

A. New File.

Step 1. Click File Menu > New.

Step 2. In the New Document dialog box, select **Web** and **Low**. Click Create.

B. Import Bitmap.

Step 1. Download **bitmaps.zip** file and that contains bitmap files from Animate web page at cudacountry or use this link: click here to access **bitmaps.zip**. Create a folder in your Animate folder and extract files from zip file to new folder.

Step 2. Switch back in your new file in Animate CC.

Step 3. Click File Menu > Import > Import to Stage (**Ctrl-R**).

Step 4. Navigate to your Animate folder and select **sparrow.png** and click Open, **Fig. 1**.

Step 5. **Show All (Ctrl-3)**.

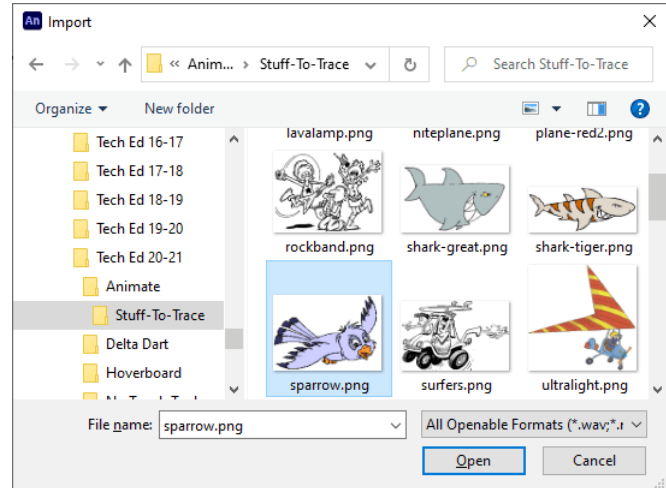



Fig. 1

C. Insert Blank Keyframe.

Step 1. Click **frame 2** of **Layer 1** and click **Insert Blank Keyframe**  (**F7**) from Timeline tools, **Fig 3**.

Step 2. Click **Onion Skin Button**  Timeline tools, **Fig. 3**. The bitmap drawing is faintly displayed.

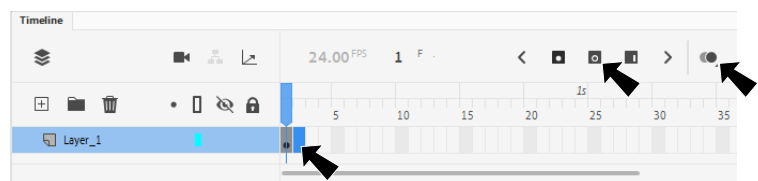


Fig. 3







Fig. 2

D. Save File As 'bird'.

Step 1. Click File Menu > Save As.

Step 2. Key-in **bird** for the filename and press ENTER.

E. Trace Bitmap.

Step 1. Trace the bitmap with **Pencil Tool**  (**Shift-Y**), confirm **Smooth Mode**  and **Line Tool**  (**N**). Bend or shape lines with **Selection Tool**  (**V**).

Step 2. Trace all the lines of the bitmap, **Fig 4**.



Fig. 4

F. Fill with Paint Bucket Tool.

Step 1. Click the **Paint Bucket**  (**K**) in the toolbar.

Step 2. Click the **Fill Color**  to select colors to paint Bird.

Step 3. Fill the whites of the eyes with white.

Step 4. Turn the **Onion Skin Button**  off to check your progress.

Step 5. Save (**Ctrl-S**).

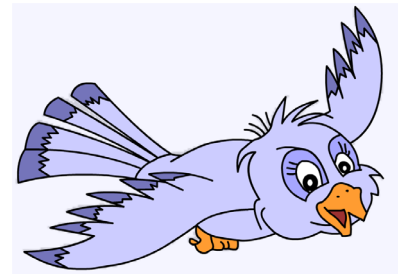


Fig. 5

G. Delete Frame 1.

Step 1. **This is very important.** First, save your file. Use **Ctrl-S**.

