

A. New File.

Step 1. Click File Menu > New.

Step 2. In the New Document dialog box, select **Web** and **Low**. Click Create, **Fig. 1**.

B. Import Bitmap.

Step 1. If necessary, 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 **drumkit.png** and click Open, **Fig. 2**.

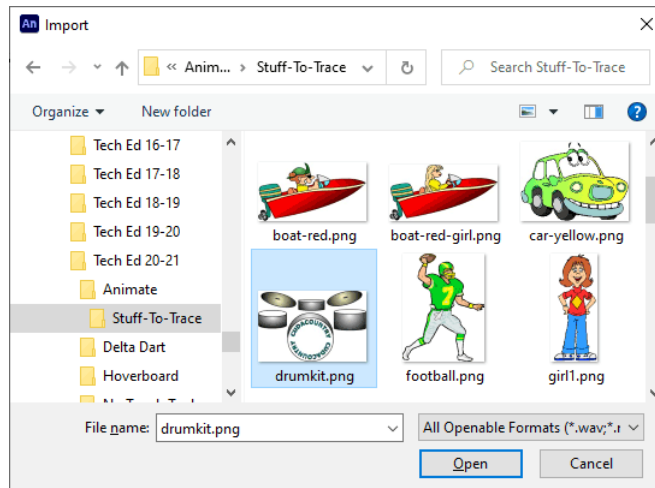


Fig. 1

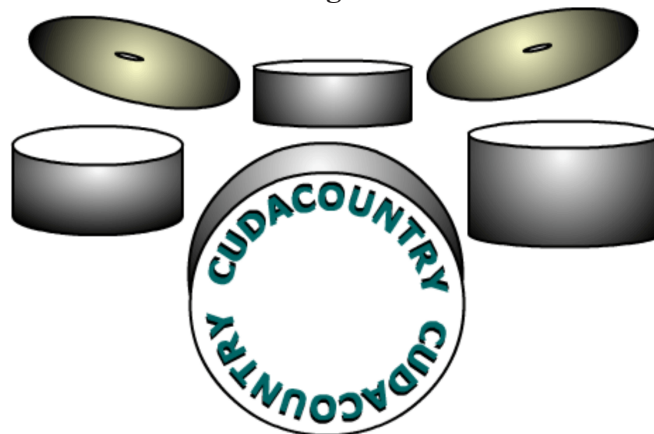


Fig. 2

C. Insert Blank Keyframe.

Step 1. **Right click** frame 2 in the Timeline and click **Insert Blank Keyframe (F7)** from menu, **Fig. 3**.

Step 2. Click **Onion Skin Button** located at top of the Timeline, **Fig. 3**. The bitmap drawing is faintly displayed.

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

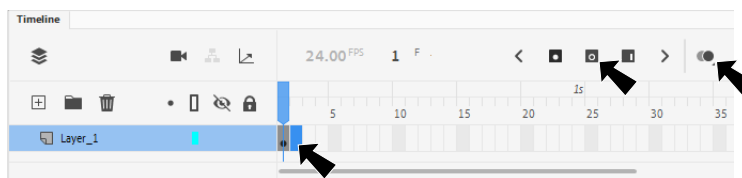








Fig. 3

D. Save File As 'drumkit'.

Step 1. Click File Menu > Save As.

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

E. Draw Cymbal.

- Step 1. Press the **Rectangle Tool**  and click **Oval Tool**  (O) in the toolbar.
- Step 2. Click **Fill Color**  at the bottom of the toolbar to open the color pop-up menu and click **No Color** , Fig 4.
- Step 3. Draw a oval for the left cymbal, Fig 5. Start the oval in the top left corner of the cymbal and drag to the bottom right.
- Step 4. Click the **Free Transform Tool**  in the toolbar (Q).
- Step 5. Click oval, position the cursor just outside the **bottom left corner handle** and when the cursor changes to an arc with a arrow , rotate the oval, Fig 6.
- Step 6. Drag a middle handle and flatten the oval, Fig 6.
- Step 7. Repeat using the Oval, Free Transform Tools and draw the **small oval** in the center,. Also, draw the right cymbal, Fig 6

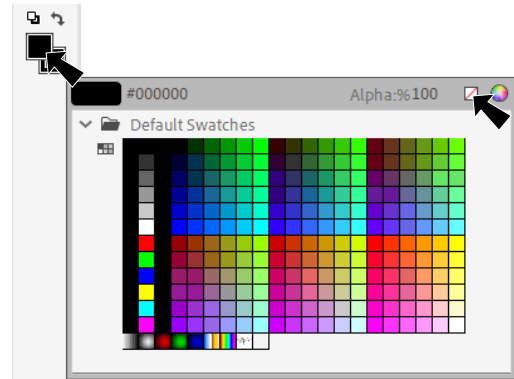


Fig. 4

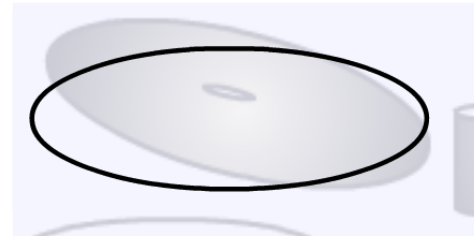


Fig. 5

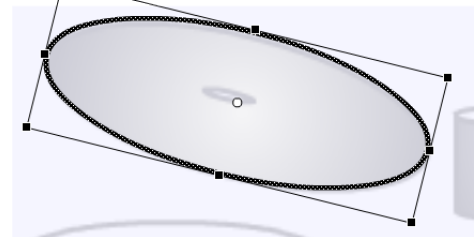


Fig. 6



Fig. 7

F. Draw Drums.

Step 1. Click **Oval Tool**  (O) in the toolbar and No Color .

