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# 5

## Creating, Editing, Animating, and Playing Scenes

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This chapter explains how to create objects in your scene from scratch and how to enhance existing keyframes and scenes. You will learn how to edit objects within the scene and text in Text objects as well as how to animate them.

This chapter covers:

- Adding keyframes
- Using tools from the tool palettes
- Selecting, moving, and resizing objects
- Copying and deleting objects
- Creating and editing Draw and Text objects
- Editing and formatting the text within Text objects
- Adding color, patterns, and special fills to objects
- Changing object and text color, lines, and text attributes
- Manipulating objects with commands from the Animation menu
- Layering objects in the Draw view
- Animating objects in the Animation view

### Creating keyframes



Keyframes can be created in Animation and Storyboard views. Use the New button in the tool palette to create a new keyframe. You can also use the “New Keyframe” command in the Edit menu or press Cmd/Ctrl-K in any view to create a new keyframe.

When New is pressed or the command is chosen, a duplicate of the selected or active keyframe is created and placed after that keyframe. All of the objects in the current keyframe, including their positions and sizes, are duplicated in the new keyframe. This makes it easy to make changes and create new animation. When a new scene is started you automatically begin in keyframe one. To create a scene with action, movement, and sound, you must have more than one keyframe.

**Storyboard view** In the Storyboard view, if more than one keyframe is selected, the last keyframe of the sequence is duplicated after the selected keyframes. You may create new keyframes anywhere in a scene. You can create a new keyframe at the end of the scene by clicking on the unused keyframe just after the last keyframe of the scene, which adds a duplicate of the last keyframe to the end of the scene.

**Animation view** In the Animation view, as you click New, the keyframe number within the tool palette increases (this is the number of the current keyframe), indicating a new keyframe has been created. You may create new keyframes anywhere in a scene.

**Keyframe Names** Each keyframe is given a unique name; Untitled, Untitled 2, etc. A keyframe name is not copied in the new keyframe.

**Scripts** “Frame Script” and “Object Script” commands attached to a keyframe are replicated in the new keyframe.

**Sound** If the current keyframe has the end of a sound segment attached to it, or if it is the only keyframe attached to that sound segment, the sound segment is not extended. If, however, the keyframe has the beginning or the middle of an extended sound segment attached to it, the sound segment is extended to include the new keyframe.

**Automatically hiding all object in new keyframes** When the Cmd key (Macintosh) or Ctrl key (Windows) is held down while the New button is clicked, all foreground and background objects are hidden in the new keyframe. Background colors are reproduced in any case. This is useful when you want to start a new part of the scene, having different text or objects. Background colors remain the same until they are changed.

**Hiding foreground objects** Holding the z and Option keys (Macintosh) or the Ctrl and Alt keys (Windows) while the New button is pressed hides the foreground objects but leaves all background objects of the active keyframe in the new keyframe. Background colors remain the same until they are changed.

To create a new keyframe:

1. **Draw your objects, create text, and import graphics as needed.**

You can add new keyframes before and after any keyframe, so if you want to work backwards or forwards, it's up to you. You can import a graphic to represent a finished keyframe. Objects within that graphic can be hidden and animated by using keyframes before and after that keyframe to create your scene.



- 2. **Click New from the Storyboard or Animation tool palette, choose “New Keyframe” from the Edit menu, or press Cmd/Ctrl-K.**  
A new duplicate keyframe is created.
- 3. **Move elements, apply commands from the Animation menu, send objects to other view planes, or add or remove objects as needed.**
- 4. **Repeat steps 2 and 3 until your scene is complete.**  
Sound can be added and the keyframe timing can be adjusted after your scene is created or as you create the keyframes.

To learn more about	refer to
Adjusting the keyframe timing	“Adjusting keyframe timing,” on page 7-13

# Creating backgrounds

The background is the bottom or back layer of every keyframe. It can be created or changed from the Animation or Storyboard views. Only the active or selected keyframes are affected by changes to the background color.

You may choose a solid color, apply a blend, or create your own color. Ten sample blends are available to create a background blend. You can also import background graphics and send them to the background.

To learn more about	refer to
Creating new keyframes with background	“Creating keyframes,” on page 5-1
Selecting keyframes	“Selecting objects and keyframes,” on page 5-10
Saving and creating color palettes	“Importing and saving color palettes,” on page 5-35
Creating new colors	“Working with custom colors,” on page 5-33

To apply a solid background color:

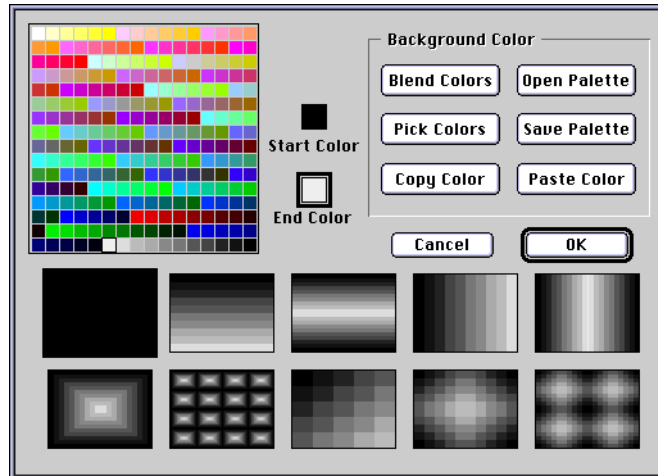


- 1. **Switch to the Animation or Storyboard view.**  
Use the View Bar buttons on the right side of the window to switch between views.



2. Choose “Background Color...” from the Animation menu, click on the Background Color button in the Animation tool palette, or press Cmd/Ctrl-B.

If you are in the Storyboard view, you can select multiple keyframes. The Background Color button is located to the right of the Transition tool. The following dialog appears:



3. Click on a color swatch in the color palet in the upper left corner of the dialog. The chosen color appears in the “Start Color” swatch as well as in the sample blends at the bottom of the dialog.

4. Click “OK.”

The color is applied to the background of the selected/active keyframe(s).

To apply a background blend:



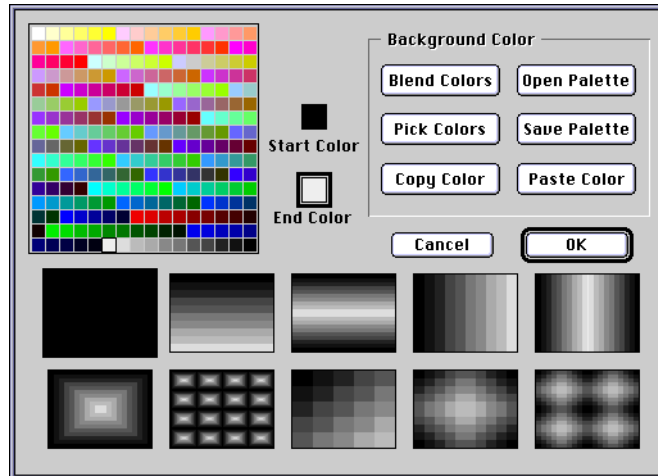
1. Switch to the Storyboard or Animation view.

