

Using the Asset Warp Tool

The ASSET WARP TOOL is similar to the BONE tool. It allows you bend, twist and warp bitmap or vector images to create movement. It is designed to be used with CLASSIC TWEENS. To illustrate the use of Asset Warps, movement will be added to a worm and to the legs of a spider.

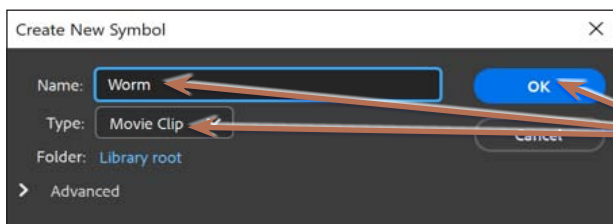
Simple Asset Warping

To illustrate the basics of the ASSET WARP TOOL a worm image will be animated.

A Creating a Movie Clip Symbol

With Asset Warping you can create the animation in a normal Animate document, but if the motion is to be repeated, the base motion needs to be created in a Movie Clip Symbol.

- 1 Load Adobe Animate or close the current files and start a FULL HD file.
- 2 Display the INSERT menu and select NEW SYMBOL (or press F8).



- 3 Call the symbol:

Worm

set its TYPE to MOVIE CLIP and select OK.

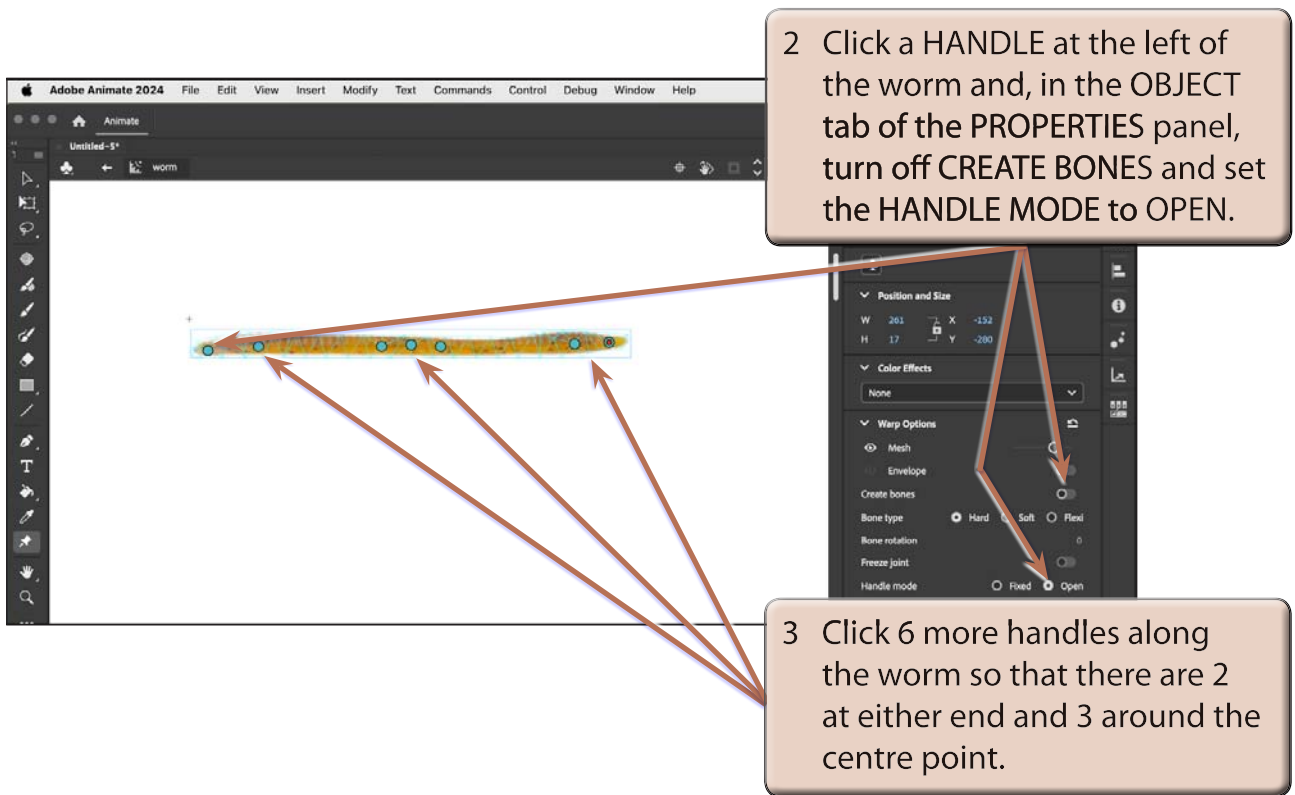
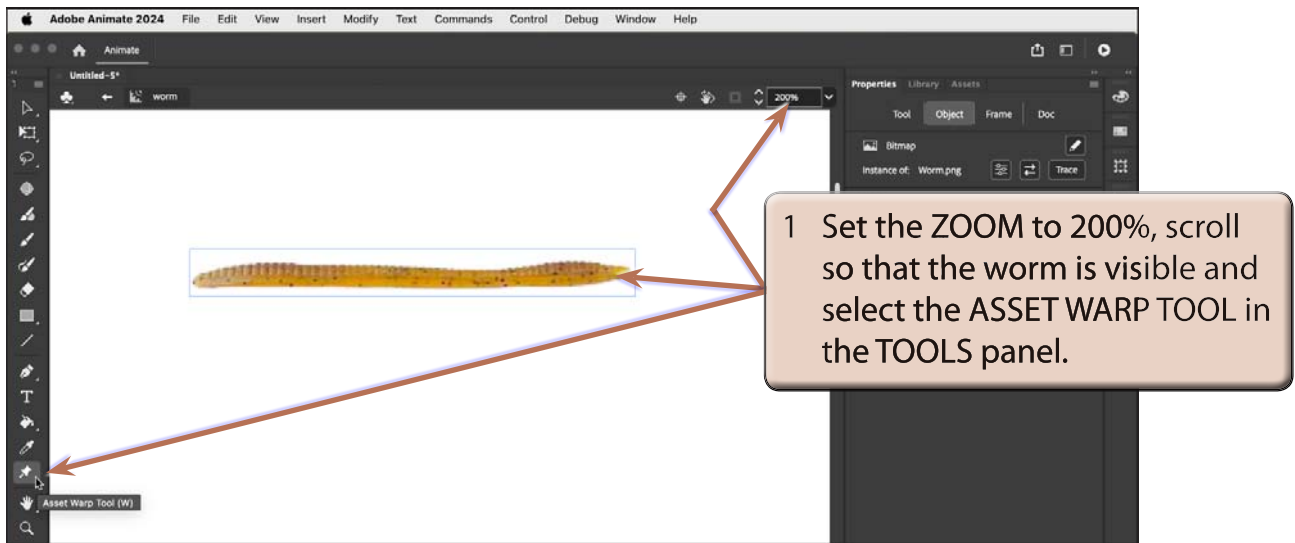
- 4 Display the FILE menu, highlight IMPORT menu and select IMPORT TO STAGE.
- 5 Access the CHAPTER 19 folder of the ANIMATE SUPPORT FILES and open the WORM image.



