

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.

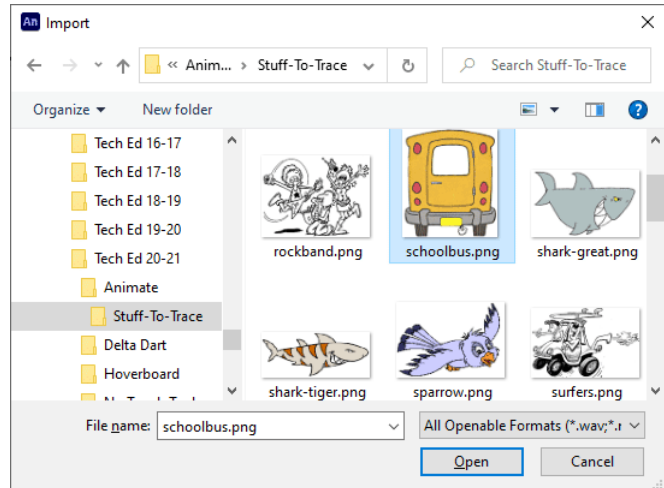


Fig. 1

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

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

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

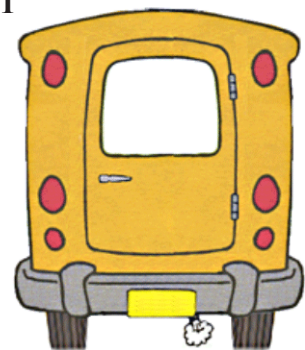


Fig. 2

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.

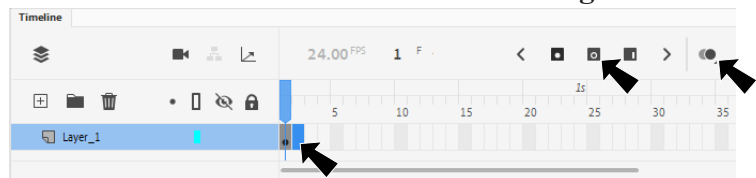


Fig. 3

Step 3. To customize the color of the onion skin frames, **right click Onion Skin Button** and click **Advanced Settings**.

Step 4. In the Onion skin setting panel, **Fig. 4**
Starting opacity 20%
close panel.

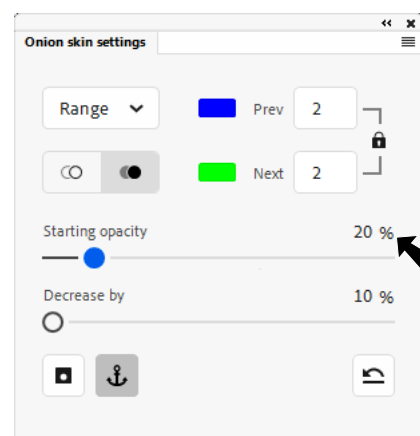






Fig. 4

D. Save File As 'back view'.

Step 1. Click Save As from the File Menu in the Menu Bar.

Step 2. Key in **back view** for the filename and press ENTER.

E. Trace Bitmap with Pencil and Line Tools.

- Step 1. Trace the bitmap with **Pencil Tool**  (**Shift-Y**), confirm **Smooth Mode**  modifier and **Line Tool**  (**N**). Bend or shape lines with **Selection Tool**  (**V**).
- Step 2. Trace all the lines of the bitmap, **Fig 5**.

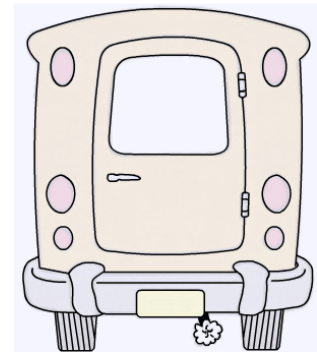






Fig. 5

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. **Don't fill the windows with any color.** Keep the windows transparent, **Fig 6**.
- Step 3. If parts of the drawing will not paint, use the **Selection Tool**  (**V**) to close gaps between lines.
- Step 4. Turn the **Onion Skin Button**  off to check your progress.
- Step 5. Save (**Ctrl-S**).