Use the View Bar buttons on the right side of the window to switch between views.



2. Choose “Background Color...” from the Animation menu, click on the Background Color tool in the Animation tool palette, or press Cmd/Ctrl-B.

If you are in the Storyboard view, you can select multiple keyframes. The Background Color tool is located to the right of the Transition tool. The following dialog appears:



3. Click on the "Start Color" swatch.
4. Click on a swatch in the color palette in the upper left corner.  
You can also click on Pick Colors to display a color wheel to create a custom color.
5. Click on the "End Color" swatch.
6. Click on a swatch in the color palette in the upper left corner.  
All the colors in the palette between the starting color and ending color are used to create a color blend. The color blend is used in the blend samples at the bottom of the dialog.
7. Click on one of the blend samples at the bottom of the dialog to select a blend for your background.
8. Click "OK."  
The color is applied to the background of the selected/active keyframe(s).

## Using viewing planes

Hiding and displaying objects within keyframes can be accomplished by sending and retrieving objects to and from the various viewing planes available in WebAnimator. These three viewing planes—foreground, background, and hidden—can also be viewed separately to keep track of which objects are displayed and to retrieve hidden objects. Background colors are not part of the viewing planes.

You can hide and display your objects within these viewing planes as you create new keyframes. Objects can also be layered within each of these viewing planes based on priority. Use the viewing planes as follows:

**Foreground** Place all objects to be animated on this plane. By default, new objects drawn or imported are placed in the foreground.



To send the currently selected object(s) in the selected keyframe(s) to the foreground viewing plane, hold down the Cmd key (Macintosh) or the Ctrl key (Windows) and click on the Fore button in the Animation or Storyboard tool palette, choose “Send Object” from the Animation menu and select “To Foreground” from the cascading menu, or press Cmd/Ctrl-F. The object is removed from the viewing plane it had occupied. The object is placed on the top layer in the foreground viewing plane, and appears to be on top of all the other objects.

**Background** Place any objects that appear across several keyframes and appear behind animated objects on this plane. Keeping objects which are unmoving in the background plane reduces computational time and results in smoother animations.



To send the currently selected object(s) in the selected keyframe(s) to the background viewing plane, hold down the Cmd key (Macintosh) or the Ctrl key (Windows) and click on the Back button in the Animation or Storyboard tool palette, choose “Send Object” from the Animation menu and select “To Background” from the cascading menu, or press Cmd/Ctrl-F. The object is placed on the top layer in the background viewing plane.

**Hidden** Store all objects to be displayed later in the foreground or background viewing plane or to hide objects already displayed on this plane. Objects cannot be edited in the Hidden viewing plane. All moving and sizing of objects must be done from the Foreground.



To send the currently selected object(s) in the selected keyframe(s) to the hidden viewing plane, hold down the Cmd key (Macintosh) or the Ctrl key (Windows) and click on the Hidden button in the Animation or Storyboard tool palette, choose

“Send Object” from the Animation menu and select “To Hidden” from the cascading menu, or press Cmd/Ctrl-F. The object is placed on the top layer in the hidden viewing plane.

**To learn more about**

**refer to**

Viewing plane concepts

“Understanding viewing planes,” on page 2-5

Layering objects in a view plane

“Layering objects,” on page 5-38

To send objects to a viewing plane:

1. **Create or import an object in the Draw view.**



2. **Switch to the Storyboard or Animation view.**

Use the View Bar buttons on the right side of the window to switch between views. Viewing planes can only be assigned in the Animation and Storyboard views.



3. **With the object selected, hold down the z key and click on a viewing plane tool in the tool palette.**

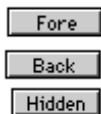
You can also use commands from the bottom half of the “Send Object” cascading menu in the Animation menu to assign viewing planes. If the selected object appears in more than one keyframe, only the selected keyframes are affected.

To display objects in the viewing plane:



1. **Switch to the Animation or Storyboard view.**

Use the View Bar buttons on the right side of the window to switch between views.



2. **Click on a viewing plane tool in the tool palette, or choose “Viewing Plane” from the View menu and select a viewing plane from the cascading menu.**

The foreground and background viewing planes can be viewed at the same time. If the foreground tool is selected, click the background tool to display both views together. Click on the foreground tool again to turn off the background view.

You must be in a viewing plane to edit objects within that plane. Objects in the Background, for instance, may be seen but not selected if you are in the Foreground.

## Creating simple and complex objects

Animated objects created in the WebAnimator Draw view may be simple or complex. Simple objects (a circle, rectangle, polygon, etc.) have only one element, the object itself. A complex object may consist of two or more of these elements which, when played in a scene, act as one object.

Examples of simple objects:

- circle
- rectangle
- line
- text

Examples of complex objects:

- car
- face
- text with shapes

All the elements in a complex object are moved and sized together when the animation tools are used. Complex objects are the default. In this case, all the elements you draw are a part of a single complex object as they are drawn until either New is selected from the Draw view tool palette, another object is selected for editing, or until you exit the Draw view.

If the “Complex Object” command in the Draw menu is deselected, each new element you draw becomes a new independent object. When complex objects are edited with the draw tools, the object’s elements must be selected and edited one at a time.

To create simple objects:



**1. Switch to the Draw view.**

Click on the Draw button in the View Bar on the right side of the window, choose “Draw” from the View menu, or press Cmd/Ctrl-D to switch to the Draw view.

**2. Using one of the draw tools, create an object in the Draw view workspace.**

Once the object is created, selection handles appear around the object.



**3. Click New in the Draw tool palette, or select another tool.**

The selection handles disappear from around the object and from now on that object acts independently from other objects created.



4. Repeat steps 2 and 3 until all of your objects are created.

To create complex objects:



1. **Switch to the Draw view.**

Click on the Draw button in the View Bar on the right side of the window, choose “Draw” from the View menu, or press Cmd/Ctrl-D to switch to the Draw view.

2. **Using the draw tools, create the necessary object(s) in the Draw view workspace as needed.**

This is helpful if you want to create an object that requires more than one element in its creation. You can also create objects which always move together during animation.



3. **Once your complex object is created, click New in the Draw tool palette.**

All of the objects you created are “grouped” together. These objects move as one object when selected or animated in the Animation view.

4. Repeat steps 2 and 3 to create other complex objects.

## Manipulating objects with the Pointer tool



The Pointer tool appears in every tool palette in WebAnimator. Because the Pointer tool is selected in the tool palette no matter which view you are in, it is considered the default tool; also, most other tool selections revert to the Pointer as soon as you release the mouse button.

The Pointer is used to select keyframes, objects, or object elements, to move objects’ elements about with respect to each other, and to size object-elements using object handles.

To perform an action, you must first select a keyframe or a selection of keyframes, and/or an object to act upon. When an object is selected you can copy, delete, and apply various other animation and manipulation commands to the object.

### To learn more about

### refer to

Sizing objects

“Resizing objects,” on page 5-15

## Selecting objects and keyframes

There are multiple ways to select one or more objects or keyframes within WebAnimator. WebAnimator also allows you to change the behavior of objects by increasing the selection rectangle of an object.

