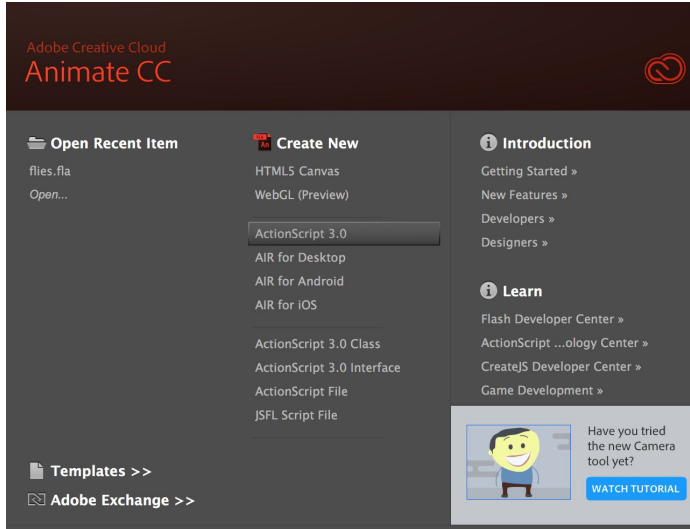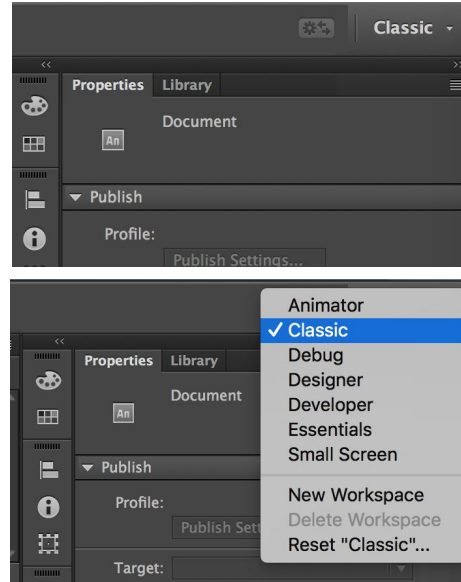**Animate - Snowboarder Tutorial**

Opening Animate and Setting up the Document

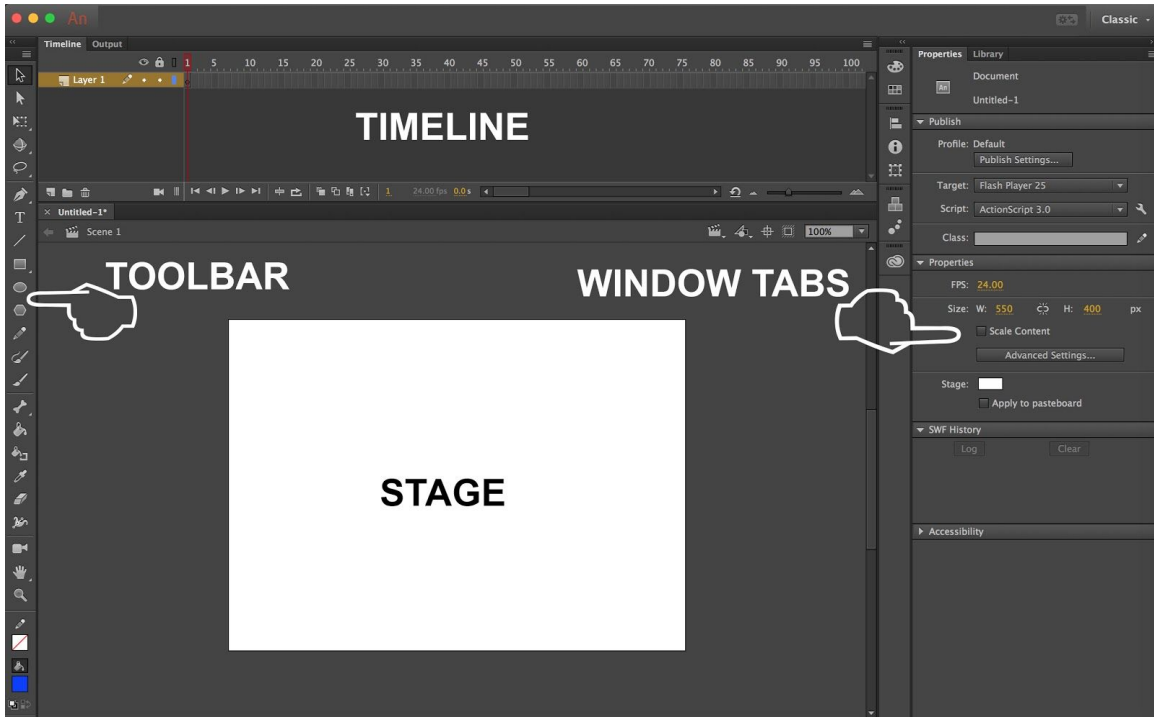-Open Animate
-Under Create New - Select ActionScript 3.0

-Choose Classic as the Design type located in the upper right corner

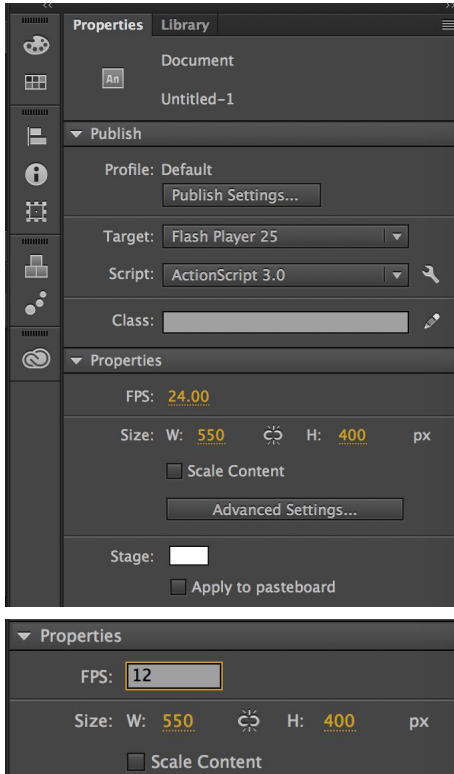-Animate workspace shows a toolbar, timeline, Stage, and window tabs

TIMELINE

TOOLBAR

WINDOW TABS

STAGE

-From the top menus, choose **File > Save As**
-Save the file name as **last name + first initial + snowboarder.fla**
-Save as a .fla file extension in your Animate folder, make sure file format at bottom of window shows as Animate Document (*.fla)

File Format: Animate Document (*.fla)
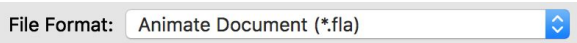
-Remember to always hit **CMD + S** every time you make a change to your project going forward.