Step 2. Don't delete the wrong frame. You want to delete frame 1. **Right click frame 1** and click **Remove Frames** from the menu, **Fig 6**.

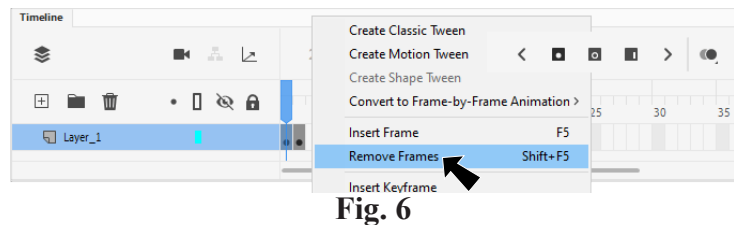


Fig. 6

H. Create Bird Symbol.

Step 1. Select **all** with **Ctrl-A**.

Step 2. Click **Modify Menu > Convert to Symbol (F8)**.

Step 3. In the **Convert to Symbol** dialog box, **Fig 7**.
Name key-in **Bird**
Type **Graphic**
Registration **center grid**
click **OK**.

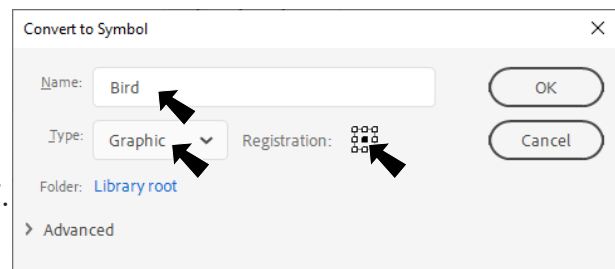



Fig. 7

Step 4. Save (**Ctrl-S**).

I. Create Right Wing Symbol.

Step 1. Click **Edit Symbols**  at the left end of the Timeline and click **Bird** (Shift-E), Fig. 8.



Step 2. **Show All** (Ctrl-3).

Step 3. Click the **Lasso Tool**  in the toolbar.

Step 4. Click the stage to deselect the bird.

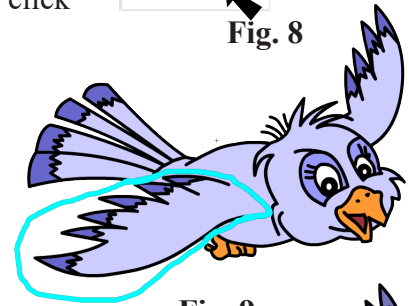


Fig. 9

Step 5. Draw a selection around the right wing, Fig. 9 and Fig. 10.

Step 6. Click Modify Menu > Convert to Symbol (F8).

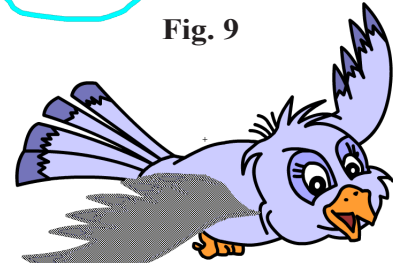


Fig. 10

Step 7. Key-in **Right Wing** for Name and Graphic for Behavior in the Convert To Symbol panel.

J. Draw Body Under Right Wing.

Step 1. Press the Delete key on the keyboard to delete the Wing symbol, Fig 11.

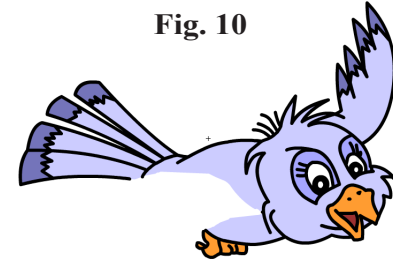


Fig. 11

Step 2. Use **Pencil Tool**  (Shift-Y) and draw in body of bird, Fig 12.

Step 3. Use the **Selection Tool**  (V) to select the broken fill of the bird body.

