

LOG ON TO ANIMATE CC

CLASS VICH-6
PERIOD -4

CHANGING YOUR TOMORROW

OUTCOME OF THE CLASS

- *Learn the use of transforming object*
- *Learn the use of paint bucket tool*
- *Learn the of ink bucket tool and different erase mode*
- *Frame by frame tecniq*

TRANSFORMING OBJECTS

In Animate, the **Pen Tool** provides different variants that can be used to add new anchor points between existing points, remove an anchor point, or convert a curve point to a corner point. These options help in transforming one shape to another.

Let us understand it with the help of an example.




- Select the **PolyStar Tool**  from the **Tools panel** and draw a star on the stage.
- Choose the **Pen Tool**  and click on the star outline. It will display the various anchor points by which this shape has been formed.
- Click on the drop-down arrow present at the lower-right corner of the **Pen Tool** and select the **Add Anchor Point Tool** from the displayed list. A plus sign (+) appears next to the **Pen Tool** . Click at the position where you want to add an anchor point





Figure 6.17: Displaying Anchor Points

Paint Bucket Tool

The Paint Bucket Tool is used to fill the enclosed areas of an object with colours, in a single click. This tool is also used to fill the areas that are not completely closed. You can change the colour of already painted areas with the help of this tool. It also provides modifiers that allow you to close gaps in shape outlines.

To fill colour in an object, follow these steps:

- Select the **Paint Bucket Tool** .
- Click on the **Fill Color** button . The **Color** palette appears. You can also select the **Fill Color** option from the **Properties** panel.
- Select any colour of your choice. Click on the drop-down arrow of the **Gap Size** modifier and choose a gap option to close the gap in the shape.
- Click inside the object to fill it with colour.

Ink Bottle Tool

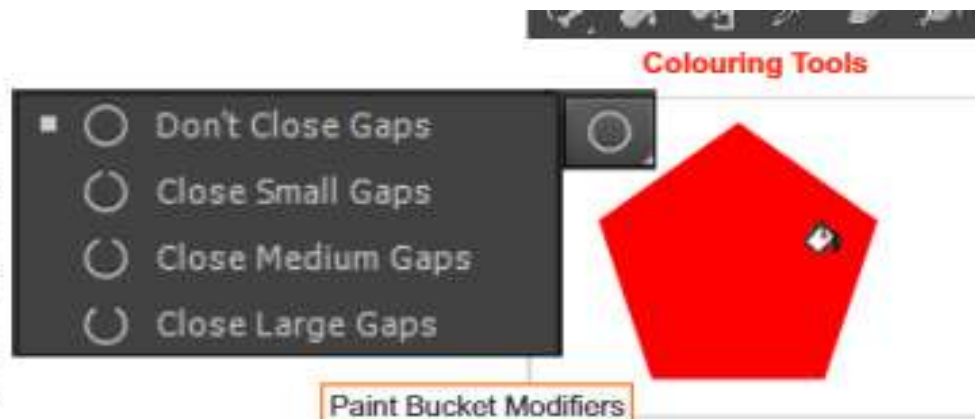


Figure 6.19: Using Paint Bucket Tool

Ink Bottle Tool

It is used to change the stroke color, width, and style of lines or shape outlines.




- Select the **Ink Bottle Tool** .
- Choose the stroke color, width, and style of line or shape outline in the **Properties** panel.
- Click on the line of the drawn object to apply a different property to the stroke.



Figure 6.20:
Using Ink Bottle Tool

Eraser Tool

This tool helps you to erase unwanted lines and fills of an object from the Stage. When you click on the Eraser tool, it displays three modifiers: **Eraser Mode**, **Faucet**, and **Eraser Shape** modifier.

- Select the **Eraser Tool** .
- Click on the **Eraser Mode**  modifier and select the required eraser.
- Click and drag it on the object to erase.

