Using the 3D Tools

Adobe Animate provides two 3D tools, the 3D Rotation Tool and the 3D Translation Tool. These tools allow you to move and rotate objects as if they were three-dimensional shapes. The shapes are not true 3D shapes, just 2D postcards and the tools only operate on Movie Clip symbols.
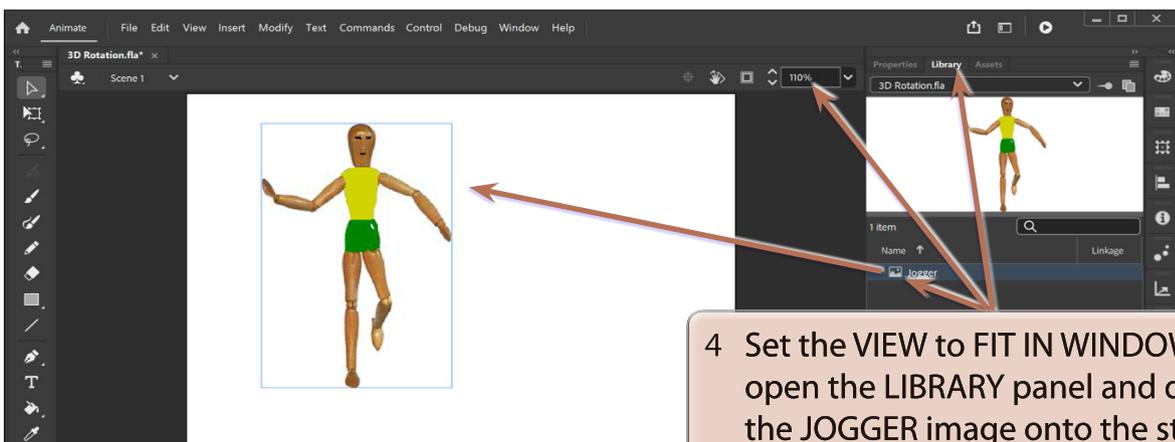
The 3D Rotation Tool

The 3D ROTATION TOOL allows you to rotate an object in the X, Y and Z axes.

A   Creating the Movie Clip

In order to use the 3D ROTATION TOOL, an object created in Animate or an image imported into the LIBRARY panel must be converted to a MOVIE CLIP symbol. In this case a sample image has been prepared for you.

1   Load Adobe Animate or close the current files then click on the OPEN button.

2   Access the CHAPTER 17 folder of the ANIMATE SUPPORT FILES and open the JOGGER file.

3   Use SAVE AS to save the file in your STORAGE folder as:

3D Rotation

4   Set the VIEW to FIT IN WINDOW then open the LIBRARY panel and drag the JOGGER image onto the stage.

5   Select the SELECTION TOOL, click on the image then display the MODIFY menu and select CONVERT TO SYMBOL (or press the F8 key).
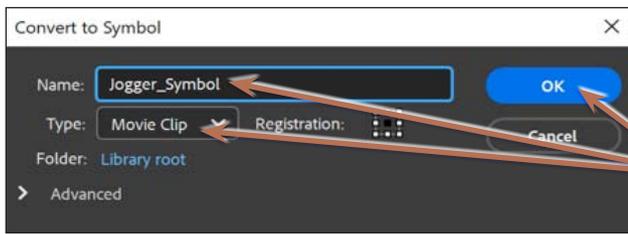
6 Call the symbol JOGGER_SYMBOL, set its TYPE to MOVIE CLIP and select OK.

B Selecting the 3D Rotation Tool

1 If the 3D ROTATION TOOL is already in the TOOLS panel, select it.
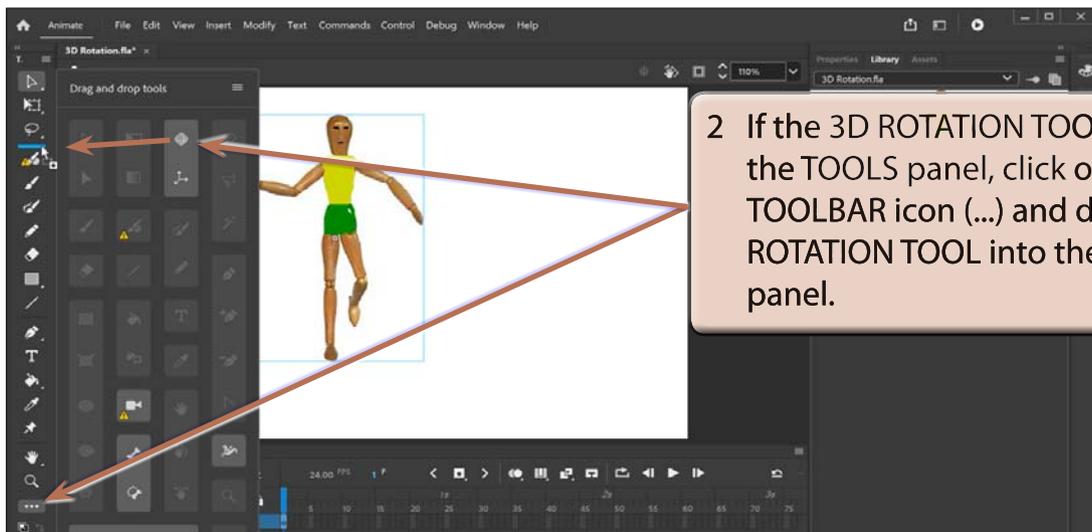


2 If the 3D ROTATION TOOL is not in the TOOLS panel, click on the EDIT TOOLBAR icon (...) and drag the 3D ROTATION TOOL into the TOOLS panel.

