

LOG ON TO ANIMATE CC

CLASS VII CH4 PD-1

CHANGING YOUR TOMORROW

LEARNING OUT COMES OF THIS CLASS

- *Learn what is Animate CC and steps to open Animate CC.*
- *Learn about Animate Workspace, Stage, Menu, tools panel.*
- *Learn about Timeline, frames, keyframes, layers, playhead.*
- *Learn the use of property Inspector tool.*

INTRODUCTION

- Animate is a software package that allows the user to create interactive animation.
- Using Animate one can combine images, audio, video, and other effects to create animation.

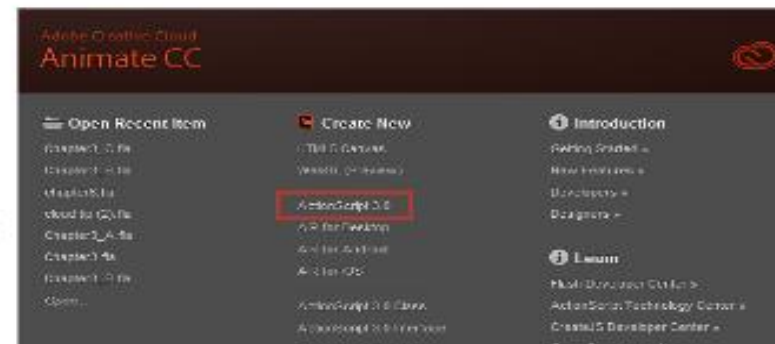
➤ HOW TO START?

To start Animate, follow these steps:

- Click on the **Start** button> **Adobe Animate CC.**



- The **Adobe Animate CC** welcome screen appears.
- The screen displays four panes: Open Recent Item, Create New, Introduction, and Learn.
- All the common tasks like creating a new document, opening recently used files, and using pre-built templates can be done using this screen.



Adobe Creative Cloud Animate CC

Open Recent Item

Chapter3_C fla
Chapter3_B fla
chapter5 fla

Create New

HTML5 Canvas
WebGL (Preview)
ActionScript 3.0
AIR for Desktop
AIR for Android
AIR for iOS
ActionScript 3.0 Class
ActionScript 3.0 Interface
ActionScript File
JSFL Script File

Introduction

Getting Started »
New Features »

Learn

Flash Developer Center »
ActionScript Technology Center »
CreateJS Developer Center »
Game Development »

Click on
ActionScript 3.0

A new document
will open.

Templates >>

Adobe Exchange >>

Don't allow again



Have you tried
the new Camera
tool yet?

ANIMATE WORKSPACE

MENU BAR: The Menu bar contains controls for common functions and commands, such as opening, editing, and saving files, etc.

THE STAGE: This is the rectangular workspace area where you place your contents and create your drawings or movies. By default, the Stage size in Animate is **550 x 400** pixels.

THE TOOLS PANEL: It contains a set of tools to draw, paint, select, and modify objects in the workspace.

