

Lava Lamp



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 **lavalamp.png** and click Open, **Fig. 1**.

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

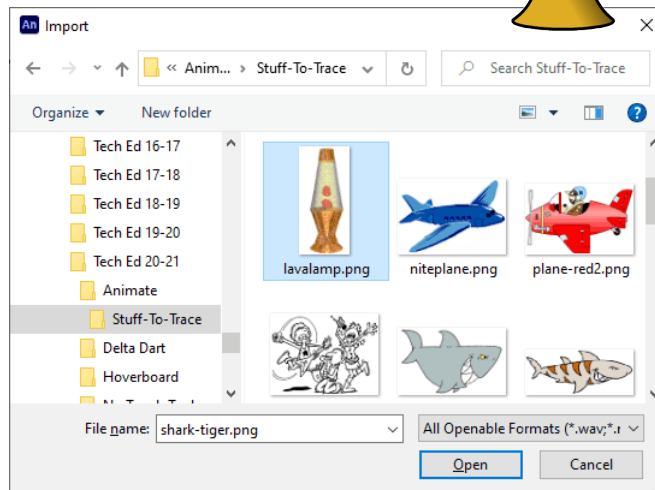


Fig. 1

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 is faintly displayed.



Fig. 2

D. Save File As 'lava lamp'.

Step 1. Click File Menu > Save As.

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

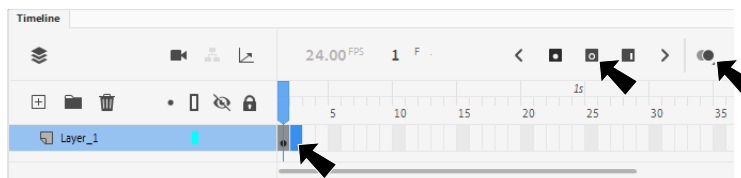




Fig. 3

E. Draw Ovals.

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 five ovals, Fig 5.

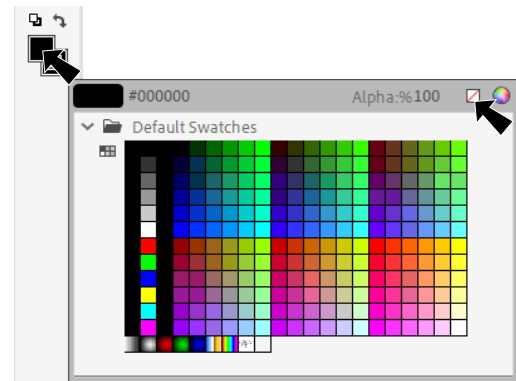


Fig. 4

F. Straight Lines.

Step 1. Click **Line Tool**  (N) in the toolbar.

Step 2. **Confirm Snap to Object** is on. View Menu > Snapping > Snap to Object (Ctrl-Shift-U)

Step 3. Draw the lines between the ovals, Fig 6.

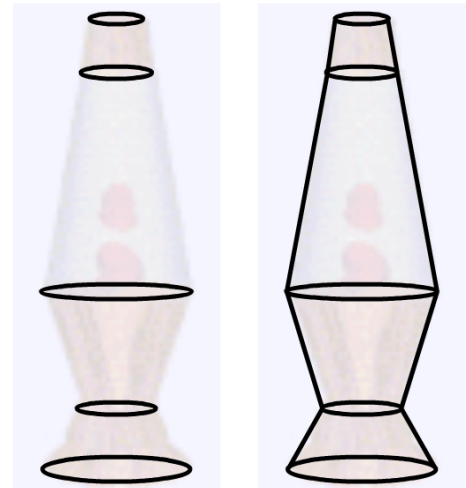


Fig. 5

Fig. 6

G. Curve Lines in Base.

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

Step 2. Bend the base line to curve lines, Fig 7.

