

FIGURE 4–15 An example of the completed sailboat project.

BUILDING THE BOAT

1. Open Adobe Animate. Create a new ActionScript 3 file. Size 1920 x 1080
2. Choose File > Save and save the file in your Google Drive folder. Title it **my_boat.fla**. Click Save.
3. In the Properties panel under Properties, then Stage, choose a color for the background of your scene. See Figure 4-16.
4. Double-click on the Layer 1 title in the Timeline and rename it **boat**. See Figure 4-17 on the next page.
5. On the Stage draw a sailboat. Start with basic geometric shapes for the design. If you're not

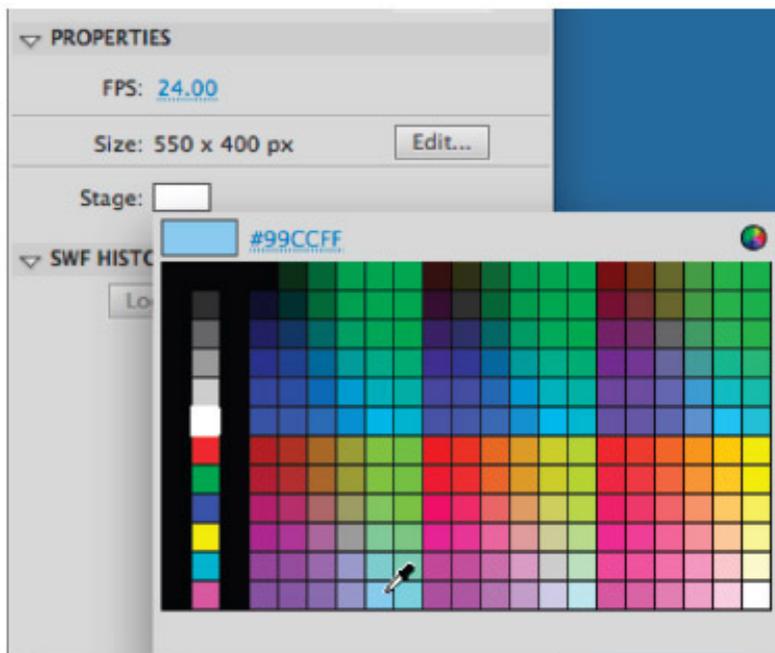


FIGURE 4–16 Choose a new color for the Stage background.

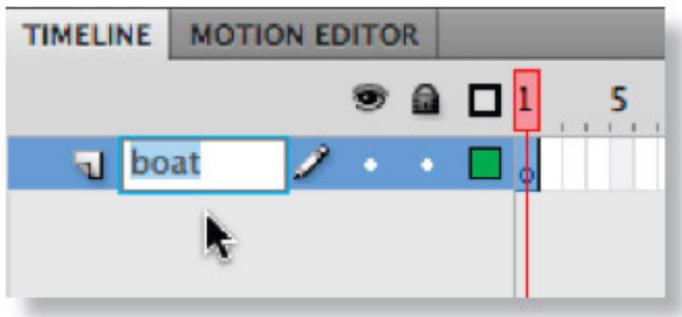


FIGURE 4-17 Rename your layer to describe what is on that layer.

sure what a sailboat looks like, find a picture to reference. Keep it simple, though. Make the bottom part first (the hull), then group it (Modify > Group). Then make a mast (a pole to hold the sail). Group that as well. Then make a sail and group it. The sail is the part that will be animated later—imagine it moving with the wind. See Figure 4-18 for an example of each part grouped.

6. If necessary, arrange each grouped part to complete the boat. For example, I selected my mast object and chose Modify > Arrange > Send to Back to move it behind the boat's hull.

7. Once completed, select all the parts of the boat and choose Modify > Convert to Symbol (F8). Title the symbol **boat** and assign it the Movie Clip type. Leave the Registration point in the center of the grid. See Figure 4-19. Click OK.