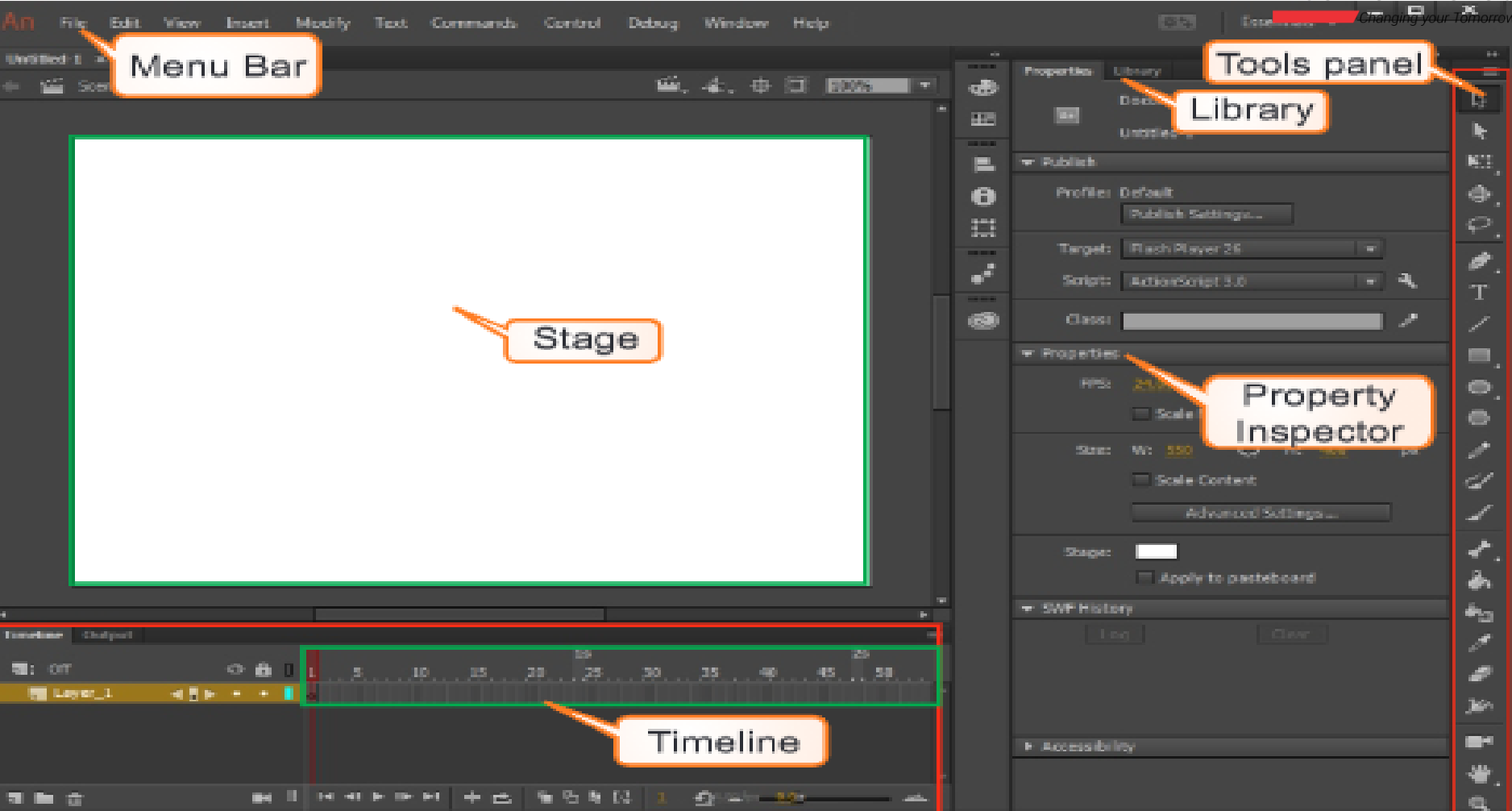
THE PROPERTIES PANEL: The **Properties panel** displays various properties of the selected object (text, symbol, image, or shape). It is generally used for changing the settings like Stage size, ruler unit, background colour of the Stage, and frame rate. It is also named as **Property inspector**.

If the **Properties panel** is not visible, then you can select the **Window > Properties**

Fact File



Adobe Animate is a multimedia authoring and computer animation program developed by Adobe Systems.



TOOLS PANEL

The Tools panel consists of various tools to draw, paint, select, and modify objects in the workspace. The Tools panel is divided into four parts – **Tools**, **View**, **Colors**, and **Options**.

Tools Section: It contains tools that are used for drawing, painting, and selecting objects.

View Section: It consists of tools for zooming and panning the application window.

Colors Section: It includes modifiers to select colours for the shape you draw, using **Stroke** and **Fill Color** picker.

Options Section: It displays modifiers for the currently selected tools. Modifiers affect the tool's painting or editing operations.

