



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**.

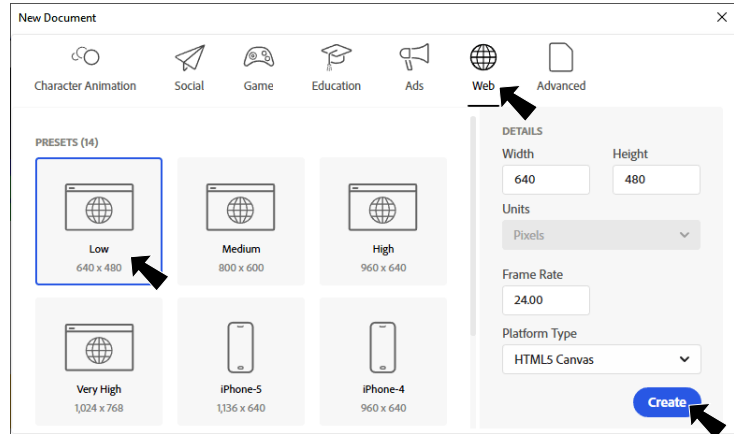


Fig. 1

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 **airplanewhite.png** and click Open, **Fig. 2**.

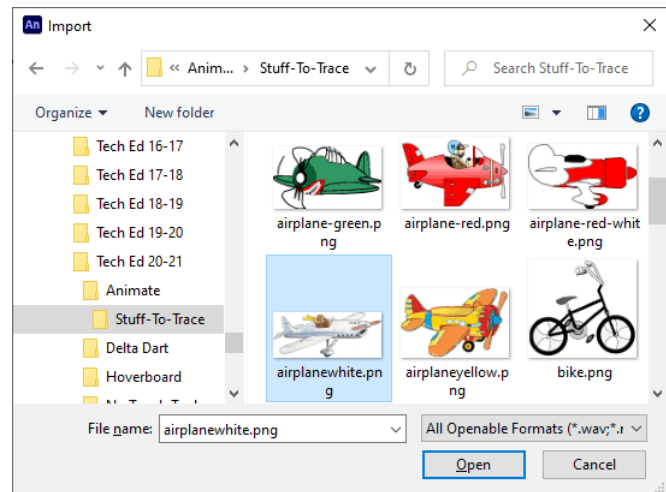



Fig. 2

Step 5. Scale the bitmap down. Use Window Menu > Transform (**Ctrl-T**)

Step 6. In the Transform panel, **Fig. 4**. key-in **30** in the **Width** field click **Constrain on**  and press ENTER

Step 7. Close the Transform panel .

