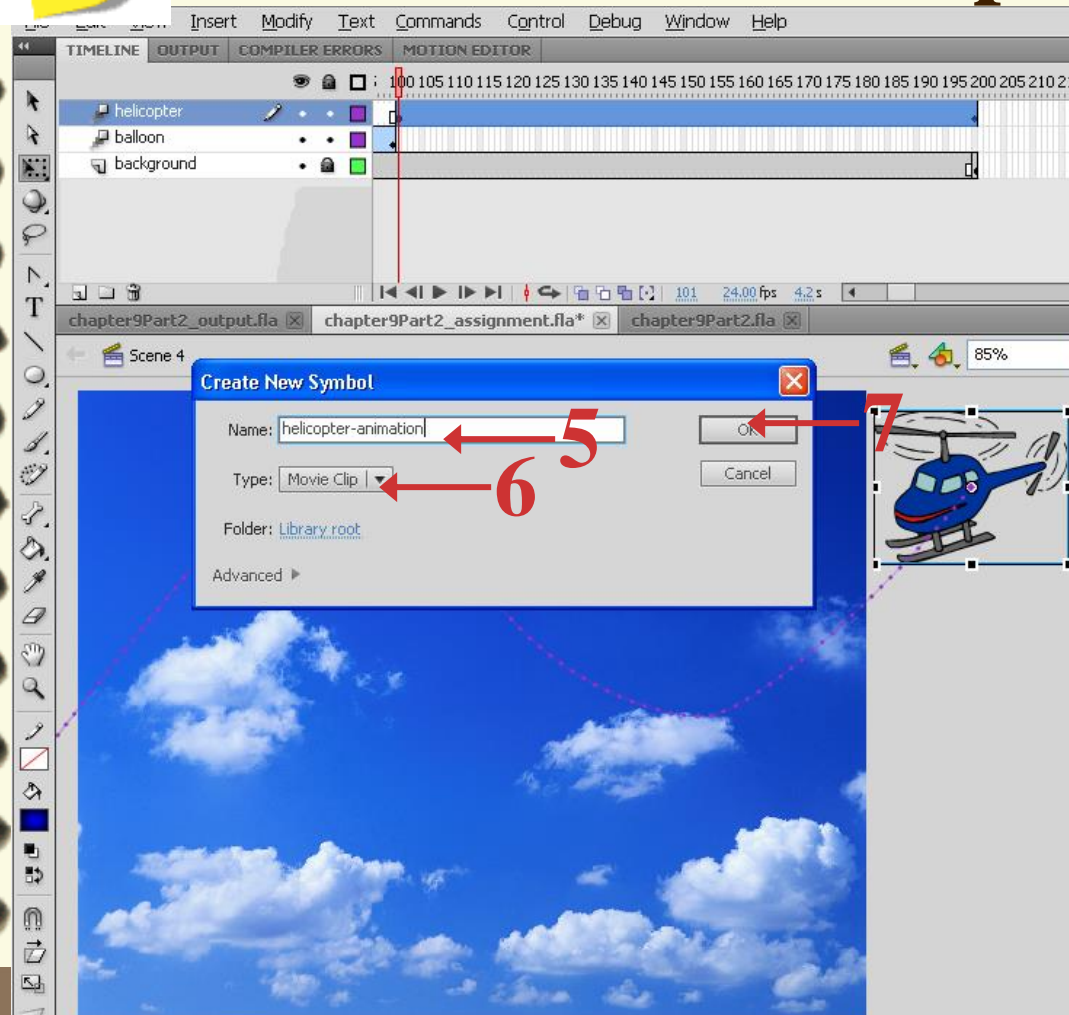
## Create a Movie Clip of an Animation

5. Type a **name** for your movie clip symbol.
6. Select **Movie Clip**.
7. Click **OK**.

# Create a Movie Clip of an Animation



## Create a Movie Clip of an Animation



The Create New Symbol dialog box appears.