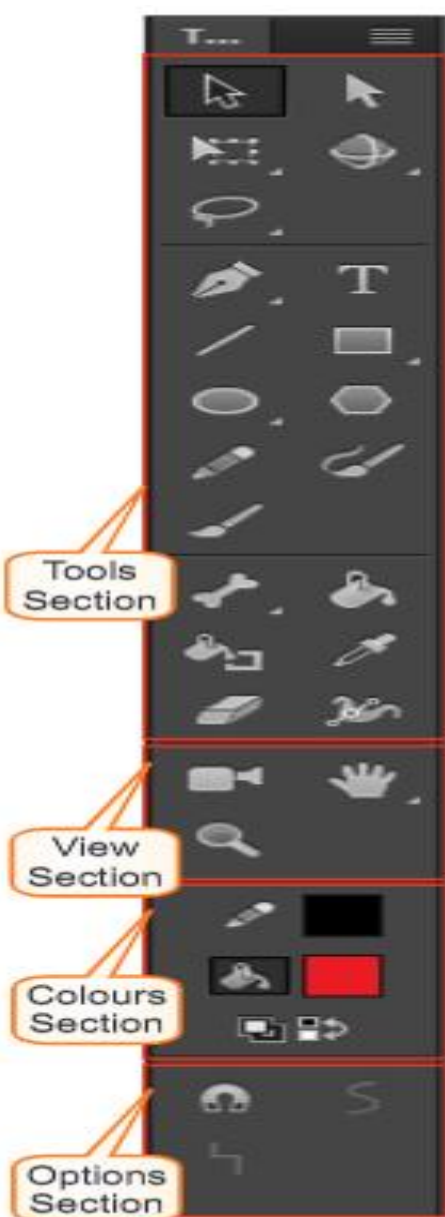
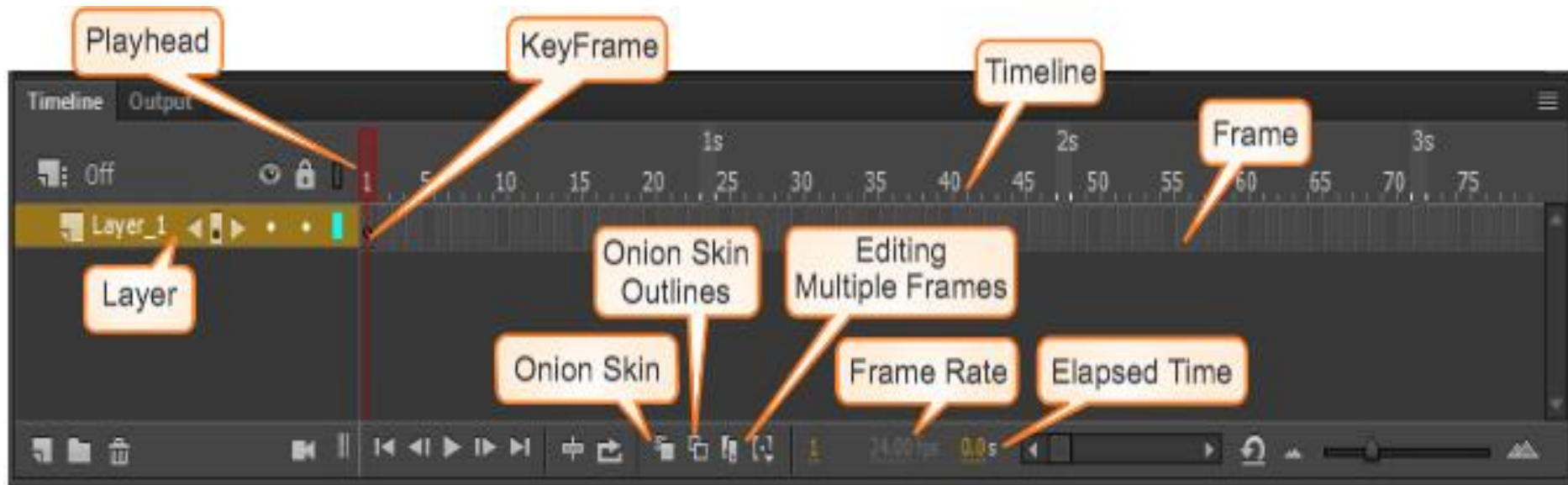