Animate - Snowboarder Tutorial

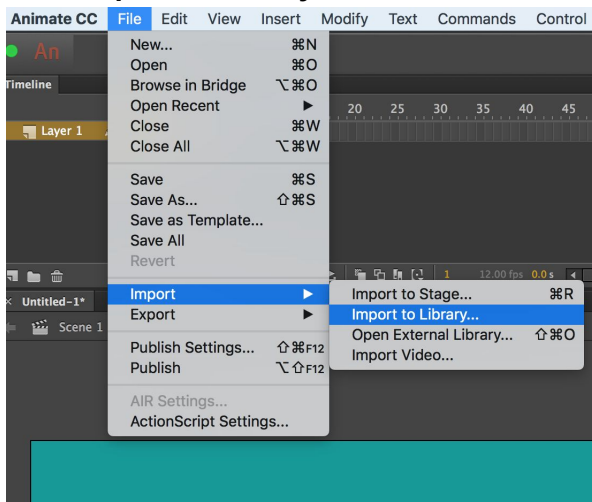|	

-The Properties window is located on the right
-The preset for the Stage is:
    Size is 550W x 400H pixels
    Frame Rate (FPS) = 24 FPS
-Change the frame rate (FPS) to 12 by clicking on the number 24, type in 12 and hit Return
	-In the Properties window, do not change width and height - keep at default of W: 550 H: 400.
	-Then, choose a Stage color of a sky blue.
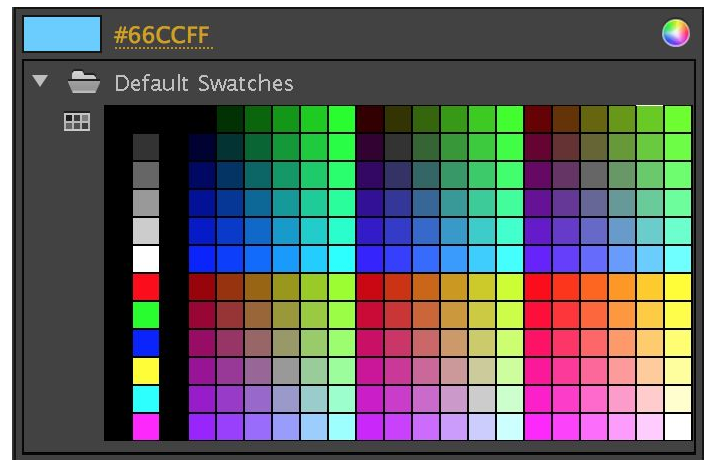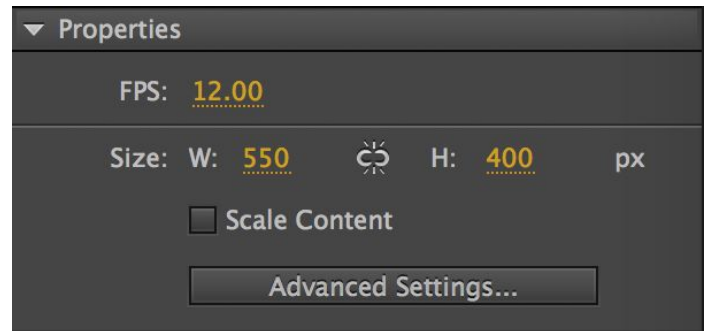
Importing .psd Images into your Library in Animate

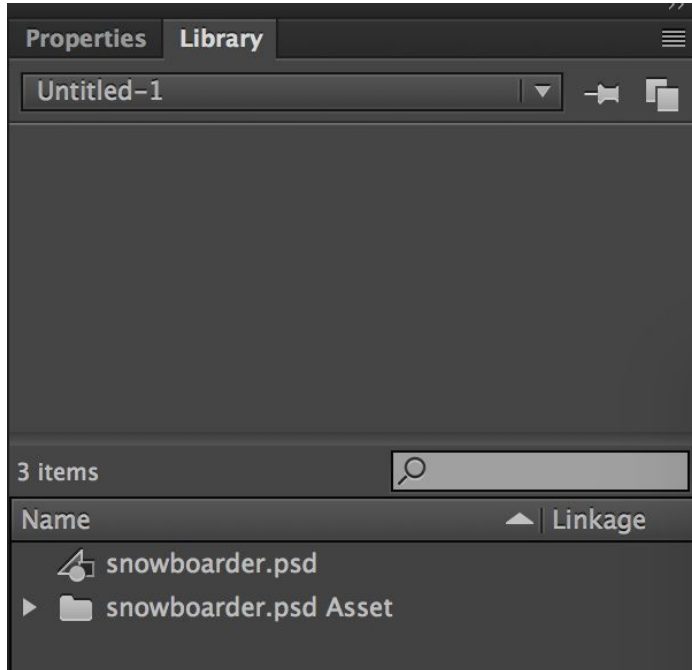|	
-Import to library your snowboarder image. **File > Import > Import to Library...**	-Import to Library Window will pop up for each image. Click **Import**.
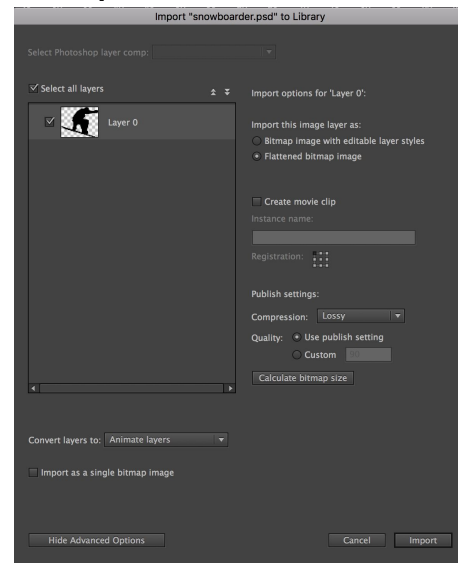
-The image will appear in your library, along with an asset folder. Only use the psd graphic file.