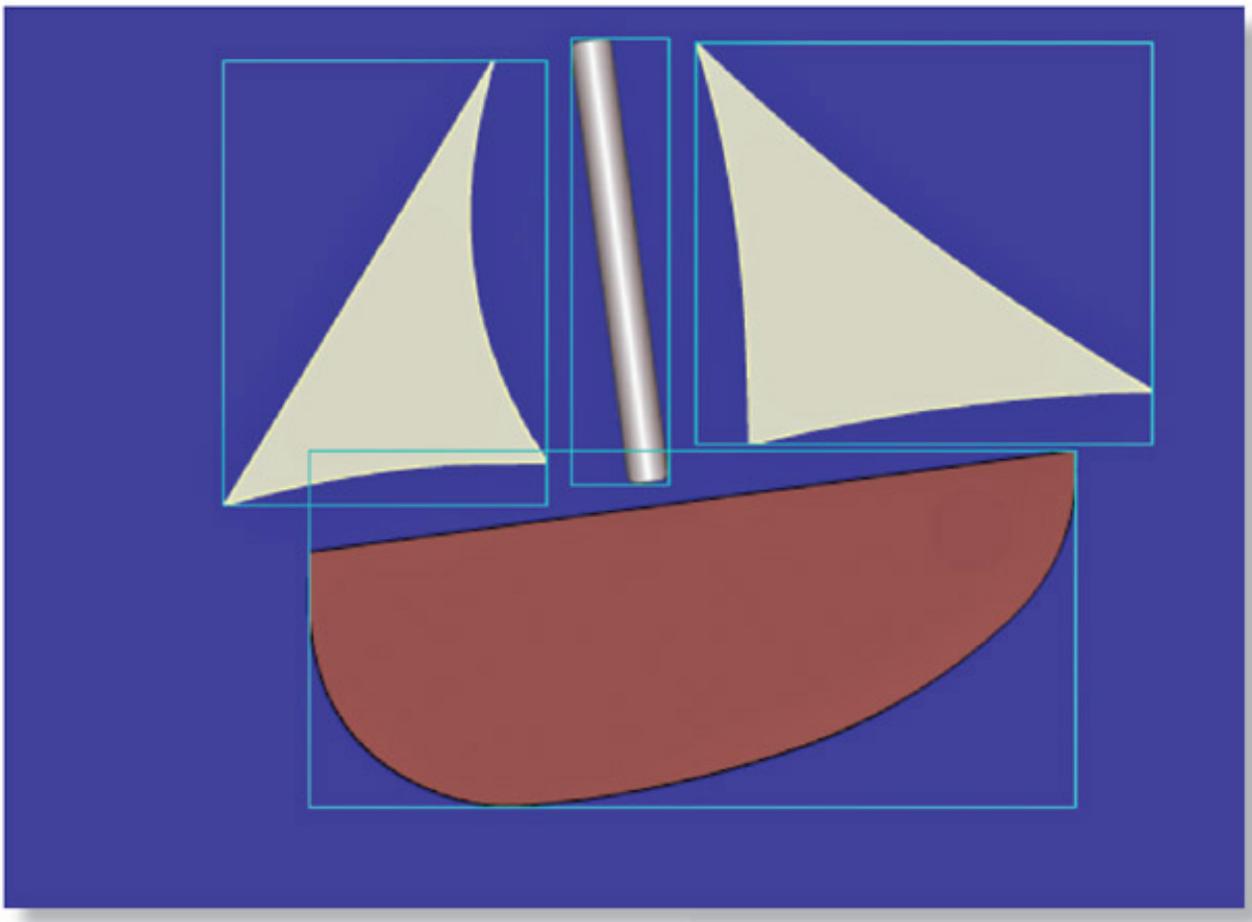


Figure 4-18 Objects of the boat are individually grouped to protect the objects from each other.

