An Animate CC Chapter 4
Airplane Propeller

A. Open your "airplane path" file.

Step 1. Open your **airplane path** file.

B. Move Propeller Off Fuselage.

Step 1. Click **Edit Symbols** ♣ at the left end of the Timeline, then click **Airplane (Ctrl-E)**.

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

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

Step 4. Hold down **Shift key** on keyboard and "Shift click" all parts of the Prop, **Fig 1**.
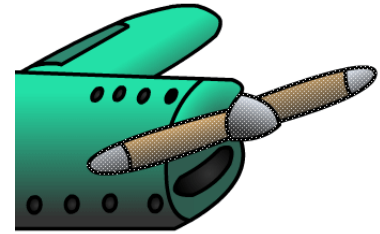
Step 5. Use **right arrow key** to move Prop to the right off of fuselage, **Fig. 2**.
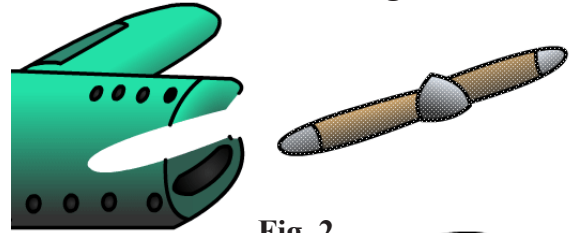
Fig. 1

Fig. 2

C. Save File As 'airplane propeller'.

Step 1. Click File Menu > Save As.

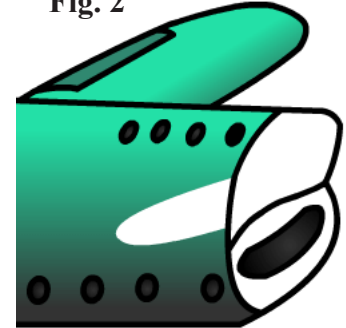Step 2. Key-in **airplane propeller** for the filename and press ENTER.

D. Repair Fuselage.

Step 1. Use Pencil Tool ✏, Line Tool ╱ and **Selection Tool** ▶ to repair the lines, **Fig. 3**.

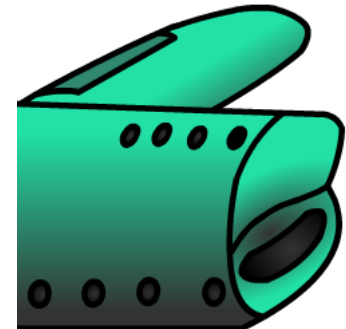Step 2. Use Dropper Tool 🖋 and Paint Bucket Tool 🪣 to repair the fuselage color, **Fig. 4**.

Fig. 3

E. Create Prop Symbol.

Step 1. Use the **Selection Tool** ▶ (**V**) and make a selection around the Prop, **Fig 5**.
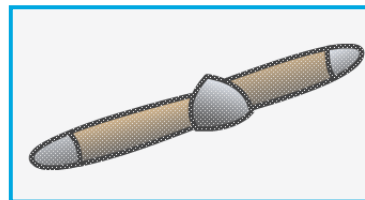
Step 2. Click Modify Menu > Convert to Symbol (**F8**).

Step 3. In Convert to Symbol dialog box, **Fig 6**.
   Name key-in **Prop**
   Type **Graphic**
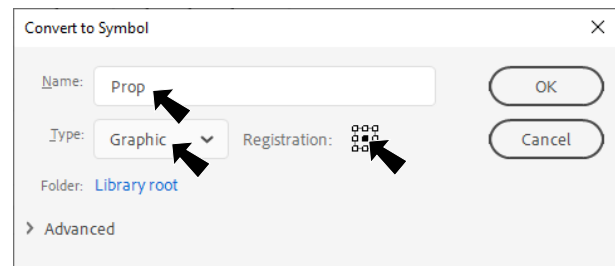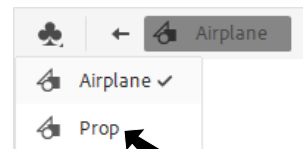   Registration **center grid**
   click OK.

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

Fig. 4

Fig. 5

Convert to Symbol

Name: Prop

Type: Graphic   Registration: ⠿

Folder: Library root

> Advanced

OK   Cancel

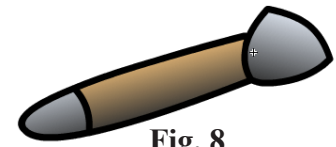**Fig. 6**

F. Delete One Prop Blade.

Step 1.   Click **Edit Symbols** ♣ at the left end of the Timeline, then click **Prop**, **Fig 7**.