Properties	Library	

Untitled–1 ▼ 📌 🗂

3 items 🔍

Name	▲ Linkage
🔺 snowboarder.psd	
▶ 📁 snowboarder.psd Asset	

Plan for our Animation:
1) Scene 1: Snowboarder starts at top of snow hill and follows across the stage from left to right on the snow.
2) Scene 2: Snowboarder enters from off stage (left) and follows across the stage from left to right on a new snow hill.
3) Scene 3: Snowboarder enters from off stage (left) and follows across the stage from left to right on a new snow hill.
4) Scene 4: Snowboarder enters from off stage (left) and follows across the stage from left to right on a new snow hill and ends before the far end of the stage.

Note: Feel free make your snowboarder jump, or do loops. You may also add other graphics (like flags, ending and beginning gates, etc.)

ALWAYS REMEMBER:** Make a keyframe first, THEN make the movement on the stage.

Draw Snow Hill with Pen Tool

STEP 1 Double click on the words **Layer 1** in the Timeline and rename layer **Mt 1**. Press **Enter** after typing in the name to confirm.

STEP 2 While you have Frame 1 highlighted in the Mt 1 Layer, choose the **Pen Tool (P)**. Make sure that the Stroke is white and the Fill is OFF.
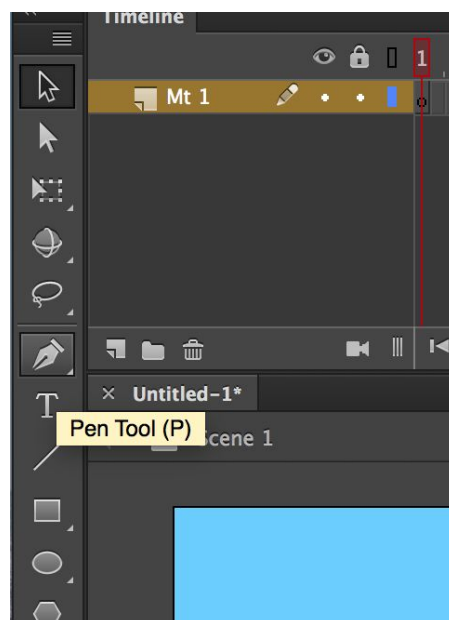
STEP 3 Click a point at the top left off the stage in the gray area to start the mountain and then click-and-drag anchor points around the stage to make the rest of the shape below. Then, using the **Subsection Select Tool (A)**, edit the points of your mountain to get the shape you desire. **HINT:** Make sure you complete the shape around the outside of the stage. Anything drawn outside stage will not show up on actual animation.
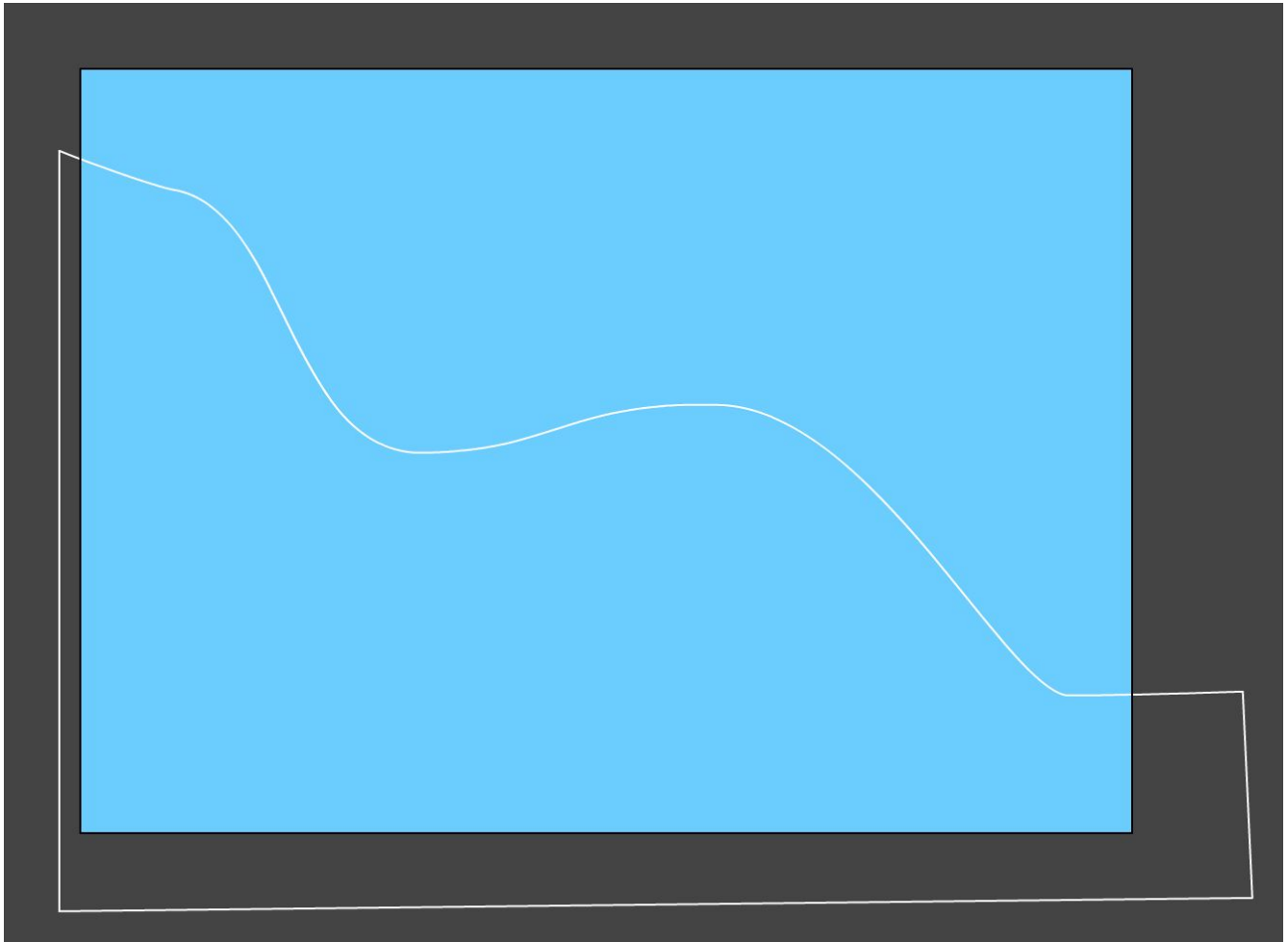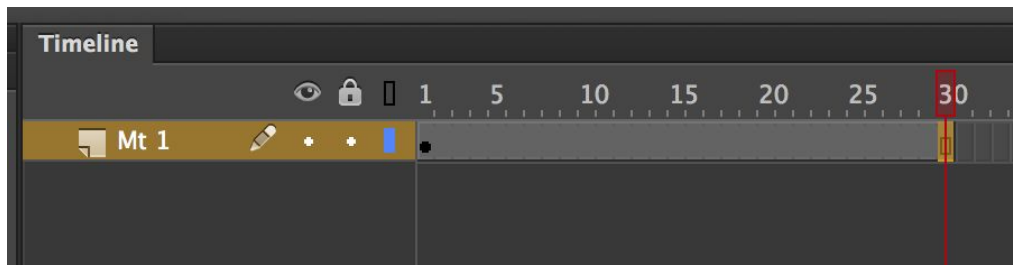

