

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 **shark-tiger.png** and click Open, **Fig. 1**.

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

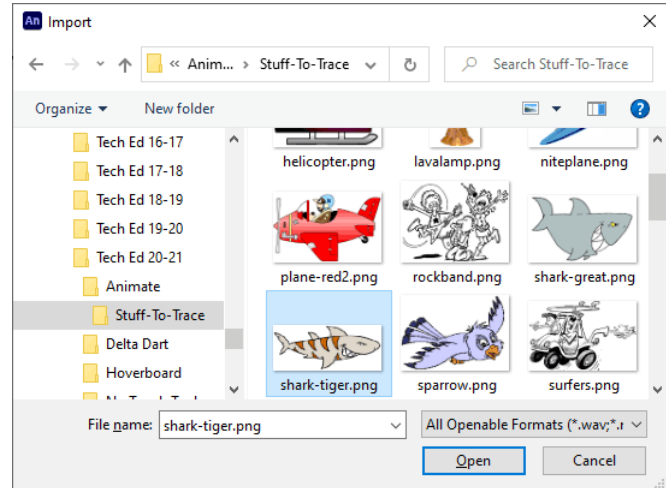


Fig. 1

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 drawing is faintly displayed.



Fig. 2

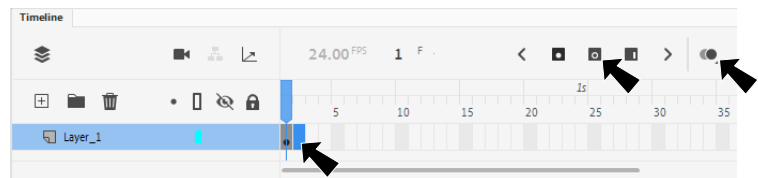




Fig. 3

D. Save File As 'shark'.

Step 1. Click File Menu > Save As.

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

E. Trace Bitmap.

Step 1. Trace the bitmap with the **Line Tool**  (N) and bend or shape lines with **Selection Tool**  (V).

Step 2. Trace all the lines of the bitmap, **Fig 4**.

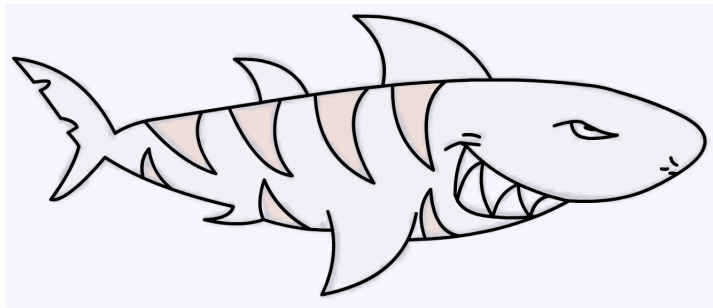


Fig. 4

F. Fill with Paint Bucket Tool.

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

Step 2. Click the **Fill Color**  to select colors to paint Shark.

Step 3. Save (**Ctrl-S**).

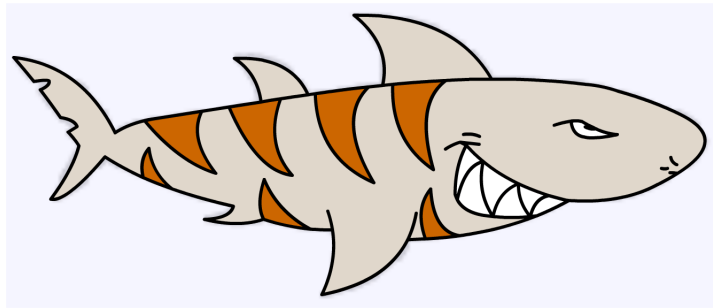


Fig. 5

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**, **Fig 6**.

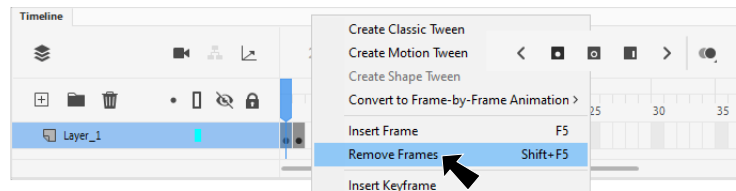


Fig. 6

H. Create Shark 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 7**.
Name key-in **Shark**
Type **Graphic**
Registration **center grid**
click **OK**.