Step 2. Draw a oval for the **drum face**, **Fig 8**. Start in the top left corner of the cymbal and drag to the bottom right.

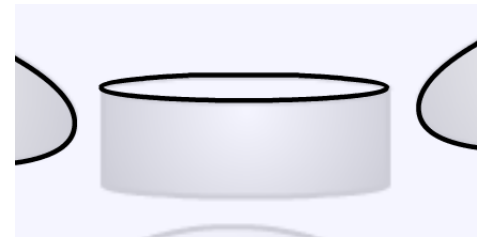


Fig. 8

Step 3. Use the **Selection Tool**  (V) and click to select your oval.

Step 4. Click Edit Menu > Copy (Ctrl-C).

Step 5. Click Edit Menu > Paste in Place (Ctrl-Shift-V).

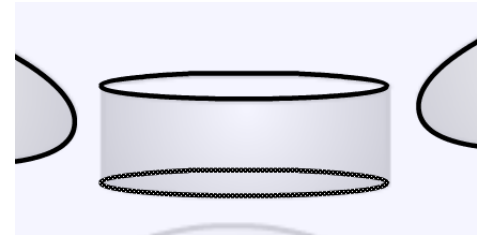


Fig. 9

Step 6. Use Arrow key on the keyboard to move oval down into position at bottom of drum, **Fig 9**.

Step 7. Click **Line Tool**  (N) in the toolbar.

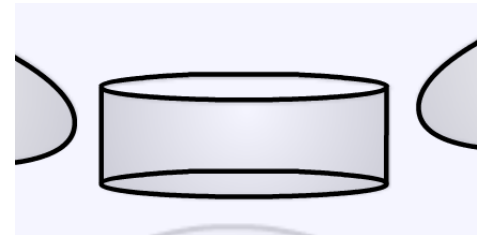


Fig. 10

Step 8. Confirm Snap to Object is on. View Menu > Snapping > Snap to Object (Ctrl-Shift-U)

Step 9. Draw lines between ovals for sides of drum, **Fig 10**.

Step 10. Use **Selection Tool**  (V) and click to select the inside of the bottom oval and delete with the Delete key on the keyboard, **Fig 11**.

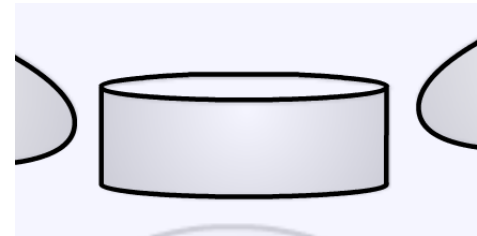


Fig. 11

Step 11. Draw the other drums using the Oval and Line Tools, **Fig 12**.

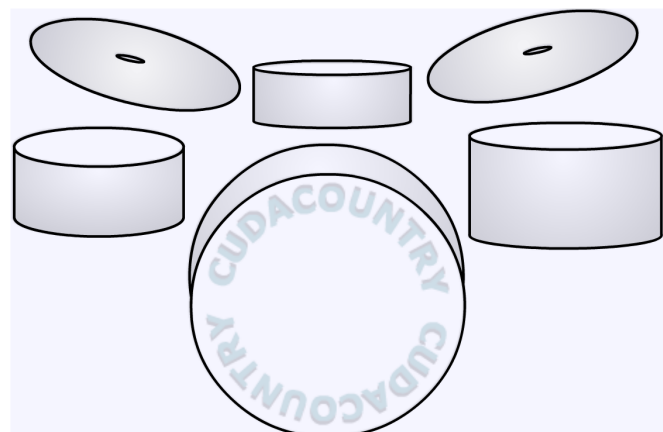






Fig. 12

G. Create Gold Black Radial Gradient for Cymbals.

Step 1. Click the **Paint Bucket**  in the toolbar.

Step 2. Click the **Fill Color**  to open the color pop-up menu. Click the **white black radial gradient**  to use as a start in creating a new gradient (bottom row of the color pop-up menu), **Fig. 13**.

Step 3. In the Color panel (**Ctrl-Shift-F9**)
 Click left pointer  on Gradient Definition Bar **Fig. 14**.
 Set **RGB fields to 236, 239 and 189** - gold color
 Close panel .

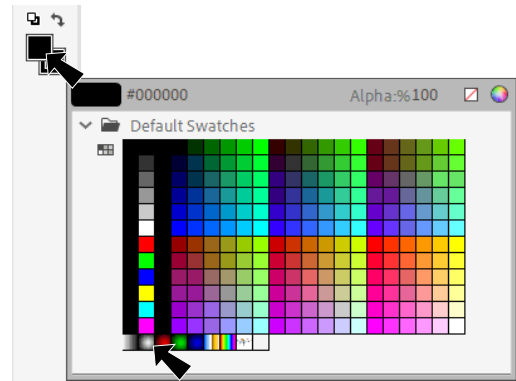


Fig. 13

H. Fill Cymbals with Gradient.

Step 1. Turn off **Fill Lock**  switch in toolbar option (button not depress).