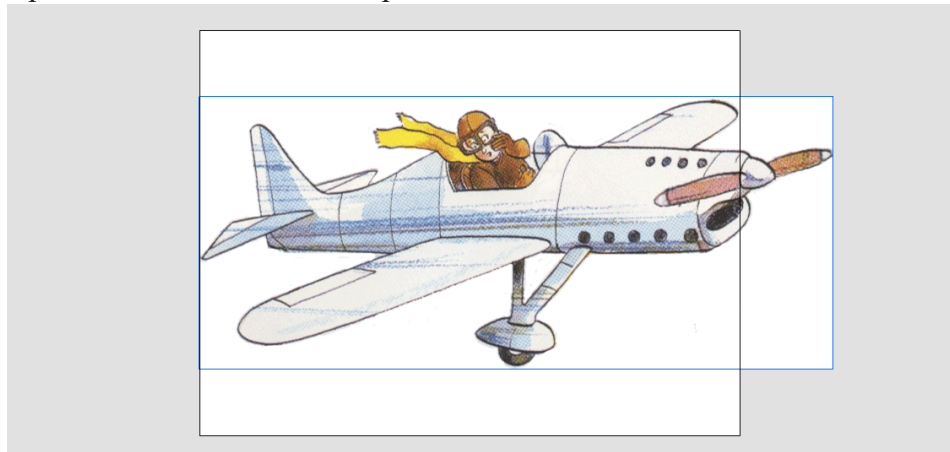


Fig. 3

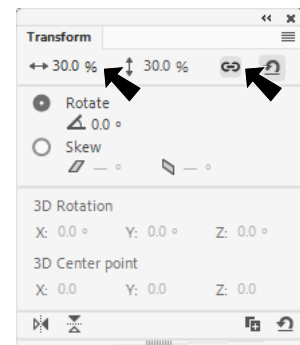
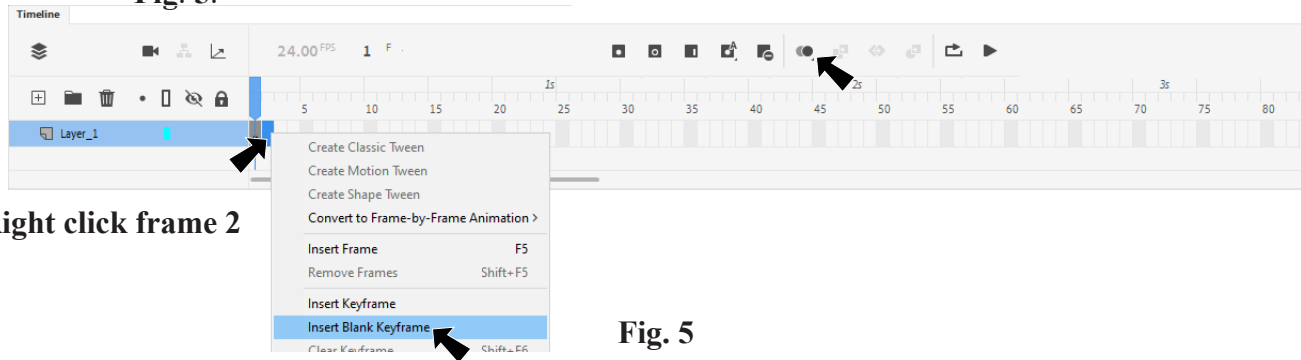


Fig. 4

C. Insert Blank Keyframe.



Step 1. Right click frame 2 in the Timeline and click **Insert Blank Keyframe (F7)** from menu, **Fig. 5**.



Right click frame 2

Fig. 5

Step 2. Click **Onion Skin Button**  located at top of the Timeline, **Fig. 5**. The bitmap drawing is faintly displayed.

Step 3. Use **Show All (Ctrl-3)** or click **Zoom Tool**  in the toolbar and **Enlarger Tool**  in the toolbar options. Then, drag a zoom window around the bitmap.

Step 4. To customize the color of the onion skin frames, **right click Onion Skin Button**  and click **Advanced Settings**.

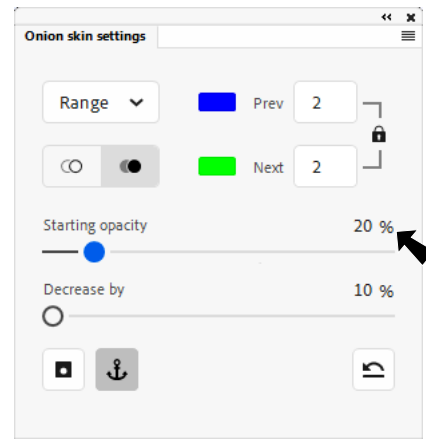


Fig. 6

Step 5. In the Onion skin setting panel, **Fig. 6**
Starting opacity 20%
close panel .










Fig. 7

C. Save File As 'airplane tracing'.

Step 1. Click File Menu > Save As.

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

D. Trace Bitmap with Pencil and Line Tools.

- Step 1. Click the **Pencil Tool**  (Shift-Y) in the toolbar. To add Pencil Tool, click **Edit Toolbar** . Drag the Pencil Tool from the Tools Palette over under Line Tool, **Fig 8**.
- Step 2. Check the **Pencil Mode**  in the toolbar options and the **Smooth Mode**  modifier.
- Step 3. Confirm **Object Drawing**  switch is **turned off**, **Fig 9**.
- Step 4. Trace the lines of the bitmap, **Fig 10**.
- Step 5. Click **Line Tool**  (N) in the toolbar.
- Step 6. Draw a line and use the **Selection Tool**  (V) to bend the line to fit the bitmap, **Fig 9** and **Fig 10**.

