

# exercise::14

## Basic Character Animation

### Assignment ::

For this assignment, draw and animate a simple character (animal or human) walking across the Stage. This animation should make use of the Bone option of the Asset Warp tool and animate over 15-20 seconds. This is also a chance to experiment with the Virtual Camera layer, adding audio, and exporting to other formats for viewing and sharing.

### 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
- Animate your character **over 15–20 seconds** (over 450 frames)
- Name the file `lastname_firstname_14.fla`
- Use as many layers as necessary—remember that each animated element should be on its own layer in the main timeline.
- Name your layers/layer groups with meaningful names.

### Process ::

As a first step, use one of the provided backgrounds as a backdrop, putting it on its own layer, locking it, and moving it underneath all other layers.

Next, create a new, **blank Movie Clip Symbol** (Insert > New Symbol) and draw the individual elements of your character there, keeping some armatures and other movable body parts as separate graphic elements/Symbols. Animate this character walking within the Symbol timeline, making an animation loopable. Optionally, add facial expressions or other interesting animated characteristics to your character to bring it more to life.

Bring your walking character Symbol onto your main Timeline, having it walk across the Stage. Use a Motion Tween for this, and adjust its setting and Motion Path as necessary to create smooth and pleasing movement. Add and adjust the **Virtual Camera** layer to have your animation pan-and-zoom as it plays. You can also add effects and filters to it if you wish.

Finally, **add audio** from Animate's built-in sound library, either as background music, sound effects, or both.

**Export your animation** to a rendered video file (File > Export > Export Video/Media), allowing Animate to finish the rendering using Adobe Media Encoder and the default settings.

### Requirements ::

Make sure the folder containing this assignment (both the .fla file and the rendered movie file) is named `lastname_firstname_14`. Copy that folder to your Google Drive Drop Box for this class.

This exercise is due by the end of class on **Monday, March 10th, 2025** (Week 10).