No fill color

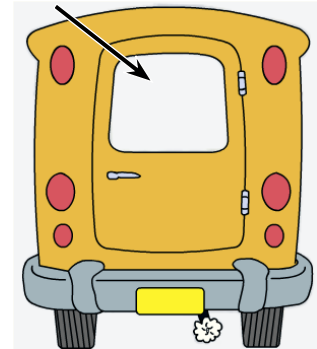


Fig. 6

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** (**Shift-F5**) from the menu, **Fig 7**.

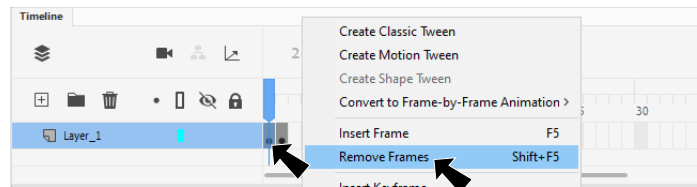


Fig. 7

H. Create Back View Drawing 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 8**.
Name key-in **Back View Drawing**
Type **Graphic**
Registration **center grid**
click **OK**.

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

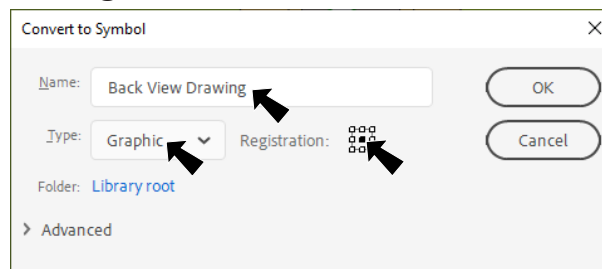


Fig. 8

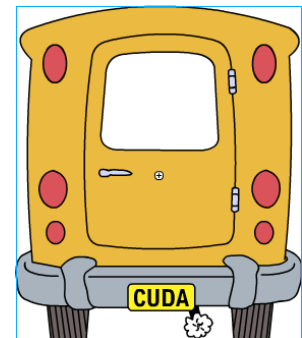


Fig. 9

I. Create Back View Symbol (rocking).

Step 1. Click the Back View symbol to select it, Fig 10.

Select Drawing symbol and create new Rocken symbol

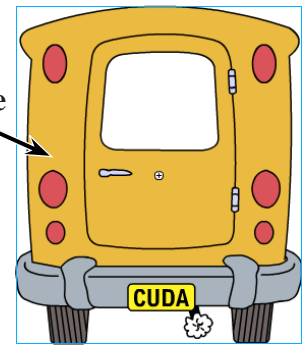


Fig. 10

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

Step 3. In the Convert to Symbol dialog box, Fig 11.

Name key-in **Back View Rocken**

Type **Graphic**

Registration **center grid**

click OK.

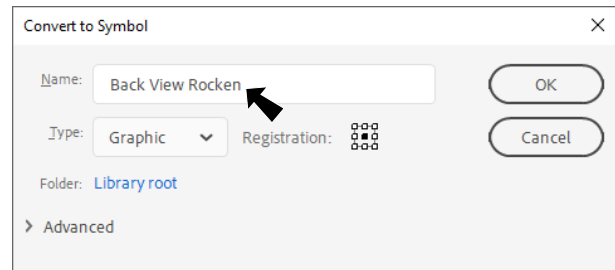


Fig. 11

Step 4. Save (Ctrl-S).

J. Keyframe 2 and 3.

Step 1. Click **Edit**

Symbols at the left end of the Timeline and click **Back View Rocken** (Shift-E), Fig. 12.

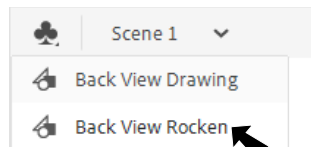


Fig. 12

Step 2. Click **frame 2** of Layer 1 **drag in one motion** across to **frame 4** to highlight frames 2 thru 4, Fig. 13.