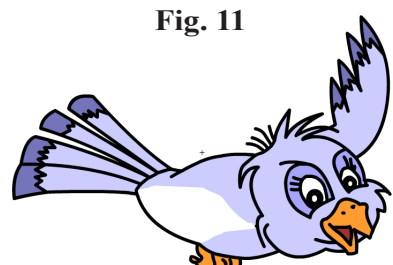


Fig. 12

Step 4. Press the Delete key on the keyboard to delete the broken fill, Fig. 13.

Step 5. Click the **Dropper Tool**  in the toolbar.

Step 6. Click any part of the remaining fill of the bird to pick up the color and fill the bird body back in, Fig. 14.



Fig. 13

Step 7. Save (Ctrl-S).



Fig. 14


K. Edit Right Wing Symbol.

Step 1. Click **Edit Symbols**  and click **Right Wing**, Fig. 15.

Step 2. **Show All (Ctrl-3)**.

Step 3. Click the **Selection Tool**  (V) in the toolbar.

Step 4. Click the stage to deselect the wing.

Step 5. Use **Selection Tool**  and the Delete key on the keyboard to delete the fill of the wing and any extra lines, Fig. 16.

Step 6. Use the **Selection Tool**  (V) to drag the end of the line of the wing over to connect with the other wing line, Fig. 17.

Step 7. Use the **Paint Bucket**  (K) to fill in the color, Fig. 18.

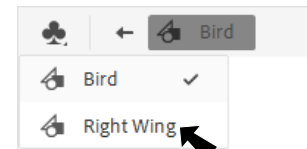


Fig. 15

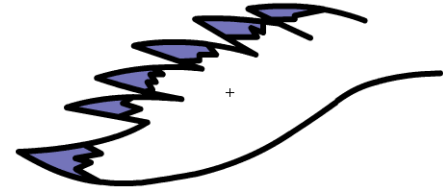


Fig. 16



Fig. 17

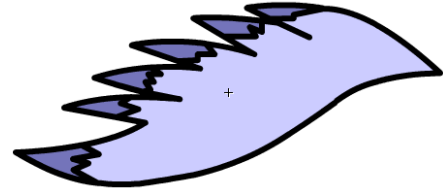


Fig. 18

L. Rotate Wing.


Step 1. Click the **Selection Tool**  (V) in the toolbar.

Step 2. Select **all** with **Ctrl-A**.

Step 3. Click **Modify Menu > Convert to Symbol (F8)**.

Step 4. Key-in **Right Drawing** for Name and Graphic for Behavior in the Convert To Symbol panel.

Step 5. Click the **Free Transform Tool**  (Q) in the toolbar.

Step 6. Drag the center  from the middle of the wing symbol to the corner of the wing, Fig. 19. This will be the hinge point.

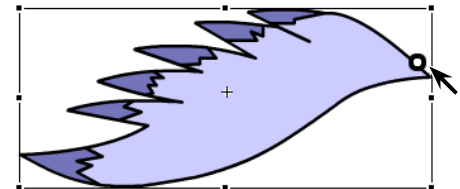


Fig. 19

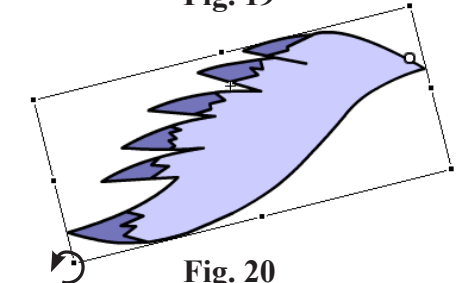



Fig. 20

Step 7. Display the Transform panel (**Ctrl-T**).

Step 8. Position the cursor just outside the **bottom left corner handle** and when the cursor changes to an arc with a arrow  drag **down** until **Rotate is around -14** in the Transform panel, Fig 20 and Fig 21.

Step 9. **Save (Ctrl-S)**.

