

exercise::09

Creating Artwork with Adobe Animate

Assignment ::

For this exercise, draw in Adobe Animate two graphic versions of your full name: One using **Merge Drawing** model elements, and the other using **Object Drawing** model elements. Use at least one Primitive Shape (oval or rectangle) in each drawing. The visual style of your name is up to you, and the two versions do not have to look similar. Whatever you do, do not use Animate's Text tool for this assignment—each letter must be drawn freeform.

In addition to the above assigned tasks, locate both a layered **Adobe Illustrator** file and a layered **Photoshop** file from VC114 (or from some other project done in those programs). Make a new, empty Adobe Animate document for each of these files, and place the Illustrator/Photoshop file into the file (File > Import > Import to Stage...; Command-R). Set the *Convert layers to:* to *Single Animate Layer*, and check *Set stage size to same size as Illustrator artboard / Photoshop canvas*.

Compare the file within Adobe Animate to the original in Illustrator/Photoshop to see if there are any differences. You don't have to do anything else with these two files.

Specifications ::

Create four Adobe Animate files for this exercise, each following these specifications:

- 1,000px wide × 600px tall (use Modify > Document... if need be)
- Name them:
 - `merge_drawing fla`
 - `object_drawing fla`
 - `imported_illustrator fla`
 - `imported_photoshop fla`
- Place them all in a folder named `lastname_firstname_09`

Requirements ::

Make sure the folder containing this assignment is named `lastname_firstname_09`. Copy that folder to your Google Drive Drop Box for this class. This lab exercise is due by the end of class today.