

LOG ON TO ANIMATE CC

CLASS VII CH4 PD-4

CHANGING YOUR TOMORROW

LEARNING OUT COMES OF THIS CLASS

- *Flipping, copying, moving an object*
- *Animation and its types.*
- *Tint tweening*

FLIPPING AN OBJECT

- Draw a fish using the **Drawing Tools** and fill colour in it using the **Paint Bucket Tool**.
- Select the fish using the **Selection Tool**.
- Select the **Modify > Transform** option.
- Then, choose either **Flip Vertical** or **Flip Horizontal** and observe the change in the object.

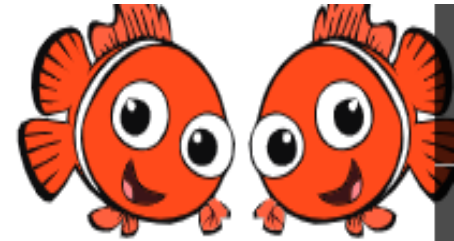



Figure 4.24: Flipping Horizontal

COPYING AN OBJECT

- Select the object that you want to copy by using the **Selection Tool** .
- Select the **Edit > Copy** option.
- Click on the blank area on the stage.
- Select the **Paste in Center** option from the **Edit** menu. We will get a duplicate copy of the object at the center of the stage.

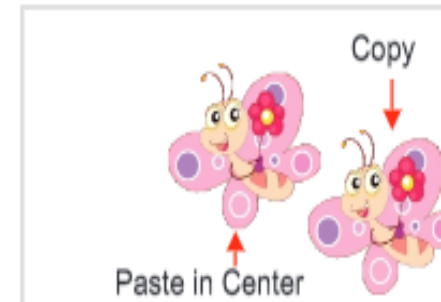


Figure 4.25: Pasting an Object

MOVING AN OBJECT



- Select the object that you want to move by using the **Selection Tool** . Place the pointer inside the object.
- A **four headed arrow** sign  appears next to the arrow.
- Click and drag the object to a new position.
- Release the mouse and you will see that the object has moved to a new location.



Figure 4.26: Moving an Object

IMPORTING GRAPHICS

- Select the **File > Import > Import to Stage**.
- The **Import** dialog box appears.
- Browse and select the file that you want to import and click on **Open**.

The picture will be placed on the stage.

ANIMATION IN ANIMATE

Animation involves a series of still images, usually painted or sketched, displayed in rapid sequence. This transition from one image to another is so quick that it appears to show movement.

Animation in Animate is created by changing the contents of successive frames. We can make an object move across the stage, increase or decrease its size, fade in or fade out, change colour or shape using an animation.

There are two methods for creating an animation in Animate:

FRAME BY FRAME ANIMATION

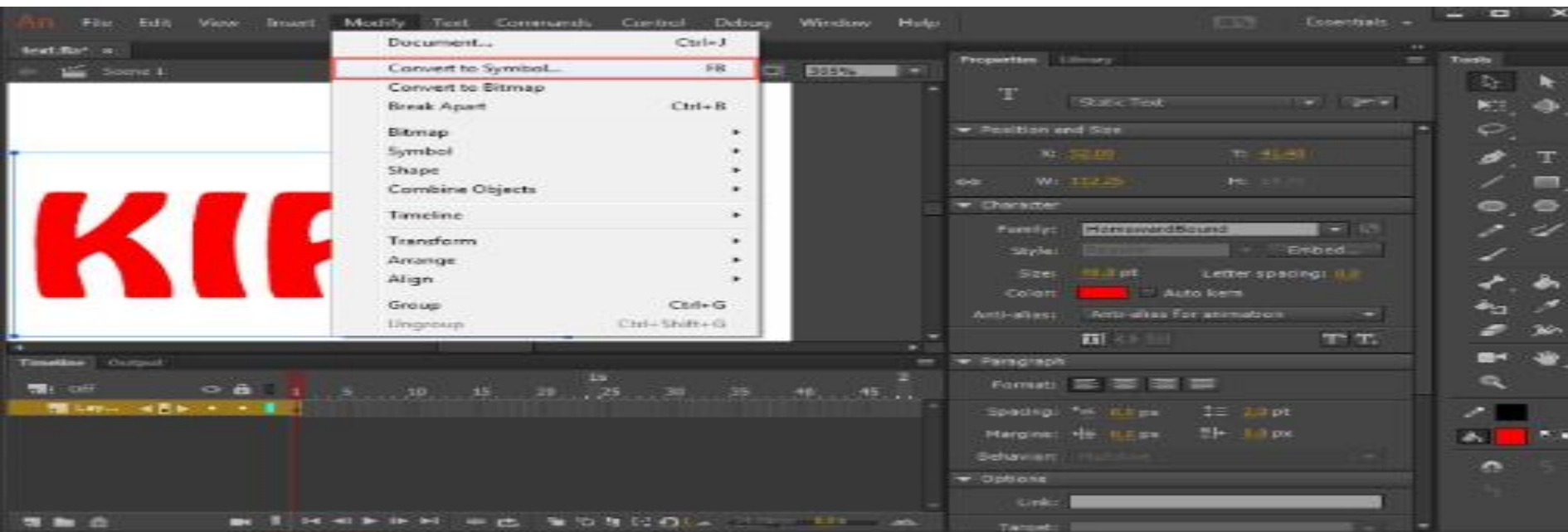
In Frame-by-Frame Animation, we create an image in every frame.

TWEENED ANIMATION

In the Tweened Animation, we create the starting and ending keyframes to animate the object. Animate itself creates the motion effects in between the frames.

➤ TINT TWEENING

Tint Tweening is used to change the colour of an object. Tint effect works only on symbols and cannot be added to the objects that are drawn directly on the canvas of the movie.



Home Assignment

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THANKING YOU
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