# Create a Movie Clip of an Animation

---



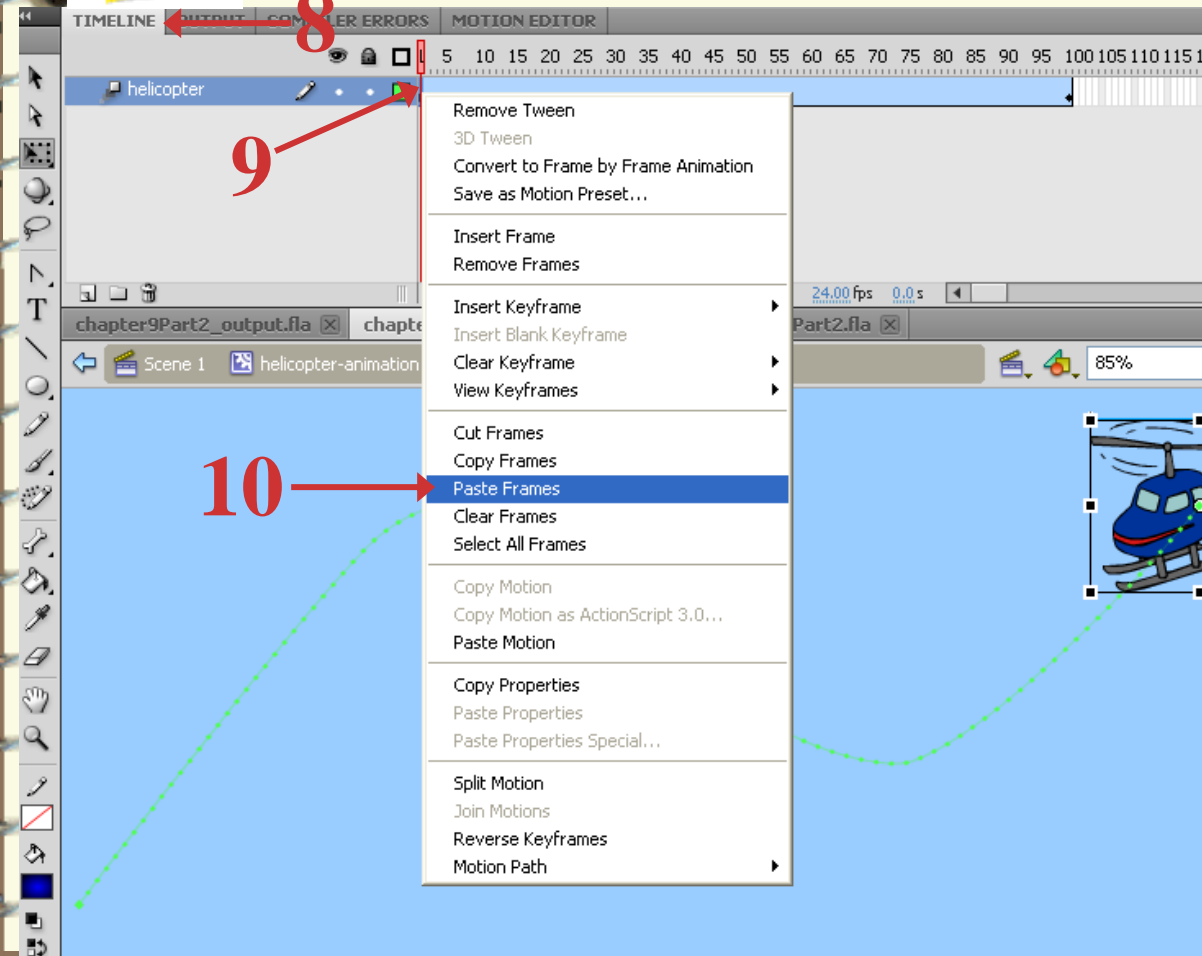
## Create a Movie Clip of an Animation

8. Click **Timeline**.
9. Right click on the **first blank keyframe**.
10. Select **Paste Frames**.

# Create a Movie Clip of an Animation

demo

## Create a Movie Clip of an Animation



Animate switches to Symbol Edit mode.

Your animation is now stored in the Library as a movie clip.

# Create a Movie Clip of an Animation



**How do I place my animated movie clip into my Animate movie?**

Click and drag your newly animated movie clip onto the Stage from the Library.

Your animation loops by default.

# Create a Movie Clip of an Animation



## How do I save an existing clip as a new clip?

You can use the Convert to Symbol command. You may do this if you want to alter the clip slightly and use it again elsewhere. Right click the clip and click **Convert to Symbol**.