H. Delete 3 Hidden Lines.

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

Step 2. Delete the 3 hidden lines of the ovals, Fig 8. Use the Delete Key on the keyboard. **Do not delete the back curve of the oval at the bottom of the glass.**

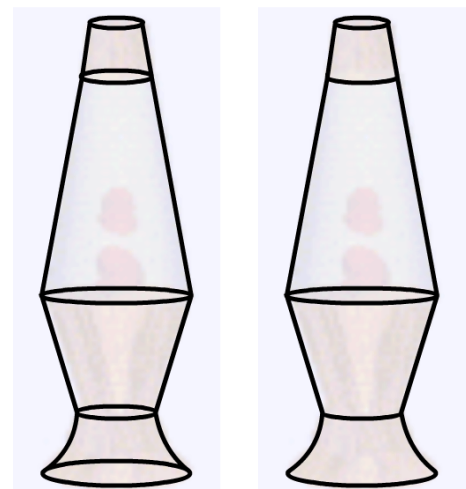


Fig. 7

Fig. 8

I. Create Symbol for the Glass.

- Step 1. **Shift click** the 4 edges that will be the edge of the glass, **Fig 9**.
- Step 2. Click Edit Menu > Duplicate (**Ctrl-D**).
- Step 3. Click Modify Menu > Convert to Symbol (**F8**).
- Step 4. In Convert to Symbol dialog box, **Fig 11**.
 Name key-in **Glass**
 Type **Graphic**
 Registration **center grid**
 click OK.

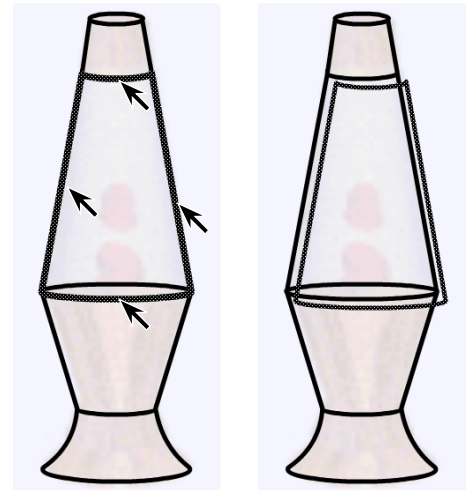

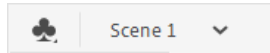




Fig. 9

Fig. 10

J. Edit Symbol with Glass Gradient.

- Step 1. Click **Edit Symbols**  at the left end of the Timeline and click **Glass**, **Fig 12**.
- Step 2. **Show All (Ctrl-3)**. 
 **Fig. 12**
- Step 3. Click the **Paint Bucket**  (**K**) in the toolbar.
- Step 4. Open Color panel. Click Window Menu > Color (**Ctrl-Shift-F9**).
- Step 5. In the Color panel:
 Select the **Fill color**, **Fig 13**
 Set color type to **Linear gradient**
 Click below Gradient Definition Bar to **add 3 pointers**
 to set a total of five pointers.
 Adjust the spacing of the pointers.
 Click 1st pointer on Gradient Definition Bar and then set
 color in Color Mixer panel.
 Set each pointer to the following colors:

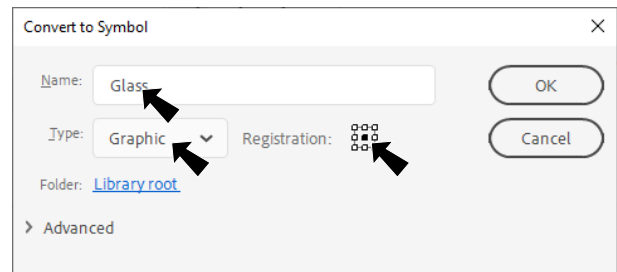


Fig. 11

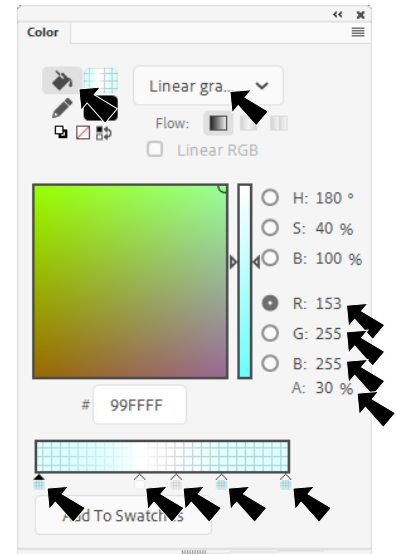



Fig. 13

1st Pointer	2nd Pointer	3rd Pointer	4th Pointer	5th Pointer
blue	white	white	blue	blue
R 153	R 255	R 255	R 153	R 153
G 255	G 255	G 255	G 255	G 255
B 255	B 255	B 255	B 255	B 255
Alpha 30	Alpha 100	Alpha 36	Alpha 30	Alpha 35

Step 6. Click the **Gap Size Modifier**  in the toolbar options and click **Close Large Gaps Modifier** , **Fig. 14**.