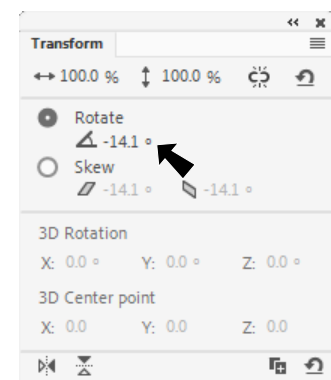






Fig. 21

M. Tween 10 Frames.

- Step 1. Click **frame 10** of **Layer 1** and click **Insert Keyframe**  (F6) from Timeline tools, **Fig 22**.
- Step 2. **Right click** any frame between 1 and 10 and click **Create Classic Tween**, **Fig 23**.
- Step 3. Click **frame 5** of **Layer 1** and click **Insert Keyframe**  (F6) from Timeline tools, **Fig 24**.
- Step 4. Click the **Free Transform Tool**  (Q) in the toolbar.
- Step 5. Position the cursor just outside the **bottom left corner handle** and when the cursor changes to an arc with a arrow  **drag up** until **Rotate** is around **30** in the Transform panel, **Fig 25** and **Fig 26**.

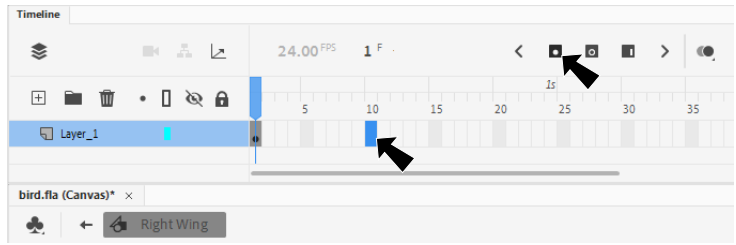


Fig. 22

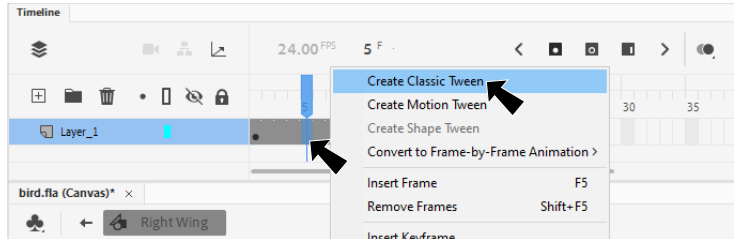


Fig. 23

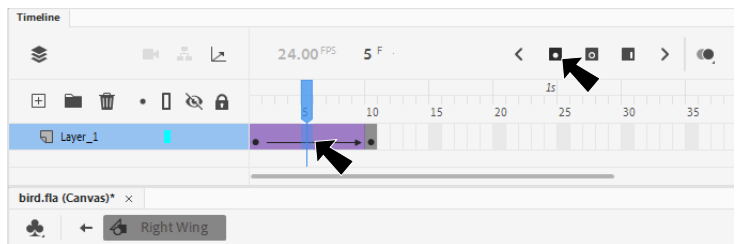


Fig. 24

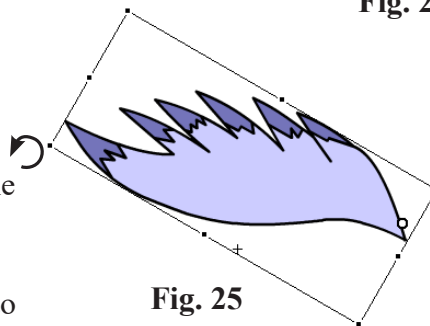


Fig. 25

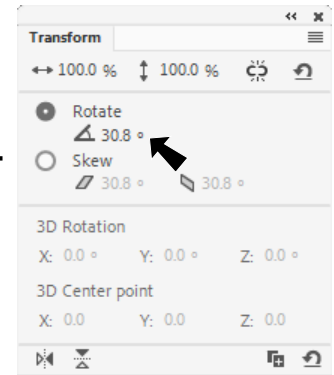





Fig. 26

N. Loop Playback.

- Step 1. Click **Loop Playback**  in the Timeline header.
- Step 2. Drag **Frame Selectors**  to select **all frames**, **Fig. 27**.
- Step 3. Click **Play**  and click **Pause** .
- Step 4. Save (Ctrl-S).