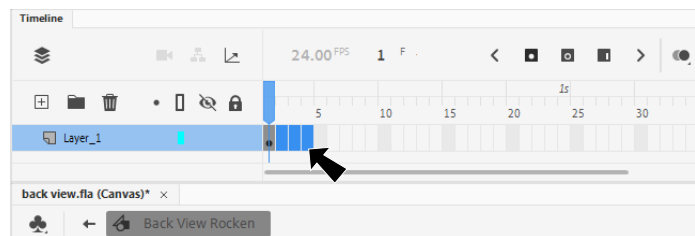


Fig. 13

Step 3. Click Modify Menu > Timeline > Convert to Keyframes (F6).

Step 4. Click **keyframe 1** of Layer 1 in the Timeline, Fig 14.

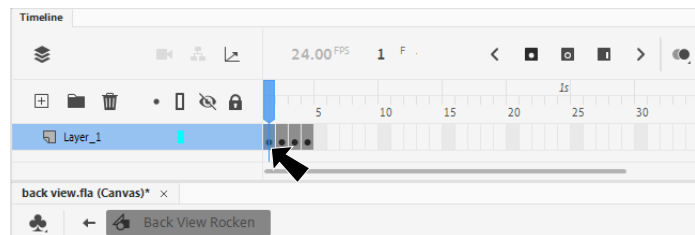


Fig. 14

Step 5. In the Transform panel (Ctrl-T). Key-in **-10** for Rotate, Fig. 15 press ENTER.

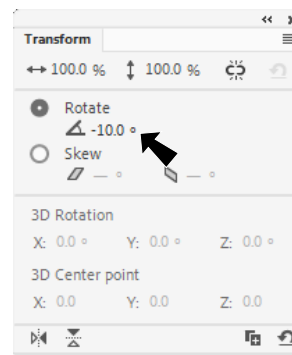


Fig. 15

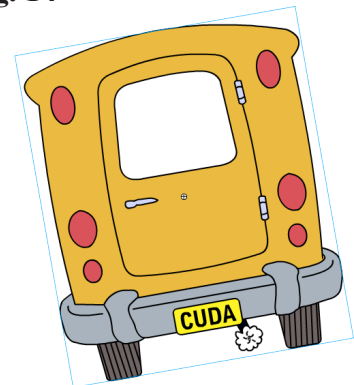
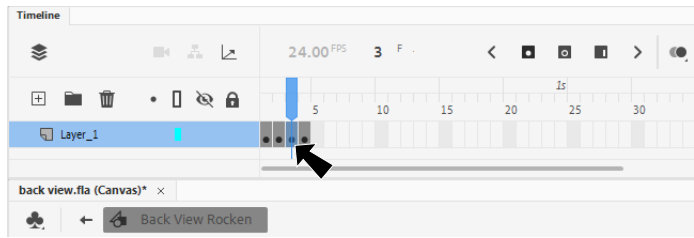


Fig. 16

Step 6. Click **keyframe 3** of Layer 1 in the Timeline, **Fig 17**.



Step 7. In the Transform panel (**Ctrl-T**). Rotate **10**, **Fig 18** press ENTER.

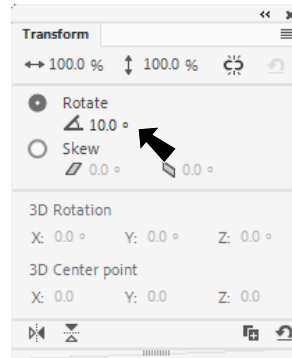


Fig. 17

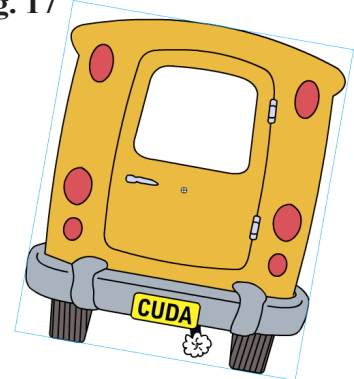


Fig. 18

Fig. 19


Step 8. Click **Loop Playback**  in the Timeline header.