Step 7. Turn off **Fill Lock**  switch at the bottom of the toolbar (button not depress), **Fig. 14**.

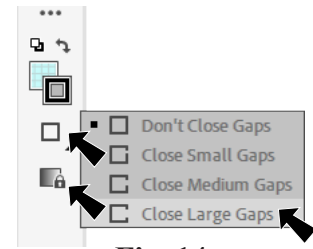




Fig. 14

Step 8. Click inside the glass to fill with the new gradient.

Step 9. Press the Free Transform Tool  and click **Gradient Transform Tool**  (F) in the toolbar.

Step 10. Click the glass fill to display the Fill Gradient handles, **Fig 15**.

Step 11. Drag the round handle in the top right corner of the glass fill until the fill is parallel with left edge of the glass, **Fig 16**.

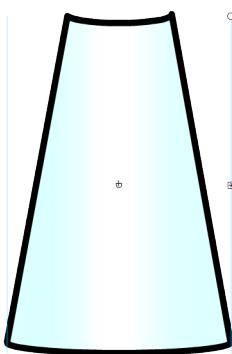


Fig. 15

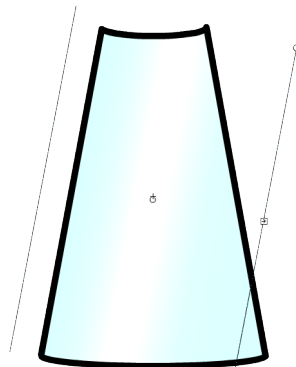


Fig. 16

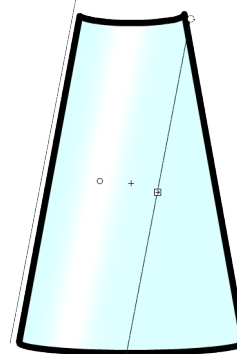


Fig. 17

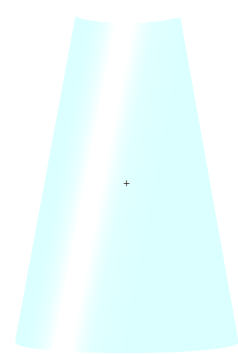


Fig. 18

Step 12. Move the center of the fill closer to the left edge of the glass, **Fig 17**.





Step 13. Drag the square handle of the fill in to make fill tighter creating a white highlight in the left center of the light blue, **Fig 18**.

Step 14. Click the **Selection Tool**  (V) in the toolbar.

Step 15. Delete the black outline of the glass, **Fig 18**. **Double click** the black outline edge of the glass to select it. Press Delete Key on keyboard to delete black outline.

Step 16. Close Color Mixer panel .

K. Paint Inside Base Oval and Top Oval.

- Step 1. Click **Back to Scene 1**  at the bottom left end of the Timeline to return to the scene (**Ctrl-E**).
- Step 2. Use the **Selection Tool**  to move the glass symbol off the lamp, **Fig. 19**.
- Step 3. Click the **Paint Bucket**  (**K**) in the toolbar.
- Step 4. Click the **Fill Color**  to open the color pop-up menu.
- Step 5. In Fill Color pop-up
Set Alpha to 100%
Click yellow swatch 7 row and 2nd column from right, **Fig 20**.
- Step 6. Fill the oval on the top and the oval that is inside the base with yellow, **Fig 21**.