STEP 4 Click on the **Paint Bucket Tool (K)**. Make sure the Fill Color is set to white. Click inside the mountain shape to fill it in.
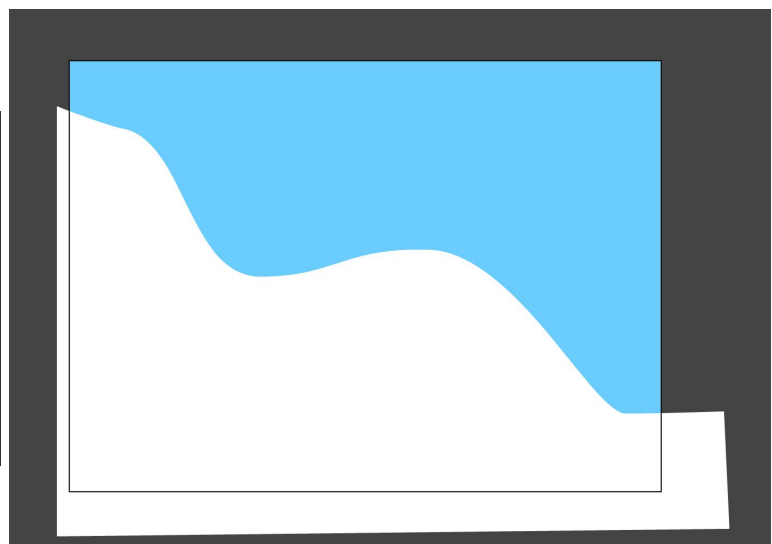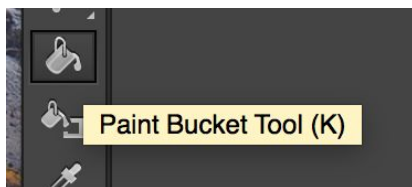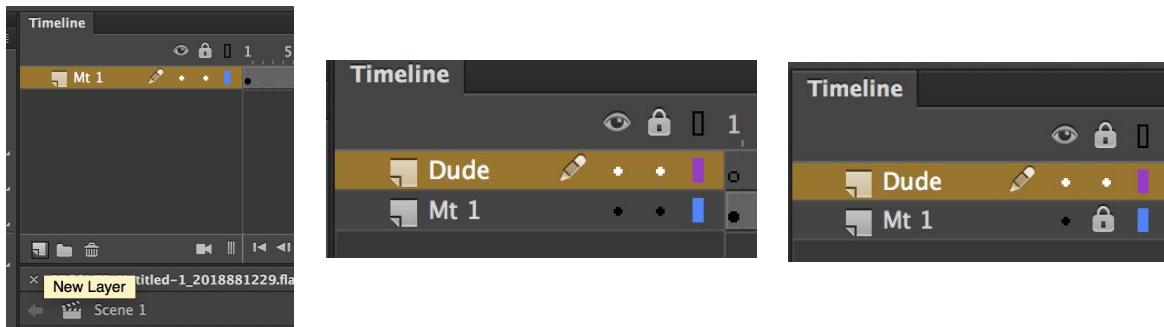
Animate - Snowboarder Tutorial

STEP 5 In the Timeline, Click on **Frame 30** in the Mt 1 Layer, and **Right Click > Insert Frame (F5)**. Your timeline should now look like this:


Add Snowboarder to Stage and Frame-by-Frame Animation using Onion Skin Mode

STEP 1 Next, click on the **New Layer icon** in the bottom left corner of the Timeline. Rename the new layer to **Dude**, by double clicking on the words "New Layer", typing "Dude" and pressing **Enter**. **Lock** the Mt. 1 layer and make sure you have the Dude Layer selected. To lock the Mt. 1 Layer, use the **dot** under lock icon on the layer.