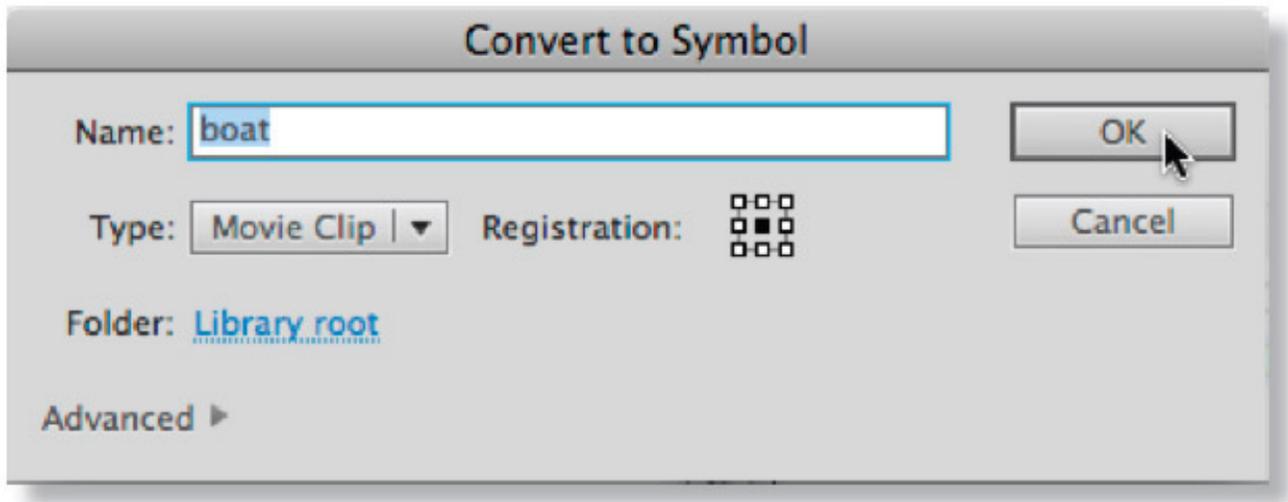


FIGURE 4-19 Name the symbol.

8. Double-click to enter editing mode for the **boat** symbol.
9. Select the Text tool and click on the boat's hull. Type in a name for your boat (for example, My Boat, Prince of the Sea, Floating Mistress, Minnow). See Figure 4-20.
10. Be sure the text is selected with the Text tool, and adjust the font, size, and color in the Properties panel. See Figure 4-21.
11. Select the Free Transform tool from the Tools panel (see Figure 4-22) on the next page and rotate the text to the angle of your boat's hull.

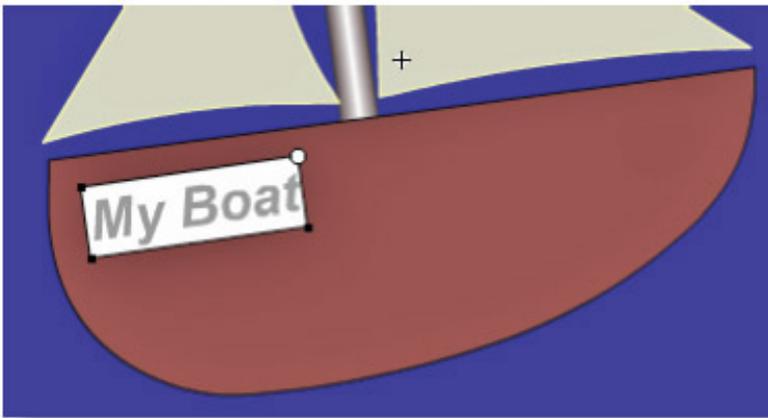


FIGURE 4-20 Add some text to your boat.

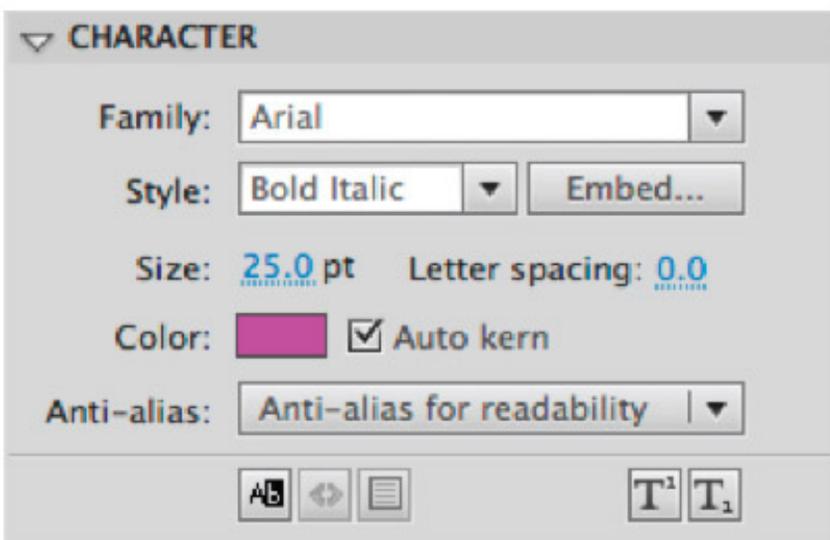


FIGURE 4-21 Text options are available in the Character Panel

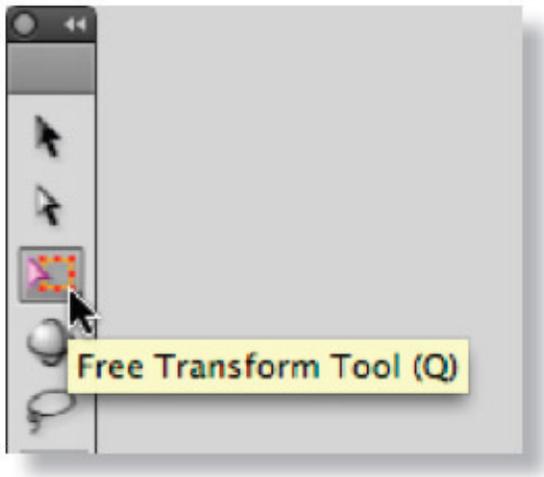


FIGURE 4–22 Select the Free Transform tool.