### Object behavior

The “Select By” command in the Edit menu can be used to change the behavior of how objects are selected.

**Object Rectangle** If this method is used, clicking anywhere within the selection rectangle of an object would select that object. This is most noticeable with circles, ovals, polygons, and freehand objects as well as objects with no fill.

**Object Form** This way of selecting objects requires one to click on the body of the object. For example, to select a Text object, you would have to click on a letter of the object, not the space in between letters. The advantage to “Object Form” is when selecting an object behind and inside another object’s rectangle, especially behind objects with no fill.

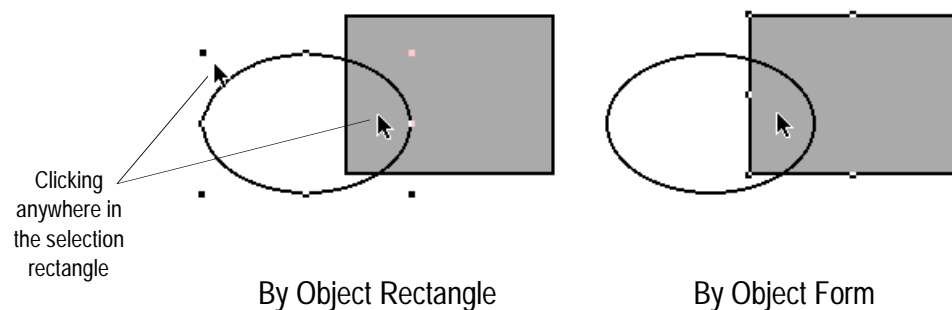


Figure 5-1. Selection behavior

### Selecting

Some views allow more features and flexibility for selecting different items:

**Selecting one keyframe** In the Animation and Draw view, the keyframe currently displayed is the “selected” keyframe. In the Storyboard view, select a single keyframe by clicking on it. If the keyframe is in the middle of a selection of keyframes, you may need to deselect by clicking on the gray area first. You can use “Show Selection” from the Storyboard view’s Edit menu to advance large scenes to display the selected keyframe.

**Selecting multiple keyframes** Selecting multiple keyframes can be done in the Storyboard and Animation views.

**Storyboard view** You can select multiple keyframes by clicking on an unselected keyframe and dragging the pointer to the last keyframe in the selection. The Storyboard automatically scrolls as you drag. You can also hold down the Shift key while selecting keyframes one at a time. Each keyframe is highlighted to indicate that it is selected. Select a series of keyframes by clicking on the first frame, hold down the Shift key, and click on the last keyframe.

**Animation view** It is possible to select a range of keyframes using Select Frames or to move to either the first or last keyframe in a range.

To select a range of keyframes from the Animation view:



**1. Switch to the Animation view.**

Use the View Bar buttons on the right side of the window to switch to the Animation view.

**2. Click the Select Frames button at the bottom of the window.**

**3. Go to the first keyframe in the range.**

**4. Click the number immediately to the right of Select Frames.**

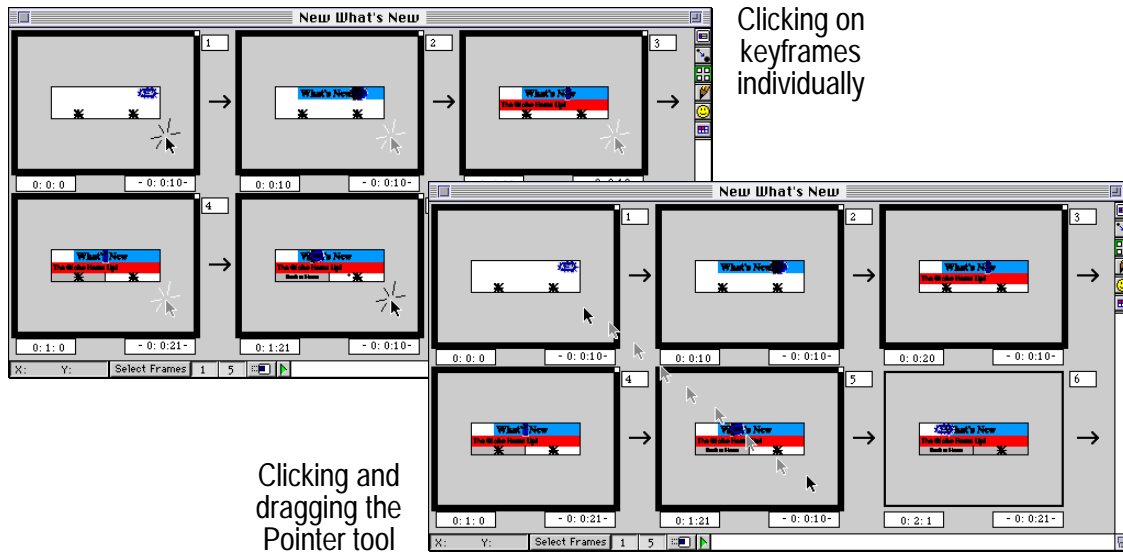
This sets that number as the first keyframe of the range.

**5. Go to the last keyframe of the range.**

**6. Click the right-hand number of the Select Frames number pair.**

This sets that number as the last keyframe of the range and ends the Select Frames operation.

When a range of keyframes is selected, changes made to an object in the first keyframe of the range, cause identical change to that object in all keyframes in the range. However, if changes are made to an object in the last keyframe in a range (such as movement or size change), the changes occur incrementally through the range of keyframes, with the first keyframe in the range retaining the original condition of the object and the in-between keyframes gradually showing a transition from the original to new as specified in the last keyframe in the range.



**Selecting objects** Selecting objects and elements can be done from anyWebAnimator view. To select an object, simply click on it, and then select the element you wish to edit. The object-element's handles are displayed, indicating it has been selected.

**Selecting multiple objects** Multiple objects within the same complex object can be selected in the Draw view. Hold down the Shift key while selecting elements one at a time or you can use the Pointer tool to click and drag a selection rectangle around the elements you want selected. Object handles appear around each element to indicate that it is selected.

Only one object can be selected at a time in the Animation and Storyboard views.

**To learn more about** [refer to](#)

Simple and complex objects ["Creating simple and complex objects," on page 5-8](#)

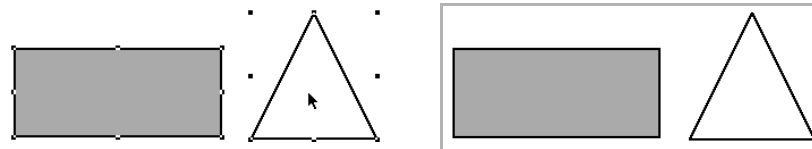
**Selecting objects outside of the keyframe boundary** Some of the "Move Object" commands from the Animation menu can be used to move objects on, and off, keyframes. One way to select objects that have been moved off the keyframe workspace, is to switch to the Storyboard view. Click on that object in *any* keyframe in which it can be seen. If you select the object in any keyframe, it is automatically selected in the next keyframe you select. Next, select the keyframe in

which you want to make your changes. Use one of the sub-commands in the “Move Object” cascading menu from the Animation menu to move the object back into the keyframe.