3 Rotation guides will be added to the symbol. The rotation guides have the following purposes:

The **RED** guide controls the HORIZONTAL (or X axis) movement.

The **GREEN** guide controls the VERTICAL (or Y axis) movement.

The **BLUE** guide controls the CIRCULAR (or Z axis) movement.

The **ORANGE** guide controls both VERTICAL and HORIZONTAL movement.

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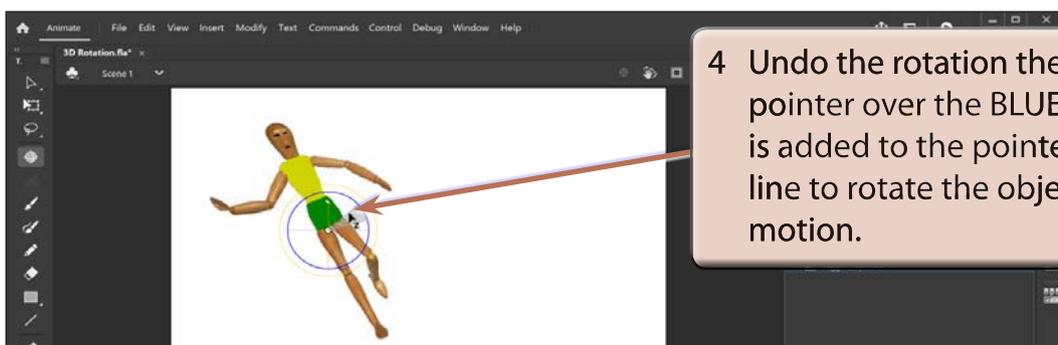
C   Rotating the Object
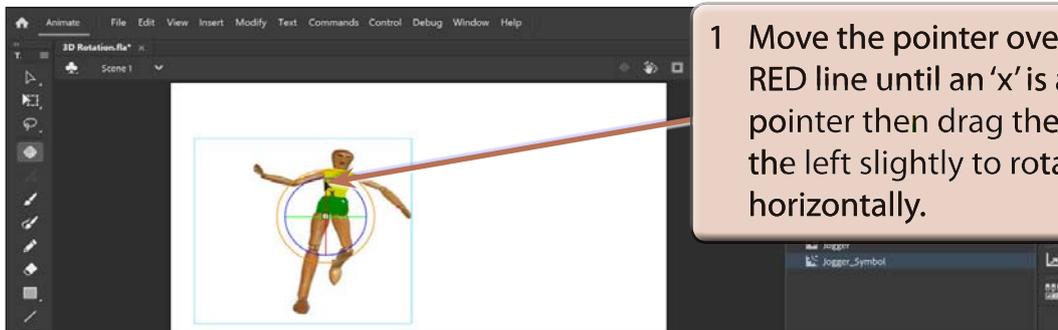
1   Move the pointer over the vertical RED line until an 'x' is added to the pointer then drag the line up and to the left slightly to rotate the object horizontally.
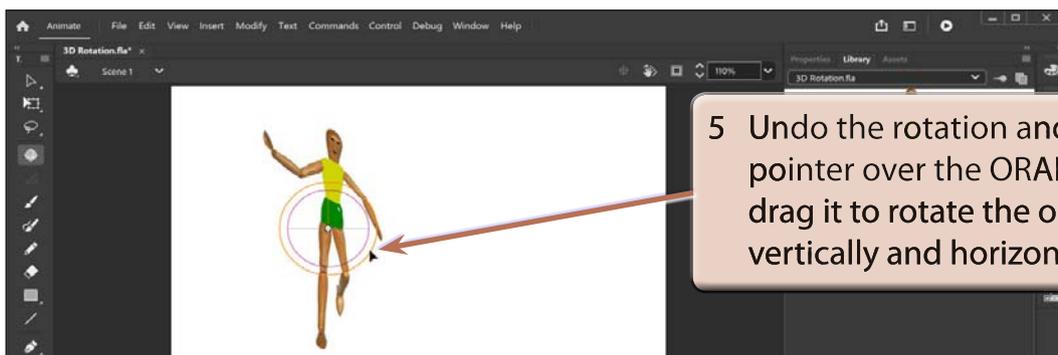
2   Press CTRL+Z or COMMAND+Z to UNDO the rotation.
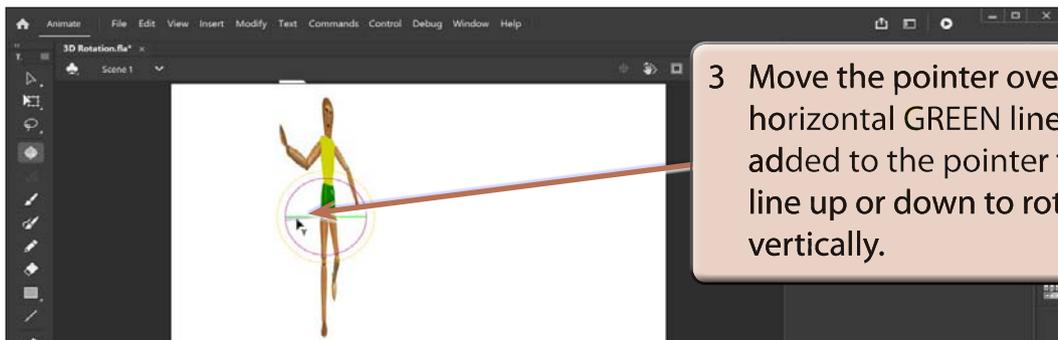
3   Move the pointer over the horizontal GREEN line until a 'y' is added to the pointer then drag the line up or down to rotate the object vertically.