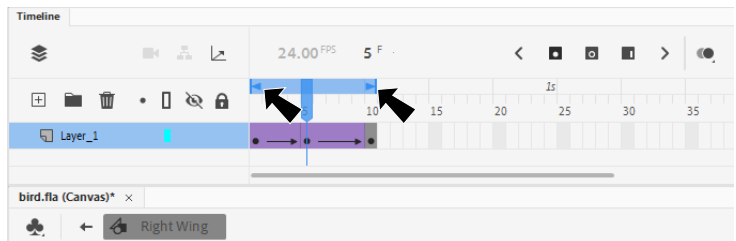


Fig. 27

O. Add Right Wing Symbol to Bird Symbol.

Step 1. Click **Edit Symbols**  and click **Bird**, **Fig. 28**.

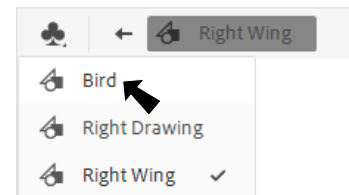


Fig. 28

Step 2. **Double click Layer 1** name of the Timeline, **Fig 29**. Key-in **Bird** for the new layer name and press ENTER.

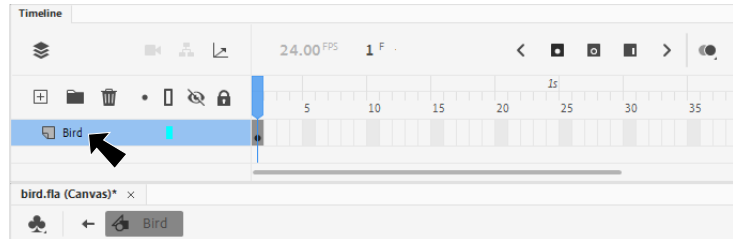



Fig. 29

Step 3. Click the **Insert Layer**  at the top of the Timeline, **Fig 30**.

Step 4. **Double click Layer 2's** name and rename **Right_Wing**, **Fig 30**.

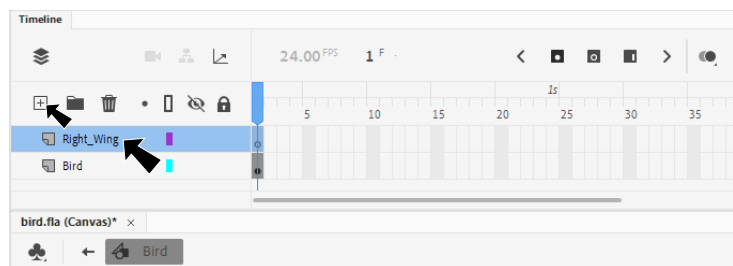


Fig. 30

Step 5. Click **Window Menu > Library** (**Ctrl-L**).

Step 6. Drag your **Right Wing** symbol (**not the Drawing symbol**) from the **Library** panel to the stage. Position the right wing on the bird, **Fig. 31**.

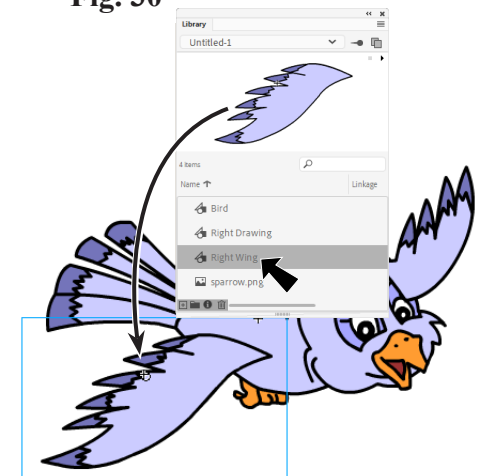


Fig. 31

Step 7. Close the **Library** panel .