Another way, is to use the Show Off Screen button which displays all objects which are offscreen.

**Selecting an object in more than one keyframe** To select an object, click the object in a selected single keyframe, or click the object in the first or last of a series of selected keyframes. The object’s handles are displayed in the appropriate keyframe, indicating it has been selected.

You can only select objects in the first and last keyframes. If you try to click on an object in an intermediate keyframes, the multiple keyframe selection will be lost.



Clicking on objects individually  
in the Draw view

Clicking and dragging the Pointer  
tool in the Draw view

## Moving objects

Once an object is selected, you can move it. If you move or resize an object in error, you can cancel the action by choosing “Undo” from the Edit menu or pressing Cmd/Ctrl-Z.

Once you have specified the placement of an object in the Animation or Storyboard views, that is the default placement of the object. Moving the object in the Draw view will not effect its position in the Animation and Storyboard views. As a general rule, move objects only in the Animation and Storyboard views to avoid confusion when objects are moved in the Draw view.

You can also use the commands in the “Move Object” and “Size Object” cascading menus within the Animation menu to move and animate your objects.

### To learn more about

### refer to

Animating your objects

“Adding and editing movement,” on page 5-40

There are several options available for moving objects in WebAnimator:

**Moving an object** To move an object, simply keep the button depressed on the object and drag it to its new position.

**Moving an object vertically or horizontally** Holding the Shift key while moving an object constrains the movement to either a vertical or horizontal movement. This is useful when you want an object to move straight across, or up or down the screen.

**Moving an object in several keyframes** If several keyframes are selected when the object is moved, you may move the object in either the first or the last of the selected keyframes:

**Moving an object to the same position across several keyframes** When the object is moved in the first selected keyframe, it is moved to that position in all of the selected keyframes.

**Moving an object smoothly across several keyframes** If the object is moved in the last selected keyframe, then it is moved in increments from its position in the first keyframe to its final position in each of the keyframes selected. This lets you automatically distribute the movement of an object across multiple keyframes.

To move an object:

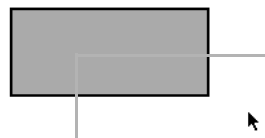


1. **Select the Pointer and position it over the object you want to move.**

If you are moving a Draw object with no fill and the “Select By” command is set to “By Object Form,” you must click on a boundary line.

2. **Click and hold down the mouse button while you drag the object to its new location.**

As you drag an object in the Draw view, you see only the outline of the object (which reappears when you release the mouse button). In the Animation and Storyboard views, the object moves as you drag the cursor.



## Resizing objects

Once an object is selected you can also resize it. If you resize an object in error, you can cancel the action by choosing “Undo” from the Edit menu or pressing Cmd/Ctrl-Z.



The Pointer tool and the Size tool in the Animation and Storyboard view tool palettes can be used to resize any selected object with or without the use of the handles. The Resize tool resizes objects from the center if you click in places other than the selected object’s handles.

**Note:** Scaled objects animate more slowly than objects at their original size. To change an object’s original size, edit the object in the Draw view. If the object was imported, change the size of the object in the program that originally created it.

There are several options available for resizing objects in WebAnimator:

**Resizing without the handles** Select the object, click on the tool and then drag to the desired size. The Size tool always sizes the object from its center. This is useful when you wish to make an object appear to zoom in or out.

**Sizing proportionally** By holding the Shift key and then selecting a corner handle and dragging it, the object is sized in two directions proportionally.

**Sizing objects from the center** By depressing the z key, and using the handles, you can make the object grow from the center; by using the Shift and Cmd keys (Macintosh) or the Shift and Ctrl keys (Windows) the object grows from the center proportionally.

**Sizing an object in several keyframes** You may also size the object with its handles or the Resize tool, in one or more keyframes. If several keyframes are selected when the object is sized, you may size the object in either the first or the last of the selected keyframes:

**Making an object the same size across several keyframes** When the object is sized in the first selected keyframe, it is changed to that size in all of the selected keyframes.

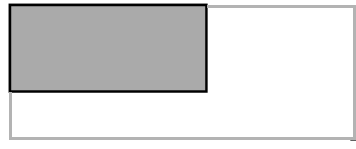
**Making an object grow or shrink smoothly across several keyframes** If the object is sized in the last selected keyframe, then it is sized proportionally from its initial size in the first keyframe, to its final size, in the last keyframe selected.

To learn more about	refer to
Making objects disappear	"Sizing objects," on page 5-42

To change the size or shape of an object:



1. **With the Pointer or Resize tool, select the object you want to resize.**  
The object handles appear.
2. **Click and drag a handle until the object is the size or shape you want.**  
When you drag a handle, the Pointer changes to a crosshair.



**Note:** When resizing Text objects in the Draw view, only the selection rectangle is resized. The size of the text remains unchanged. In the Animation view, the text itself is resized.

## Copying items

The “Copy” command in the Edit menu changes depending on the type of item selected in WebAnimator. This command makes a copy of any selected item(s), leaving the original(s) intact. A copy is saved in a buffer similar to the Clipboard.

A number of items in WebAnimator can be copied:

**Frames** Refers to selected keyframes. Selected keyframe(s) can only be copied in either the Animation or Storyboard view. This copies the objects and their positions in the frame as scripts and backgrounds.

**Element** Refers to selected drawing elements in Draw view. Copying and pasting is especially useful when you need an identical copy of the element to add to the object you are working with or another object in the scene (bars on a graph, eyes on a face, for example). The pasted element is placed slightly lower and to the right of the selected element. (With a element selected, pressing the “delete” key deletes the element without copying it to the buffer.)

**Object** Refers to selected objects. Selected object(s) can be copied in either the Animation or Storyboard view.



**Path** Refers to an object selected in a range of keyframes in which it changes position or size. This command copies the “path” of its changes over the course of the selected keyframes. Paths can only be copied in the Storyboard view.

**Sound** Refers to a selected sound in the Storyboard view.

To copy one or more objects:

1. **Select the item(s) you want to copy.**
2. **Choose “Copy” from the Edit menu or press Cmd/Ctrl-C.**
3. **Deselect the item by clicking outside it.**

The item(s) copied are now in a buffer, ready to be pasted back into WebAnimator. (See “Pasting objects,” on page 5-18 if you need help pasting.)

## Deleting items

WebAnimator allows you to delete items two ways; objects can be “cut” from a selected keyframe, or they can be “removed” from the current scene. A cut object still remains in the hidden viewing plane. An object which has been removed from the scene no longer appears anywhere in the scene.

The “Remove Object” command from the Edit menu deletes the selected object from the entire scene, not just from the selected keyframe(s) as is the case with the “Cut” command. “Remove Sound” in the Edit menu removes any sound applied to selected keyframes.

A number of items in WebAnimator can be cut:

**Frames** Refers to selected keyframes. The keyframes which follow cut keyframes move up in the Storyboard to replace the ones cut.