STEP 2 Now, **click-and-drag** the snowboarder.psd from the Library panel on the right side of the screen to your stage.
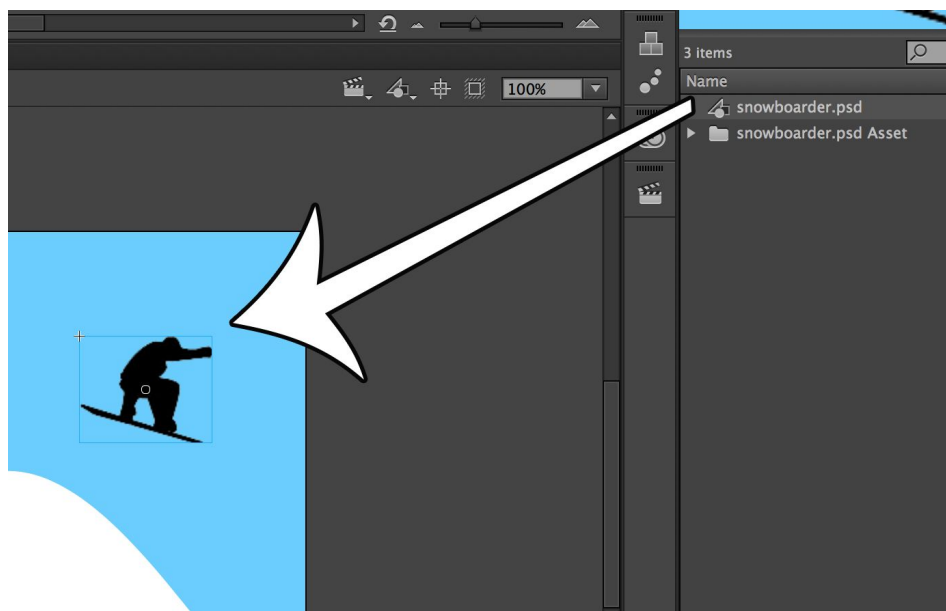
STEP 3 Choose the **Free Transform Tool (Q)** and **click-and-drag** to move the Snowboarder to the top of the snow hill on the left side of the stage. NEVER click on the white dot in the middle to move the Snowboarder. Rotate the image as necessary to make him appear as if he is on the hill, like the image below. **Hint:** A rounded double-sided arrow appears when you hover your mouse on the outside of the corners of the Snowboarder. When it appears, click-and-drag to rotate the image.
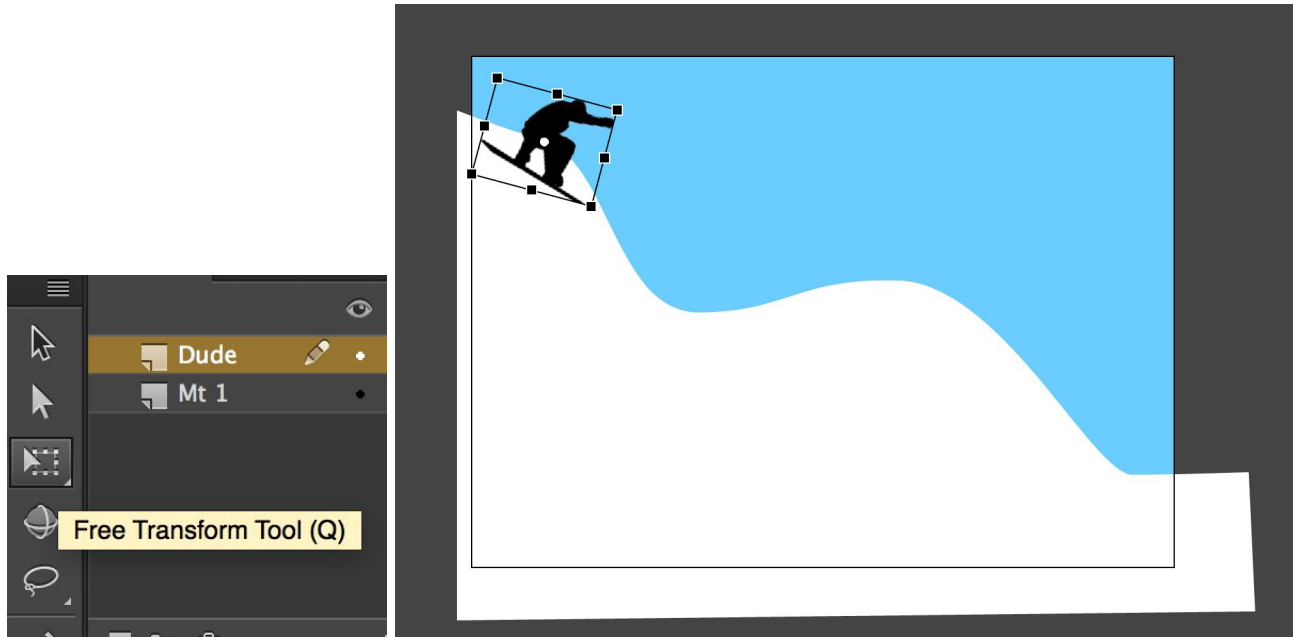

STEP 4: Turn on **Onion Skin Mode (Option-Shift-O)** by clicking on the icon at the bottom of the Timeline. A light gray bubble will appear at the top of your timeline. **Click-and-drag** the blue dot on the left side and move it all the way to the left to the first frame.
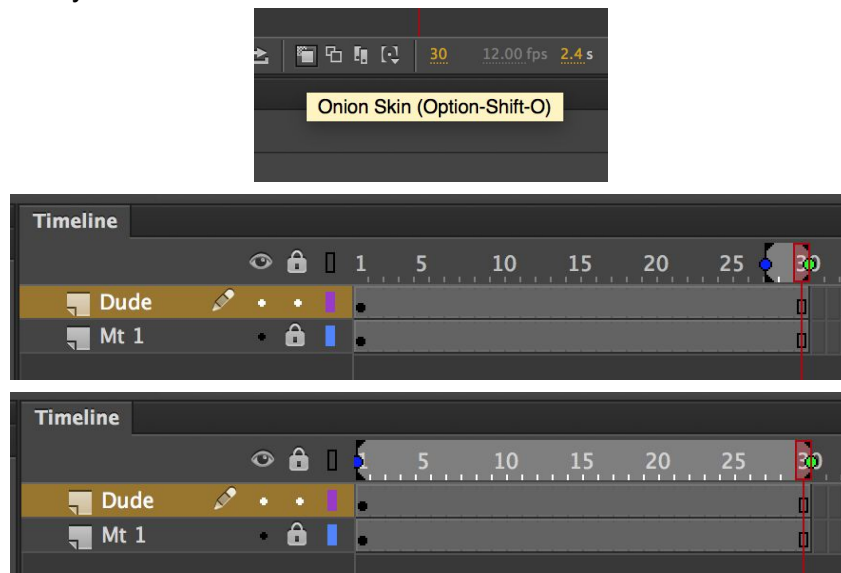
STEP 5: Click on **Frame 2** in the Dude Layer and **Right-Click > Insert Keyframe (F6)**. **Click-and-drag** the snowboarder image on the stage slightly to the right, as if he is moving down the mountain. **Note**: You will see a grayed out version of the first frame as you move the the snowboarder - this is the onion skin.
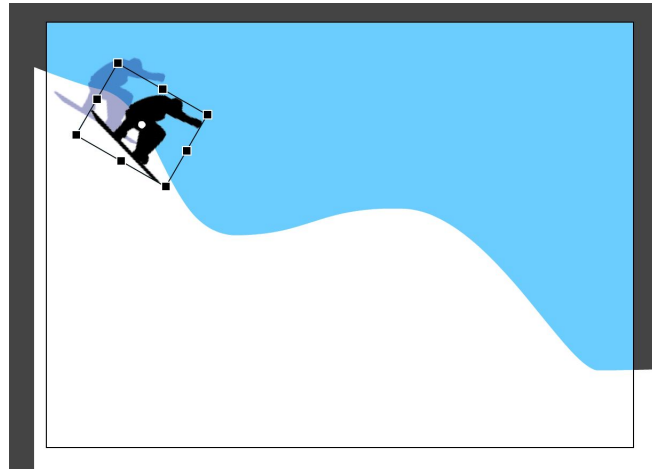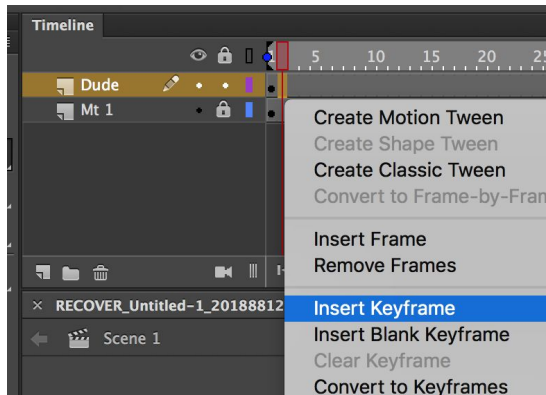