In the Convert to symbol dialog box, make sure the symbol type is set to Movie clip. Then type a new name for the clip and click OK. The clip is added to your movie's Library

# Animate a Mask

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- You can create captivating movement sequences in Animate using **animated masks**.
- For example, you can use a mask to reveal an image in an interesting way or create a handwriting effect where your text appears to be hand-drawn onto the Stage

# Animate a Mask

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- Another example, you might draw an oval fill shape that acts as a peephole to the layer below the mask, and animate the peephole to move around the movie.
- The “**hole**” lets you see anything directly beneath, but the remainder of the mask layer hides anything that lies out of the view of the “hole”.

# Animate a Mask

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## Animate a mask

1. Place an **Image** on the Stage
2. Right-click on the Timeline where you want your tween to end and click **Insert Frame**
3. Click the **New Layer** button

demo

# Animate a Mask


The screenshot shows the Adobe Flash CS5.5 interface. The main workspace displays a scene with several hot air balloons against a blue sky with white clouds. A red arrow labeled '1' points to one of the hot air balloons. The timeline at the top shows a keyframe at frame 100. A context menu is open over the timeline, with a red arrow labeled '2' pointing to the 'Insert Keyframe' option. A red arrow labeled '3' points to the 'Insert Keyframe' option in the menu. The Properties panel on the right shows the 'balloon animation' property.

# Animate a Mask

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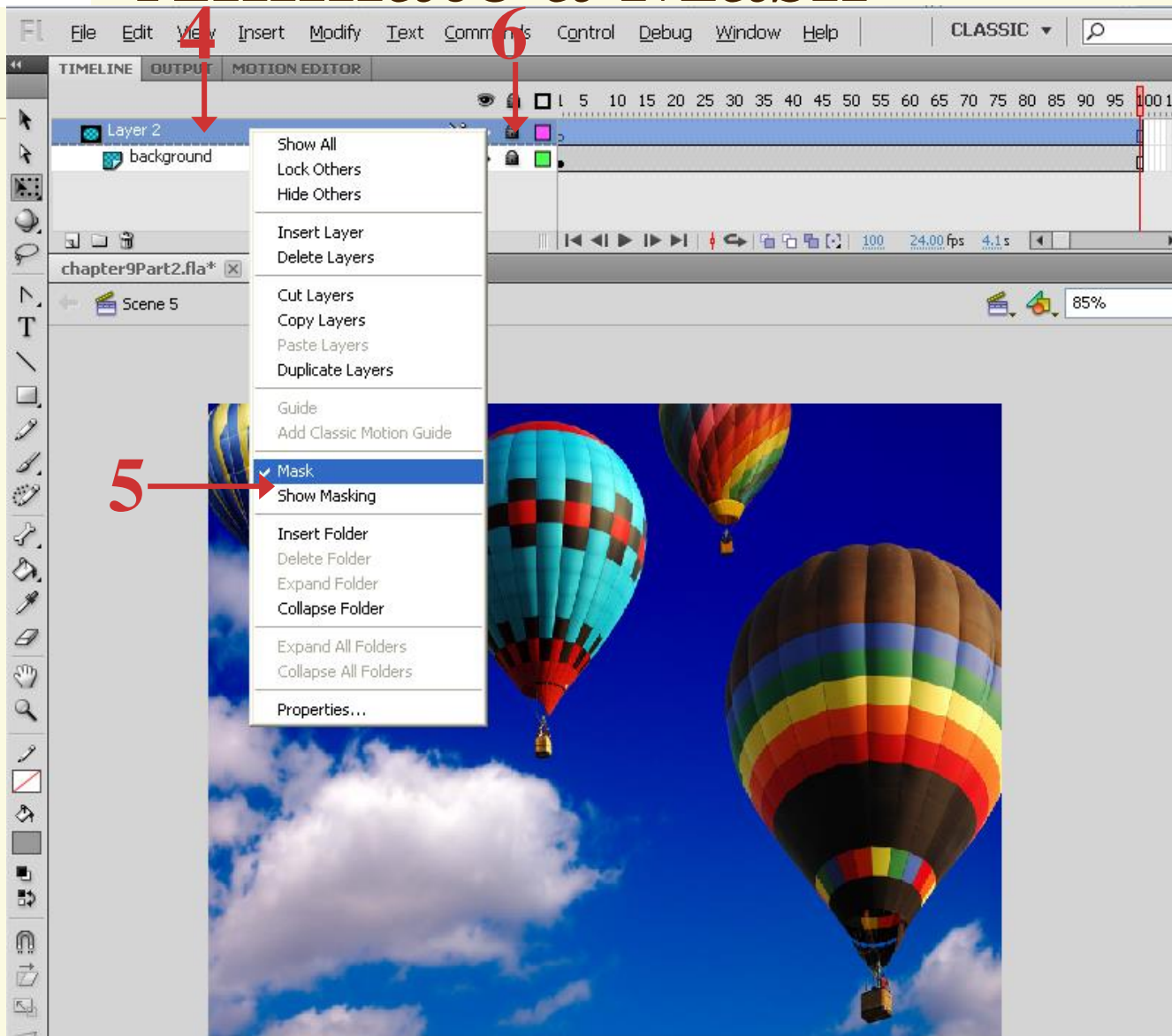


