week::six

Introduction to Adobe Animate

Adobe Animate Primer

What is Animate?

- An application for creating simple 2D animations.
- Well-suited for the creation of 2D web animations (banner ads, etc.), cartoons, and simple games.
- Formerly known as Adobe Flash CC (remember Flash?)
- Exports to many formats, including video, HTML/CSS/JS, self-contained players, and, of course, animated GIF.

Competitors

- Adobe After Effects, ToonBoom, ProCreate Dream, and many, many others...

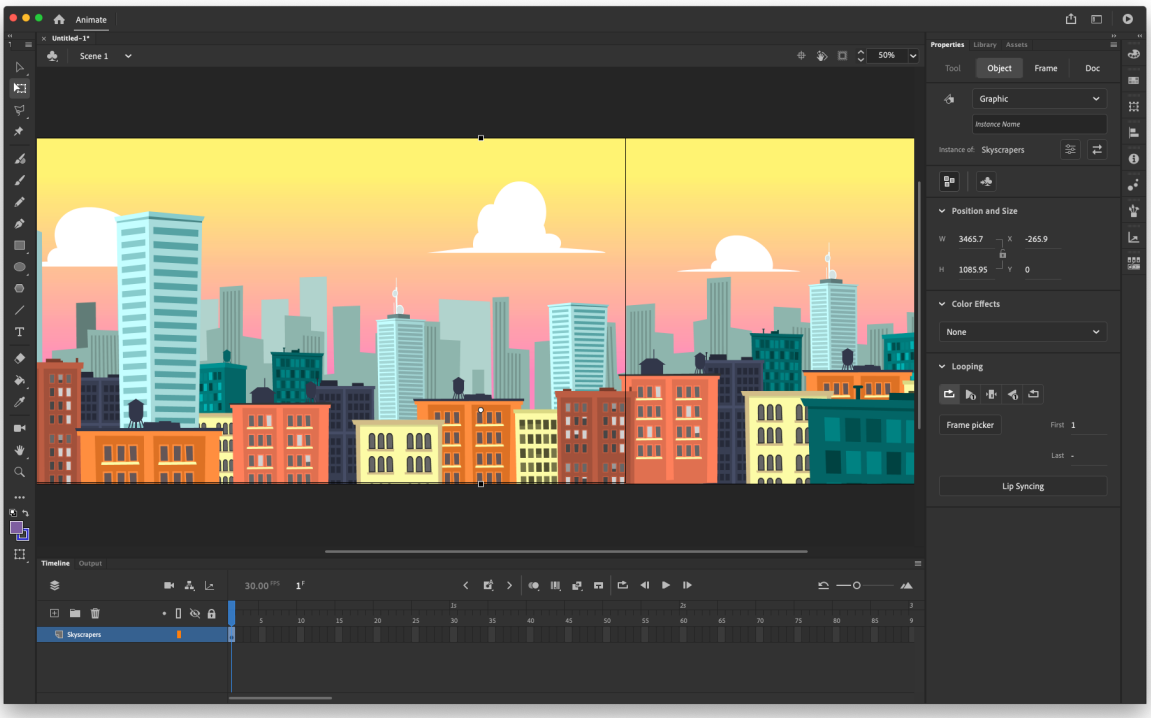
Adobe Animate File Format

An FLA	**Project file**	**.fla**	Native Adobe Animate files that can only be opened and viewed in Adobe Animate.