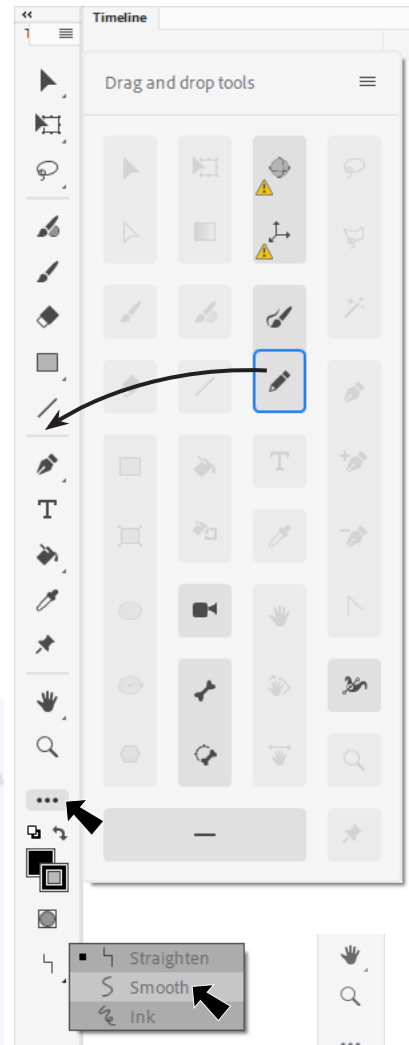
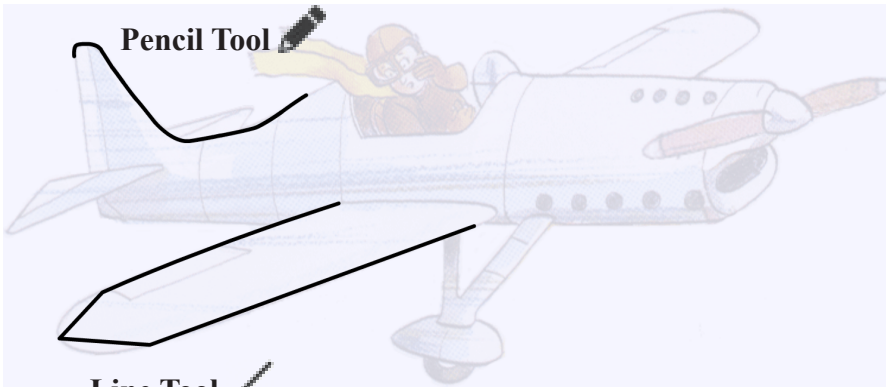


Fig. 8

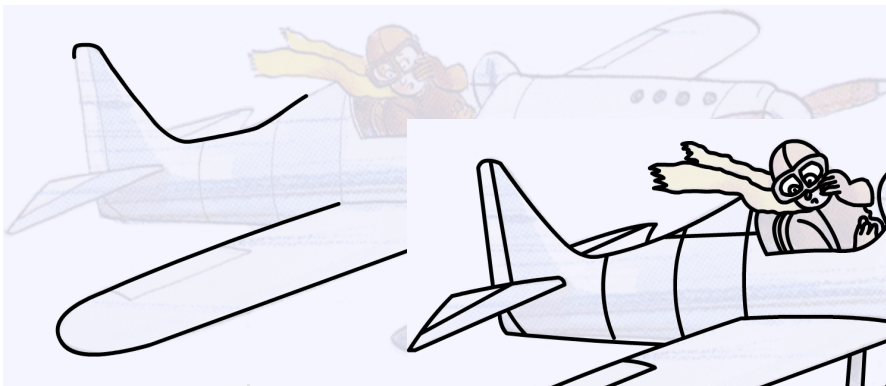


Fig. 9



Line Tool  Fig. 10

bend with Selection Tool 



Line Tool  bend with Selection Tool 



Fig. 11

E. Fill with Paint Bucket Tool.

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


Step 2. Click the **Fill Color**  at the bottom of the toolbar to open the color pop-up menu, **Fig 11**. Select a color to paint the vehicle parts.



