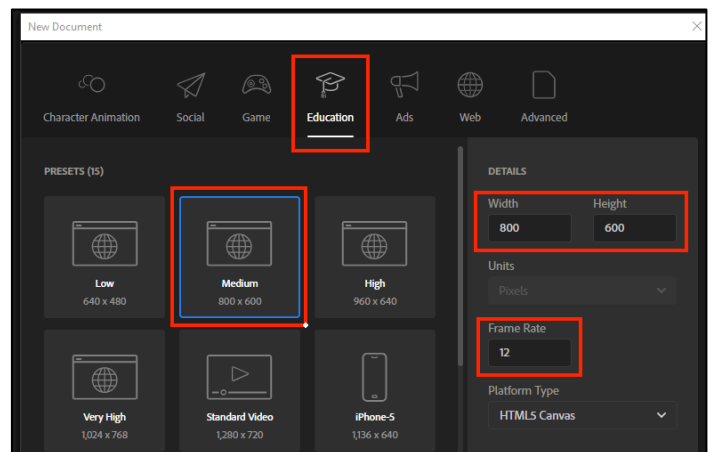# Stop Frame Animation – the basics

1. Open **Adobe Animate.** Skip the tutorials for now
2. At the **top**, click **File** > **New**
   A box pops up
3. At the **top** click **Education**
4. Then choose **Medium (800 x 600)**
5. **IMPORTANT:** On the **right**, change the **Frame Rate** to **12**
6. Click **Create** at the **bottom right**
7. This will create a blank canvas to work on called the stage


Save your work

It's important to save your animation now

8. At the **top**, click **File** > **Save As**
   Make sure that you're saving in your OneDrive
9. Use the **New Folder button** to make a folder called **Animation**
10. Call the file something sensible and save it

Add the first object

You need to download the picture of the skater. Save it in your Animation folder

11. At the **top**, click **File** > **Import** > **Import to Stage**
12. Find the skater image file and click **Open**
    The image appears
13. On the **left toolbar**, find the **Free Transform Tool**
14. Click **once** on the image
15. You can now resize it
    IMPORTANT: Hold **SHIFT** down to stop the image distorting
    You'll probably need to make the image a bit smaller
16. Move the image to the left side of the stage
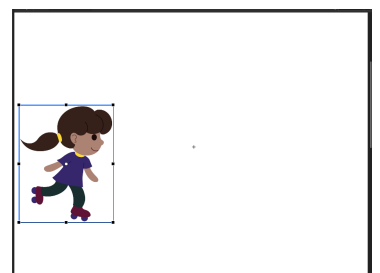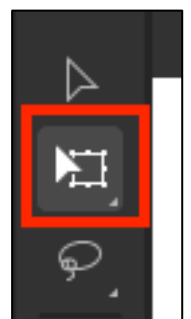
Animate

To animate we need to add new **frames**

17. Look at the **bottom** of the screen.
    This is the **Timeline section**
18. Find the row called **Layer_1**
19. Find the first **Frame** – the rectangle
    with the **dot** in it

20. Click **once** in the **very next frame
   across** – the next little rectangle
    This adds a single frame to the animation
21. Now go back to the **stage. Drag** the image a little way to the **right**. Aim for
    about the width of a roller skate
22. Look back at the bottom. You'll see that a dot got added to the second
    frame. Any time you see a dot, something is happening on the stage
23. Now go to the **third frame** and do the same thing again
24. And **carry on** until you've moved the character most of the way across the
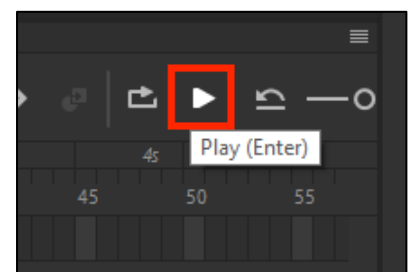   screen. You'll probably need 15 to 20 frames to do this
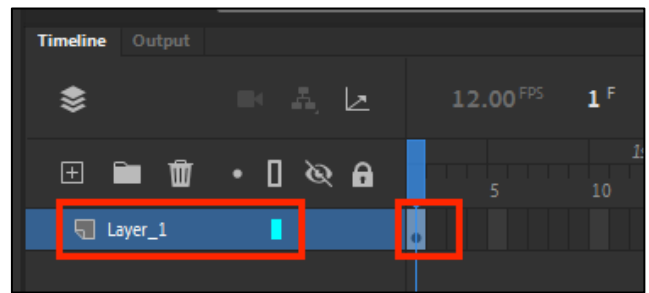
Test the Animation

Anytime you have a set of frames, you can test your animation

25. Look at the **Timeline section** at the **bottom** of the
    screen
26. On the **right** hand side, find the **Play button**
27. Press the **Play button** to test the animation

Some things to experiment with

- You can make the character bigger or smaller each frame as well. Remember
  to hold down **SHIFT**
- Or go backwards
- Or tilt the character. Hover your mouse over a **corner** and a tilt option should
  appear. Tilt it frame by frame
- Or skip some frames. Try clicking 5 frames on on the timeline and see what
  happens if you add the next frame there