- 6 In the OBJECT section of the PROPERTIES panel notice that the image is a BITMAP image.

B Inserting the Asset Warp Handles

The ASSET WARP TOOL allows you to place handles at various positions along the shape.



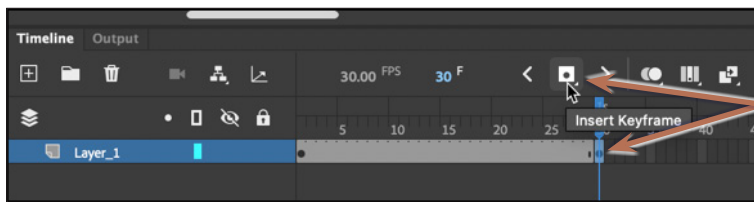
4 There are two settings for ASSET WARP handles in the PROPERTIES panel:

- **OPEN** which allows the handles to be moved.
- **FIXED** which prevents the handle from moving, but allows the handle to be rotated.

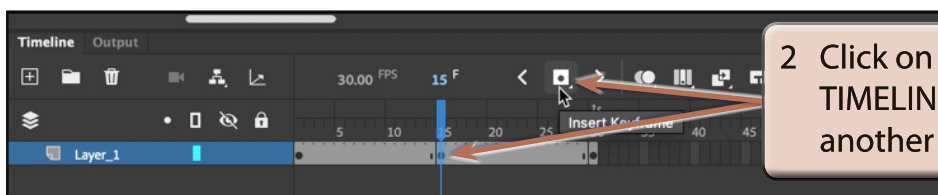
You can also turn the MESH off if you don't want it displayed.

C Setting the Keyframes

For this basic animation two keyframes will be added, one at the end of the animation and another at the centre. Setting keyframes before animating will set the Asset Warp handles at each of the new keyframes.



- 1 Click on FRAME 30 in the TIMELINE panel and insert a KEYFRAME by clicking on the INSERT KEYFRAME icon (or pressing the F6 key).



- 2 Click on FRAME 15 in the TIMELINE panel and insert another KEYFRAME.

- NOTE:**
- i The WARP handles set in FRAME 1 will be included in the new KEYFRAMES at FRAMES 15 and 30.
 - ii The ASSET WARP TOOL works best if you set all the required WARP HANDLES at the first keyframe. It does not work well when extra WARP HANDLES are added later.

D Adjusting the Shape