Figure 4.3:
Tools Panel

Timeline

- **TIMELINE** : Timeline is a rectangular window that is present at the bottom of the stage.
- It is the area where one controls the sequencing and timing of graphics and other elements of a movie.



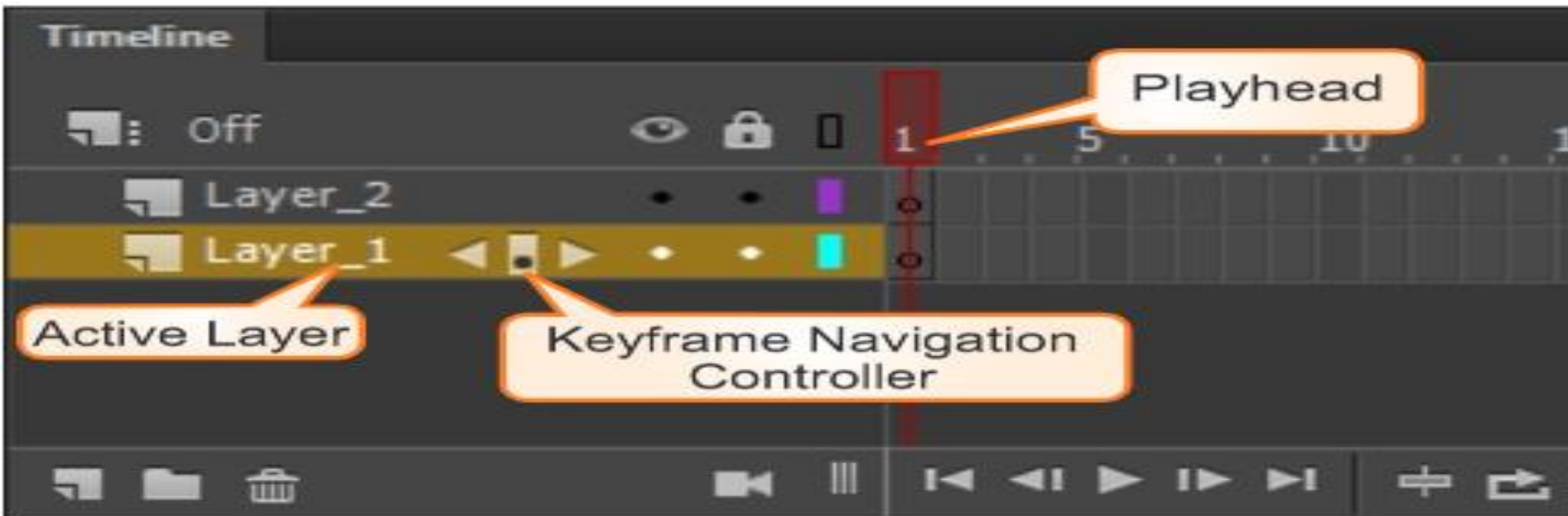
KEYFRAMES

- KEYFRAMES: Frames are special types of frames, where we define some change to an object's properties for an animation like position, color, shape, etc.



PLAYHEAD, PROPERTY INSPECTOR

- The **play head** indicates the current frames displayed on the Stage.
- The **Property Inspector** is a panel that displays the properties of the selected object.