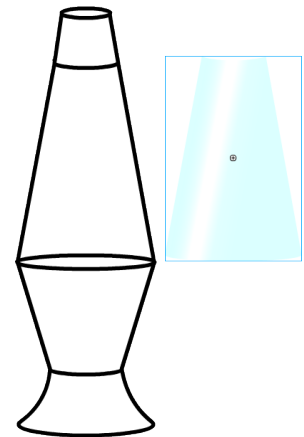


Fig. 19

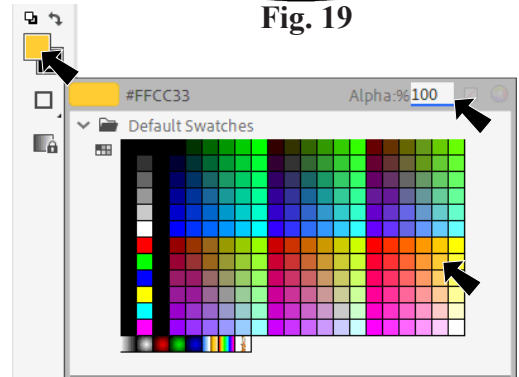


Fig. 20

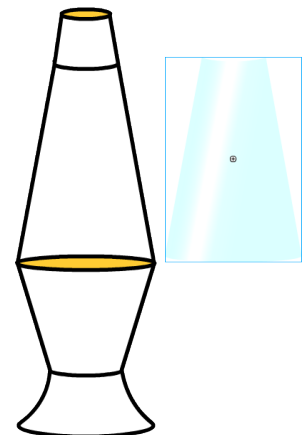


Fig. 21

L. Paint Base Linear Gradient.

Step 1. Open Color panel. Click Window Menu > Color (**Ctrl-Shift-F9**).

Step 2. In the Color panel:

Set color type to **Linear gradient**, Fig 22

Click below Gradient Definition Bar to **add 2 pointers** to set a total of 4 pointers.

Adjust the spacing of the pointers.

Click 1st pointer on Gradient Definition Bar and then set color in Color Mixer panel. Set each pointer to the following colors with all Alpha's 100%:

1st Pointer	2nd Pointer	3rd Pointer	4th Pointer
black	yellow	yellow	black
R 0	R 222	R 222	R 0
G 0	G 173	G 173	G 0
B 0	B 35	B 35	B 0

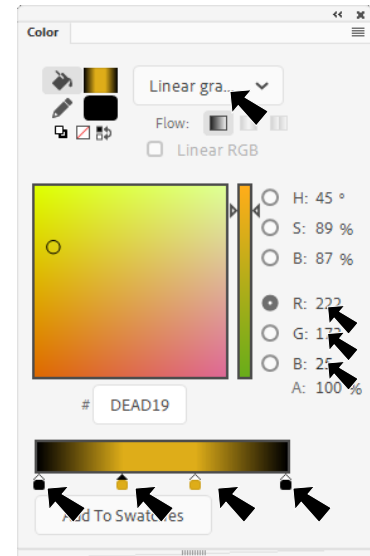


Fig. 22

Step 3. Turn off **Fill Lock**  switch at the bottom of the toolbar.

Step 4. Fill the 3 curved parts of the lamp with the new color, **Fig. 23**.

Step 5. Click the **Gradient Transform Tool**  (**F**) in the toolbar (click and hold on the Free Transform Tool ).

Step 6. Click a base part to display the handles and drag round handle in top right corner of glass fill until fill is parallel with right edge of lamp part, **Fig 24**.

Step 7. Move the center of the fill closer to the left edge of the glass to remove any black shading on the left edge, **Fig 25**.

Step 8. Drag the square handle of the fill to adjust the fill so a light black shading if displayed on the right edge of the lamp parts. Adjust the fill of all 3 curved lamp parts, **Fig 26**.

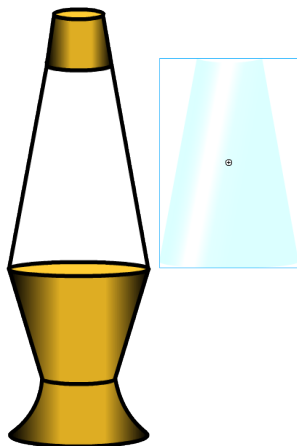


Fig. 23



Fig. 24

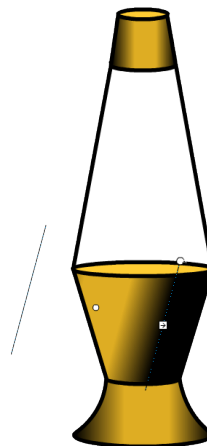


Fig. 25

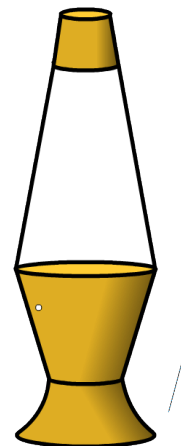


Fig. 26

M. 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 27.**

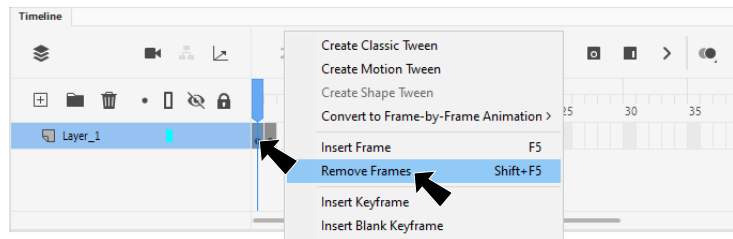


Fig. 27

N. Move Glass to It's Own Layer.

Step 1. **Double click Layer 1** name of the Timeline. Key-in **Lamp** for the new layer name and press ENTER, **Fig 28.**