Step 8. To play the wing animation you need frames of both layers. **Drag down** from frame 30 of the **Right_Wing** layer to select frame 30 in both layers, **Fig. 32**.

Step 9. Click **Insert Frame**  (**F5**) from Timeline tools.

Step 10. Click **Control Menu > Loop Playback**.

Step 11. Click **Play**  and click **Pause** .

Step 12. **Save (Ctrl-S)**.

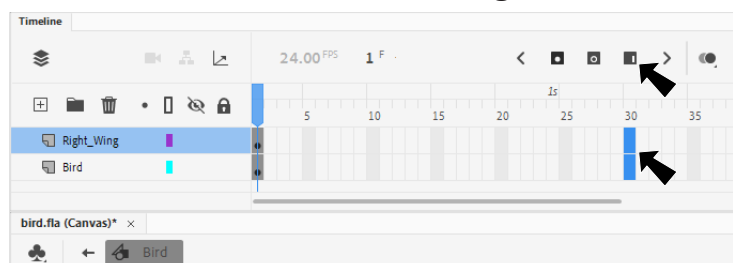


Fig. 32

P. Create Left Wing Symbol.


- Step 1. Click the **Lasso Tool**  in the toolbar.
- Step 2. Draw a selection around the left wing, **Fig. 33** and **Fig. 34**.
- Step 3. Click Modify Menu > Convert to Symbol (F8).
- Step 4. Key-in **Left Wing** for the Name and Graphic for Behavior in the Convert To Symbol panel.




Fig. 33



Fig. 34

Q. Clean Up Body Under Left Wing.

- Step 1. Press Delete key to delete Left Wing symbol.
- Step 2. Zoom in and use **Selection Tool**  (V) and Delete key to delete broken lines and extra fill of bird body, **Fig. 35**.

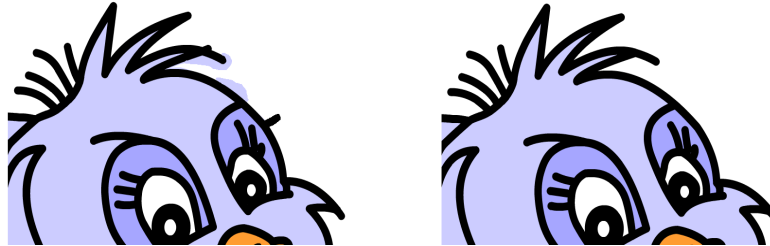






Fig. 35

R. Edit Left Wing Symbol.

- Step 1. Click **Edit Symbols**  and click **Left Wing**, **Fig. 36**.
- Step 2. Click the **Selection Tool**  (V) in the toolbar.
- Step 3. Click stage to deselect wing.
- Step 4. Use **Pencil Tool**  (Shift-Y) to draw in the missing wing lines. Use the **Paint Bucket**  to fill in the color, **Fig. 37**.

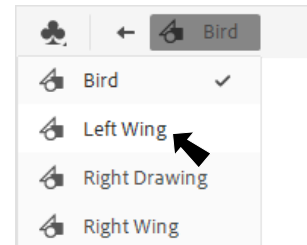


Fig. 36



Fig. 37

S. Rotate Wing.

Step 1. Click **Selection Tool**  (V) in the toolbar.

Step 2. Select **all** with **Ctrl-A**.

Step 3. Click **Modify Menu > Convert to Symbol (F8)**.

Step 4. Key-in **Left Drawing** for Name and **Graphic** for Behavior in the **Convert To Symbol** panel.

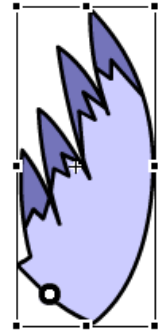



Fig. 38

Step 5. Click the **Free Transform Tool**  (Q) in the toolbar.