## Animate a mask

4. Right click on the new layer
5. Select **Mask**
6. **Unlock** the layer by clicking on the lock icon 

demo

# Animate a Mask



# Animate a Mask

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## Animate a mask

7. Select the **keyframe** of the mask layer.
8. Click on the **rectangle shape** in Tool panel
9. Draw a rectangle shape on the stage.

demo

# Animate a Mask

The screenshot displays the Adobe Animate workspace. At the top, the 'TIMELINE' panel shows a sequence of frames from 1 to 100. A red arrow labeled '7' points to frame 7. Below the timeline, the 'OUTPUT' and 'MOTION EDITOR' panels are visible. The main workspace shows 'chapter9Part2.fla\*' with 'Scene 5' selected. The scene contains a video clip of hot air balloons. A context menu is open over the clip, listing various actions. A red arrow labeled '8' points to the 'Convert to Symbol...' option, and another red arrow labeled '9' points to the 'Convert to Bitmap' option. On the right, the 'PROPERTIES' panel shows the 'Shape' properties, including 'POSITION AND SIZE' (X: 0.00, Y: -1.20, W: 43.50, H: 511.85) and 'FILL AND STROKE' (Stroke: 0.10, Style: Solid, Scale: Hinting, Cap: , Join: , Miter: 3.00).

7

8

9

chapter9Part2.fla\*  
Scene 5

Convert to Symbol...  
Convert to Bitmap

Convert to Symbol...  
Convert to Bitmap

Cut  
Copy  
Paste

Copy Motion  
Copy Motion as ActionScript 3.0...  
Paste Motion  
Paste Motion Special...  
Save as Motion Preset...

Select All  
Deselect All

Free Transform  
Distort  
Envelope

Distribute to Layers

Motion Path

Convert to Symbol...  
Convert to Bitmap

PROPERTIES LIBRARY

Shape

POSITION AND SIZE

X: 0.00 Y: -1.20

W: 43.50 H: 511.85

FILL AND STROKE

Stroke: 0.10

Style: Solid

Scale: Hinting

Cap: Join: Miter: 3.00

# Animate a Mask

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## Animate a mask

10. On the Mask Layer, right click on the added frames.
11. Select **Create Motion Tween**
12. Click **OK** to convert the shape into a graphic symbol

demo

# Animate a Mask

The screenshot displays the Adobe Animate interface. At the top, the menu bar includes File, Edit, View, Insert, Modify, Text, Commands, Control, Debug, Window, and Help. The 'CLASSIC' workspace is selected. The timeline shows 'Layer 2' with a 'background' clip. A red arrow labeled '10' points to a frame on the timeline. A context menu is open, with a red arrow labeled '11' pointing to the 'Create Motion Tween' option. A dialog box titled 'Convert selection to symbol for tween' is visible, containing a warning icon and the text: 'The selected item cannot be tweened. You must convert this to a symbol in order to tween. Do you want to convert and create a tween?'. Below the text is a checkbox labeled 'Don't show again.' and two buttons: 'OK' and 'Cancel'. A red arrow labeled '12' points to the 'OK' button. The main canvas shows a scene with several hot air balloons against a blue sky with clouds.

