

# Circular Animations

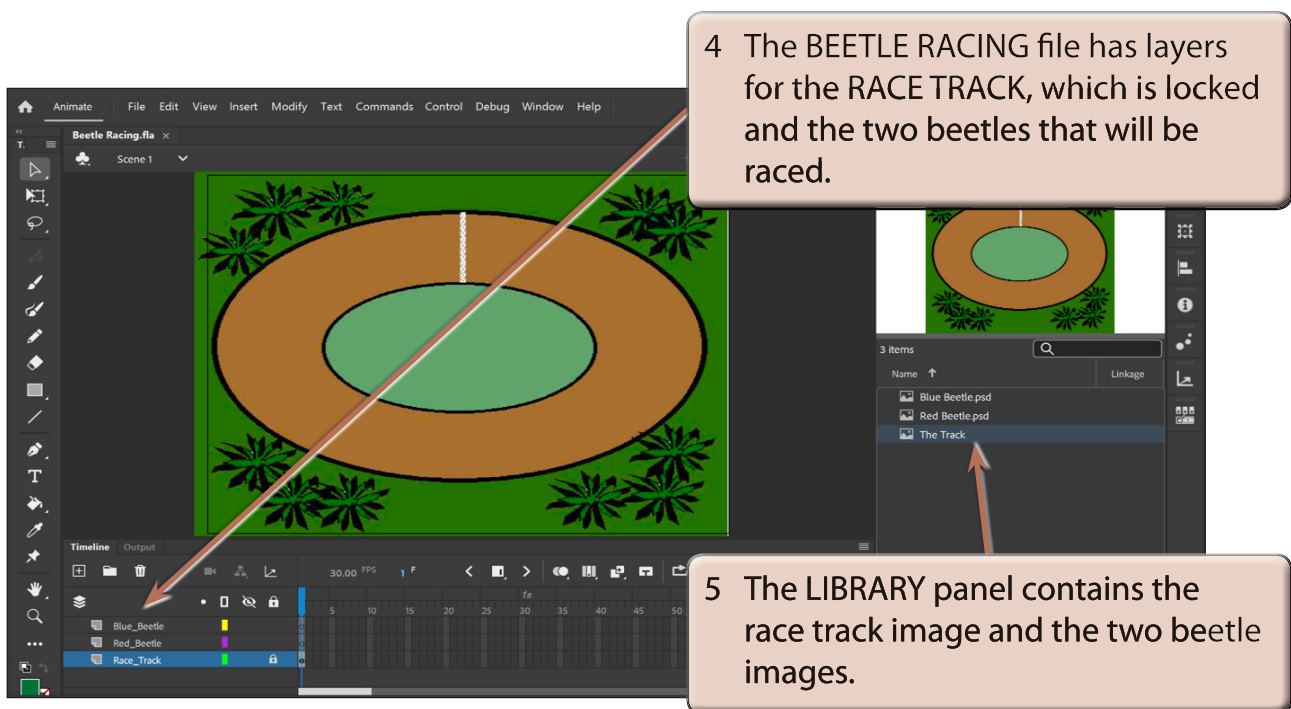
Animations that involve objects orbiting around a point can be created using fixed points, but when you want objects to orbit in a circular motion, their motion paths need to be created. To illustrate this, a beetle race animation will be produced. The race track and the beetles have been prepared for you.

## Loading the Prepared File

- 1 Load Adobe Animate or close the current files and click on the OPEN button.
- 2 Access the ANIMATE SUPPORT FILES, open the CHAPTER 8 folder and load the file:

Beetle Racing

- 3 Set the VIEW to FIT IN WINDOW and open the LIBRARY panel.