Step 6. Drag the center  from the middle of the **Left Drawing** symbol to the bottom edge of wing, **Fig. 38**. This will be hinge point.

Step 7. Display the **Transform** panel (**Ctrl-T**).

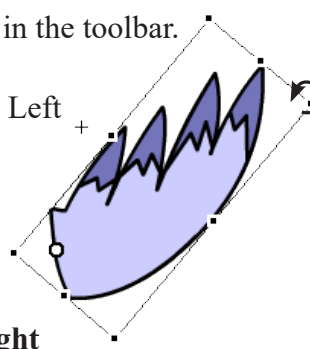


Fig. 39

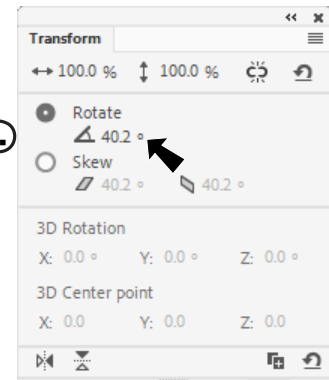



Fig. 40

Step 8. Position the cursor just outside the **top right corner handle** and when the cursor changes to an arc with a arrow , **drag down** until **Rotate is around 40** in the **Transform** panel,, **Fig 39** and **Fig 40**.

T. Tween 10 Frames.

Step 1. Click **frame 10** of **Layer 1** and click **Insert Keyframe**  (F6) from **Timeline** tools, **Fig 41**.

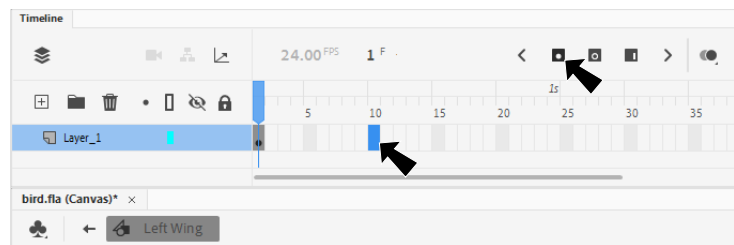



Fig. 41

Step 2. **Right click any frame** between 1 and 10 and click **Create Classic Tween**.

Step 3. Click **frame 5** of **Layer 1** and click **Insert Keyframe**  (F6) from **Timeline** tools, **Fig 42**.

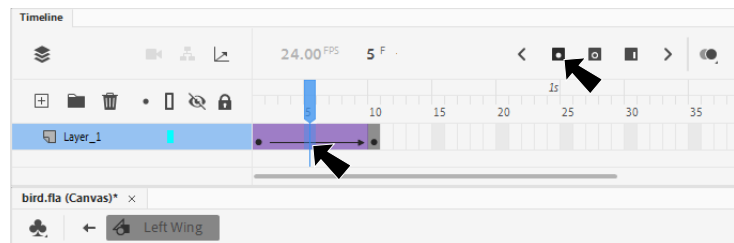



Fig. 42

Step 4. Click the **Free Transform Tool**  (Q) in the toolbar.

Step 5. Position cursor just outside the **top right corner handle** and when cursor changes to an arc with a arrow , **drag up** until **Rotate is around 10** in the **Transform** panel, **Fig 43** and **Fig 44**.

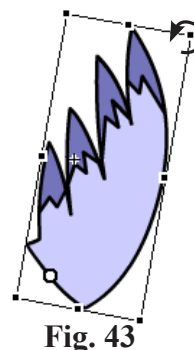


Fig. 43

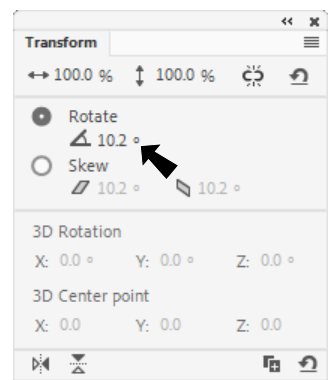


Fig. 44

Step 6. **Play** .