# Animate a Mask

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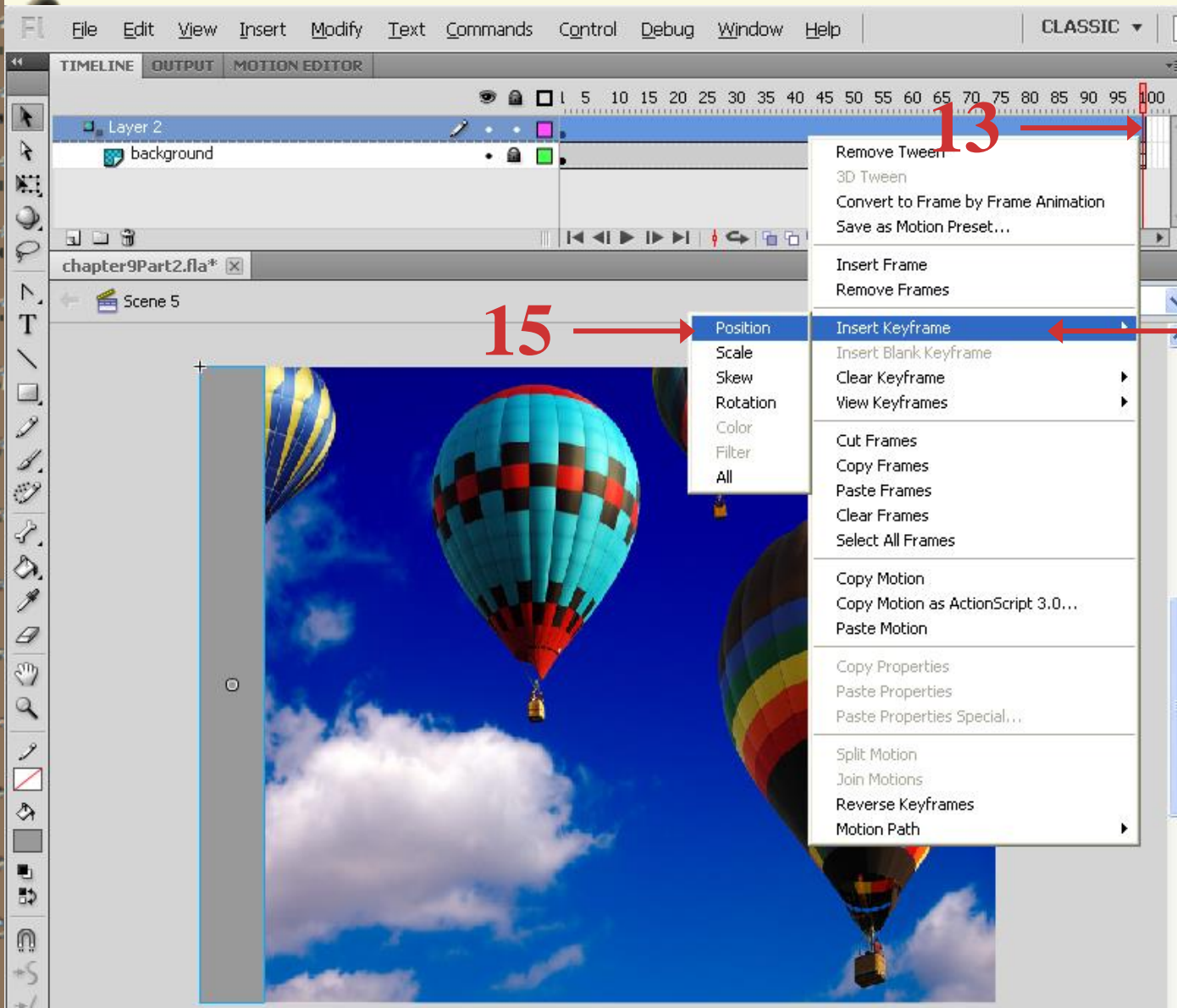


