ST. THOMAS SCHOOL, LONI
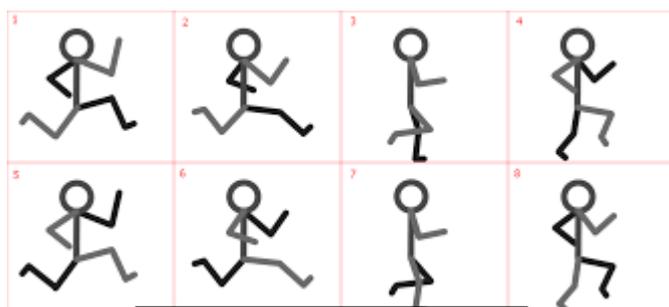
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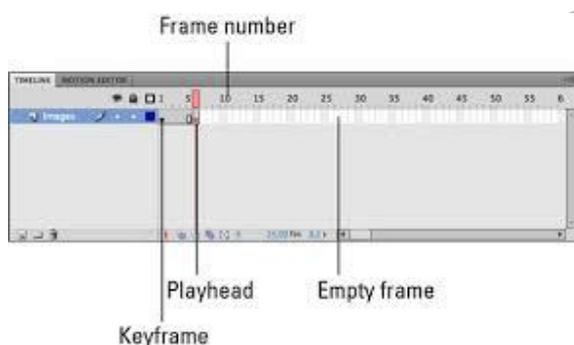
CHAPTER 4 AND 5- ANIMATION

COMPUTER WORKSHEET

KEYWORDS

Frame by Frame animation

- **Animation-** A simulation of movement created by displaying a series of pictures or frames.
- **Frame**- An animation frame is a single photographic image in a movie.

- **Frame rate**- The frame rate is the speed at which the frames are played. For Animate cc, it is 24 frame per second.


- **Keyframe-** These are a special type of frames which define important changes in object properties.
- **Timeline**- The rectangular area from where we can control the sequencing and timing of graphics etc.
- **Playhead**- It indicates the current frame displayed on the stage.

- **Stage-** The stage is a drawing board where we can create graphic and animation and can modify too.
- **Layer**- In animation, a layer is an individual column, level or character. A scene's layers are superimposed to form the final image.
- **Symbol**- A symbol combines animation, artwork or layers into a single object that you can control in one layer.
- **Instance-** An instance is a copy of a symbol located on the stage.
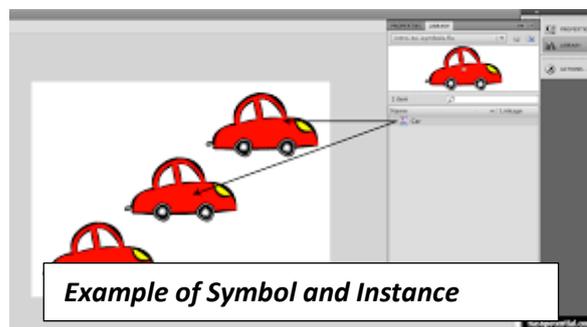
Example of Symbol and Instance

- **In-between or tweening**- The creation of successive frames of animation between keyframes.
- **Tweening is of three types-**
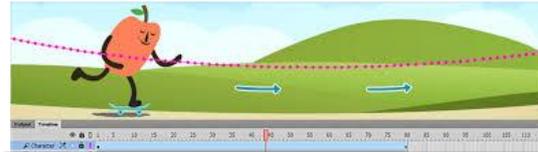
Example of Motion Tween

i) Motion tween   ii) Shape tween iii) Classic tween

- **Tint Tweening**- It is used to change the colour of an object.
- **Steps to Create-**

i)   **Motion Tween**- a) Convert your picture in the symbol by pressing F8.
                    b) Insert a frame 25 on the timeline by pressing F5.
        c) Right-click on the timeline before frame 25 in the timeline and choose "Create Motion Tween" option from the context menu.
        d) Define the starting position in frame 1 and ending position in frame 25.
        e) Press Enter key to play.

ii)   **Shape Tween (Convert ball into a box)**- a) Draw an image of ball and
                                    Box in frame 1.
        b) Insert keyframe on 25 in the timeline by pressing F6.
        c) Delete box from frame 1 and ball from frame 25.
        d) Right-click before frame 25 in the timeline and choose "Create Shape Tween" option from the context menu.
        e) Press Enter key to play.

iii)   **Tint Tween-** a) Convert your picture in the symbol by pressing F8.
                    b) Insert a keyframe 10, 20, 30 and 40 on the timeline by pressing F6.
        c) On keyframe 1, Select "Tint" in style option in the property window and select red as 255 with blue and green as 0.
        d) Repeat this on keyframe 20, 30 and 40 by changing red, green and blue colour values.
        e) Right-click between 1 to 10 and select "create classic tween" option.
        f) Do the same between 10 to 20, 20 to 30 and 30 to 40 keyframe.
        g) Press Enter to play the animation.

SHORTCUT KEYS

Function	Shortcut Key
To insert a frame	F5
To insert a keyframe	F6
Play animation	Enter
Use brush tool	B
Use selection tool	V
Use the pen tool	P

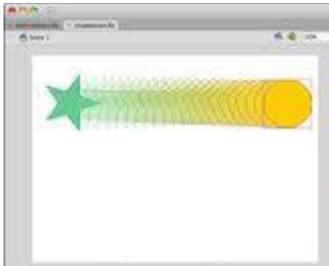| Use the oval tool	O
Use the Line tool	N
Use rectangle tool	R
Paint bucket tool	K
Convert to symbol	F8

WORKSHEET

Q1   Identify the type of animation-

A.

B.

C.

Q2.   Write the shortcut key to perform the following the task-

A.   To convert into symbol.

B.   To select brush tool.

C.   To use rectangle tool.

D.   To use the pen tool.

E.   To use the paint bucket tool

Q3   What do you understand by the term 'Symbol'?

Ans-