U. Add Left Wing Symbol to Bird Symbol.

Step 1. Click **Edit Symbols**  and click **Bird**, Fig. 45.

Step 2. Click the **Insert Layer**  at the top of the Timeline, Fig 46.

Step 3. **Double click Layer 2's** name and rename **Left_Wing**, Fig 46.

Step 4. Move the **Left_Wing** layer to the bottom of the layers, Fig 47.

Position the cursor on top of the left wing layer name and drag down until the cursor is below of bird layer name and release it. The left layer should now be at the bottom of the layers. The left wing will now be behind the bird.

Step 5. Click **Window Menu > Library (Ctrl-L)**.

Step 6. Click **Left Wing** and drag your left wing symbol from the Library panel to the stage. Position the **Left Wing** on the bird, Fig. 48.

Step 7. Close the Library panel .

Step 8. **Play** .

Step 9. **Save (Ctrl-S)**.

V. Add Bird to Another File.

Step 1. Close Bird File and Open Airplane Path.

Step 2. Insert a Bird layer and bring in your Bird symbol as a Library. If you need help, go to the Airplane Path chapter and follow the steps.

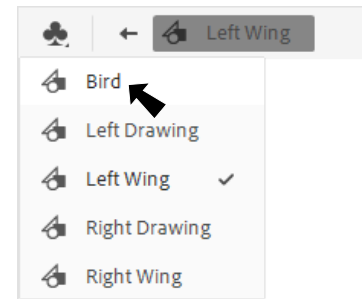


Fig. 45

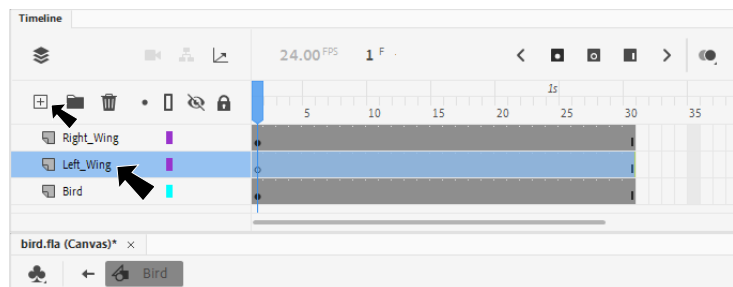


Fig. 46

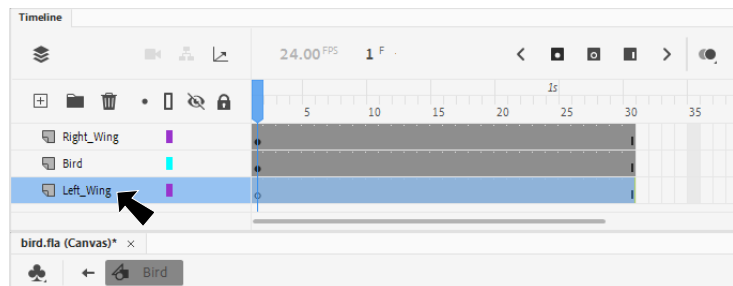


Fig. 47

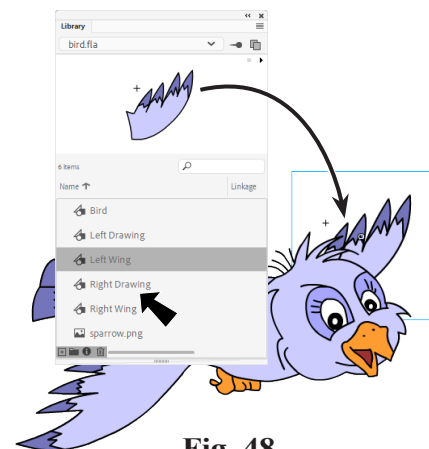


Fig. 48