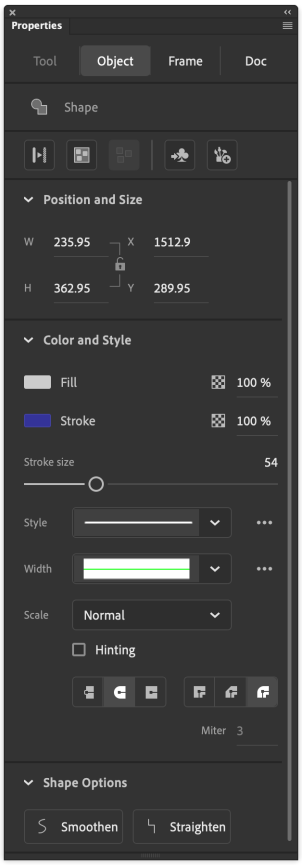
Adobe Animate Interface

Document Window

- Stage, Stage Pasteboard, Tabs, and Scenes
- Properties Panel & and Timeline



Properties Panel



Overview

- A context-sensitive panel that provides both basic and advanced options for most of the tools and objects in Adobe Animate.
- It's a focal point when working within Animate—many common functions are readily available within this panel.

Properties Panel contains four essential tabs:

- **Tool**—Set options for the currently-selected tool
- **Object**—Set the properties for the currently-selected object(s)
- **Frame**–Set the properties for the current frame
- **Doc**–Set the properties for the document as a whole

Drawing in Adobe Animate

Drawing Tools

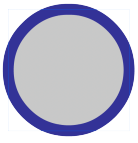
- Adobe Animate combines common **vector and bitmap drawing tools** into one program
  - Line (N) & Pen (P)
  - Rectangle (R) & Oval (O), both Normal and Primitive
  - Fluid Brush (Shift-B) and Classic Brush (B)
  - Paint Bucket (K) and Eraser (E)
  - Free Transform Tool (Q)
- These tools draw just as you would expect them to. However, editing your work is different than in Illustrator or InDesign.

Colors Panel

- The **Stroke** and **Fill** swatches control the color of those areas.
- Adobe Animate has strong **opacity** control over colors (and objects).
- Opacity and transparency are called **Alpha** in Adobe Animate, represented by an **A** in the Color panel.

Drawing Models

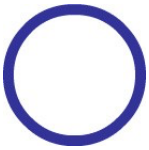
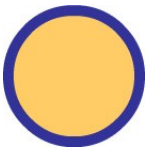
- Adobe Animate has three different modes in which you can draw artwork:

	Merge Drawing (default)	○ Strokes and Fills are raw shapes that can be edited directly. ○ Shapes **interact with each other** on a single layer (almost like the Divide Pathfinder option in Illustrator).
	**Object Drawing**	○ Strokes and Fills are raw shapes that can be edited directly. ○ Shapes **do not interact** with each other on a single layer. ○ Shapes behave like objects in Illustrator—each one on their own layer.
	Primitive Object	○ Editing of this type of artwork is possible, but comes with constraints that are not present in the other two types. ○ Certain properties can be edited later using the Properties panel. ○ Shapes **do not interact** with each other on a single layer. ○ Shapes behave like objects, but have their **own set of rules.**

Merge Drawing Shapes

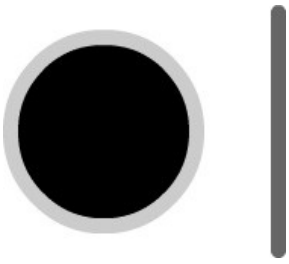
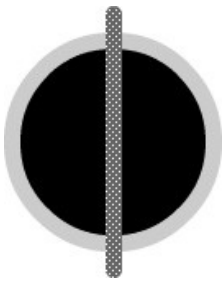
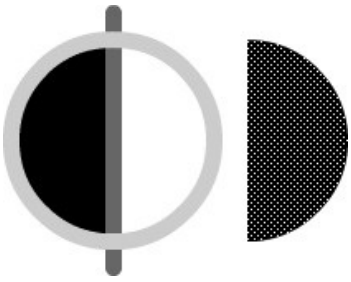
Lines, Fills & Strokes

- With Merge Drawing, Adobe Animate uses a *very* different method of describing artwork than other vector programs.
- Unlike Illustrator, strokes in Merge Drawing mode are not automatically attached to fills, though they do interact with each other.
- Without grouping, artwork is referred to as shapes.