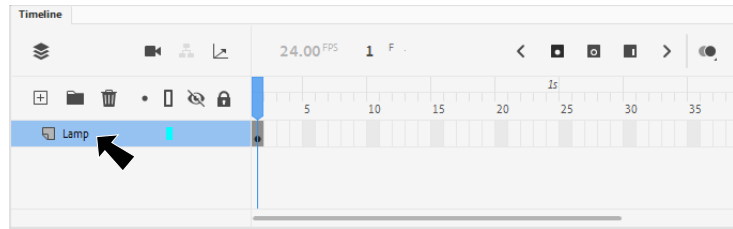


Fig. 28

Step 2. Click the Insert Layer **+** at the top of the Timeline and rename layer **Glass**, **Fig 29.**

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

Step 4. Click the glass on the stage to select it.

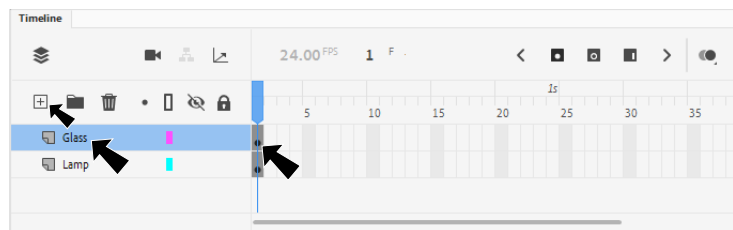


Fig. 29

Step 5. Click Edit Menu > Cut (**Ctrl-X**).

Step 6. Click the **Glass layer** to make it active.

Step 7. Click Edit Menu > Paste in Place (**Ctrl-Shift-V**). This Cut and Paste in Place moves the glass to it's own layer.

Step 8. Don't move glass onto lamp, we'll draw a Blog first. Note Glass layer frame 1 is now a Keyframe (not Blank Keyframe) with glass pasted into the layer, **Fig 29.**

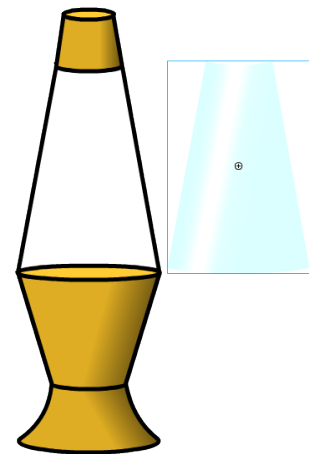
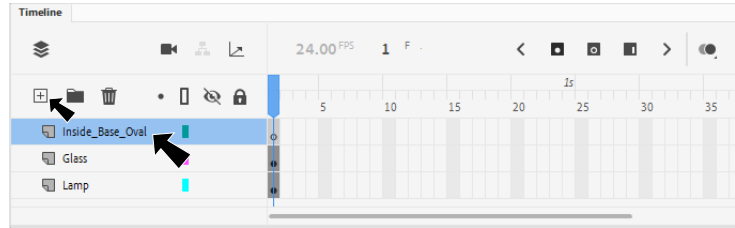


Fig. 30

O. Move Inside Base Oval to It's Own Layer.

Step 1. Insert Layer  and rename **Inside_Base_Oval**, Fig 31.



Step 2. Click the stage to deselect the glass.

Step 3. **Shift click** the inside base oval and the **back** outline of the oval to select them, Fig 32.

Fig. 31

Step 4. Click Edit Menu > Cut (Ctrl-X).

Step 5. Click the **Inside_Base_Oval** layer to make it active.

Step 6. Click Edit Menu > Paste in Place (Ctrl-Shift-V). This moves the oval and its back outline to it's own layer. Later you will position the layer behind the Lamp layer.