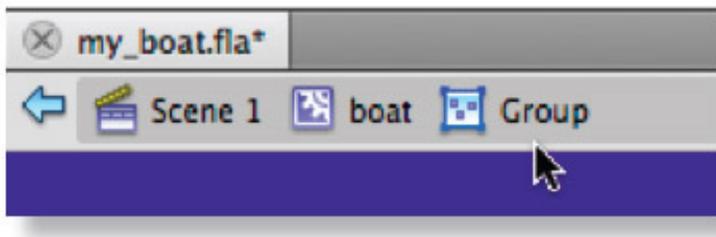


FIGURE 4-23 The editing mode of a grouped object in the boat symbol.

12. Double-click on the boat's hull to go into the editing mode for the grouped object. See Figure 4-23. The object should be modified to a shape.
13. Select the Oval tool in the Tools panel. Choose a fill color that is different from the color of the hull.
14. Draw a circular shape for the porthole somewhere on the hull of the boat. See Figure 4-24.
15. Select the fill of the circle. In the Properties panel, click on the fill color box to open the swatches panel. Hover your cursor under the Alpha percentage area—a two-sided arrow will appear (called a “scrubby”). Click and slide the scrubby to the left to lower the alpha percentage (making the color more transparent). I set mine to about 40%. See Figure 4-25.
16. Click anywhere away from the selected object to deselect it. Choose View > Grid > Show Grid. Note that the grid appears within the porthole you created—it's see-through!

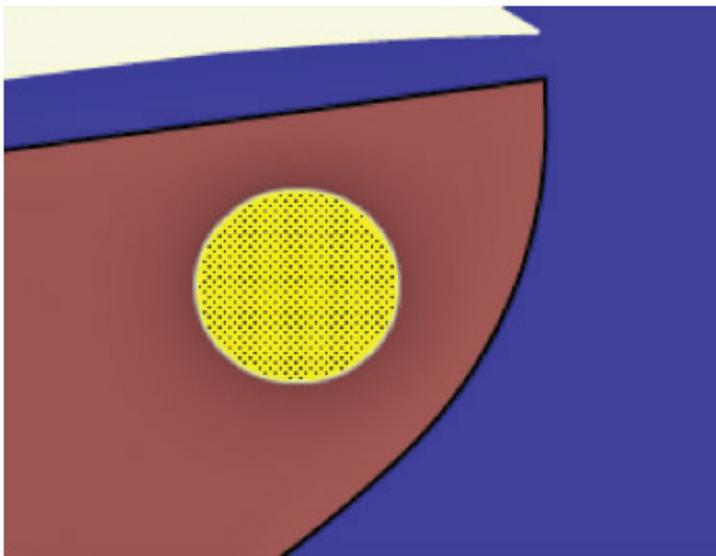


FIGURE 4-24 Create a circular shape on the boat to represent a porthole.

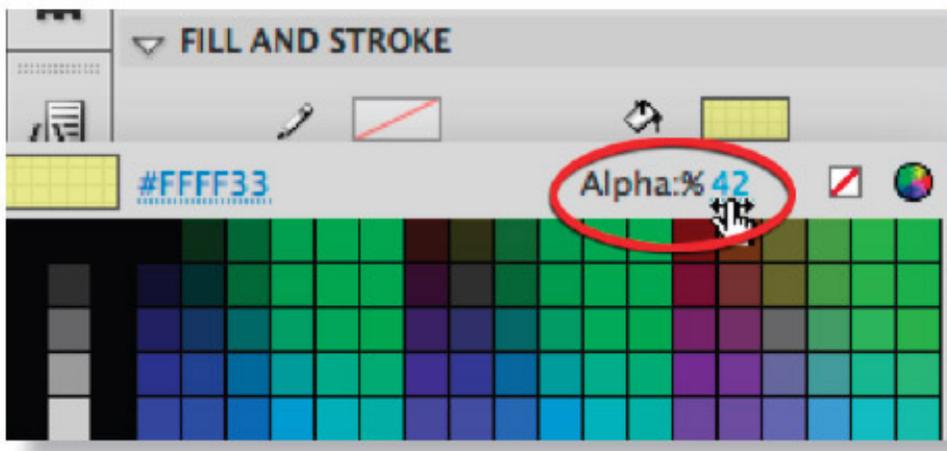


FIGURE 4-25 Use the scrubby to change the alpha percentage of an object.