Shape	Description	Example
Lines	A shape typically created with the Pen or Line tool. They are separate from Fills.	
Fills	A shape typically created with the Fluid Brush or Paint Bucket. They can exist with or without strokes.	
Strokes	Lines that interact with fills. Can be added (to Fills) and modified using the Ink Bottle tool.	

Overlapping Objects in Merge Drawing

- Ungrouped shapes that overlap will slice where the objects intersect.
- Only when an object is grouped (Modify > Group; Command-G) will the individual artwork components be preserved when overlapping other drawn objects.
- However, grouped objects behave differently when it comes to animation.

		
Two separate Adobe Animate shapes, circle with a fill and stroke, and a line.	If you select the line and drag it on top of the circle, when you release the mouse, the line becomes part of the circle object.	The fill and stroke of the circle and the line are now sliced into multiple parts. Here the right-side fill shape has been selected and moved to the right.

Selection in Merge Drawing

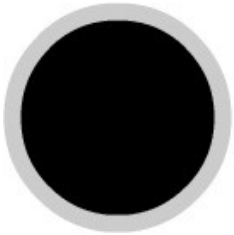
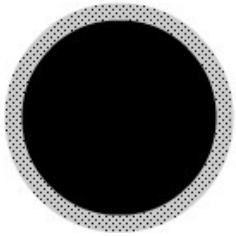
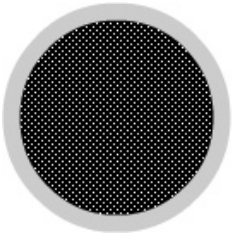
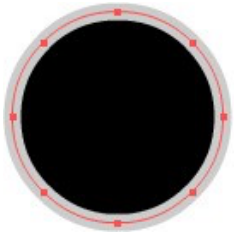
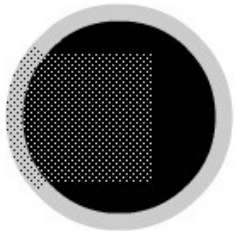
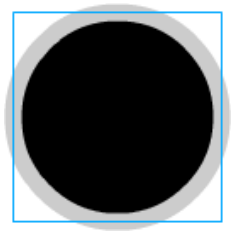
- Selection of artwork is quite different in Adobe Animate than Illustrator or InDesign.
  - It's also one of the most important things to learn.
- Adobe Animate uses a **shaded pattern** to indicate some selections.

Primary selection methods:

- Using the **Selection** tool (solid pointer; V) you can select entire shapes and grouped objects at once.
- Using the **Subselection** tool (hollow pointer; A), you can edit individual points in a shape.
- Using either of the **Selection** tools or the **Lasso** tool (L), you can create partial selections of a shape similar to the Marquee tool in Photoshop. In this instance Adobe Animate behaves like a bitmap editing program.

Selection Indicators:

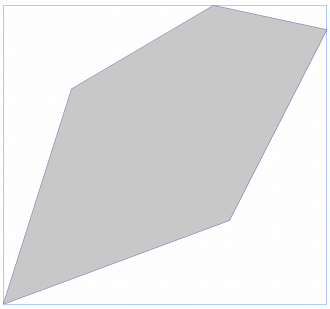
- Shapes selected with the Selection tool unless noted.

 Nothing selected	 Stroke selected	 Fill selected
 Stroke selected with the Subselection tool	 Partial selection	 Selected grouped object

Selection Tips & Oddities

- *Practice* is the best way to learn selections in Adobe Animate.
- Always remember that Adobe Animate has multiple levels of **Undo** (Command-Z; Control-Z in Windows), which allows lots of room for experimentation.
- The Fill and Stroke of a shape are not attached by default and can be selected independently.
- Sharp angles, like the ones created with the rectangle tool, are not attached by default and can be selected independently.
- Objects that have been grouped will behave similarly to object groups in other vector drawing programs.
- To scale, rotate, or modify a Merge Drawing object, first select the object, then use the **Free Transform tool** (Q) to modify it.