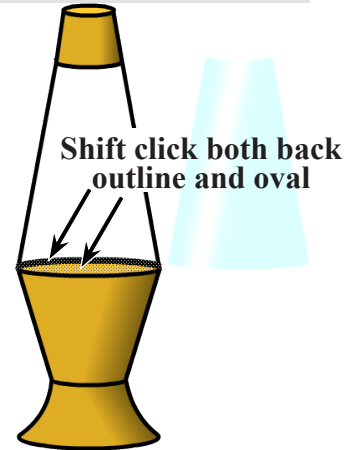



Fig. 32

P. Create Blob 1 Layer.

Step 1. Insert Layer  and rename **Blob1**, Fig 33.

Step 2. Drag the edge of the Timeline down to display all four layer names, Fig 33. Position the cursor on the bottom gray edge of the Timeline. When the cursor changes to a double headed arrow  drag down.

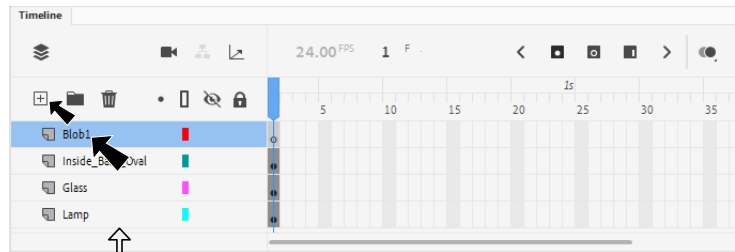


Fig. 33

Q. Arrange and Lock Layers.

Step 1. Arrange order of layers: **Lamp**, **Blob1**, **Inside Base** and **Glass**. To move layer position cursor on layer name and drag, Fig 34.

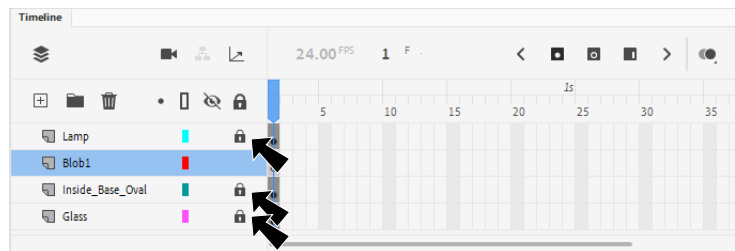


Fig. 34

Step 2. Move the glass into position on lamp, Fig 35.

Step 3. **Lock**  all layers **except Blob1**, Fig 34.

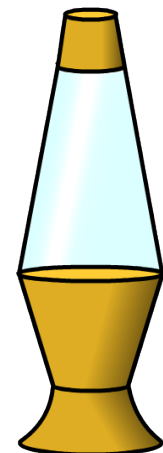


Fig. 35

R. Create Blob.


Step 1. Click the **Pencil Tool**  (**Shift-Y**) in the toolbar and confirm **Smooth Mode**  modifier.

Step 2. Draw a blob shape inside the glass, **Fig 36**.



Fig. 36

S. Create Blob 1 Symbol.

Step 1. Select the blob with **Selection Tool** .

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

Step 3. Key-in **Blob1** for Name and **Graphic** for Behavior in the **Convert To Symbol** panel.

T. Edit Blob Symbol to Tween Shape.

Step 1. Click **Edit Symbols**  at the left end of the Timeline and click **Blob1**, **Fig 38**.

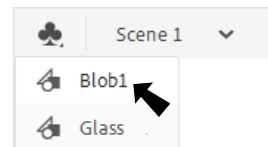


Fig. 38

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

Step 3. Click the **Paint Bucket**  (**K**) in the toolbar.

Step 4. Click the **Fill Color**  to open the color pop-up menu.

Step 5. Select a color from the color pop-up menu and fill the blob with the selected color, **Fig 39**.

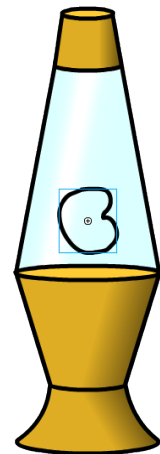



Fig. 37

Step 6. Click the **Selection Tool**  in the toolbar. Delete outline of the blob. Select the line and delete using the Delete Key on the keyboard, **Fig 40**.

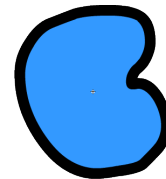


Fig. 39

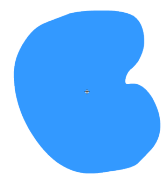



Fig. 40

U. Shape Tween Blob.

Step 1. Click **frame 20** of Layer 1 and click **Insert Keyframe**  (F6) from Timeline tools, **Fig 41**.