Step 9. Drag **Frame Selectors**  to select **all 4 frames**, **Fig. 20**.

Step 10. Click **Play**  in the Timeline header.

Step 11. Save (**Ctrl-S**).

K. Set-up Background Layer.

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

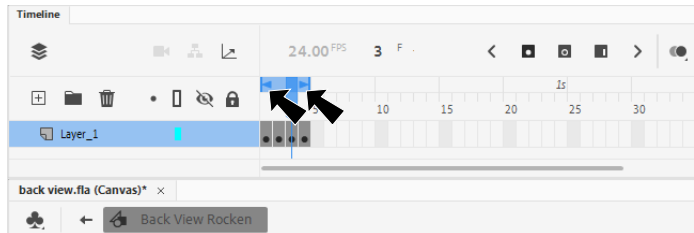


Fig. 20

Step 2. **Double click** **Layer 1** name of the Timeline, **Fig 21**. Key-in **Back View** for the new layer name and press ENTER.

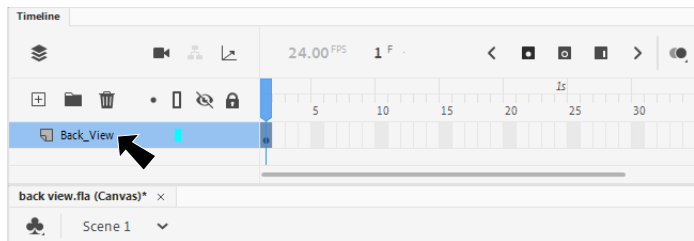


Fig. 21

Step 3. Click **Insert Layer**  and rename layer **Background**, **Fig 22**.

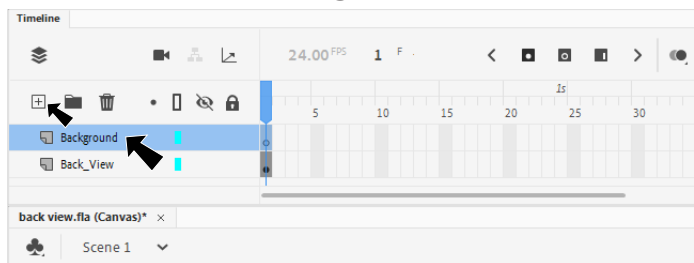



Fig. 22

Step 4. Drag Background layer to the bottom layer and **Hide**  the **Back View** layer, **Fig 23**.

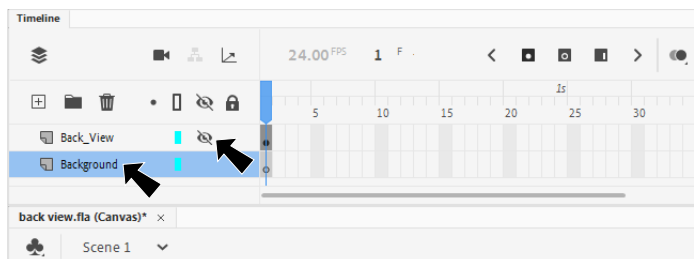



Fig. 23

L. Draw Background Layer.

Step 1. Turn on Snap to Grid (Ctrl-Shift-'). View Menu > Snapping > Snap to Grid.

Step 2. Click the **Rectangle Tool**  in the toolbar.

Step 3. In the Properties panel (Ctrl-F3) under Color and Style, **Fig. 24** Fill None .

Draw rectangle with grid on - then turn off grid

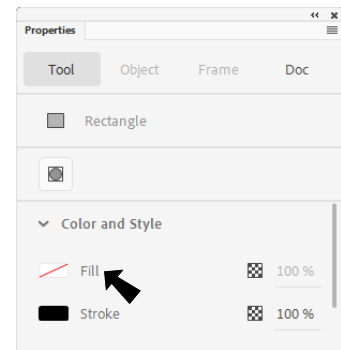




Fig. 24

Step 4. Draw a rectangle to stage corners, **Fig. 25**.

