Adobe Animate Final Projects

Using Animate and Whatever graphics necessary - you will create animations using the guidelines listed below.

If you create/edit images with Photoshop and set transparent backgrounds/pieces, you can import Photoshop files into Animate and the transparency will remain.

Create a new folder within your folder titled LastName Animate Final Projects and then a folder for each of the final projects.

Final Project |

- Create a frame by frame animation
 - Similar to the stick figure and houses project where you made movement with only keyframes
- Minimum of 30 keyframes.
 - o Add layers and as many "fill-in" frames as needed.
- No TWEENING anywhere within the project.
- Add a button that **restarts** your animation!
- Incorporate sound (within a button or on a project timeline layer)

When finished- save as Final Project #1 into your Flash Final Project folder.

Final Project 2

- Create 2 motion-tweened animations. Each should have at least 1 of the below effects:
 o Rotates, resize, fades, arc path or color change
- Incorporate a motion **guide layer** with a **classic tween** where an object is attached and oriented to the path (guide) created. (The biker and the loop path project)
- Incorporate Mask & Masked layers for a visually dynamic effect.
- Animated text (tweened)
 - o Movement, color, rotation, fading, shape hints, etc...
- Create at least 2 different scenes.
- Incorporate a button that runs/starts your animation
 *Remember if you have a button you will also need a stop layer! *
- Create a button that changes your scenes
 Remember you have stop the movie in order to click your button to switch scenes!
- EXTRA CREDIT—Create a Shape Tween

When finished— save as Final Project #2 into your Flash Final Project folder.

You are also graded on the final appearance and the amount of time and effort put into these projects. You should include most of the techniques you learned throughout the different chapters. The more you include the higher your grade will be!