

Animate CC Chapter 12 Walking Characters

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 **walking-bitmaps.zip** file and that contains bitmap files from Animate web page at cudacountry or use this link: click here to access **walking-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.

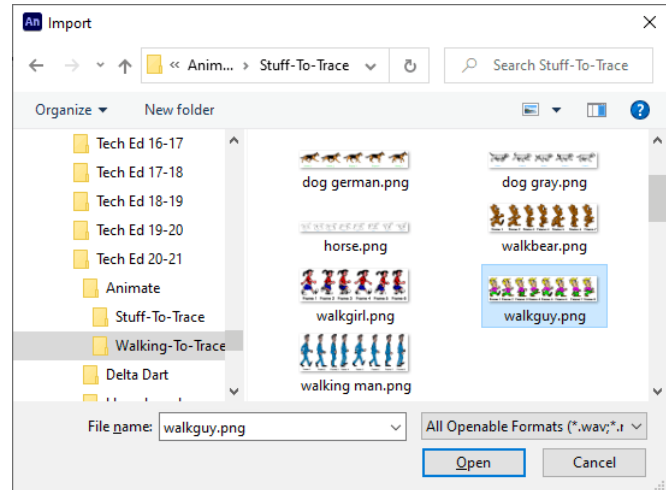


Fig. 1

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

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

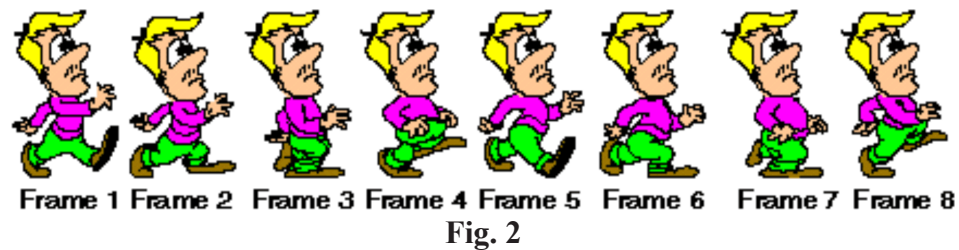


Fig. 2

Step 5. Show All (Ctrl-3).

C. Insert Blank Keyframe.

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

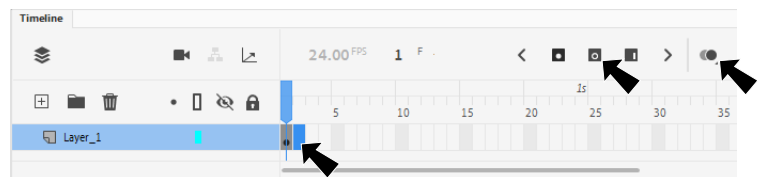


Fig. 3

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

D. Trace One Set of Frames.

Step 1. Trace each frame with **Pencil Tool** (Shift-Y), confirm **Smooth Mode** modifier. **Tip:** Draw one head and Copy and Paste.

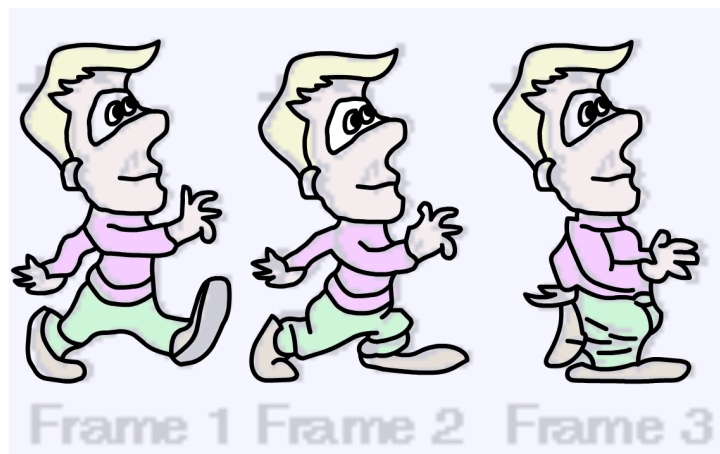


Fig. 4

E. Fill Colors.

Step 1. Use **Paint Bucket**  (K) to fill in colors, **Fig. 5**.

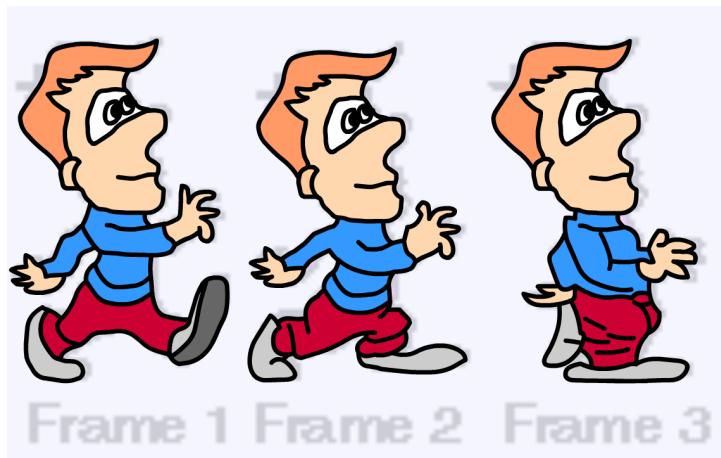


Fig. 5

F. Save File As 'walking'.

Step 1. Click File Menu > Save As.

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

G. Create Symbol.

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

Step 2. Drag a selection around the image of the **1st frame tracing**, **Fig. 6**.