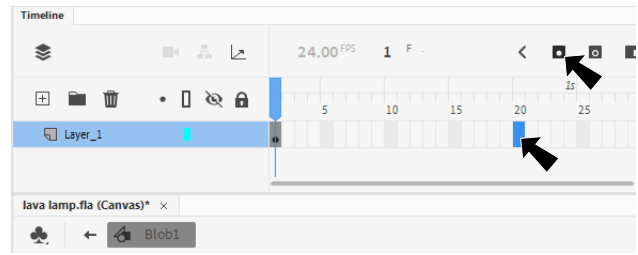




Fig. 41

Step 2. Click the stage with the **Selection Tool**  to deselect the blob.

Step 3. Use the **Selection Tool**  to change the shape of the blob, **Fig 42**.

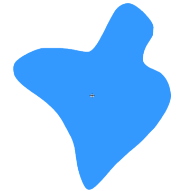


Fig. 42

Step 4. **Right click** any frame of Layer1 and click **Create Shape Tween**, **Fig. 43**.

Step 5. **Click and hold Step Back One Frame**  in the Timeline header to **rewind** to frame 1.

Step 6. **Play** .

Step 7. Click **Back**  at left end of Timeline to return to the scene. (**Ctrl-E**).

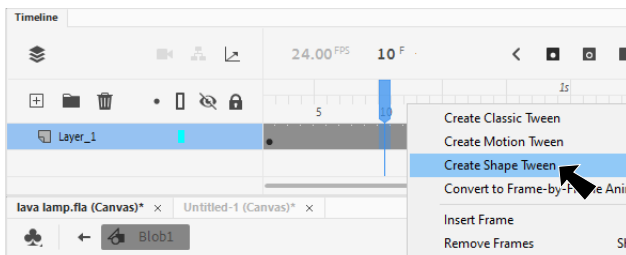


Fig. 43

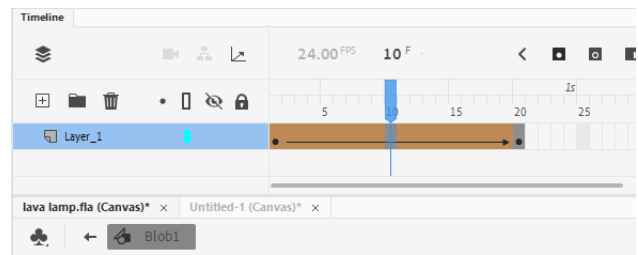



Fig. 44

V. Add Motion Tween to Blob.

Step 1. Click the **Outline column**  to the right of **Lamp layer** name to view the lamp as outlines, Fig 45.

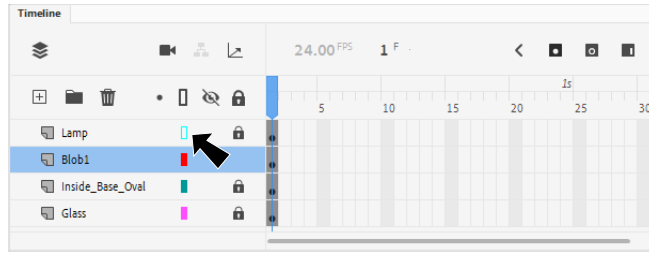



Fig. 45

Step 2. Use the **Selection Tool**  to position the blob symbol inside the lower base, Fig. 46.

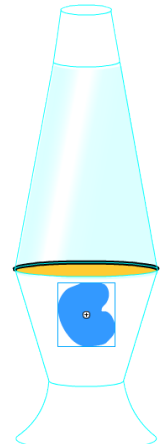



Fig. 46

Step 3. **Drag down from frame 20 of the Lamp layer** to select frame 20 in all layers and click **Insert Frame**  (F5) from Timeline tools, Fig 47.

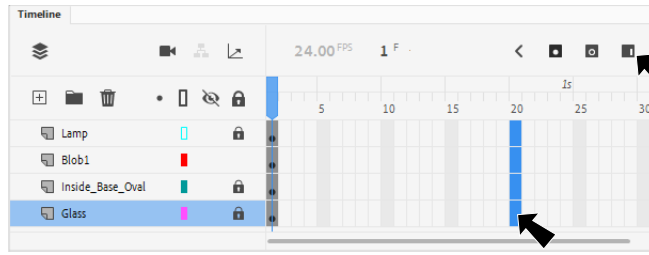



Fig. 47

Step 4. Click **frame 20 of Blob1 layer** and click **Insert Keyframe**  (F6) from Timeline tools, Fig 48.