STEP 6: Click on **Frame 3** in the Dude Layer and **Right-Click > Insert Keyframe (F6)**. **Click-and-drag** the snowboarder slightly to the right and down, as if he is moving down the mountain. Repeat this process for as many frames necessary to move the snowboarder all the way down and across the mountain and off the stage completely in the gray to the right.
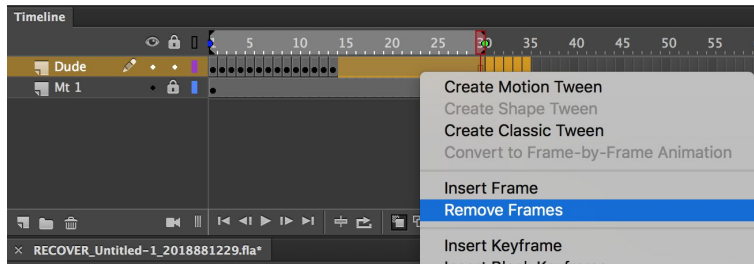
Animate - Snowboarder Tutorial
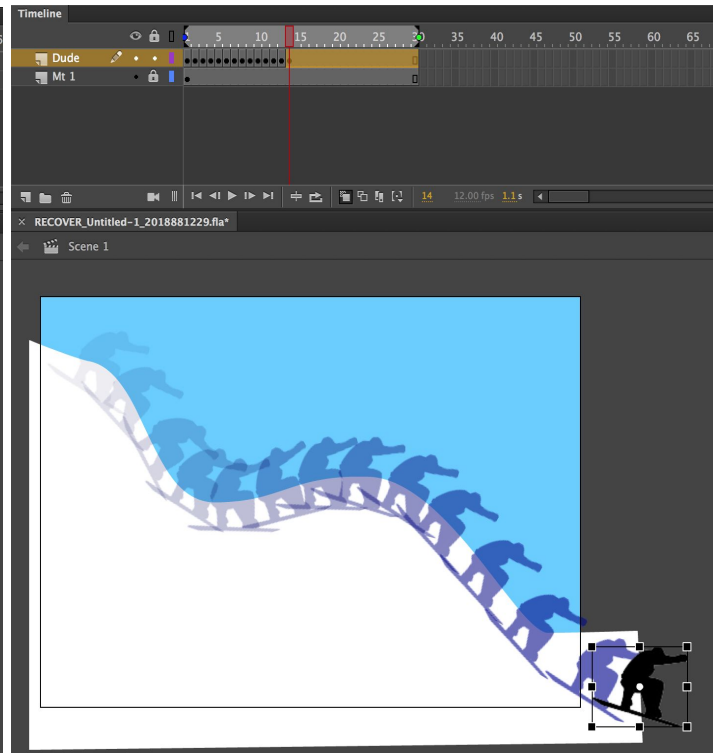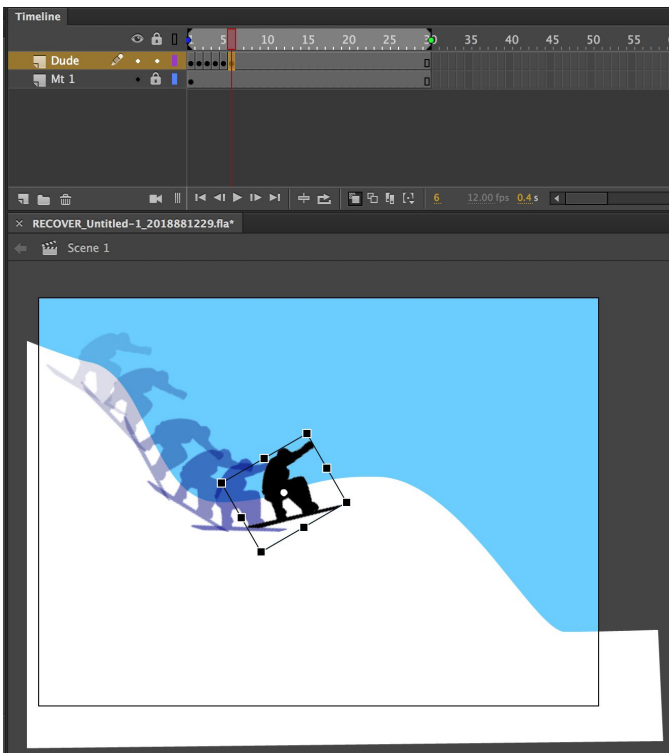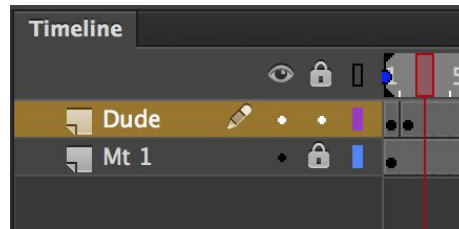
Delete Unnecessary Frames and Preview Animation

