

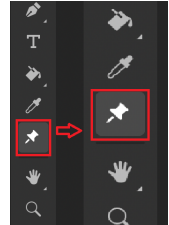
week::nine

Asset Warp Tool & Exporting

Introducing the Asset Warp Tool

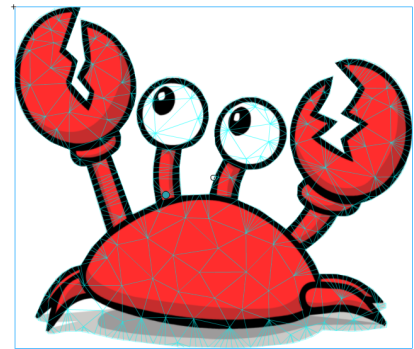
Overview

- The Asset Warp tool is a powerful animation tool that allows for the natural, intelligent distortion of artwork over time.
- Works on both **shapes** (Merged Drawing artwork) and **raster images** (imported bitmaps).



Warping

- Use the Warp Mesh to naturally alter the appearance of your artwork over time.
- Mesh can be adjusted to be more or less complex using the Properties panel.
- Bones can be added to artwork to create armatures more-easily for animation to better replicate the movement of the subject.
- This process is called **character rigging**.
- **Use Classic Tweens (not Motion Tweens) to smooth-out the motion between Keyframes.**



Key Properties Panel Options

Create Bones

- Creates joints in-between each of the mesh points.
- To “deselect” a bone, click once on the selection mesh point.

Bone types:

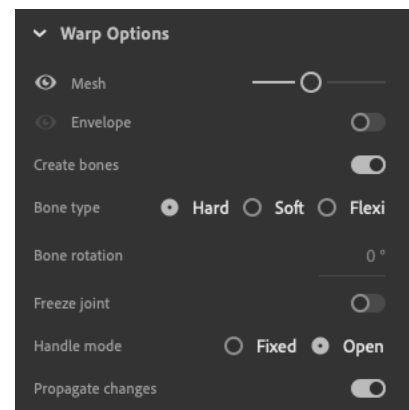
- Hard — Default type
- Soft — Creates a smoother deformation
- Flexi — Enable the standard Bezier direction handles

Freezing a Joint

- A frozen joint does not move when another part of the rig is moved.
- It can only be moved intentionally by the animator.

Propagate Changes

- Ensures that changes made to the core rigging on one Keyframe is applied to the others that use that same symbol.



Working with Raster Images

Understand Raster Image Sizes

- In order to perform an Asset Warp on a raster image, the image must be **less than 1,500px** in the longest dimension.
- It's best to size these images outside of Animate with Photoshop, for example).

Publishing

About Publishing

- Formerly used to publish to the SWF format for posting on the Web.
- Not used at all in our current workflow.
- Enough said—no need to use this option at this time.

Exporting

Overview

- Adobe Animate's animations are not worth much if we are not able to share them.
- With Animate's Publishing tools not really applicable to modern workflows, exporting your animation to a **standard MP4 video file** (usually encoded with the H.264 video codec) is our primary way of sharing our work.

Export Options

- **File > Export Video/Media...**
 - Works with Adobe Media Encoder to generate a standard video file that can be played almost anywhere on any device.
 - Renders out each frame of the animation at full resolution, including any audio, and sends it to Adobe Media Encoder for converting into one of many standard video formats.
 - In general, the default settings are just fine. There are many, many options to choose from—only adjust if you know what you are doing with video codecs.
 - Resulting file is sharable on all social media platforms, including YouTube.
- **File > Export Movie...**
 - PNG Sequence is the preferred method
 - Does NOT export any sound—only static images.
 - Can be combined in another program (QuickTime Player; Final Cut Pro; Premier Pro) to make a standard movie file.
- **File > Animated GIF...**
 - If your animation is contained on a small canvas size and has no audio, the Animated GIF format could be a good, compatible option.
 - Sharable across all devices, including text messaging services.
 - Does not support audio or large canvas sizes (compression is inefficient).