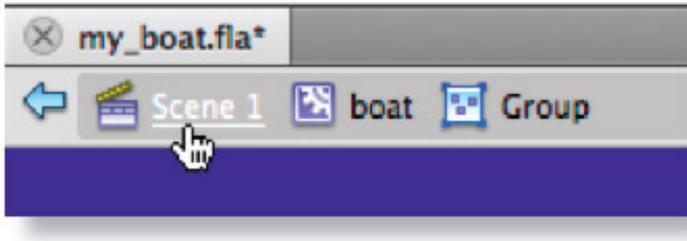


FIGURE 4-26 Choose Scene 1 on the Edit bar to exit editing mode.

17. Choose View > Grid > Show Grid again to hide the grid.

18. Exit editing mode—click on the Scene 1 icon in the upper-left corner of the interface. See Figure 4-26.

19. Save your file.

CREATING WAVES

1. Choose View > Magnification > 100% so you can see the whole scene and some of the gray area around it.

2. Click on the New Layer icon in the lower left of the Timeline. See Figure 4-27. Title the layer: **frontwave**. Be sure it is above the **boat** layer. Note: If the layer is not above the **boat** layer, click and drag the layer above the **boat** layer.

3. Be sure the **frontwave** layer is selected. Draw a wavelike shape. You can use any method you would like to draw the shape. I used the Pencil tool with the Smooth option selected in the Tools panel. See Figure 4-28. Be sure it's a closed shape that extends outside the movie area. See Figure 4-29 on the next page. It doesn't have to be perfect—this lesson is just to practice with the tools, not to become the next Michelangelo.

4. Fill the wave with a color using the Paint Bucket tool in the Tools panel. See Figure 4-30 on the next page.

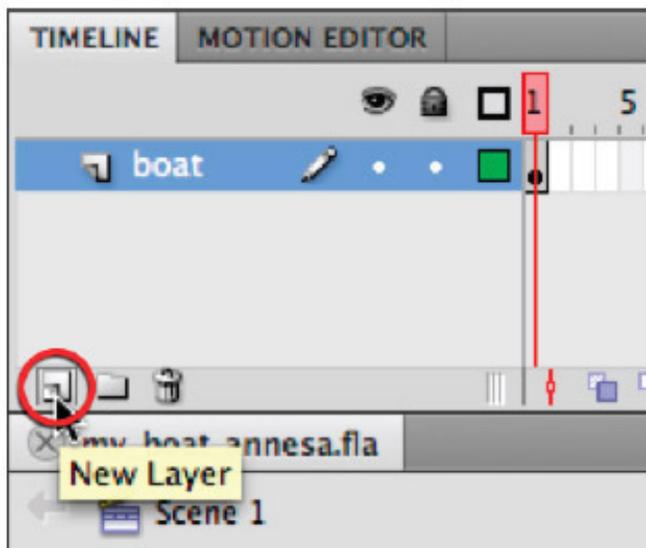


FIGURE 4-27 Create a new layer.

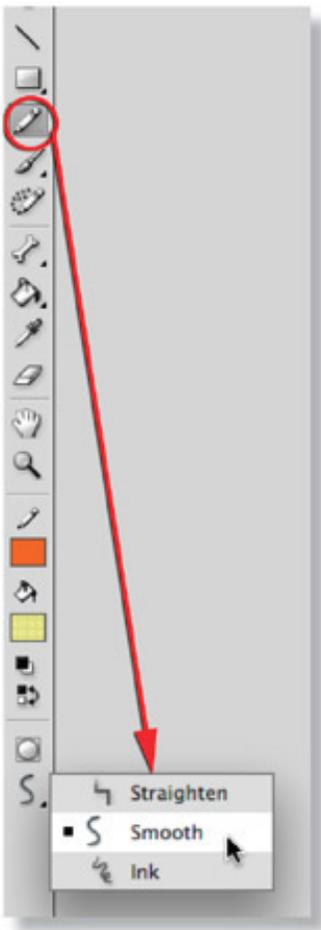


FIGURE 4–28 Choose the Smooth option for the Pencil tool.