Object Drawing Model



Overview

- The Object Drawing model is similar to the vector drawing methods in Illustrator or InDesign.
- Objects are treated as a single object (complete with fills and strokes).
- Overlapping artwork is **not** merged by default—they are still separate, unique objects.

Use

- To toggle the Object Drawing Model, select your shape tool, then click on the Object Drawing button ( ) in the Properties panel.
  - It's not sticky, so remember to re-enable it each time. Its indicator is also not very good, so it can be difficult to tell if you are actually in ODM or not.
- To edit an Object Drawing shape in Merge Drawing mode, simply double-click on the object.
- To convert a Merge Shape so that it uses the Object Drawing model, select the shapes with the Selection tool, then select the Object Drawing button ( ) in the Properties panel.

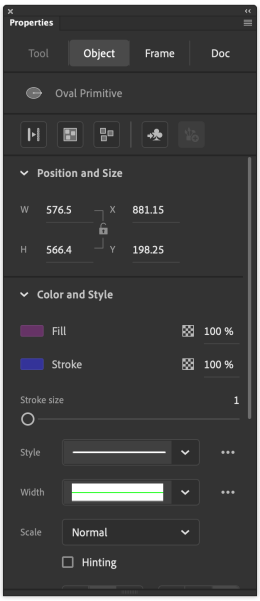
Primitive Object Model

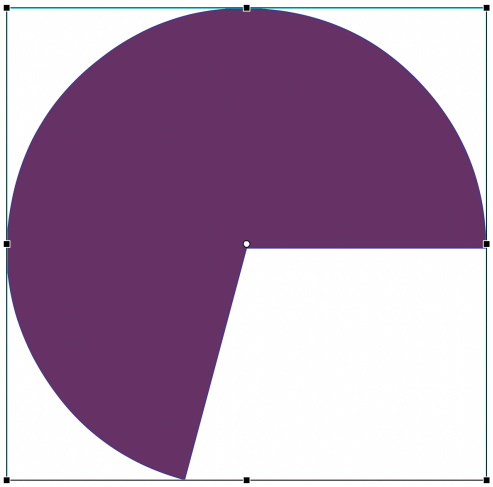
Overview

- Adobe Animate provided two primitive tools: **Rectangle** and **Oval**.
- Paths created with the primitive tools cannot be changes as freely as other objects.
- Their paths are generally fixed as rectangles or ovals.
- However, there are properties not available to normal shapes that can be applied *at any time* to primitive shapes via the Properties Panel.
  - For the other tool, these properties must be applied at the time of drawing.
- Their special properties are particularly useful when used in *animations*.

Sample Properties

- Corner radius control (rectangle)
- Start and end angle (oval)
- Inner radius & close path (oval)





Importing Artwork into Adobe Animate

Overview

- Creating original artwork within the Animate environment can be difficult.
- Fortunately, Adobe Animate can import several different vector and bitmap graphic formats.

Select supported vector formats:

- Adobe Illustrator 10.0 or earlier (.ai and .eps)
- SVG
- Animate Player files (.swf)

Select supported raster formats:

- PNG files, including full 8-bit transparency
- JPEG

Complete Format Chart

File type	Extension
Adobe Illustrator (version 10 or earlier)	.ai
Adobe Photoshop	.psd
Bitmap	.bmp
GIF & animated GIF	.gif
JPEG	.jpg
PNG	.png
Flash Player 6/7	.swf
Scalable Vector Graphics	.svg

Importing into the Library

- To import artwork, select File > Import to Library...
- Importing notes:
  - Not all vector artwork will import perfectly. You may need to tweak your imported artwork after bringing it into Animate.
  - Some complex vector graphics may need to be converted to raster in order to be used in Animate and be faithful to the original artwork.
  - When importing vector artwork, it is often best to convert your fonts to outlines to ensure they import correctly. If you need editable text, create it within the Animate environment.
  - For raster images, make sure you only have the resolution needed to create the animation. Too-large raster images can significantly slow-down editing and live playback of your animation.

For More Information

- https://helpx.adobe.com/animate/using/placing-artwork.html