STEP 1 Select the <u>frame after your last keyframe on the Dude Layer</u>. Hold **SHIFT** and click on a frame after 30 to select multiple frames at once. They will highlight in orange like below. You may have to do it several times to select the correct frames.
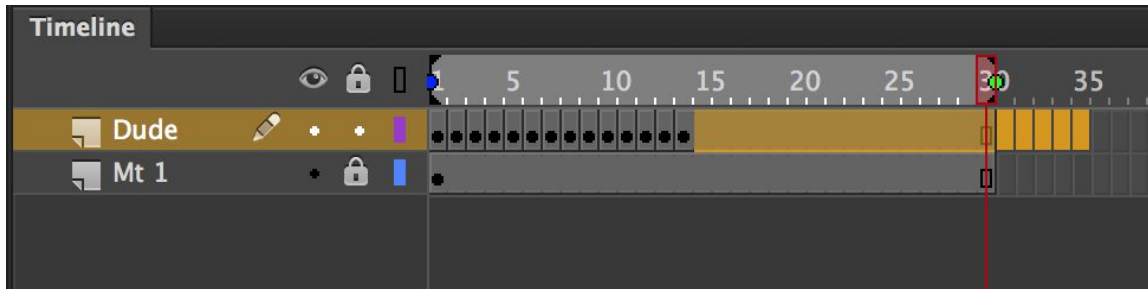
STEP 2 Right-click > **Remove frames.**

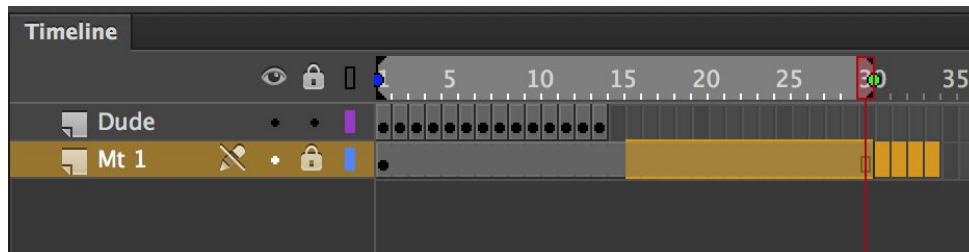
STEP 3 On the **Mt. 1 layer**, select the <u>second frame after your last keyframe on the Dude Layer.</u> Hold **SHIFT** and click on a frame after 30 to select multiple frames at once. They will highlight in orange.

STEP 4 Right-click > **Remove frames.**
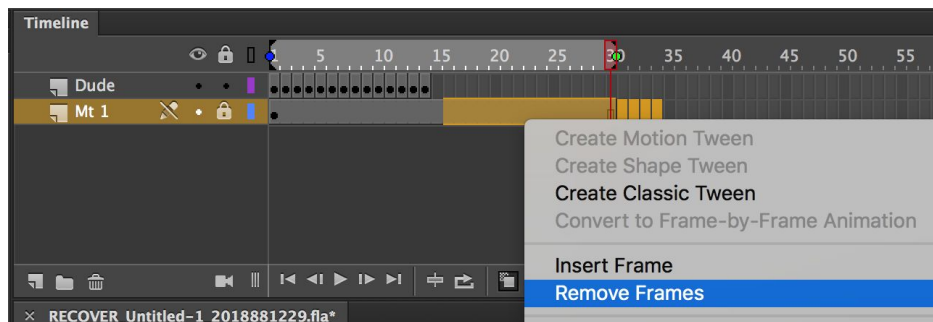
STEP 5 Preview your animation by pressing **CMD + Return**.

Dock your Scene Panel

STEP 1 In the top top menu, go to **Window > Scene** and check Scene to make the Scene Panel appear.
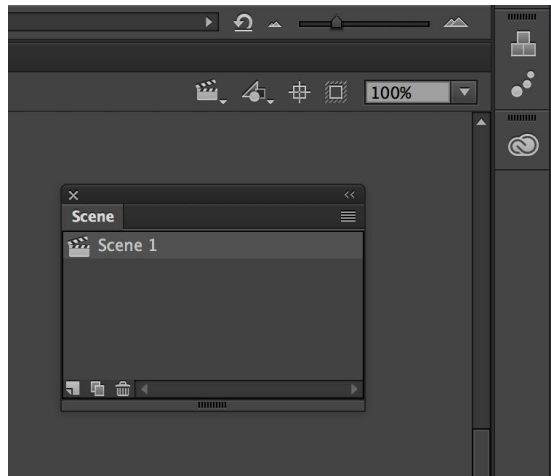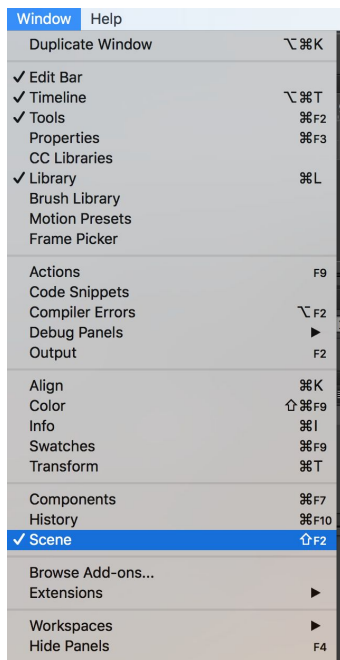
STEP 2 Click-and-drag the new Scene Panel to dock it on the right side.
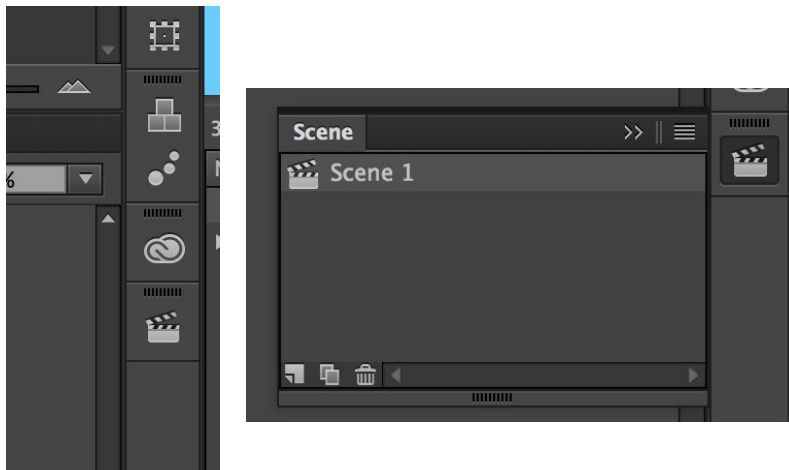
Add a New Scene, Set up New Layers, & Repeat Process