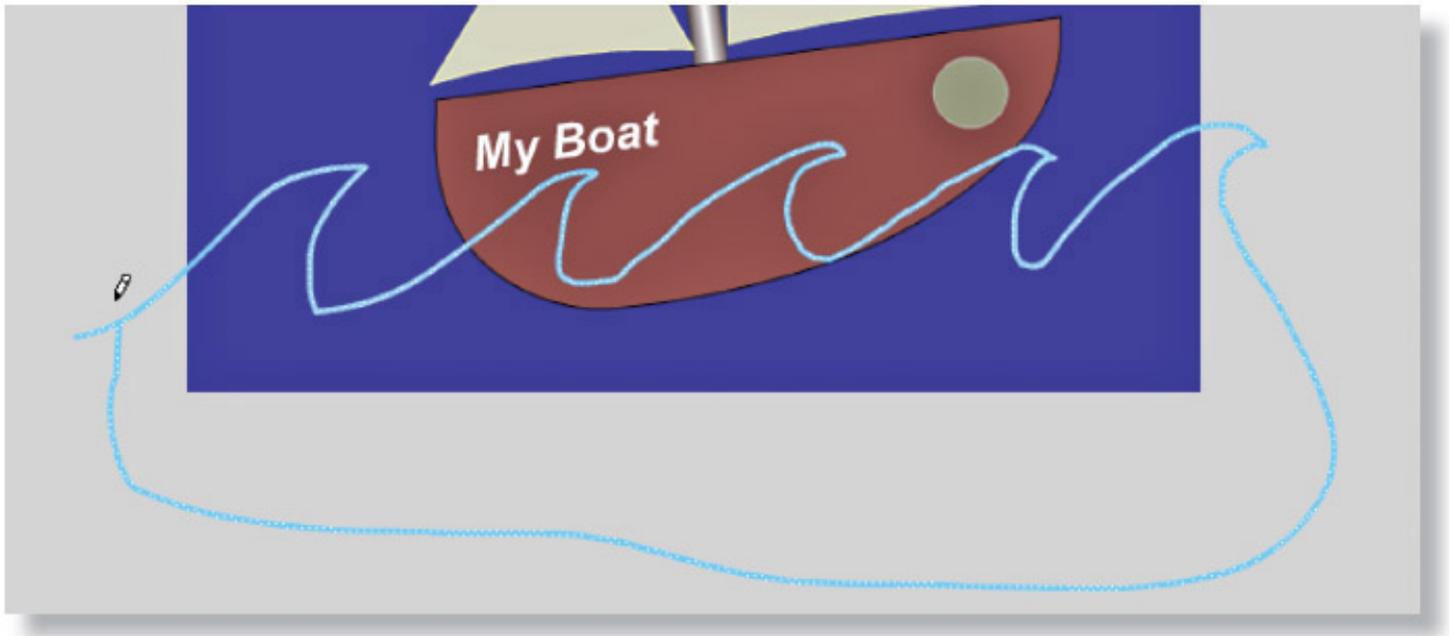


FIGURE 4–29 Make some waves using the Pencil or Pen tool.

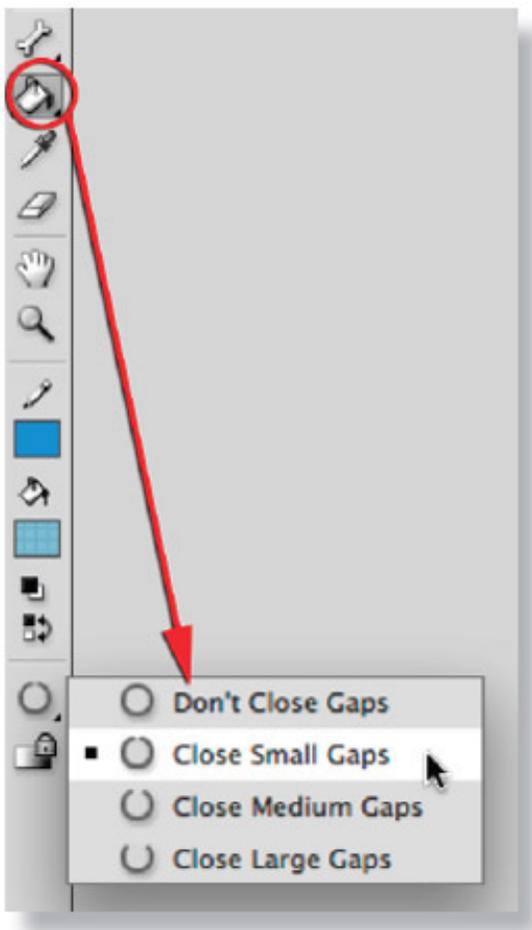


FIGURE 4-30 Adjust the Gap detection option for the Paint Bucket tool to properly fill an object with color.