Step 2. Fill **both cymbals** gradient.

Step 3. Press **Free Transform Tool**  in toolbar and click **Gradient Transform Tool**  (**F**) from menu.

Step 4. Click a cymbal fill to display handles and drag center handle to move gold to center of cymbal, **Fig. 15**. Move center of gradient in other cymbal.

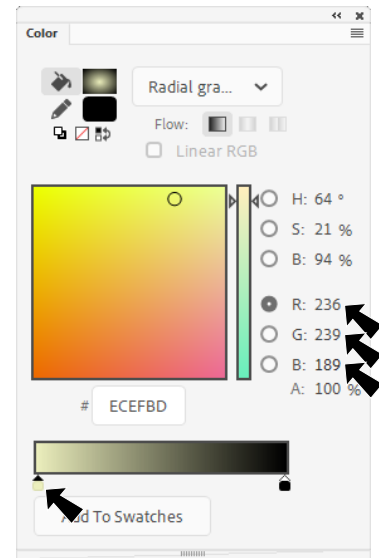


Fig. 14

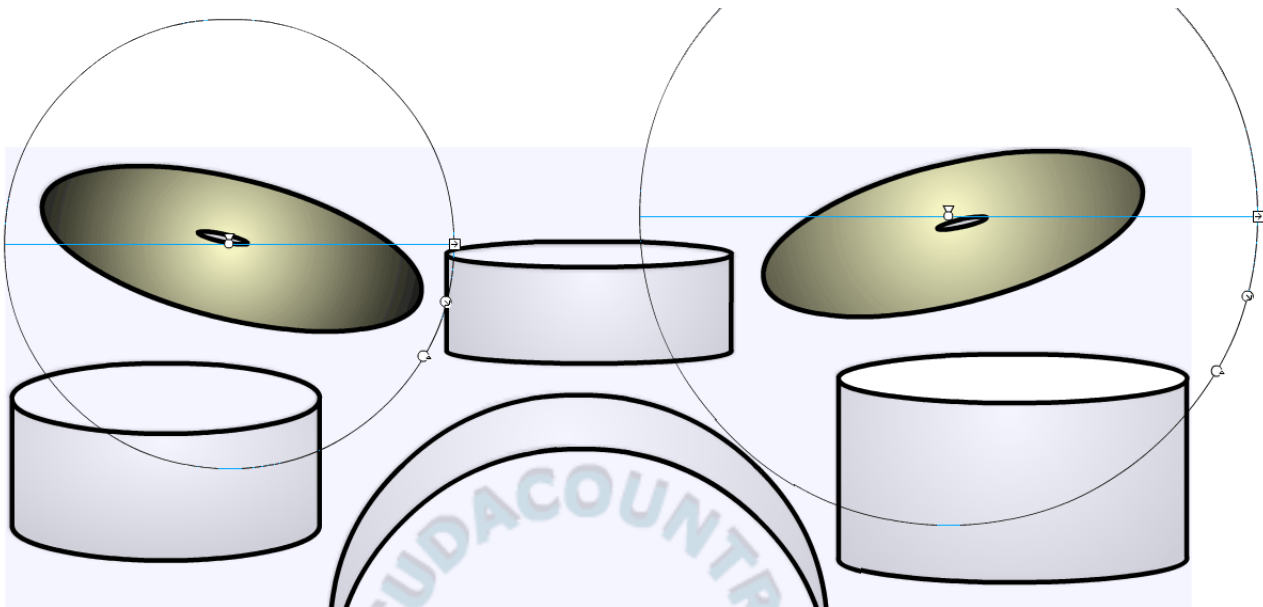


Fig. 15

I. Use White Black Radial Gradient for Drums.

Step 1. Unselect any symbols.

Step 2. Click the **Paint Bucket**  in the toolbar.

Step 3. Click the **Fill Color**  to open the color pop-up menu. Click the white black radial gradient , **Fig. 16.**

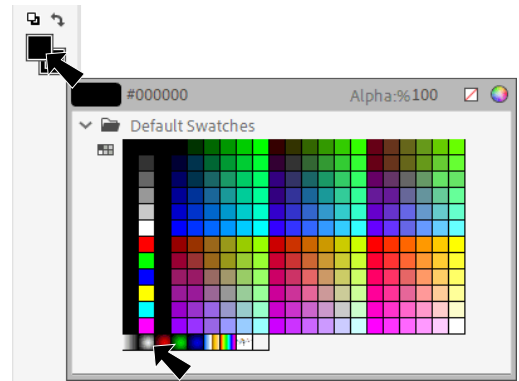




Fig. 16

Step 4. Fill the sides of all drums with a **white black radial gradient** , **Fig. 17.**

Step 5. Use the **Gradient Transform Tool**  (F) to move the center of the gradient to the top center of the drums, **Fig. 17.**

Step 6. Click the **Paint Bucket**  in the toolbar to turn off Gradient Transform.

Step 7. Fill **small oval in center of cymbals (black)** and **fill drum faces (white)**, **Fig. 17.**

Step 8. Save (**Ctrl-S**).

