exercise::12
Animating with Motion Tweens

Assignment ::
For this assignment, create a single Adobe Animate document that contains the Motion tweens listed on this handout. The artwork to animate is provided for download on the class website. Use only this artwork, importing the artwork into your document's Library, and converting them into Symbols before use.

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_12.fla`
- Use as many layers as necessary—if a Tween requires more than one layer, create a layer group to organize them.
- Name your layers/layer groups with the names provided in the chart.

Motion Tweens ::
Create the Tweens listed in the chart on the back page. Animate your tweens each over at least **90 keyframes** (use more if necessary). Each tween should be done on its own layer, and with only one Motion Tween. **Make your animation sequential**, so that Tween 02 plays after Tween 01; Tween 03 plays after Tween 02, and so on. Lock and hide your layers as you complete them, and label the layers with the names provided in the chart.

In the end, you'll have five layers/layer groups, each at least 90 frames in length; the overall animation will be at least 15 seconds long.

Importing to the Library ::
It's best to import your artwork directly into the Library instead of the Stage. If you use the **File > Import > Import to Library...** option, the artwork is directly placed in the Library. To create a Symbol, drag the artwork from the Library onto the Stage (create a temporary Layer for this work; delete when done), select it and select Modify > Convert to Symbol... (F8).

Give the **newly created Symbols** a name that it meaningful to you. Some imported art (SWFs, for example) are automatically converted to Symbols on import. Be sure to name these as well. There may be other items added to your Library, but they are components of the imported artwork, not the artwork in its entirety. Use only the composite Symbol when animating.

Requirements ::
Make sure the folder containing this assignment is named `lastname_firstname_12`. 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
Position_01	Motion	Using the Gramma image, alter its Position at least four times, then customize the Motion Path on the Stage. Select the Orient to Path option to make the movement more natural.
Bird_02	Motion	Animate the Von Bird image, adjusting Scale, Skew and Alpha as it moves across the Stage.
Ninja_03	Motion	Animate three Ninja Stars moving across the Stage, playing with the Rotation settings. Have them hit the Gnome, if you like. Go ahead—I know you want to add sounds to this; just be sure to put them on their own later.
Maze_04	Motion	Using the Gnome and Maze images, animate the Gnome successfully navigating the maze. Use the Orient to Path option to that he follows the path closely. To do this, create a Layer Folder with two layers in it: One for the static background maze, and another for the Gnome. Scale the Gnome so that he fits inside the maze.
Soccer_05	Motion	Animate the Soccer ball image dropping from the top of the Stage, bouncing straight up-and-down a few times before coming to a stop. Make it look as realistic as possible. Like the others, use only one Motion Tween. Easing plays a big part in making this look real.

— Animating with Motion Tweens Exercise —