**Element** Refers to selected elements in Draw view. Pressing the Delete key with an element selected, deletes the element without copying it to the buffer.

**Object** Refers to selected objects in either the Animation or Storyboard view. The “Cut” command only cuts the selected object from the currently selected keyframe(s), i.e., the object continues to exist in other keyframes. Use the “Remove Object” command to completely remove an object from a scene. Pressing the Delete key with an object selected has the same effect as “Cut Object” command.

**Path** Refers to an object selected in a range of keyframes in which it changes position or size. This command cuts the object as well as the “path” of its changes over the course of the selected keyframes. Paths can only be cut in the Storyboard view.

**Sound** Refers to sound in Storyboard view. This command cuts the selected sound segment from the currently selected keyframe(s) and places a copy in the buffer. Use the “Remove Sound” command to completely remove a sound from a scene without saving a copy to the buffer. Pressing the Delete key with a sound segment selected has the same effect as “Remove Sound” command.

To delete one or more items:

1. **Select the item(s) you want to delete.**
2. **Choose “Cut” from the Edit menu, press Cmd/Ctrl-X, or press the Delete key.**  
The “Cut” command changes depending on the type of item selected in WebAnimator. The object is deleted from the active keyframe and a copy of the object is placed in the buffer and in the hidden viewing plane. The Delete key does not save a copy, but simply sends the object to the hidden layer.

To remove an object or sound:

1. **Select the object(s) you want to remove.**
2. **Choose “Remove Object” or “Remove Sound” from the Edit menu.**  
The selected object is removed from the current scene.

## Pasting objects

The “Paste” command in the Edit menu changes depending on the type of item selected in WebAnimator. This command places the most recent cut or copied keyframe, or Draw, Text, or Imported Graphic object into the current WebAnimator scene.

The same types of WebAnimator objects/elements that can be copied can also be pasted into WebAnimator.

If an object is pasted into a keyframe in which it is not visible (i.e., in the hidden plane), then the object is removed from the hidden plane and placed into the foreground plane. It is placed in the same position from which it was copied.

If an object is pasted into a keyframe in which it is already visible (i.e., the foreground or background planes), then a new object is created. This new object is pasted in all the selected keyframes and is hidden in all other keyframes. It is placed in the same position from which it was copied.

**Paste Path** When an object is selected in a range of keyframes, the cut, copy, and paste commands apply only to the object’s “path” of its changes in position and size over the course of the selected keyframes. When “Paste Path” is chosen, only the path of the object is changed, no new objects are created. If the object is already

visible in a selection of keyframes, the object is made to be on the same path from which it was copied. If the object is hidden in the selected keyframes, then it is made visible and placed along the path.

**Paste Sound Clone** If a Master Sound is copied and Paste Sound Clone is chosen, pasting results in the creation of a sound clone. Any changes to the Master Sound affects the Clone Sound as well. Clone Sounds do not take up additional computer memory.

**Pasting Over Frames** All the frames selected are replaced by the frames in the buffer. There may be more frames selected than frames in the buffer, or less frames selected than frames in the buffer.

**Pasting Before Frames** The selected frames are unaffected and the buffer frames are placed prior to the selected frames. This is a way to add frames before frame 1.

**Pasting After Frames** The selected frames are unaffected and the buffer frames are placed after the selected frames.

To paste one or more objects:

1. **Use the “Copy” or “Cut” command on the item(s) you want to paste.**  
This places a copy of the keyframe or object(s) in the buffer.
2. **If necessary, display a different WebAnimator view or keyframe, or open another WebAnimator document.**
3. **Choose “Paste” from the Edit menu or press Cmd/Ctrl-V.**  
The pasted object(s) appear centered in the selected keyframe. Pasted keyframes replace any selected keyframe(s). You can paste the copy anywhere you like, as many times as you like.

You can also use the “Paste Before Frames” and “Paste After Frames” commands from the Edit menu when pasting keyframes into the Storyboard view.

## Objects anchors

Displays a dialog so you can specify how an object is anchored or aligned on the screen. Objects can be aligned to the grid.

The use and purpose of the “Anchor Object...” command is different in each view:

**Storyboard/Animation view** If the “Snap to Grid” option is enabled using the “Grids and Rulers...” command, then you can align objects to the grid. When an object anchor is set, that anchor is aligned with the grid. For example, if the anchor selected is Bottom Left, then the bottom left point of an object aligns with the grid. The X and Y coordinates displayed at the bottom of the window indicates the coordinates of the anchor point of an object when it is moved. The default anchor is Top Left.

**Template Studio view** When creating templates, you need to be specific about how an object is aligned. When text is entered in the Template Studio view it is automatically substituted for the text of a template. For example, if you want the text to animate and then line up left justified, the text objects should be aligned left in the keyframes containing the text on the screen. If you want the text centered, then the text objects should be anchored center. When it is off the screen, it should be aligned with the edge of the screen. It is also helpful to align top or bottom, so that the text moves straight during animation.

**Draw/Storyboard views** Substitution occurs if an object already exists and the object is then resized in the Draw view. The object is placed back on its animation path according to how it has been aligned.

Each object has its own anchor specification, and the object’s anchor can be changed from keyframe to keyframe. For example, an object could be anchored to the left edge of the screen on one keyframe and in the next keyframe anchored to the right edge of the screen. This would guarantee the object always moved from the left edge to the right edge.

Alignment using this command is automatically overridden when commands from the “Move Object” sub-menu are used. If an object is moved off the screen using one of the commands from the “Move Object” sub-menu, the object is automatically aligned to the edge of the screen in those frames in which it is off-screen. For example if the “Off Left” command is used to move an object off the left portion of the screen, then the alignment is set to right aligned. The right hand side of the object is always on the edge, just off the screen. If before moving off screen left, either top or bottom alignment is also set, then that setting is preserved. For example if the alignment was top alignment and then the object is moved off left, then the alignment is set to top right alignment. The same logic applies to moving off top, off bottom, or off right. Moving an object to the center, automatically sets center alignment.

To learn more about	refer to
Move Object commands	“Moving objects,” on page 5-40

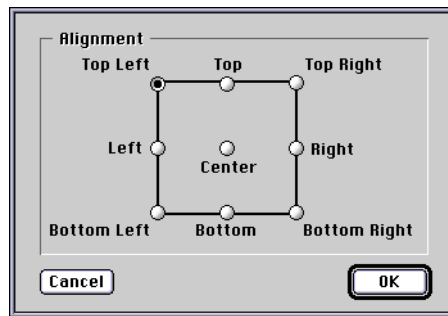
To anchor objects in WebAnimator:

1. **Select an object in the Storyboard or Animation view.**

Alignment is only applied to the selected object in the selected keyframes.

2. **Choose “Object Anchor...” from the Animation menu.**

The following dialog appears:



3. **Click on a selection which represents the anchor you need.**

4. **Click “OK” to implement the changes.**

If you want to exit the dialog without making any changes, click “Cancel.”

You can apply other alignment characteristics to other objects within the same scene.