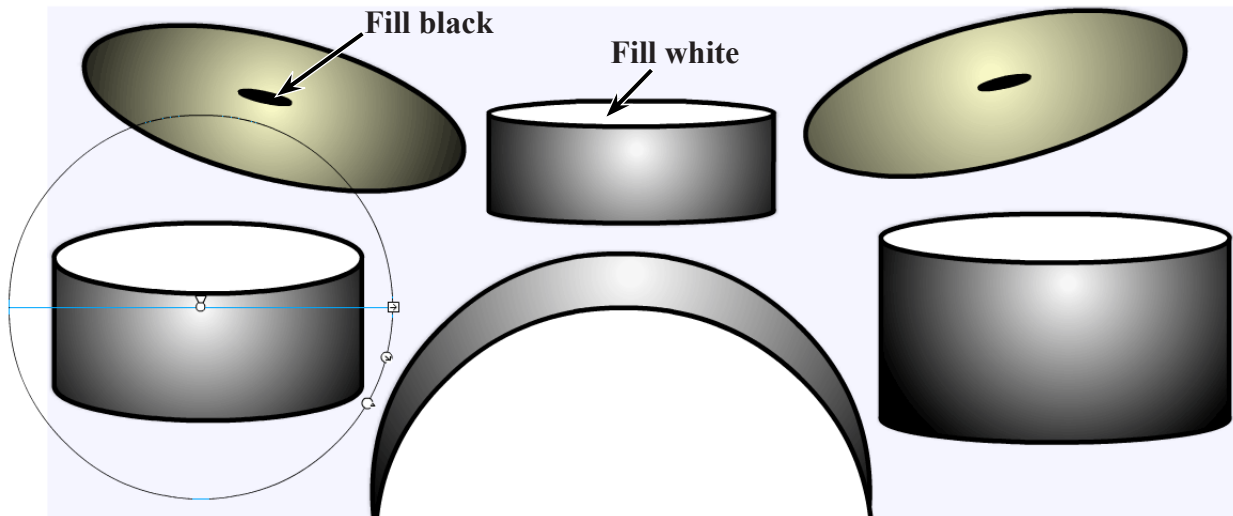


Fig. 17

J. 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 18**.

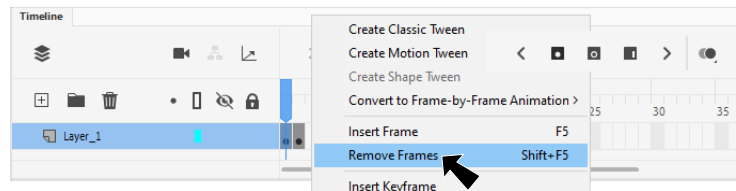


Fig. 18

K. Import Sounds to Your Library.

Step 1. Display your Library panel. Click Window Menu > Library (Ctrl-L).

Step 2. Click File Menu > Import > Import to Library.

Step 3. In the Import dialog box, **Fig. 19**.
 Navigate to your Animate folder
Right click and click Sort by > Type
Ctrl click the 6 mp3 files
 click Open.

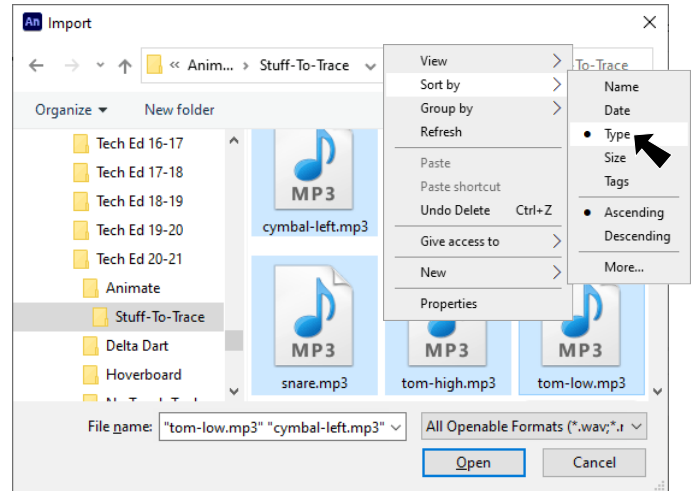


Fig. 19

The new audio files are added to your Library., **Fig. 20**.

L. Create Cymbal Left Symbol.

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

Step 2. Drag a selection around the **left cymbal**, **Fig 21**.

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

Step 4. In the Convert to Symbol dialog box, **Fig 22**.
 Name key-in **Cymbal Left**
 Type **Button**
 Registration click **center grid**
 click OK.