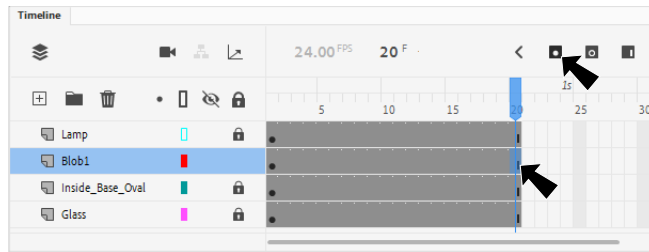


Fig. 48

Step 5. Use the **Selection Tool**  to move blob up inside top piece of lamp, Fig 49.

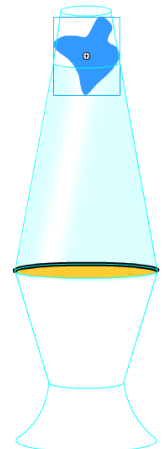


Fig. 49

Step 6. If necessary, use the **Free Transform Tool**  (Q) to size the blob, Fig 50. **Shift click** and drag a corner handle to fit blob inside top.

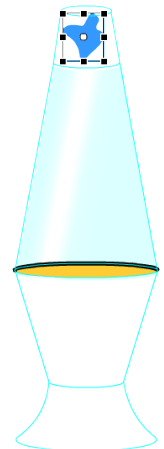



Fig. 50

Step 7. Click **Outline column**  in the **Lamp layer** to turn the outlines off and the colors on.

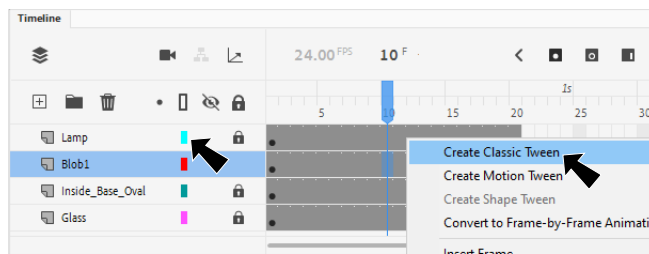


Fig. 51

Step 8. **Right click any frame** between 1 and 20 in the **Blob layer** and click **Create Classic Tween** from menu, Fig 51.

Step 9. **Click and hold Step Back One Frame**  to rewind.

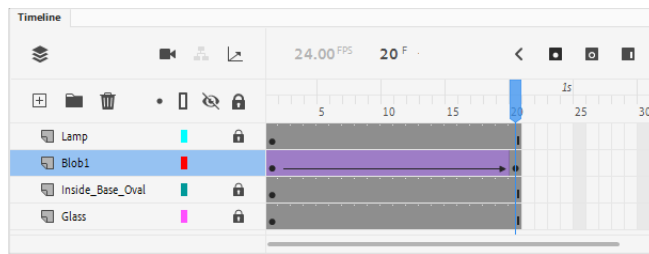


Fig. 52

Step 10. **Play** .

W. Frame Rate.

Step 1. In the Document Setting panel (**Ctrl-J**)
Frame rate 8, Fig. 53
click OK.

Step 2. Click Control Menu > Loop Playback.

Step 3. **Play** ▶.

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

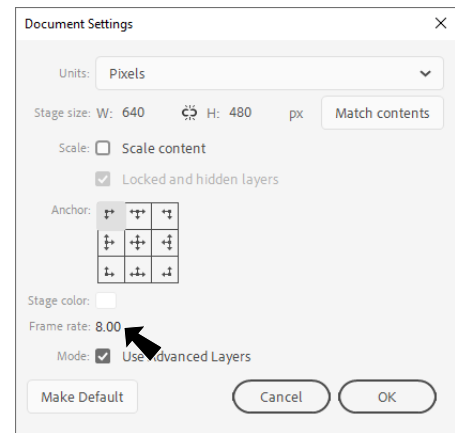


Fig. 53

X. Create More Blobs.

Step 1. You can create more blobs. Repeat steps beginning on page 10 with **P. Create Blob1 Layer**. Name your new layers and symbols Blob2 and Blob3. Unlock the Background layer and delete the two glass lines.



Fig. 54



Fig. 55