4   Undo the rotation then move the pointer over the BLUE circle until a 'z' is added to the pointer and drag the line to rotate the object in a circular motion.
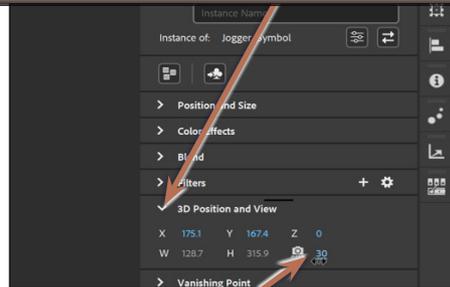

5   Undo the rotation and move the pointer over the ORANGE circle and drag it to rotate the object both vertically and horizontally.

D Adjusting the Perspective

You can control the FIELD OF VIEW (camera angle) by adjusting the PERSPECTIVE ANGLE in the PROPERTIES panel.
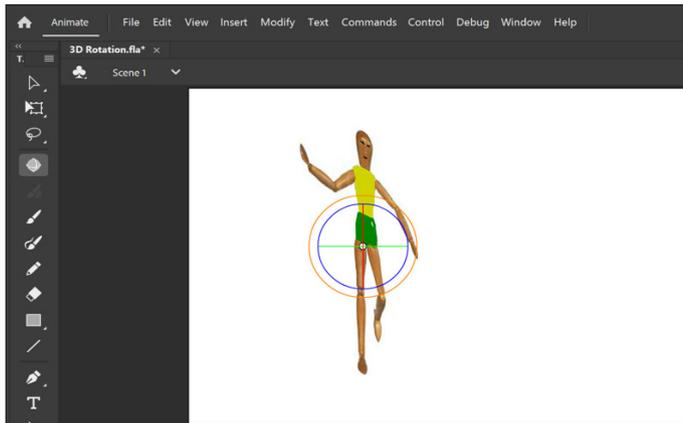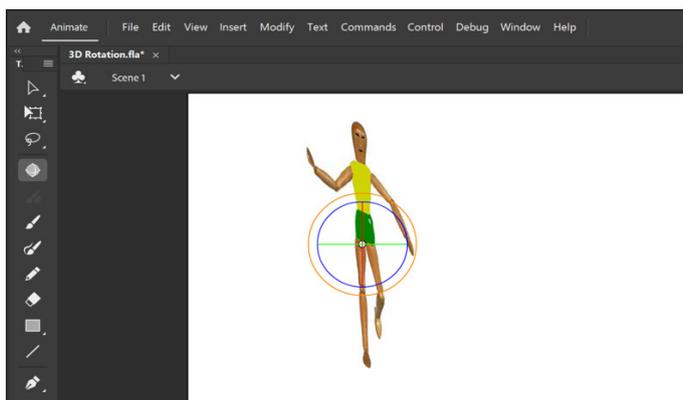

1 Open the PROPERTIES panel select the OBJECT tab and expand the 3D POSITION AND VIEW section.
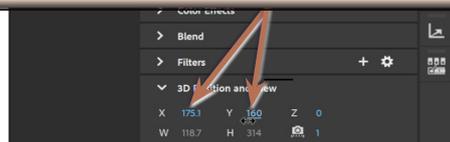
2 Drag the PERSPECTIVE ANGLE value to the left or right to adjust the camera angle.

NOTE: The default camera angle is about 55° which can be entered in the PERSPECTIVE ANGLE box to return the view to normal.

3 The X and Y values in the 3D POSITION AND VIEW section and be adjusted to move the image on the stage. Try some adjustments.

4 Use CTRL+Z or COMMAND+Z to UNDO any changes that you made.