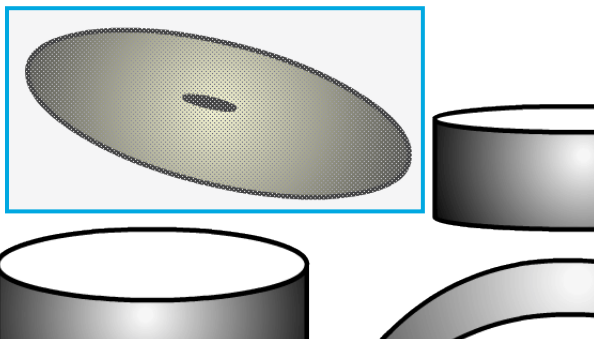


Fig. 21

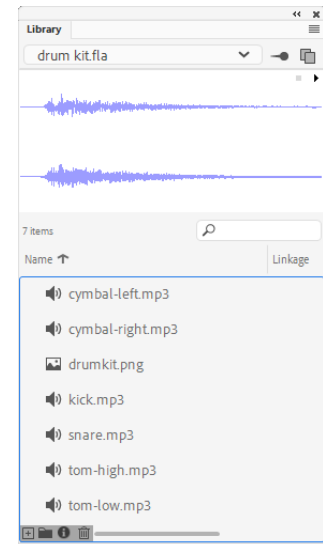


Fig. 20

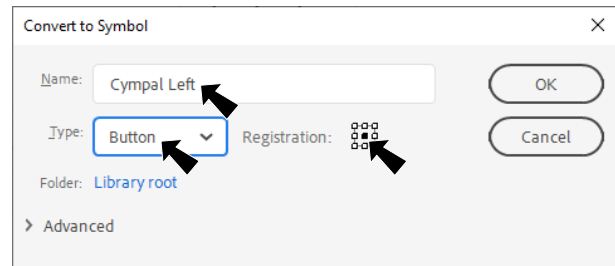

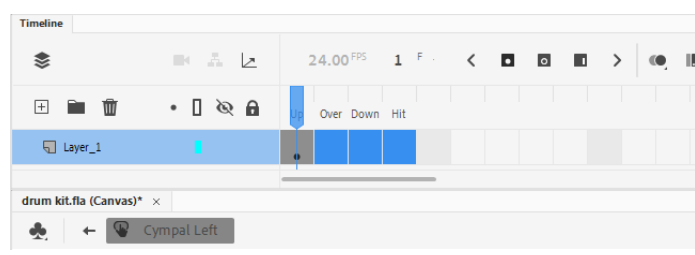


Fig. 22

Step 5. Click **Edit Symbols**  at the left end of the Timeline and click **Cymbal Left**, **Fig 23**.

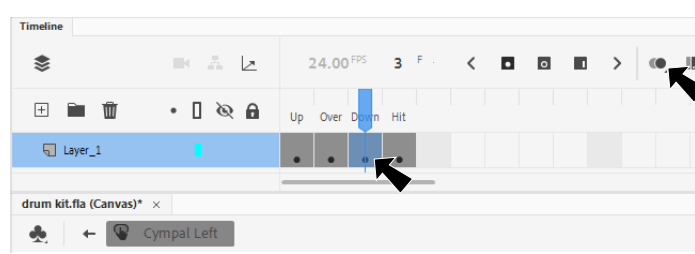


Step 6. Place the cursor over the **Over** frame of Layer 1 in the Timeline and drag across to the **Hit** frame to highlight Over, Down and Hit frames, **Fig 24**.






Step 7. Click Modify Menu > Timeline > Convert to Keyframes (**F6**).

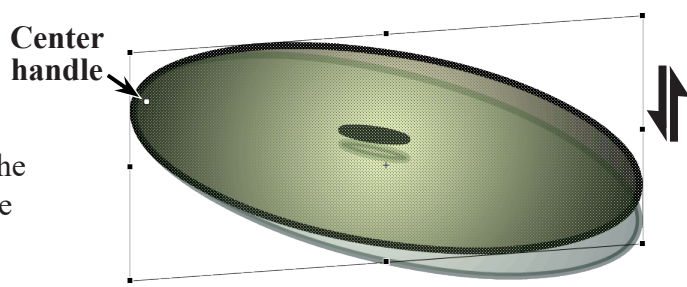
Step 8. Click the **Down** keyframe in the Timeline, **Fig. 25**.






Step 9. Click **Onion Skin Button**  from Timeline tools to turn on.

Step 10. Click the Free Transform Tool  (**Q**) in the toolbar - press **Gradient Transform** .

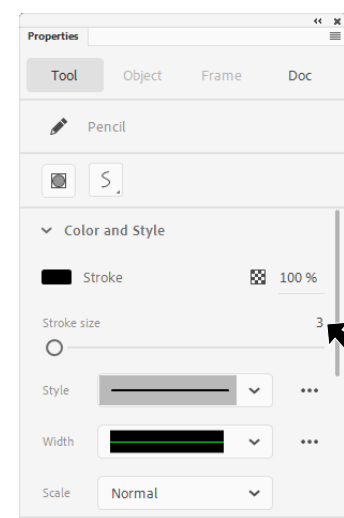
Step 11. Drag the center  from the middle of the symbol to the left edge. This will be the hinge point, **Fig. 26**.



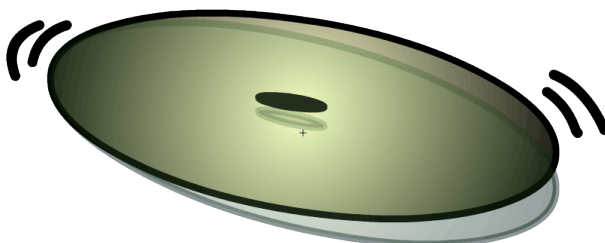
Step 12. Move the cursor to the **between top and middle handle and the middle handle**, the cursor will change to a double headed arrow , **drag up about 5 degrees**, **Fig 26**.