STEP 1 Add a new scene by clicking on the **Add Scene** icon at the bottom left of the Scene panel. Your stage will appear blank with the background color you original chose and the timeline will be empty again.
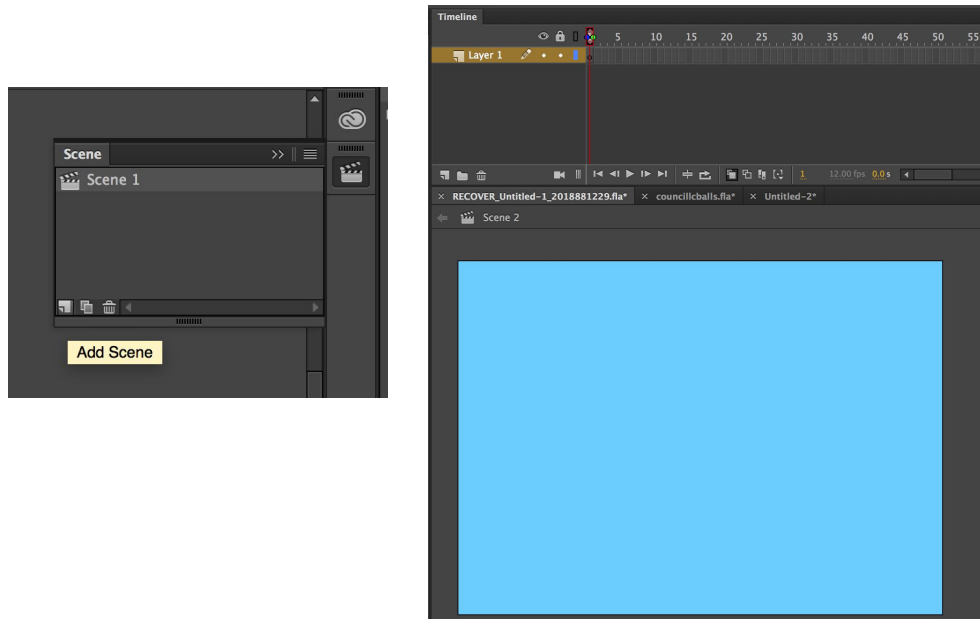
STEP 2 Double-click on the words "Layer 1" in the Timeline and rename layer to **Mt 2**. Press **ENTER** after typing in the name to confirm. While you have **Frame 1** highlighted in the Mt 2 Layer, choose the **Pen Tool (P)**. Make sure that the Stroke is white and the Fill is OFF. Draw a new mountain on this layer and fill it in with the **Paint Bucket Tool (K)**, like we did in Scene one. Click on **Frame 30** and **Insert Frame (F5).**

STEP 3 Next, click on the **New Layer** icon in the bottom left corner of the Timeline. Rename the new layer to Dude 2, by double clicking on the words "New Layer". Press **ENTER** after typing in the name to confirm. **Lock** the Mt. 2 layer and make sure you have the Dude Layer selected. To lock the Mt. 2 Layer, use the **dot** under lock icon on the layer.

STEP 4: Click-and-drag the snowboarder.psd from the Library panel on the right side of screen. Choose the **Free Transform Tool (Q)** and move the Snowboarder off the stage in the gray area to the left of the snow hill.

STEP 5: Click on **Frame 2** in the Dude 2 Layer and **Insert Keyframe (F6)**. **Click-and-drag** the snowboarder slightly to the right and down (rotate as necessary), as if he is moving down the mountain. Repeat this process for as many frames necessary to move the snowboarder all the way down and across the mountain and off the stage completely to the right. **Onion Skin Mode (O)** should still be on. If not, click the icon again.

STEP 6: Remove unnecessary frames by selecting the frame after your last keyframe on the Dude 2 Layer. Hold **SHIFT** and click on a frame after 30 to select multiple frames at once. They will highlight in orange. **Right-click > Remove frames**. On the Mt. 2 layer, select the second frame after your last keyframe on the Dude Layer. Hold **SHIFT** and click on a frame after 30 to select multiple frames at once. They will highlight in orange. **Right-click > Remove frames**.
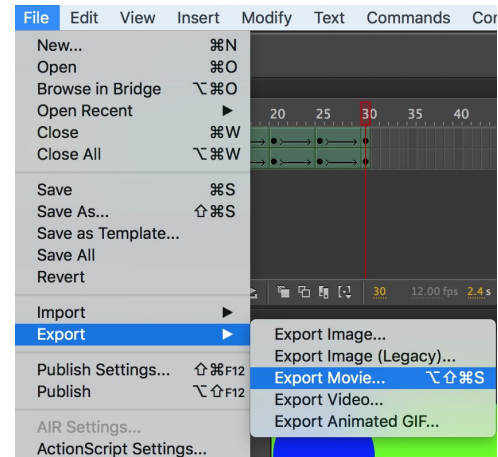
STEP 7: Preview your animation by pressing **CMD + Return**.

STEP 8: Repeat steps 1-7 above to create Scenes 3 and 4.

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Save and Export	
-Export the final project as an SWF file -From top menus choose **File > Export Movie** 	-Make sure titled **last name + first initial + snowboarder.swf** -Save as a .swf file extension in your Animate folder -Make sure file format at bottom of save window shows as SWF Movie (*.swf) -Submit the appropriate file type, as instructed