Note

If the wave doesn't fill with color, it might be that the shape is not completely closed. Adjust the gap detection for the Paint Bucket tool found in the Paint Bucket tool options at the bottom of the Tools panel. Refer to Figure 4-30. The Gap detection option detects any openings in the shape that you can't see.

5. Select the fill of the wave. Expand the Color panel and change the fill to a Linear gradient with a blue tint. For fun, see if you can make the lighter portion of the gradient slightly transparent (use the Alpha setting on one of the color stops of the gradient), so you can see the boat through the wave. See Figure 4-31.

6. Be sure the fill area of the wave is selected. Then, select the Gradient Transform tool in the Tools panel (hidden under the Free Transform tool in the toolbox). See Figure 4-32. Hover just outside the top-right corner of the Gradient Transform bounding area around the object until you see the rotate icon, then click and drag to rotate it 90 degrees, so that the lighter portion of the gradient is on top. See Figure 4-33 for a reference on how to use the Gradient Transform tool.

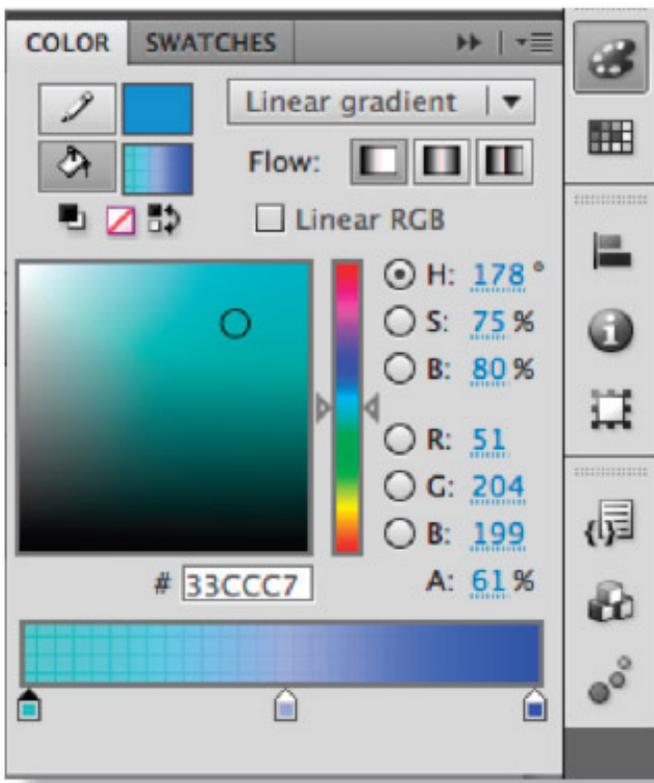


FIGURE 4-31 The Linear gradient options in the Color panel.

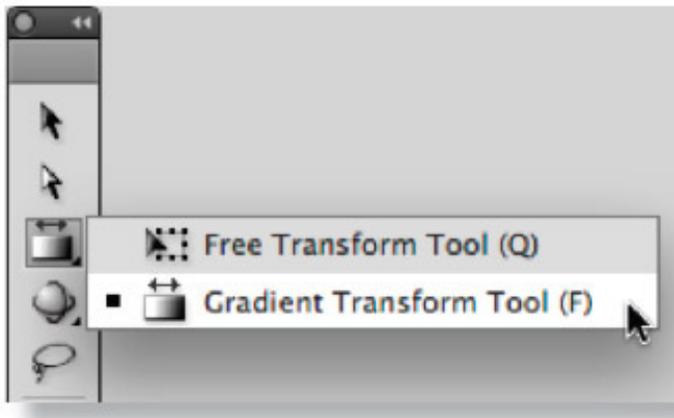


FIGURE 4-32 Select the Gradient Transform tool.