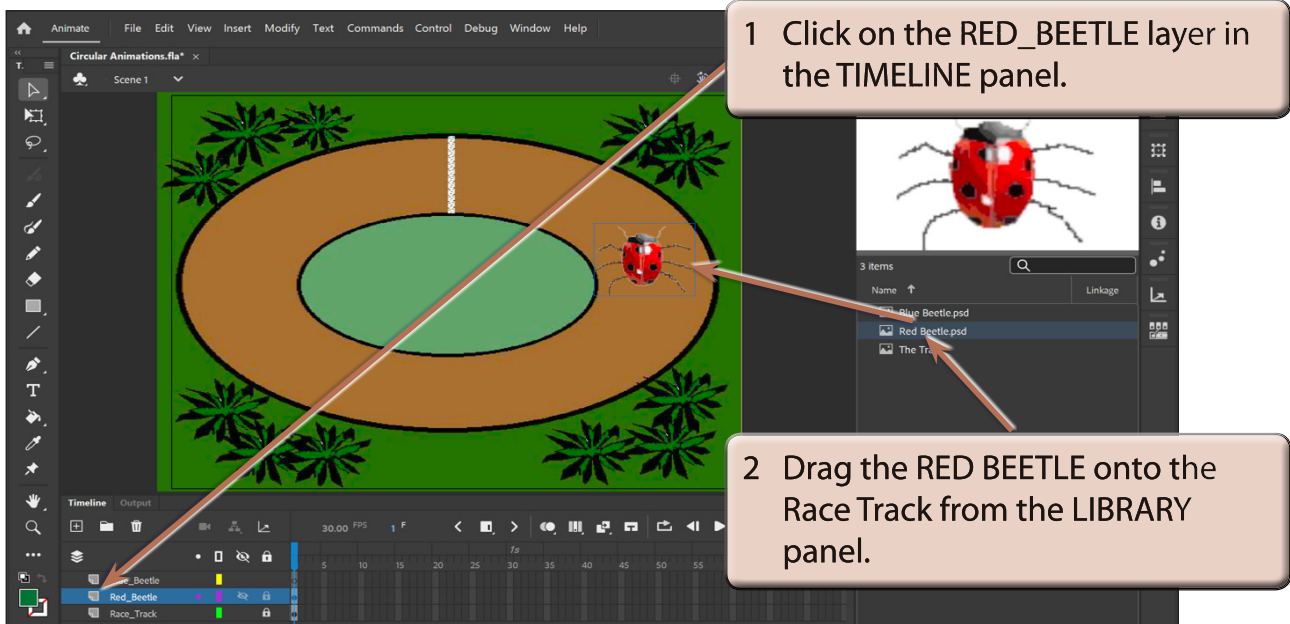
- 6 Use SAVE AS from the FILE menu to save the file in your STORAGE folder under the name:

Circular Animations

## Converting the Beetles to Symbols

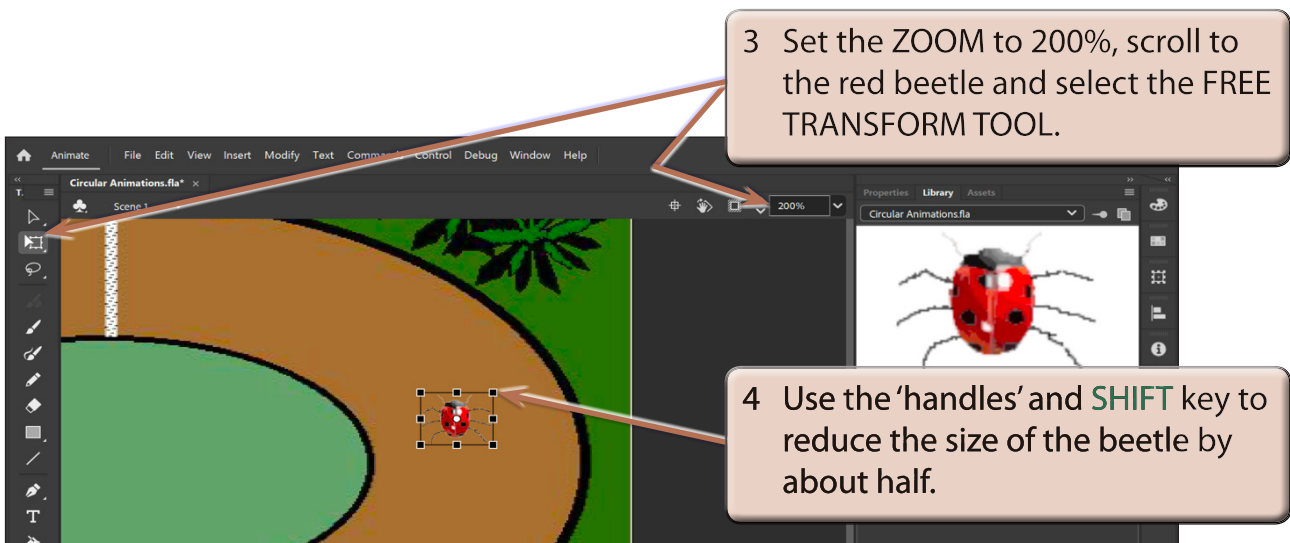
The two beetles in the LIBRARY panel are bitmap images. In order to animate them efficiently they need to be converted to symbols.