Step 13. Click the **Pencil Tool**  (**Shift-Y**) in the toolbar and confirm **Smooth Mode**  modifier.

Step 14. In the Properties panel (**Ctrl-F3**) under Color and Style, **Fig. 27**
Stroke size **3**



Step 15. Draw curved motion lines on the ends of the cymbal, **Fig 28**.



Step 16. Click the **Down** keyframe in the Timeline, **Fig 29**.

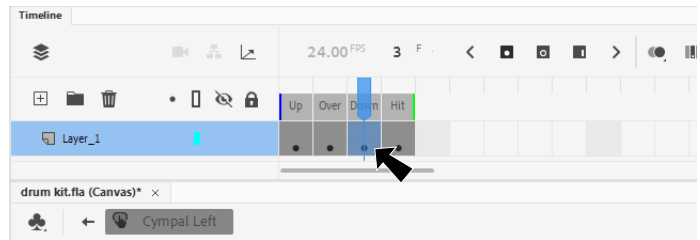


Fig. 29

Step 17. In the Properties panel (**Ctrl-F3**):
under Sound, **Fig. 30**
Name **cymbal-left.mp3**

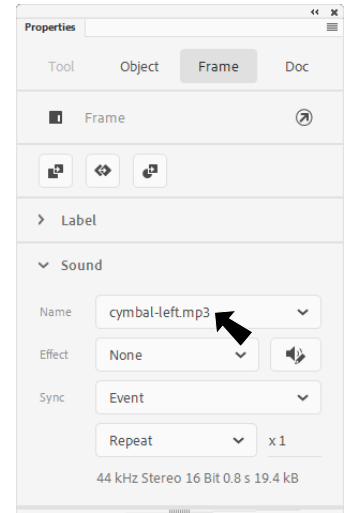


Fig. 30


Step 18. Click Control Menu > Test (**Ctrl-ENTER**).

Step 19. In the browser, click your cymbal button to test button.

Step 20. Use **Alt-Tab** to switch back to Animate CC.

Step 21. Save (**Ctrl-S**).

M. Create Cymbal Right Symbol.

Step 1. Click Back  at left end of Timeline to return to the scene. (**Ctrl-E**).

Step 2. Click the **Selection Tool**  (**V**) in the toolbar. Drag a selection around the **cymbal right**, **Fig 31**.

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

Step 4. In the Convert to Symbol dialog box, **Fig 32**.
Name **key-in Cymbal Right**
Type **Button**
Registration **click center grid**
click **OK**.

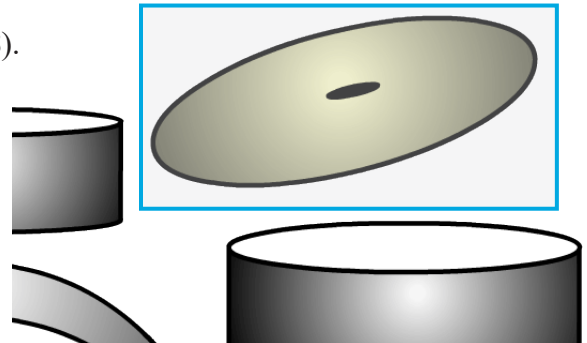


Fig. 31

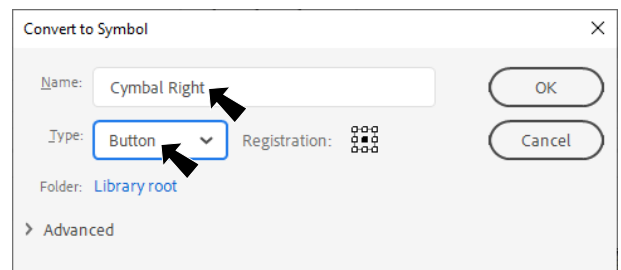



Fig. 32

Step 5. Click **Edit Symbols**  at the left end of the Timeline and click **Cymbal Right**, **Fig 33**.

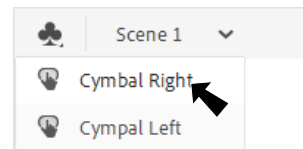


Fig. 33

Step 6. Place the cursor over the **Over** frame of Layer 1 in the Timeline and drag across to the **Hit** frame to highlight Over, Down and Hit frames, **Fig 34**.

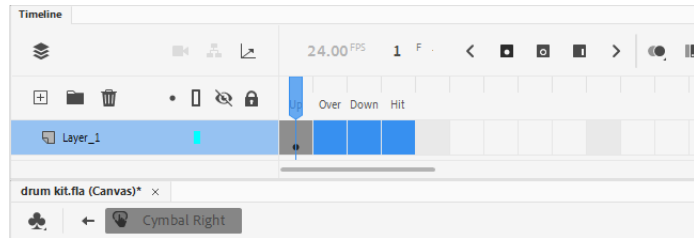


Fig. 34

Step 7. Click Modify Menu > Timeline > Convert to Keyframes (**F6**).

Step 8. Click the **Down** keyframe in the Timeline, **Fig. 35**.