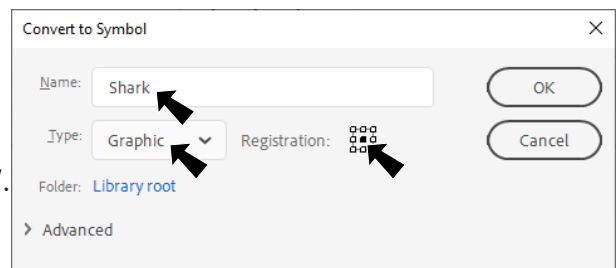

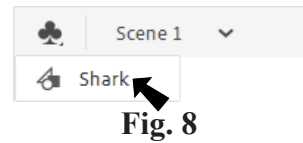


Fig. 7

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

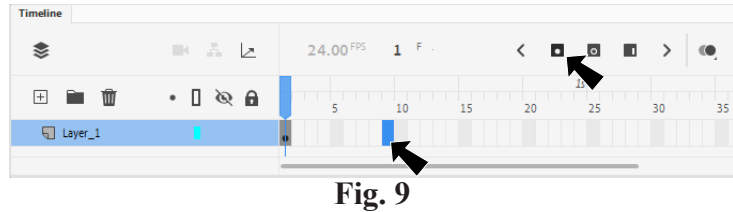
I. Keyframe Jaw.


Step 1. Click **Edit Symbols**  at the left end of the Timeline, then click **Shark**, Fig. 8.

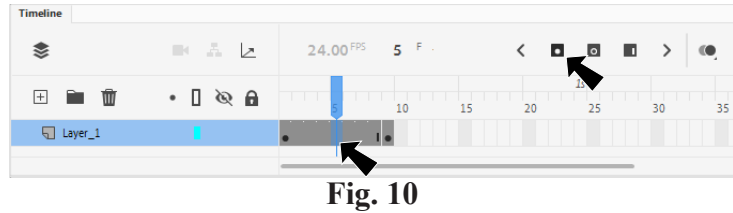


Step 2. **Show All (Ctrl-3)**.

Step 3. Click **frame 9** of **Layer 1** and click **Insert Keyframe**  (F6) from Timeline tools, Fig. 9.

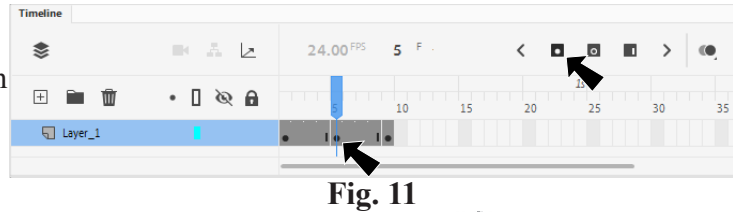


Step 4. Click **frame 5** of **Layer 1** and click **Insert Keyframe**  (F6) from Timeline tools, Fig. 10.




J. Draw Lower Jaw.

Step 1. In Keyframe 5, Fig. 11, use the drawing tools to redraw the mouth in the open position.




Try the following steps:

Step 2. First, use **Selection Tool**  (V) to delete the fill color of shark body and lower teeth, Fig. 12.



Step 3. Use **Eraser Tool**  (E) to cut the lines of the lower jaw, Fig. 13.



Step 4. Use **Selection Tool**  (V) to delete the lower teeth and end of the lower jaw, Fig. 14.



Step 5. Use **Selection Tool**  (V) to stretch the lower jaw out, Fig. 15.




Step 6. Use **Line Tool**  (N) to draw in new teeth, Fig. 16.



Step 7. Use **Selection Tool**  (V) to shape the lines of new teeth, Fig. 17.



Step 8. Use **Dropper Tool**  to pick up the colors to fill the shark and teeth, Fig. 18..



K. Loop Playback.

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

Step 2. Drag **Frame Selectors**  to select **all frames**, **Fig. 19**.

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

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

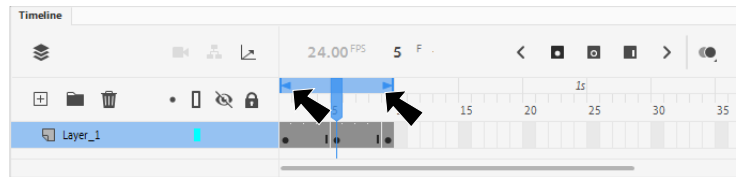


Fig. 19