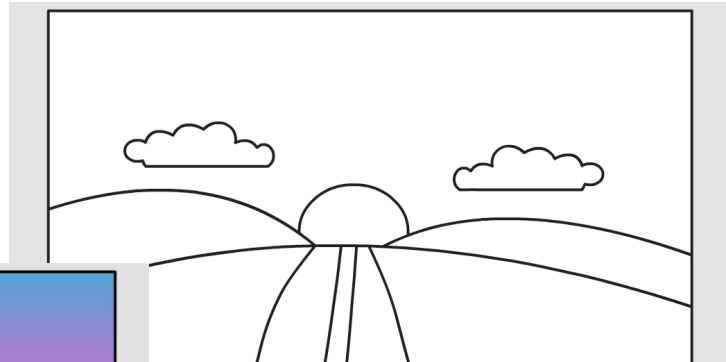


Fig. 25

Step 5. Turn off Snap to Grid (Ctrl-Shift-'). View Menu > Snapping > Snap to Grid.

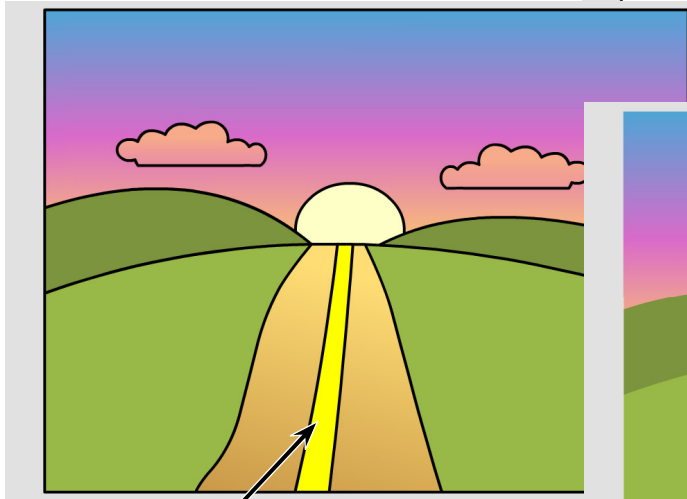
Step 6. Use **Pencil Tool**  (Shift-Y) and **Line Tool**  (N) to horizon line about a third of the way down from the top, a **wide road** and **wide yellow line**, **Fig. 26**.

Step 7. Use **Paint Bucket**  (K) to complete background, **Fig. 27**.



Step 8. Double click and delete outline, **Fig. 28**.

Step 9. Save (Ctrl-S).



Include wide yellow line

Fig. 27

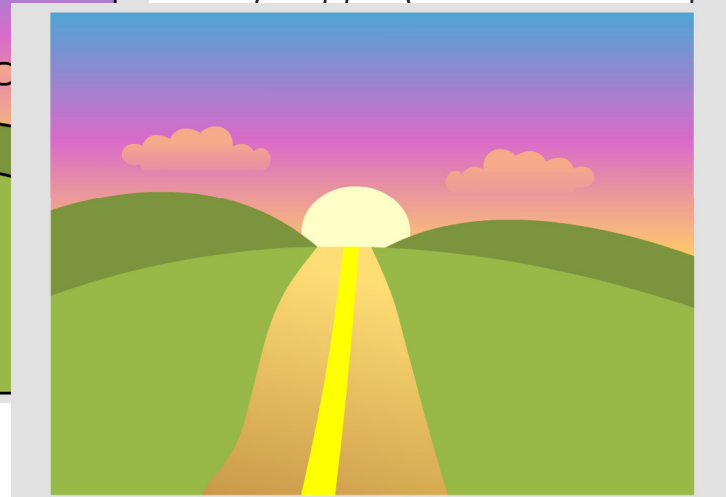


Fig. 28