Gradient Transform Tool

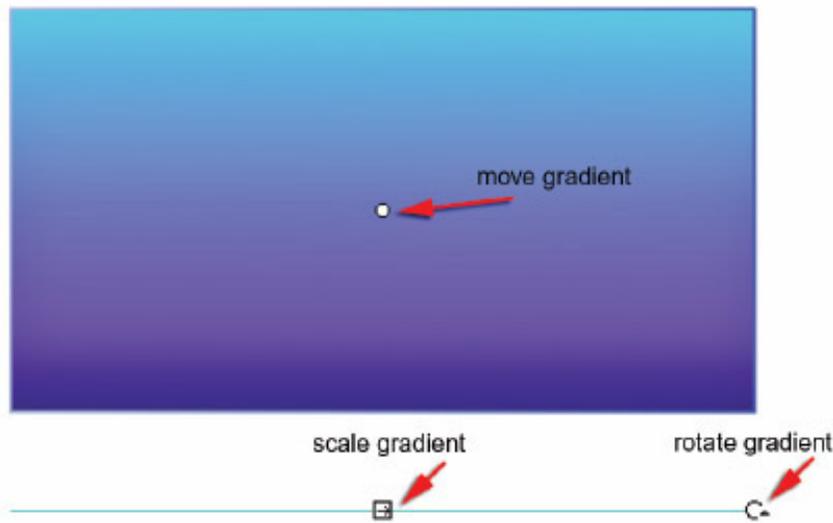


FIGURE 4–33 Transform options of the Gradient Transform tool.

Note

If you don't see the Gradient Transform bounding area around your object, be sure the object is selected and try zooming out on the scene.

7. Select the wave and convert it to a symbol (F8). Call it **wave** and assign it the Movie Clip type.
8. Create a new layer and call it **backwave**. Drag it below the **boat** layer.
9. Select the **backwave** layer. Open the Library panel and drag an instance of the **wave** symbol onto the Stage. Position the wave so that it is offset from the **frontwave** layer. Refer to Figure 4-15 for an example of how the waves should be positioned.
10. For fun: create a new layer and call it **background**. Drag it below the other layers. Create a background sky by drawing a rectangle and filling it with a gradient. Adjust the gradient if necessary with the Gradient Transform tool. This new background will go over the colored background you chose at the beginning of this lesson.
11. Save your file in your lesson folder.

CREATING A SUN AND CLOUDS

1. Create another layer and call it **sun**—place it below the **boat** layer.
2. With the Oval tool, create a circular sun object with a radial gradient fill.
3. Select the sun and choose Modify > Shape > Soften Fill Edges.

In the dialog box enter the following properties:

- Distance = 20 px
- Number of Steps = 10
- Direction = Expand

Note

If you make a mistake or want to change the effect of the Soften Fill Edges, choose Edit > Undo and execute the effect again on the original shape.

4. Convert the sun object to a movie clip symbol and call it **sun**.
5. Create another layer above the **sun** layer and call it **clouds**.
6. Draw clouds similar to the clouds in the Skateboarding Apple lesson

GONE FISHING

1. Deselect everything on your scene by choosing Edit > Deselect All or clicking on a blank area outside the movie area.
2. Choose Insert > New Symbol. Call your symbol **fish** and make it a movie clip.

Click OK. You will enter editing mode for the **fish** symbol—a blank screen with a crosshair (plus sign) in the middle. Note in the upper-left corner of the Stage that you are working within the **fish** symbol. See Figure 4-34.

3. In the center (over the crosshair), draw a fish. Make it unique—with eyes, a mouth, and fins. See Figure 4-35 for examples of fish my students have created.

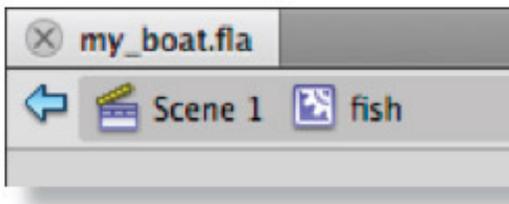


FIGURE 4-34 The editing mode for the fish symbol.



FIGURE 4–35 Examples of fish drawn by students.

4. Once completed, go back to Scene 1. You should see your boat again.

5. Create a new layer and call it **fish**. Place it above the **frontwave** layer. Open the Library panel and drag an instance of the fish symbol to the Stage.

6. Drag out a couple more fish and position them in your scene—scale them, rotate them, and/or modify their instance color using the tint option in the Properties panel.

7. Save your file.

1. Save your file.

2. Choose Control > Test Movie .

3. Congratulations! Your boat is done and ready to be animated.