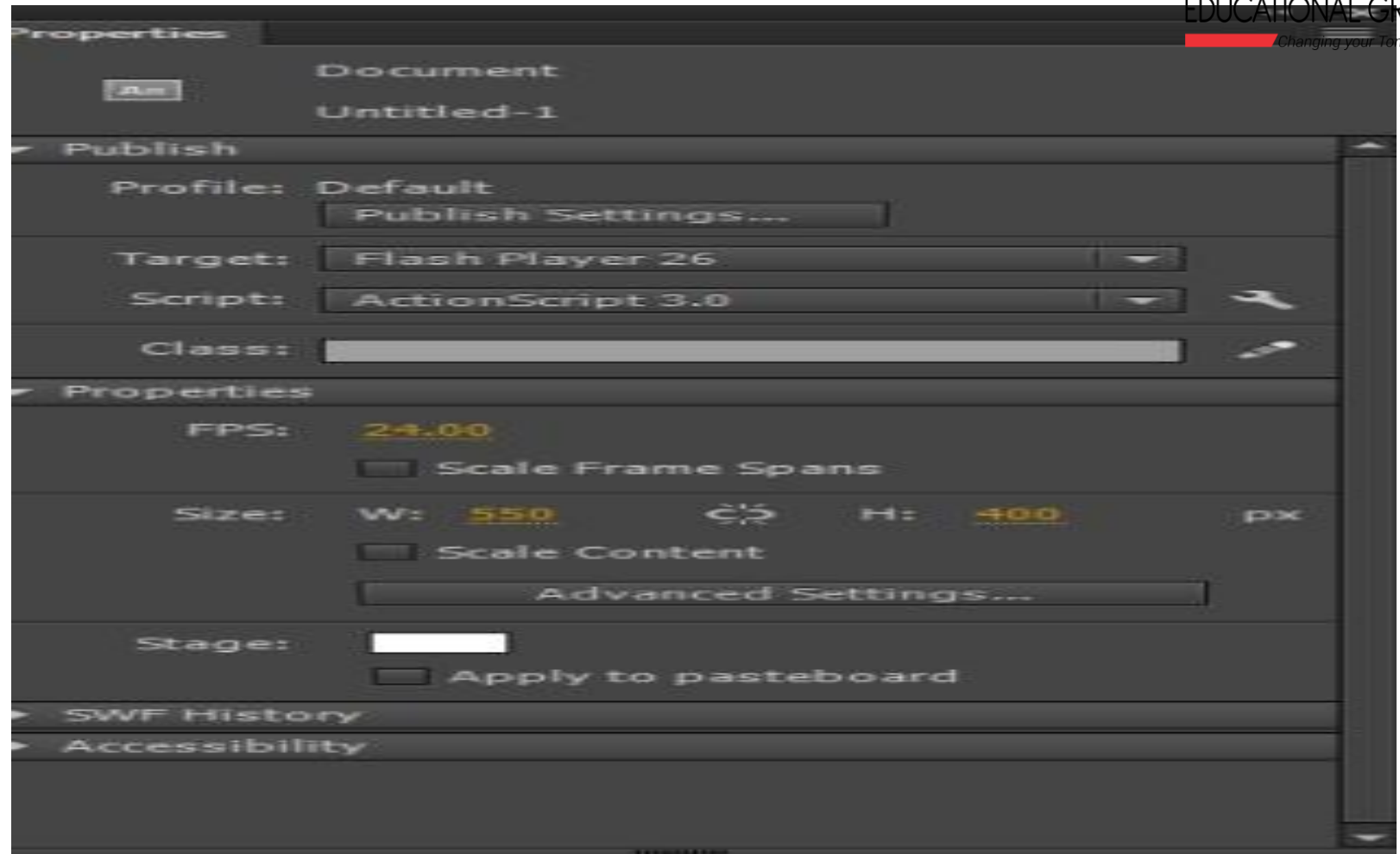


Figure 4.7: The Property Inspector

Home Assignment

- What is Animate CC?
- What is Tool Panels?
- What is Time line?
- What is frames?
- What is play head?

THANKING YOU
ODM EDUCATIONAL GROUP