## Animate a mask

13. Right-click the frame where you want to end the Mask tween.
14. Select **Insert Keyframe**
15. Click on **Position**

demo

# Animate a Mask



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15

14

# Animate a Mask

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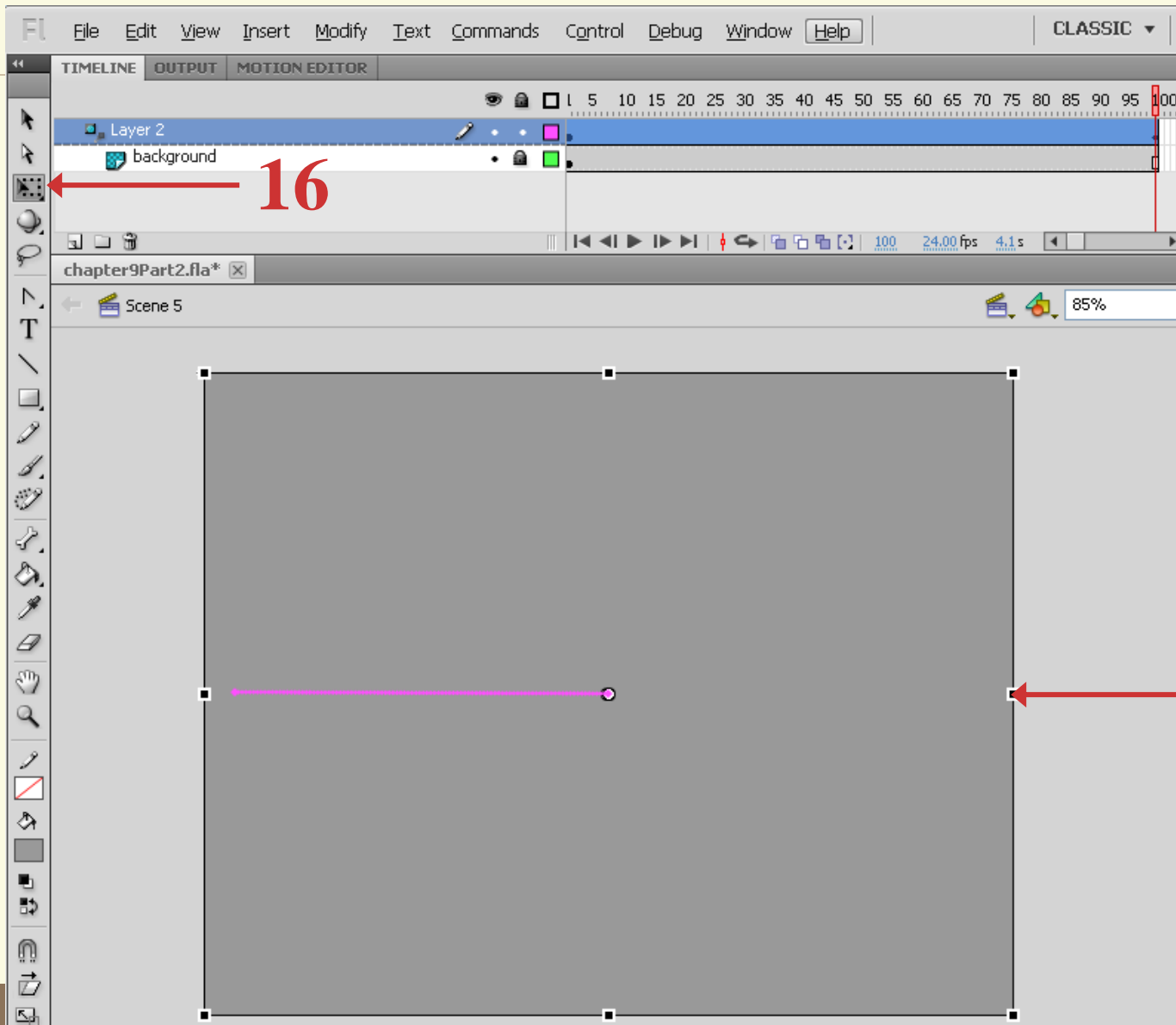