Fig. 7
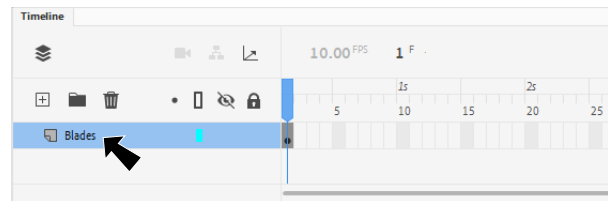
Step 2.   **Show All** (**Ctrl-3**).

Step 3.   Delete one of the Prop blades, **Fig 8**.
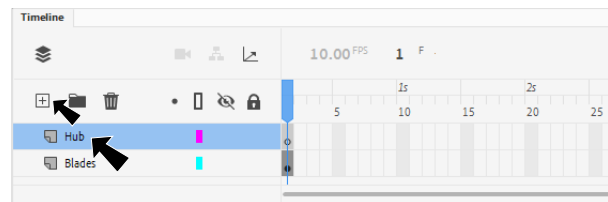

Fig. 8

G. Move Hub to New Hub Layer.

Step 1.   **Double click Layer 1** name in the Timeline and key-in **Blades** for the new layer name, **Fig 9**.

Fig. 9

Step 2.   Click Insert Layer ⊞ above layer name, **Fig 10**.

Step 3.   Double click Layer 2's name key-in **Hub** new layer name, **Fig 10**.

Fig. 10

Step 4.   Click the **Selection Tool** (**V**) in the toolbar.

Step 5.   **Shift click** all part of the hub to select it, **Fig 11**.

Step 6.   Click Edit Menu > Cut (**Ctrl-X**).

Step 7.   Click the **Hub layer** to make the layer active, **Fig 12**.
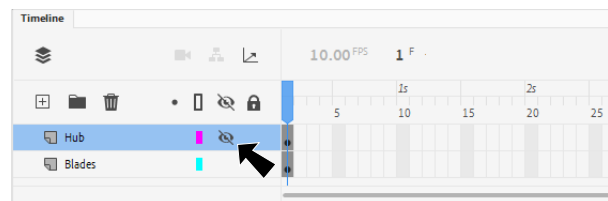

Fig. 11

Step 8.   Click Edit Menu > Paste in Place (**Ctrl-Shift-V**). The hub is now on its own layer.

Step 9.   **Hide** 🔍 **Hub layer**, **Fig. 12**.
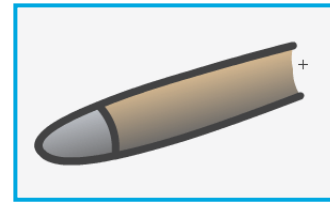
Step 10. Save (**Ctrl-S**).

Fig. 12

H. Copy/Paste Matching Blades.

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

Step 2.   Make a selection around the blade, **Fig. 13**.
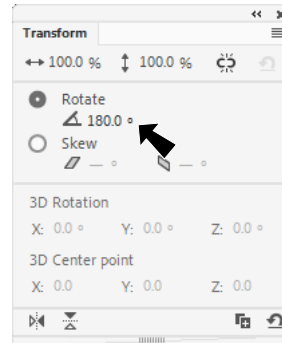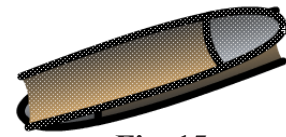

Fig. 13

Step 3.   Click Edit Menu > Copy (**Ctrl-C**).

Step 4.   Click Edit Menu > Paste in Place
(**Ctrl-Shift-V**).

Step 5.   Display the Transform panel (**Ctrl-T**).
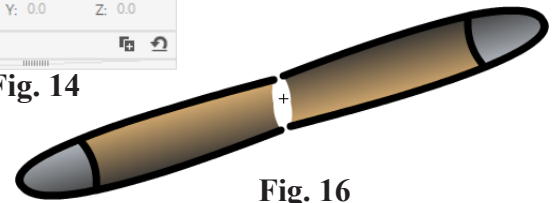Key-in **180** for Rotate, **Fig. 14**
press ENTER.

Fig. 14

Fig. 15

Step 6.   Use the **Selection Tool** ▸ and align
the ends of the two blades. Make sure the +
symbol is in the center of the blades, **Fig. 16**.
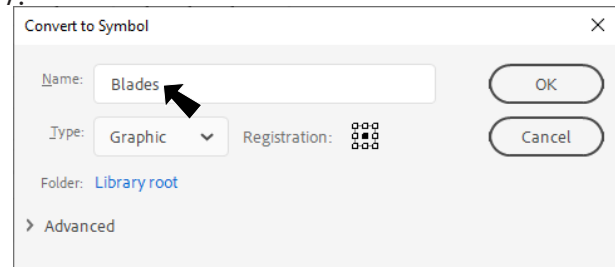

Fig. 16

I. Create Blades Symbol.

Step 1.   Click Edit Menu > Select All (**Ctrl-A**).