## Creating and editing Draw objects

WebAnimator objects (not imported objects) are created and edited in the Draw view. The term “object” refers to animated objects. What are commonly referred to as drawing objects in other programs, are referred to as drawing elements in WebAnimator. One or more drawing elements make an animated object. The various elements are combined to form a bitmap object, which animates as one collective whole. When working in Draw view each element drawn becomes part of the animated object until the New button in the Draw tools palette is selected. All the elements get combined and made into a bitmap animated object and a new animated object is started.

A new object created in Draw view, appears in the foreground of the current selection of keyframes. In the other unselected keyframes, the object is placed into the hidden layer.

When an object is edited after have been created, the changes to the object are affected in every keyframe. If the combined object has a different size, then the original size of the object is changed.

The more time you spend experimenting with the tools and techniques, the better you will understand and be able to take advantage of their capabilities.

**Note:** Make sure you understand simple and complex objects before creating your objects. See “Creating simple and complex objects,” on page 5-8.

Once you have created a Draw object, you can use commands in the Draw menu to manipulate it and to add some interesting special effects (dashed lines, special fills, and drop shadows). You can also use the Draw view tools in the tool palette to change the object’s line widths and to add color or patterns to the object’s line or fill.

To learn more about	refer to
Changing the line width	“Changing line widths,” on page 5-28
Changing line, color, or pattern	“Applying colors,” on page 5-29
Resizing objects	“Resizing objects,” on page 5-15

## Creating and editing a line

To create a line:



1. **Select the Line tool from the Draw view tool palette.**

The Pointer changes to a crosshair cursor.

2. **Click and hold down the mouse button to begin your line.**

3. **Drag the mouse in the direction you want your line to follow.**

Use the Shift key to constrain the line to 45° increments. When you release the mouse, the line appears with the standard selection box around the entire line.

You can change the size of the selected line. However, once the line is drawn the angle cannot be changed. The line width and color can also be changed.

## Creating and editing a rectangle, rounded rectangle, square, circle, or oval

The Rectangle, Rounded Rectangle, and Oval tools work the same as standard draw tools. Use the Rectangle tool to make a square or rectangle and the Rounded Rectangle tool to make a rounded rectangle or square. Use the Oval tool to make an oval or circle.

To create a rectangle, rounded rectangle, square, circle, or oval:



1. **Select the Rectangle, Rounded Rectangle, or Oval tool from the Draw view tool palette.**  
The Pointer changes to a crosshair cursor.
2. **Click and hold down the mouse button to begin the object.**
3. **Drag the mouse diagonally in any direction until the object is the size and shape you want.**

Holding down the Shift key while dragging constrains your object to a perfect square, square with rounded corners, or a circle, depending on which tool you are using. Hold down the Cmd key (Macintosh) or Ctrl key (Windows) to draw from the center. When both are depressed, a perfect square, square with rounded corners, or a circle is drawn centered on the point.

4. **Release the mouse.**

The object appears with object handles around it to show it is selected.

You can move, resize, and modify a rectangle, rounded rectangle, square, circle, or oval as explained in other sections.

## Creating a freehand object

The Freehand tool creates a freeform line. Like the polygon, a freehand object can be closed (the beginning and end points are joined) or open (beginning and end points are not joined). A freehand object can be transparent and consist of the line only, or it can be filled with a color or pattern like other Draw objects.

To create a Freehand Object:



1. **Select the Freehand tool from the Draw view tool palette.**  
The Pointer changes to a crosshair cursor.
2. **Click the mouse and drag to create your object.**
3. **Release the mouse button.**  
Object handles appear around the object to show it is selected.

## Creating a polygon

The Polygon tool creates irregularly shaped, multi-sided objects. A polygon is made up of multiple segments that are joined together by segment endpoints. Like a freehand object, a polygon can be closed (the first and last segments are joined) or open (first and last segments are not joined).

To create a polygon:



1. **Select the Polygon tool from the Draw view tool palette.**

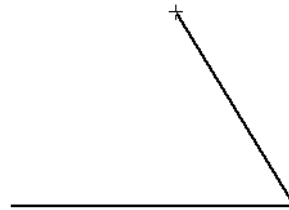
The Pointer changes to a crosshair cursor.

2. **Click the mouse where you want the polygon to begin.**
3. **Move the mouse to where you want the first segment of the polygon to end, then click again.**

A solid line appears. Move the mouse to adjust the length and angle of the segment. Hold down the Shift key to constrain the line to 45° increments.



4. **Move the mouse and click again to create the second segment.**



5. **Continue moving and clicking the mouse until you have created the number of segments you want in the polygon.**

You can close the polygon by clicking the first point, but you do not have to close the polygon to finish it.

6. **Double-click on your last segment to complete your polygon.**
7. **Click on the Pointer or any other tool in the tool palette to de-select the Polygon tool when your shape is complete.**

You can move and resize a polygon as explained in other sections.



## Creating and editing Text objects

Text objects are created and edited in the Draw view. Like all objects created in the Draw view, Text objects can be simple or complex by drawing them at the same time as other objects before pressing the New button.

To learn more about	refer to
Simple and complex objects	"Creating simple and complex objects," on page 5-8

### Creating a Text object

Within a Text object, WebAnimator feels as familiar as any word processor. The key to creating and working with Text objects is the Text tool from the tool palette.

Since animations will be accessed over the Web by both Macintosh and Windows users, think ahead about the typefaces you will be using. There is no guarantee that the person viewing the animation will have the same font. It is recommended that you use a standard font such as Helvetica, Times, or other standard fonts. If you want to use a font that you know the users won't have, it may be best to convert the text into a bitmap or vector graphic and then import the text into WebAnimator.

A Text object can contain up to 32,000 characters. When selected with the Text tool, this text can be edited and formatted with commands from the Edit, Draw, and Text menus.

The Text object itself has the same attributes as a Draw object: object handles that are visible when the object is selected; and object boundary lines.

When selected with the Pointer tool, a Text object can be moved, sized, cut, copied, and deleted like any other object in WebAnimator. You can also use the palettes in the tool palette and most of the commands in the Draw and Text menu to enhance and manipulate your Text objects.

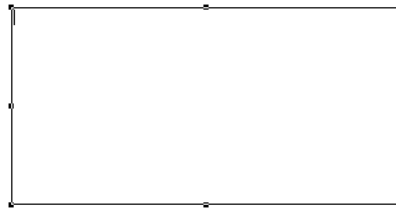
To learn more about	refer to
Manipulating Text objects	"Manipulating objects with the Pointer tool," on page 5-9
Changing object attributes	"Changing the attributes of a Draw or Text object," on page 5-28

To enter text in the Draw view:



1. **Select the Text tool from the Draw view tool palette and click in the Draw view workspace.**

A text box is created and an I-beam cursor appears in the text box.



2. **Type your text.**

You can enter up to 32,000 characters per Text object.

As you type, the insertion point moves to the right and automatically jumps down to the beginning of the next line after it reaches the right boundary of the Text object. When you reach the bottom boundary, the text block expands vertically to accommodate your text.