## Animate a mask

16. Select the **Free-Transform** tool
17. Expand and cover the rectangle shape symbol over the stage.

demo

# Animate a Mask



# Animate a Mask



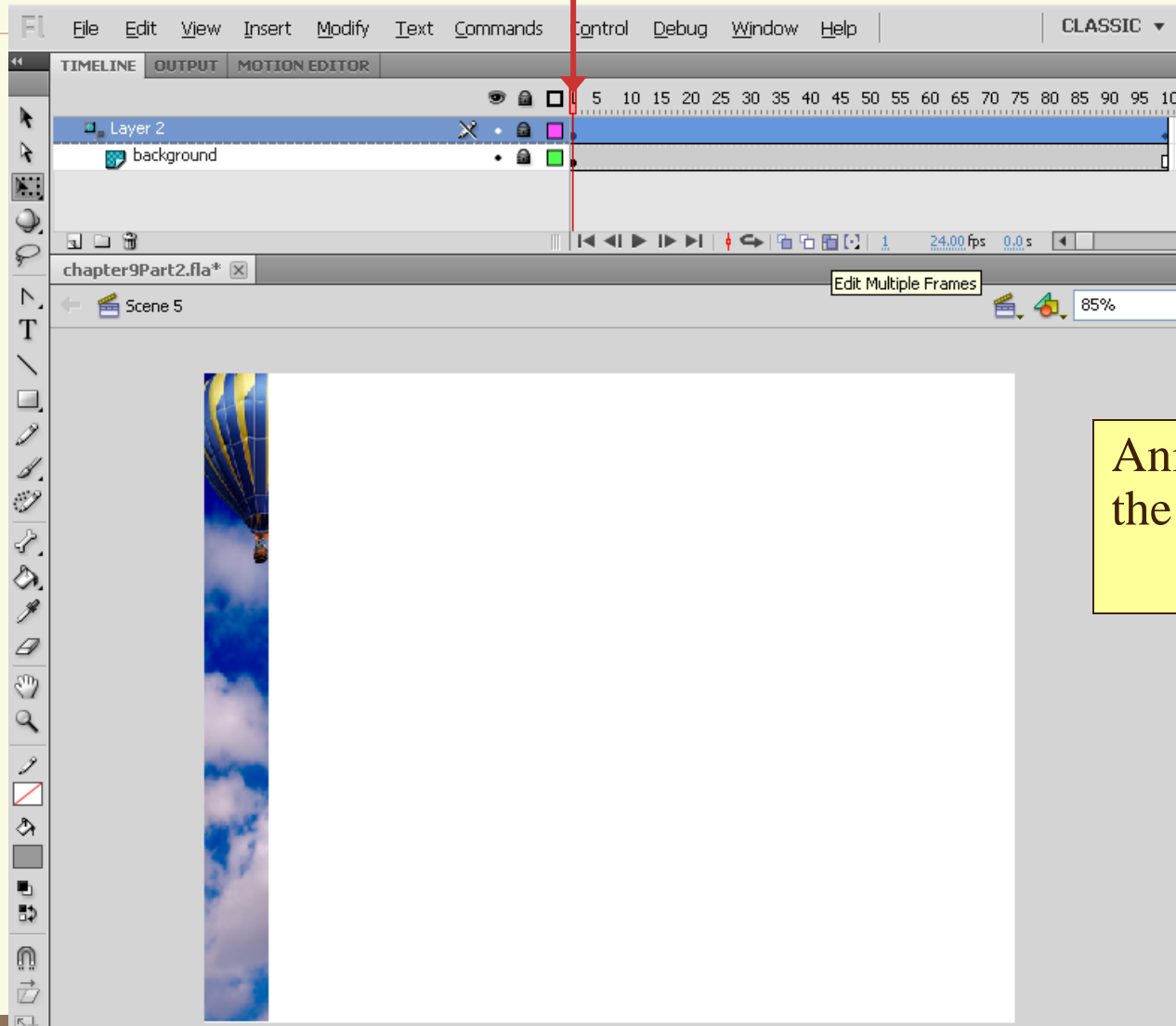
## Animate a mask

18. Move the marker to the beginning of the frame.
19. Press **<Enter>** to view the animated mask effect.

demo

# Animate a Mask

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Animate displays the masking effect.

# Animate a Mask



**What types of animation can I use for my mask?**

Masks can be animated using classic tweens, motion tweens, shape tweens, and frame-by-frame techniques.

# Animate a Mask



## Can I use transparency in my mask?

No. In Animate, masks can only be **solid**. An easy way to imagine a mask is to think of it like a piece of paper with a hole cut in it.

The only part of the image you can see is what appears through the hole.