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

Step 3.   In the Convert to Symbol dialog box, **Fig 17**.
Name key-in **Blades**
Type **Graphic**
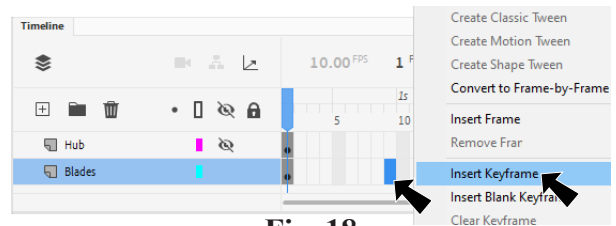Registration **center grid**
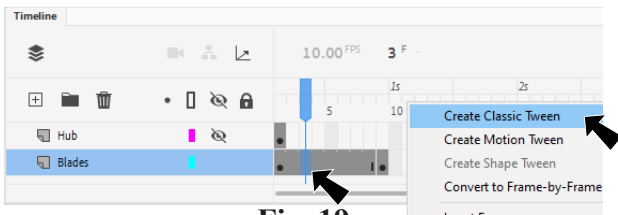click OK.

Fig. 17

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

J. Tween 9 Frames.

Step 1. **Right click frame 9** of the **Blades layer** and click **Insert Keyframe** (**F6**), **Fig. 18**.
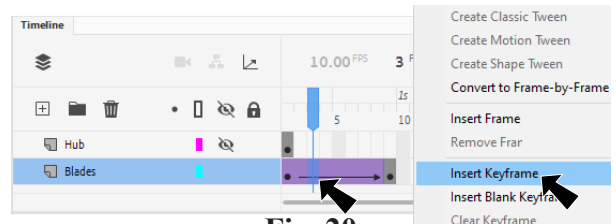
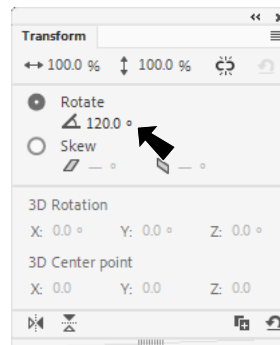**Step 2.** **Right click frame 3** of the **Blades layer** and click **Create Classic Tween**, **Fig. 19**.

Fig. 18

Step 3. **Right click** frame **3** of the **Blades layer** and click **Insert Keyframe** (**F6**), **Fig. 20**.

Fig. 19

Fig. 20

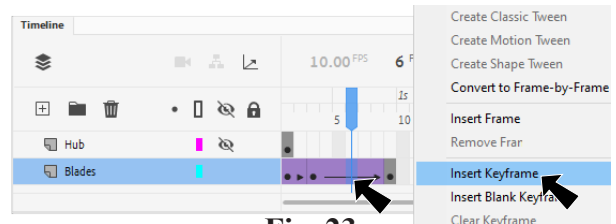**Step 4.** In the Transform panel (**Ctrl-T**). Key-in **120** for Rotate, **Fig. 21** press ENTER.
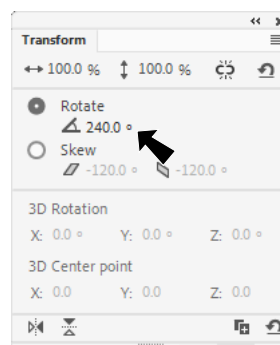
Step 5. **Right click frame 6** of the **Blades layer** and click **Insert Keyframe** (**F6**), **Fig. 23**.
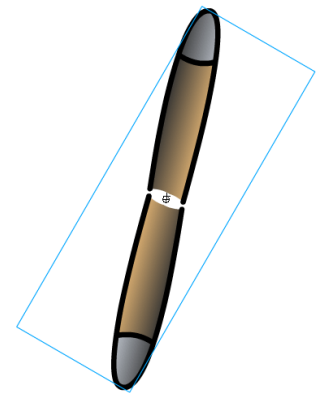
Step 6. In the Transform panel (**Ctrl-T**). Key-in **240** for Rotate, **Fig. 24** press ENTER.
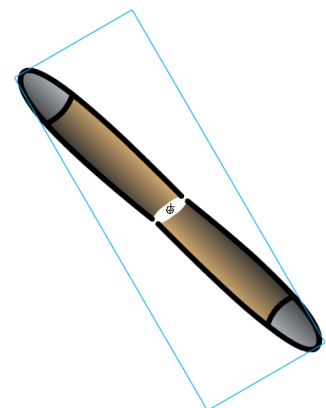

Fig. 21

Fig. 22

Fig. 23

Fig. 24

Fig. 25

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K. Remove Delay in Rotation.