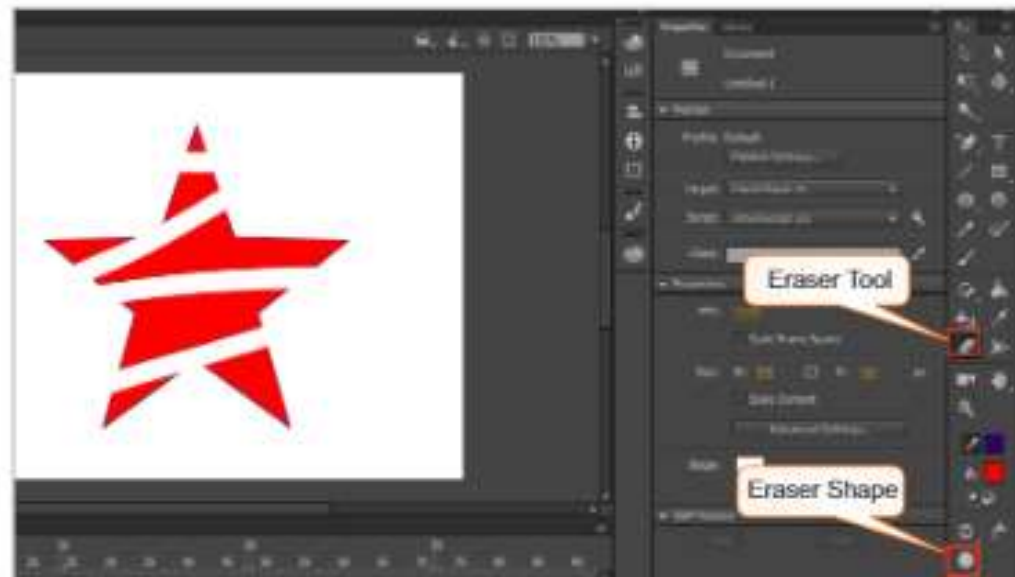







Figure 6.21: Using Eraser Tool

The different Eraser Mode modifiers are as follows:

Figure 6.22: Eraser Mode Modifiers

	Erase Normal	Erases all lines and fills of an object wherever the Eraser Tool is dragged
	Erase Fills	Erases only the filled areas of an object while the outlines remain unaffected
	Erase Lines	Erases only strokes without affecting the fills
	Erase Selected Fills	Helps in erasing fills of the selected part of an object without affecting the strokes
	Erase Inside	Erases only the area of fill part of an object without affecting the strokes

➤ FRAME BY FRAME TECHNIQUE

Animations in Animate are created with the help of frames. **Frames** in Animate can be defined as the little rectangular cells, which appear on the Timeline. Frames are used to control and organise the content of your movie. Objects in the timeline are placed in the order as you want them to appear in the movie.

Keyframes are the special types of frames where you can define change in the object for an animation like position, colour, shape, etc.



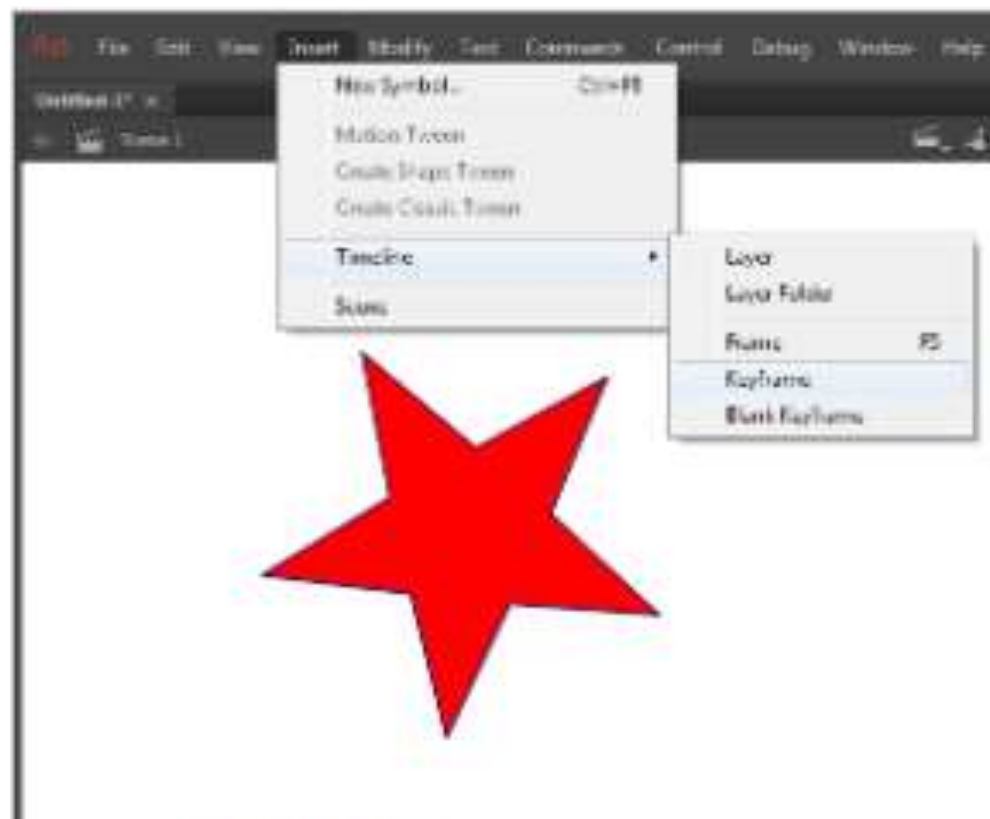



Figure 6.25: Inserting a Keyframe

DRAWING A STAR

It is important to understand that each image drawn in Animate consists of a stroke (an outline) and/or a fill.

- Select any colour choice from the **Stroke Color**.
- Select red colour from the **Fill Color** box.
- Select the **Polystar Tool**  and draw a star as explained previously while describing the **Polystar Tool**.

Home Assignment

1. What are the different properties of Eraser tool?
2. What is the difference between paint bucket tool and ink bucket tool?
3. What is frame?
4. What is Keyframe?

THANKING YOU
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