3. **When you are done entering text, click outside the Text object to de-select it.**

The object handles disappear, leaving only the text.

4. **If you want to resize the Text object, use the Pointer tool to re-select it and drag one of the object handles until you have the size and shape you want.**

Resizing the Text object in the Draw view has no effect on the size of the type within, although the text rewraps to fit the new size and shape. In the Animation view the text object is treated like any other object—when resized, the size of the text is affected.

## Formatting and editing text in a Text object

Each character within a Text object can be a different font, size, style, and/or color. When you set alignment, however, it affects all the text within the object.

You can only set text attributes for one Text object at a time with commands from the Draw menu. Colors and shadows can be applied to one or more selected Text objects. Formatting and editing must be done in the Draw view.

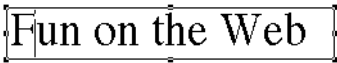
To edit text in a Text object:

1. **Select the Text object you want to change.**

The object handles appear.



2. Select the Text tool from the Draw view tool palette.
- The Text object boundaries appear and you can see the insertion point blinking.



3. Perform the following actions as needed:
- Select text.
  - Use the Delete key to erase mistakes.
  - Type in new text.
  - Use the commands in the Edit menu as you would in any word processor.

To change text attributes in a Text object:

1. Select the text you want to format.
- You can select text by clicking and dragging, double-clicking on a particular word, or choosing “Select All” (Cmd/Ctrl-A) from the Edit menu.
2. Choose “Font,” “Size,” “Style,” and “Alignment” from the Draw menu as needed and make your selections from the cascading menus.
- With the exception of the “Alignment” command, which affects all the text in a Text object regardless of what is selected, these commands apply to selected text only.
- “Font,” “Size,” and “Style,” work exactly as they would in any word processor.
3. When you are finished formatting your text, click outside the Text object to deselect it.



To learn more about	refer to
Commands in the Draw menu	“Draw Menu,” on page A-24
Aligning text for animation	“Objects anchors,” on page 5-19

## Changing the attributes of a Draw or Text object

The Object Color and Line-Width palettes in the Draw view's tool palette make it easy to change the color and line attributes of any Draw or Text object. You can change the following attributes with the appropriate palettes:

- object and shadow fill colors
- object line colors
- line width of an object's boundary lines
- create blends
- mix colors
- apply custom colors

**Note:** Although the attributes of Imported Graphic objects cannot be changed in WebAnimator, you can sometimes get around this by drawing an outline of the object in WebAnimator. This creates a Draw object that you can modify in any of the ways described in this section and then layer with the original graphic to create the desired effect.

To learn more about	refer to
Adding special blends to objects	"Creating blends," on page 5-31
Creating a shadow	"Adding shadows to objects," on page 5-37

## Changing line widths

WebAnimator line widths are set in points. (One point is 1/72 of an inch.) The line width and color of each line can be changed individually or as a group. Any changes to the line width of an object made anywhere in the scene affects the object/element's borders in *all* keyframes.



You can use the Line-Width palette in the tool palette to change the line widths of the following:

- lines
- any Draw object's boundary lines

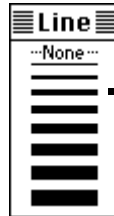
To edit the line width of one or more objects:

1. **Select the object(s) you want to change.**



2. Click on the Line-Width palette icon in the tool palette to display the line width selections.

You see a choice of line widths including None and 1 through 7 points represented graphically. The default line width, or the last line width selected, is indicated with a small square bullet.



3. Drag the Pointer across the options and release the mouse to make your selection.

The selected line(s) change accordingly.

## Applying colors

The overlapping icons in the Object Color palette control the color of any Draw or Text object, line, or shadow. The Object Color Fill square (upper left) is for setting object color; the Line Color (outline) is for setting the line color; the Shadow Color square (lower right) is for setting shadow color.

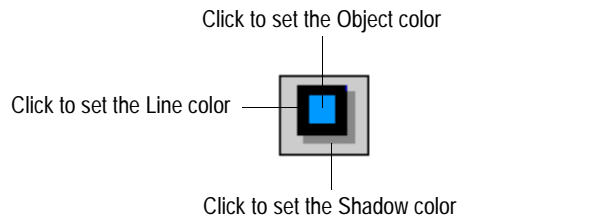


Figure 5-2. Object Color palette

The object color can be thought of as the object itself, such as text or a circle; the line color is the color of any line or outline of any object; the shadow color is the color of any shadow applied to the object. If your object does not have a shadow, the shadow color does not appear.

Initially, the default object color is purple, and the default shadow color is black. When you select an element that is set to a different object or shadow color, that color appears in the appropriate palette of the tool palette.

**To learn more about****refer to**

Creating custom colors

"Working with custom colors," on page 5-33

To change the color of an object:

1. **Select the object(s) you want to change in the Draw view.**
2. **Click in the Object Fill Color area of the Object Color palette in the tool palette and hold down the mouse button.**



The palette pops up to display the available color choices. This color palette is the system color palette. Do not change the colors in this palette if you intend to create a Web page.



The color palette includes 256 different colors, including black and white. Custom colors can be created using the "Color Blend" option at the bottom of the color palette.

**Note:** Be aware that any subsequent changes to the palette grid may affect the colors of object-elements, shadows, or backgrounds previously chosen if the color occupying that location in the grid is changed. For example, if you choose to color an object-element green, and then later eliminate green from the palette and replace green with purple, the object-element would then be colored purple.

3. **Drag the Pointer across the colors and release the mouse to make your selection.**  
Select a color, no color, or choose Color Blend. The object-element, but not its border, is colored with the selection.

Remember, you may also color text the same way. The object-element remains the same color throughout the scene. Color changes to an object-element, as with drawing size changes, made anywhere in a scene affects the object-

element in all keyframes. If no color is chosen for the object-element then it is transparent, that is, only its outline is visible.

To change the color of a line:



1. **Select the object(s) you want to change in the Draw view.**
2. **Click in the Line Color area of the Object Color palette in the tool palette and hold down the mouse button.**

The standard color palette pops up to display the available color choices.

3. **Drag the Pointer across the colors and release the mouse to make your selection.**

The line color of the selected object(s) change. The object/element's border remains the same color throughout the scene.

To change the shadow color of an object or line:



1. **Apply a shadow to any selected object or line.**  
Refer to “Adding shadows to objects,” on page 5-37, to apply a shadow. If a shadow is not applied to an object, you will not notice any differences when the color is changed.
2. **Select the object(s) you want to change in the Draw view.**
3. **Click in the Shadow Color area of the Object Color palette in the tool palette and hold down the mouse button.**

The palette pops up to display the available color choices.

4. **Drag the Pointer across the colors and release the mouse to make your selection.**

The color appears as the shadows of the selected object(s).

## Creating blends

An object-element's color may be solid, or a blend of colors. The ten templates at the bottom of the Color Blend dialog allow you to select ready made color blend patterns for your object-elements. A blend is created by choosing a beginning color and an ending color. The blend is made up of all the colors available between the beginning and ending color.

