

exercise::11

Animating with Classic Tweens

Assignment ::

For this assignment, create a single Adobe Animate document that contains the tweens listed on the second page of this handout. The artwork you animate is up to you—draw your own in Animate, import vectors from Illustrator, or prepare and import raster artwork from Photoshop. However, do be sure to follow any artwork instructions listed. Whatever you do, before creating your Classic Tweens, be sure to convert your artwork to Symbols.

Specifications ::

Create a single Adobe Animate file for this exercise following these specifications:

- Adobe Animate file
- 1920 pixels wide × 1080 pixels tall (Full HD preset)
- Set your document's frame rate to 30 fps
- Name the file `lastname_firstname_11 fla`
- Name your layers with the names provided in the chart (back page).

Tweens ::

Create the Tweens listed in the chart on the second page of this handout. Animate your tweens over 60 frames. In the end, you'll have eight layers, each 60 frames in length, and each with a single tween.

Make your animation sequential, so that Tween 02 plays after Tween 01; Tween 03 plays after Tween 02, and so on. Each tween should be created on its own layer. Lock and hide your layers as you complete them, and label the layers with the names provided.

Hint: If you want to make the movement of the tweens a bit more sophisticated, you can add additional keyframes within the 60 frames. This creates more tweens, so be sure to apply the same modifications to those additional tweens.

Requirements ::

Make sure the folder containing this assignment is named `lastname_firstname_11`. Copy that folder to your Google Drive Drop Box for this class.

This lab exercise is due by the end of class today.

Tweens to Create ::

Layer Name	Type	What to Modify / Artwork to Create
Move_01	Classic	Create a simple drawn shape, convert it to a Symbol, and move it from one side of the Stage to the other.
Word_02	Classic	Type a single word in a text box and animate it across the Stage top-to-bottom.
Size_03	Classic	Change the position and size of a Symbol.
Alpha_04	Classic	Change the size and alpha of a Symbol.
Rotate_05	Classic	Change the position, and rotate the object at least three times.
Ease_06	Classic	Move an object from one side of the Stage to the other, and create a custom Ease by clicking on the pencil icon.
Raster_07	Classic	Prepare and import into the Library a small raster image (no bigger than 600px × 600px), and move it, scale it, and alter its alpha.
Guides_08	Classic	Create a Motion Guide layer, drawn with the Pen tool, and move the object from one end to the other. Experiment with rotation and other visual changes.