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

Step 4. In Convert to Symbol panel, **Fig 7**.
Name key-in **Boy Walking**
Type **Graphic**
Registration **center grid**
click OK.

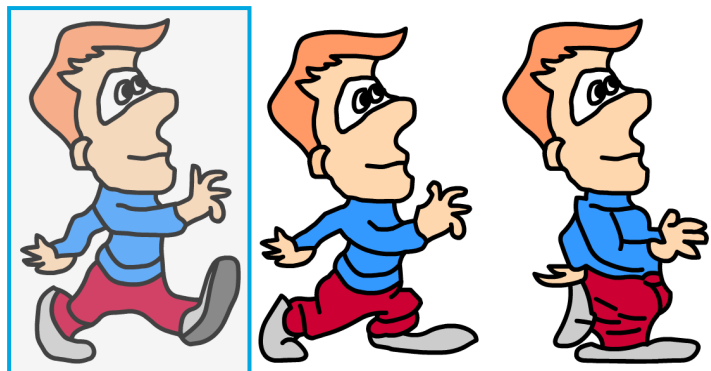


Fig. 6

Step 5. **Drag a selection** around the image of the **2nd frame**, **Fig. 8**.

Step 6. Click Edit Menu > Copy. (Ctrl-C).

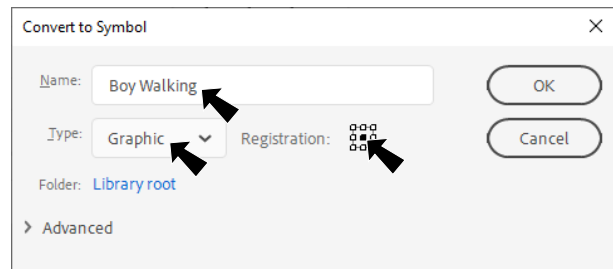


Fig. 7

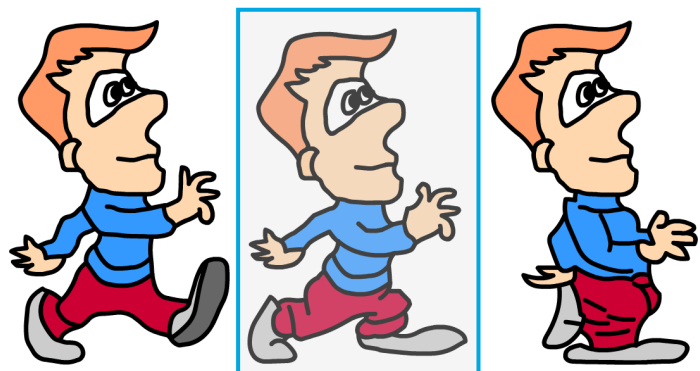

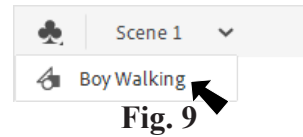



Fig. 8

Step 7. Click **Edit Symbols**  at the left end of the Timeline and click **Boy Walking (Ctrl-E)**, **Fig 9**.



Step 8. **Show All (Ctrl-3)**.

Step 9. Click **frame 2** of Layer 1 and click **Insert Blank Keyframe**  (F7) from Timeline tools, **Fig 10**.

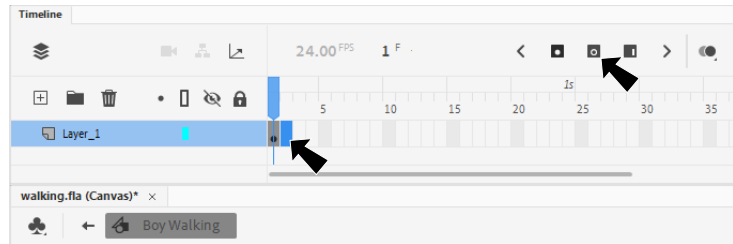



Fig. 10

Step 10. Click Edit Menu > Paste in Center. (Ctrl-V).

Step 11. Click **Onion Skin Button**  to faintly display the previous frame, **Fig 11**. Check to make sure the images line up, **Fig 12**.

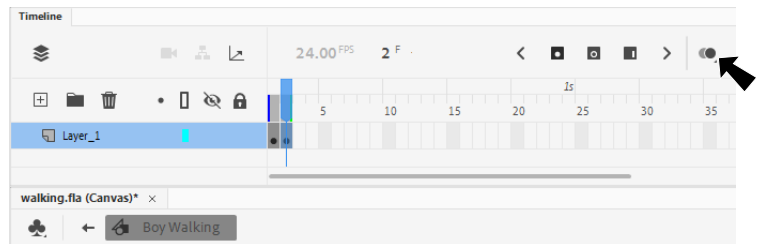



Fig. 11

Step 12. Click **Back**  at left end of Timeline to return to the scene. (**Ctrl-E**).

Step 13. Repeat the Steps starting with **Step 5** and this time select the next frame, frame 3. Then, repeat again for each frame.

- 1) Drag selection
 - 2) Ctrl-E
 - 3) F7
 - 4) Ctrl-V
 - 5) Ctrl-E
- Repeat

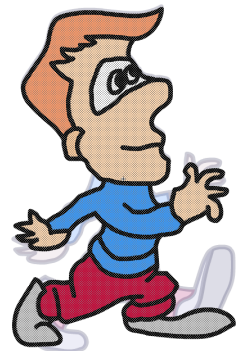


Fig. 12

H. Add Your Symbol to Movie.

Step 1. To move the Symbol across a scene - Close this file and open **your Path** file. Create a motion tween by following the steps. Create a new layer, bring the symbol in by Importing as External Library. Then create a motion tween.