Fig. 13

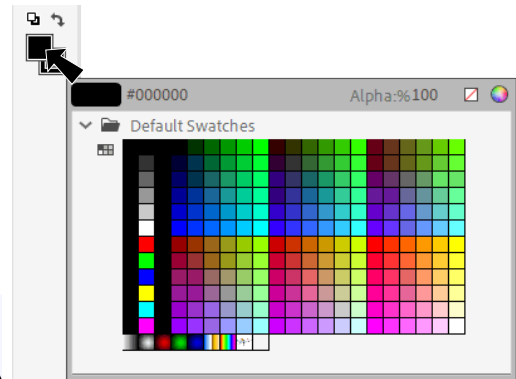


Fig. 12

F. Create a Color 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 14**.

Click **left pointer**  of the Gradient Definition Bar

Click a color from the color space in the panel or double click point to display color panel.

Drag the Brightness control to change the lightness of the color.

Repeat at the **right pointer**, click right pointer  on the gradient bar and click a color from the color window.

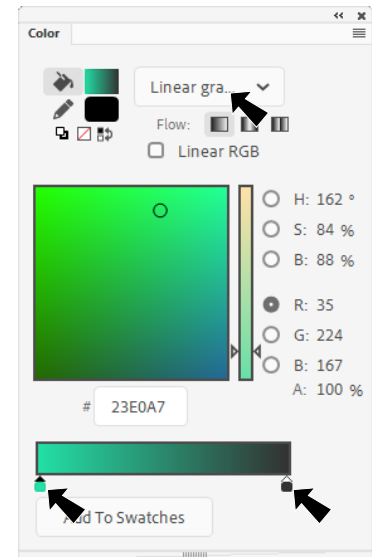




Fig. 14

Step 3. Turn off **Fill Lock**  switch and grab gradient fill and rotate gradient.

Step 4. Hold on the **Free Transform Tool**  and click **Fill Transform Tool**  in the toolbar. Click the gradient fill to display the handles and rotate, **Fig. 15**.

Step 5. If parts will not fill with paint, use **Selection Tool**  (**V**) to close gaps between lines.


Step 6. Turn off **Onion Skin Button**  to check your progress.



Fig. 15

G. Create Symbol of Airplane Tracing.

Step 1. Select **all** with **Ctrl-A**, Fig 14.

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

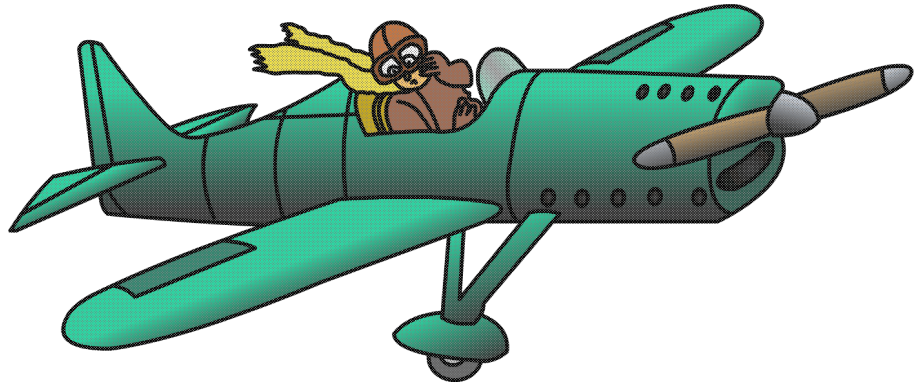


Fig. 16

Step 3. In the **Convert to Symbol** dialog box, Fig 17.

Name key-in **Airplane**
Type **Graphic**
Registration click **center grid**
click **OK**.

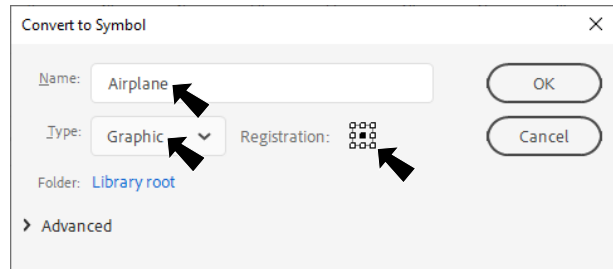




Fig. 17

Step 4. To edit the symbol use **Ctrl-E** or click **Edit Symbols** . To exit Edit Symbol click , Fig 19.

Step 5. Save file (**Ctrl-S**).

Symbol



Fig. 18

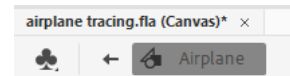


Fig. 19