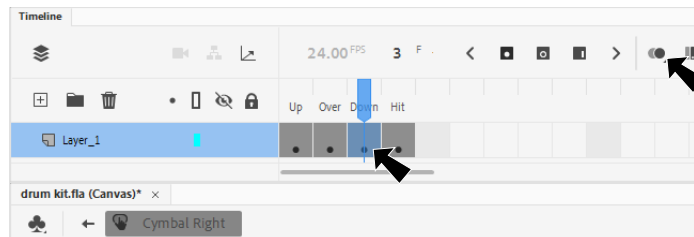




Fig. 35

Step 9. Turn on **Onion Skin Button** .

Step 10. Click the **Free Transform Tool**  (**Q**) in the toolbar.

Step 11. Drag the center  from the middle of the symbol to the **right edge**. This will be the hinge point, **Fig. 36**.

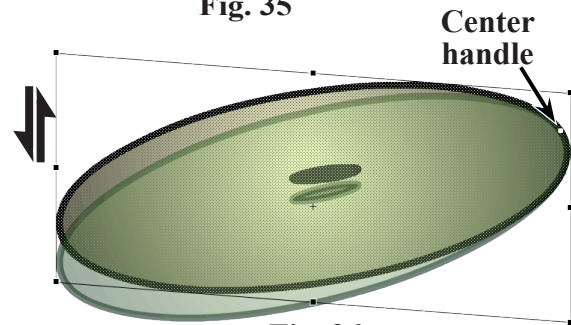



Fig. 36

Step 12. Move the cursor to the **between top and middle handle and the middle handle**, the cursor will change to a double headed arrow , drag up about 5 degrees, **Fig 36**.

Step 13. Click **Pencil Tool**  (**Shift-Y**) in the toolbar.

Step 14. Draw in curved motion lines on the ends of the cymbal, **Fig 37**.

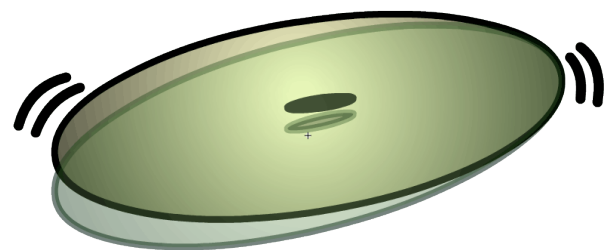


Fig. 37

Step 15. Click the **Down** keyframe in the Timeline, **Fig. 38**.

Step 16. In the Properties panel (**Ctrl-F3**) under Sound, **Fig. 39**
Name **cymbal-right.mp3**

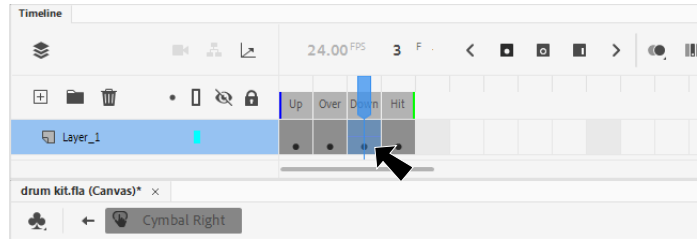


Fig. 38

Step 17. Click Control Menu > Test (**Ctrl-ENTER**).

Step 18. In the browser, click your cymbal button to test the button.

Step 19. Use **Alt-Tab** to switch back to Animate CC.

Step 20. Save (**Ctrl-S**).

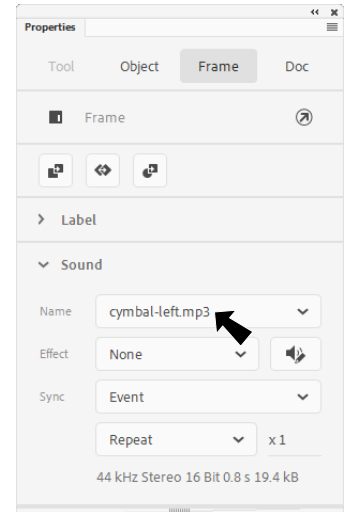



Fig. 39

N. Create Snare Symbol.

Step 1. Click Back  at left end of Timeline to return to the scene. (**Ctrl-E**).

Step 2. Click **Selection Tool**  (**V**) in the toolbar. Drag a selection around the **snare drum**, **Fig. 40**.

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

Step 4. In the Convert to Symbol dialog box, **Fig. 41**
Name **key-in Snare**
Type **Button**
Registration click **center grid**
click **OK**.