Step 1.   Click **Loop Playback** ⬐ in the Timeline header.

Step 2.   Drag **Frame Selectors** ◀ ▶ to select **all 9 frames**, **Fig. 26**.

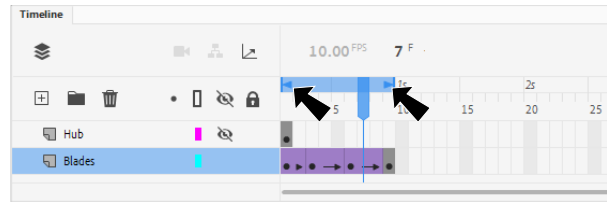Step 3.   Click **Play** ▶ and click **Pause** ▮▮.

Fig. 26

L. Remove Delay in Rotation.

There's a delay at the beginning/end of the animation. That's because in both frame 1 and frame 9 the Prop is at the same position. Here's the fix. Remove frame 9 but first insert a Keyframe at frame 8.

Step 1.   **Right click frame 8** of the **Blades layer** and click **Insert Keyframe (F6)**, **Fig. 27**.

Step 2.   **Right click keyframe 9** of the **Blades layer** and click **Remove Frames Fig. 28**.

Fig. 27

Step 3.   **Show** 🔘 **Hub layer**, **Fig. 29**. The hub doesn't have any frames so it can't be seen beyond frame 1.

Step 4.   **Right click frame 8** of the **Hub layer** and click **Insert Frame (F5)**, **Fig. 29**.

Fig. 28

Step 5.   Move the hub to center of blades, **Fig. 30**.

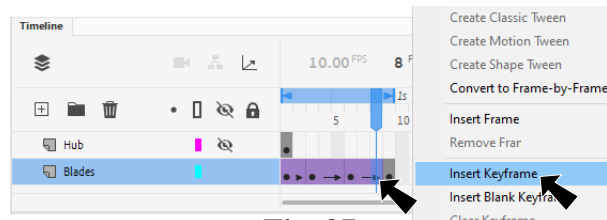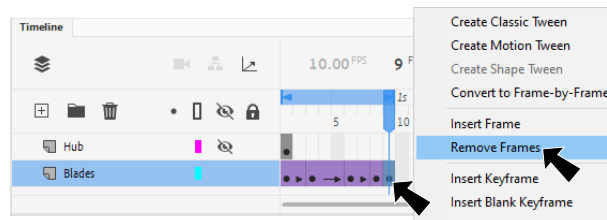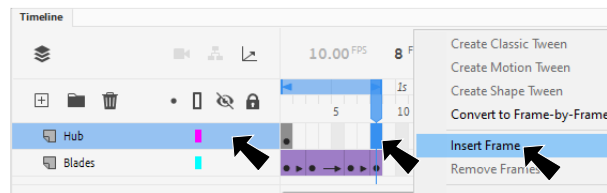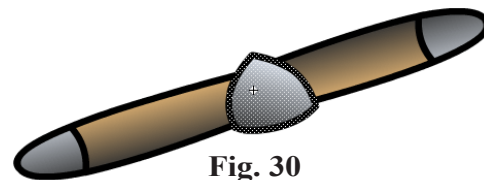Step 6.   Click **Play** ▶ in the Timeline header.

Fig. 29

Fig. 30

M. Adjust Prop in Airplane Symbol.

Step 1.   Click **Edit Symbols** ♣ at left end of the Timeline, then click **Airplane**, **Fig 31**.

Fig. 31

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

Step 3.   Use the **Selection Tool** ▸ (**V**) to move the Prop into position, **Fig 32**.

Step 4.   **Right click frame 8** of **layer 1** and click **Insert Frame (F5)**, **Fig. 33**.

Fig. 32

Step 5.   Drag **Frame Selectors** ◂ ▸ to select **all frames and click Play** ▸.

Step 6.   Click **Exit Edit Symbol** ← at left end of Timeline to return to the scene. (**Ctrl-E**).

Fig. 33

Step 7.   Back in the scene **turn off Loop Playback** ↰ in Timeline header.

Step 8.   Save the file. Use Ctrl-S.