### A The Red Beetle



1 Click on the RED\_BEETLE layer in the TIMELINE panel.

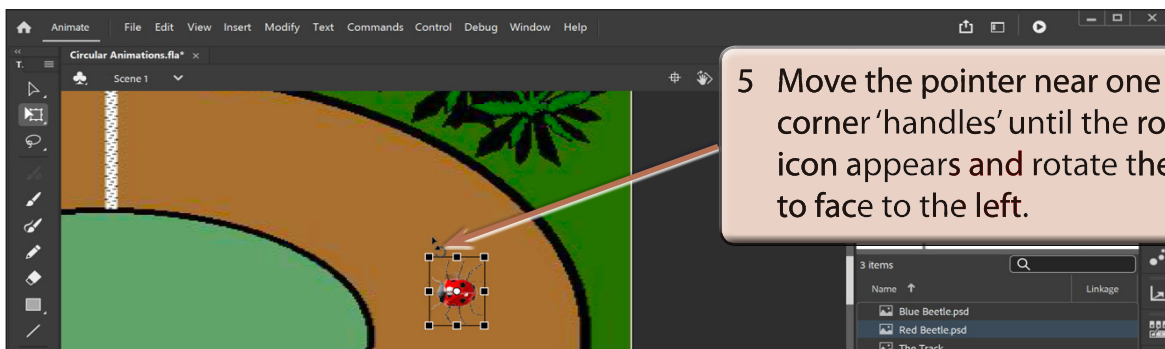
2 Drag the RED BEETLE onto the Race Track from the LIBRARY panel.



3 Set the ZOOM to 200%, scroll to the red beetle and select the FREE TRANSFORM TOOL.

4 Use the 'handles' and **SHIFT** key to reduce the size of the beetle by about half.

**NOTE: The SHIFT key keeps the proportions of the beetle the same.**



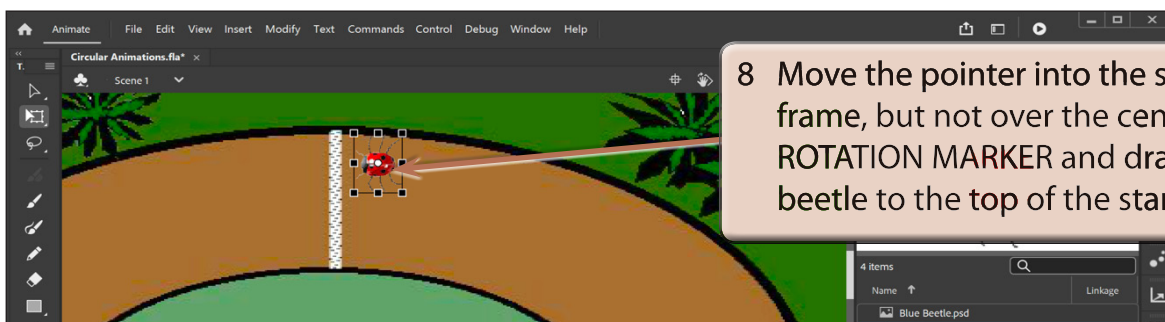
5 Move the pointer near one of the corner 'handles' until the rotation icon appears and rotate the beetle to face to the left.



6 Press the **F8** key (or use the MODIFY menu) to convert the image to a symbol and set the NAME box to:

Red Beetle

7 Set the TYPE box to GRAPHIC, the REGISTRATION to CENTRE and click on OK.



8 Move the pointer into the symbol frame, but not over the centre ROTATION MARKER and drag the beetle to the top of the start line.

- NOTE:**
- i Be careful not to drag the centre rotation marker of the symbol. If you do, press **CTRL+Z** or **COMMAND+Z** to undo the move.
  - ii There are now two red beetle items in the **LIBRARY** panel. The symbol is a copy of the bitmap image. If you delete the bitmap image, the symbol will be an empty frame.

## B The Blue Beetle