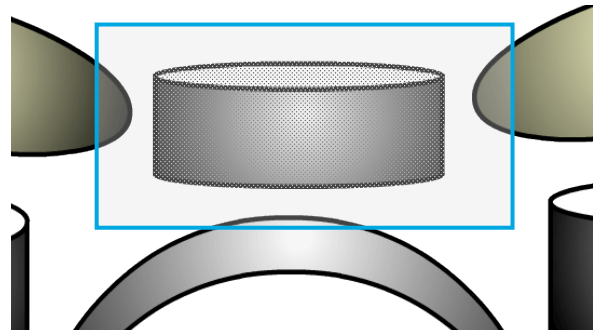


Fig. 40

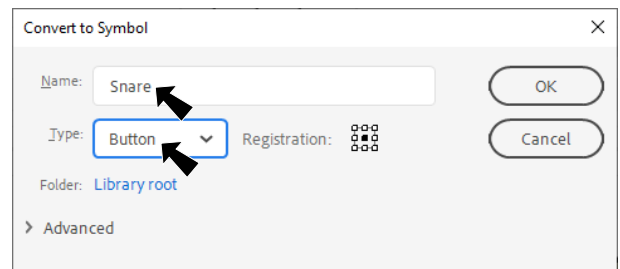

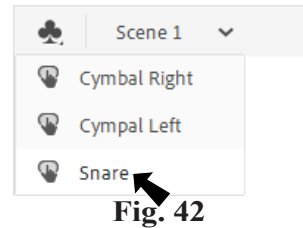
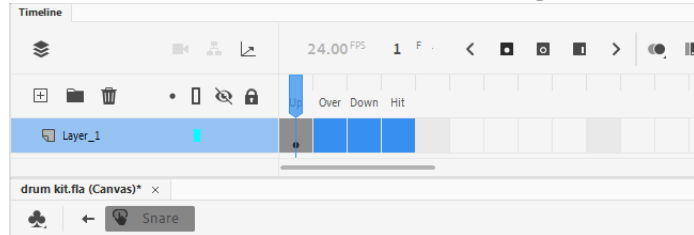


Fig. 41

Step 5. Click **Edit Symbols**  at the left end of the Timeline and click **Snare**, **Fig 42**.

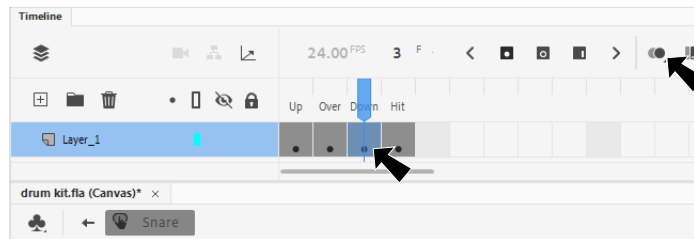


Step 6. Place the cursor over the **Over** frame of Layer 1 in the Timeline and drag across to the **Hit** frame to highlight Over, Down and Hit frames, **Fig 43**.



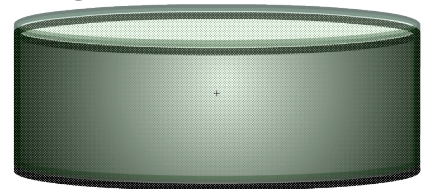
Step 7. Click Modify Menu > Timeline > Convert to Keyframes (**F6**).

Step 8. Click the **Down** keyframe in the Timeline to select all objects in the frame, **Fig 44**.



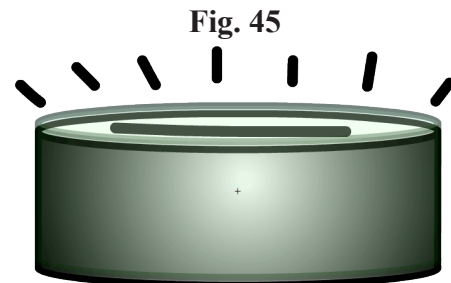
Step 9. Turn on **Onion Skin Button** .

Step 10. Click the Down Arrow key on the keyboard **five times** to nudge the drum down, **Fig 45**.



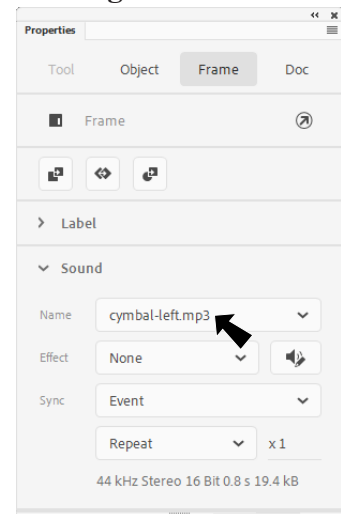
Step 11. Click **Pencil Tool**  (**Shift-Y**) in the toolbar.

Step 12. Draw motion lines on the top of the snare and a line across the head of the drum, **Fig 46**. Keep you lines above the onion skin outline.



Step 13. Click the **Down** keyframe in the Timeline, **Fig 44**.

Step 14. In the Properties panel (**Ctrl-F3**) set:
under Sound, **Fig 47**
Name **snare.mp3**



Step 15. Click Control Menu > Test (**Ctrl-ENTER**).

Step 16. In the browser, test your snare button.

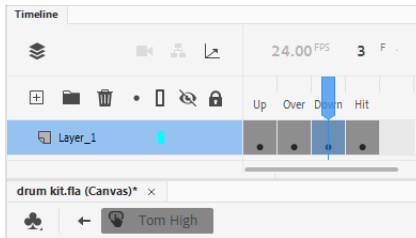
Step 17. Use **Alt-Tab** to switch back to Animate CC.

Step 18. Save (**Ctrl-S**).

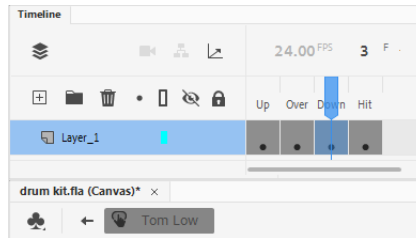
O. Create Tom Left, Tom Right and Kick Symbol.

Step 1. Repeat the Steps starting with create symbol on previous pages to create the other drum symbols.

Tom High - Left



Tom Low - Right



Kick Drum

