

Animation

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Different Ways of Animating Objects

Complete the following simple animations in order to learn the different types of tweens. Remember that Animate is a lot like Illustrator and Photoshop thrown together. Set the animation size to 1920 x 1080 pixels, and the FPS to 30. Also remember that **I want all of these tweens on separate layers, but in one file.** When you are finished, place a copy of the file in the "Project Hand-In Folder" so I can grade the file.

- 1) Classic Tween: In about 90 frames, make a simple object move across the screen, while also changing its shape. Use the classic tween and learn about its abilities and limitations.
- 2) Shape Tween: Take a shape, and over the course of 90 frames, have it "morph" into a different kind of shape, using the Shape Tween. Remember that using shapes in Animate is a lot like Illustrator: They are Vector-based graphics, so you have points that can be converted from corners to curves, etc. Use the white arrow tool to manipulate the points after you have converted them.
- 3) Motion Tween: Remember, this one is a bit different in the fact that **you must add the tween to the timeline BEFORE you add your SECOND keyframe.** But here you must make a shape move in a manner OTHER than a straight line. Remember that you can curve the path of the object by grabbing it with the black arrow tool. Also remember that you create new keyframes by simple placing the playhead to the time you want and then grabbing the object and moving it to a new location. That will create a new keyframe, as well as alter the path of the object.
- 4) Nestled Tween: Make a simple object move along a motion path. Then go into the symbol and use a shape tween on the shape(s) within the symbol, thereby using two tween types at the same time. Remember that any tweens that happen within a symbol will not show until you go to "Control -> Test".