Color blends can be applied to any Draw or Text object or their shadows. When applying blends to shadows, the deeper the shadow, the more steps used in the blend.

To create a blend:

**1. Display the Color Blend dialog.**

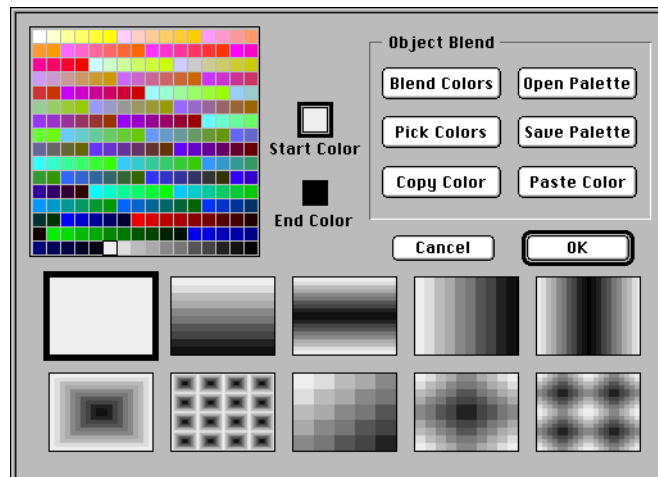


From the Animation or Storyboard view, choose “Background Color...” from the Animation menu, or click on the Background Color tool in the Animation tool palette. The Background Color tool is located to the right of the Transition tool.



From the Draw view, click on the Color palette in the tool palette and select “Color Blend” from the color palette.

The following dialog appears:



**2. Click on the “Start Color” swatch.**

**3. Click on a swatch in the color palette in the upper left corner.**

You can also click on Pick Colors to display a color wheel to create a custom color.

**4. Click on the “End Color” swatch.**

**5. Click on a swatch in the color palette in the upper left corner.**

All the colors in the palette between the starting color and ending color are used to create a color blend. The color blend is used in the blend template at the bottom of the dialog.



6. Click on one of the blend templates at the bottom of the dialog to select a blend for your background.

The top left template is a solid color, the next blends the starting and ending colors from top to bottom, others blend the colors in different ways. Select the desired template by clicking.

7. Click "OK" to create your new background.

To learn more about	refer to
Blending colors	"Creating blends," on page 5-31
Saving and creating color palettes	"Importing and saving color palettes," on page 5-35

## Working with custom colors

WebAnimator includes numerous color palettes which can be loaded, edited, and saved as necessary. Any Custom Color palettes created can be saved, named, and opened from other WebAnimator documents. Only one Color palette can be opened at one time.

Do not change colors in the WebAnimator palette if you plan to create Web pages. Do not place two or more scenes with different color palettes in the same home page. The results will be unpredictable.

**Note:** Be aware that any subsequent changes to the Color palette grid may affect the colors of object-elements, shadows, or backgrounds previously chosen if the color occupying that location in the grid is changed. For example, if you choose to color an object-element green, and then later eliminate green from the palette and replace green with purple, the object-element would then be colored purple.

To learn more about	refer to
Importing color palettes	"Importing and saving color palettes," on page 5-35

To create or edit a custom color:

1. Display the Color Blend dialog.



From the Animation or Storyboard view, choose "Background Color..." from the Animation menu, or click on the Background Color tool in the Animation tool palette. The Background Color tool is located to the right of the Transition tool.

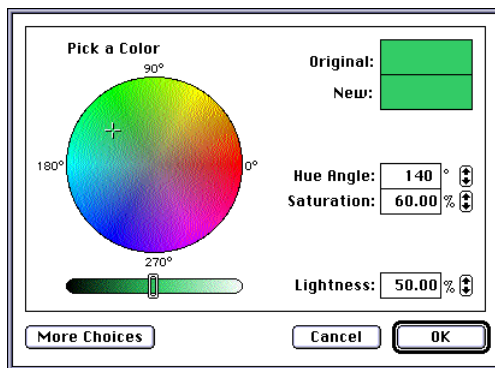


From the Draw view, click on the Object Color palette in the tool palette and select “Color Blend” from the color palette.

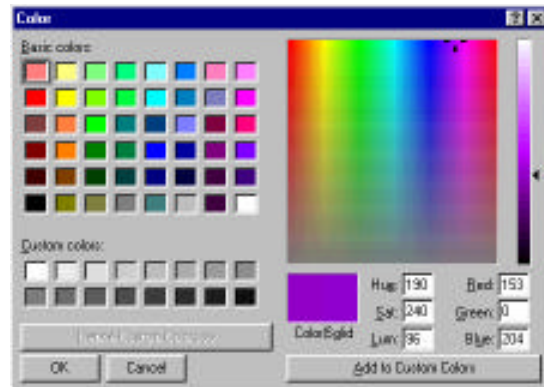
It is not necessary to select any objects before creating a custom color. The color palette dialog appears.

## 2. Click “Pick Colors.”

The following dialog appears:



Macintosh



Windows

## 3. Click on the color wheel with the bulls-eye cursor to select a color.

The new color is displayed in the sample swatch in the upper left corner of the dialog, with the existing color (if one is selected) displayed in the lower half of the swatch. Scroll through the colors or enter your color specifications in the text boxes to the left.

## 4. Click “OK” to save your color and return to the Color Blend dialog.

If you want to exit the dialog without creating a color, click “Cancel.”

## 5. Click “OK” to exit the Color Blend dialog.

### Creating palette blends

Palette blends allow you to create new colors by blending the two colors together within the color palette grid. This can be used to create a smooth gradient between the starting and ending colors and display various shades using the two selected colors. All the colors in the grid between the two selected colors are replaced by the resulting blend. The more colors in the blend, the smoother the blend appears to the eye.

To create a palette blend:

**1. Display the Color Blend dialog.**



From the Animation or Storyboard view, choose “Background Color...” from the Animation menu, or click on the Background Color tool in the Animation tool palette. The Background Color tool is located to the right of the Transition tool.



From the Draw view, click on the Object Color palette in the tool palette and select “Color Blend” from the color palette.

It is not necessary to select any objects before creating a custom color. The color palette dialog appears.

**2. Click on the “Start Color” swatch.**

**3. Click on a swatch in the color palette in the upper left corner.**

You can also click on Pick Colors to display a color wheel to create a custom color.

**4. Click on the “End Color” swatch.**

**5. Click on a swatch in the color palette in the upper left corner.**

All the colors in the palette between the starting color and ending color are used to create a color blend.

**6. Click “Blend Colors.”**

You may use the “Copy Color” and “Paste Color” options to move the two colors several rows or more away from each other to create a very smooth blend. You can reverse the blend (from red, blended to yellow, blended to red) by switching the colors from right to left and left to right in the selection boxes.

**7. Choose your color as needed.**

The new color palette is also available from the Draw and Animation views.

**8. Click “OK” to exit the dialog.**

## Importing and saving color palettes

Color palettes can be saved from, and loaded into, any WebAnimator document.

To import a color palette:

**1. Display the Color Blend dialog.**



From the Animation or Storyboard view, choose “Background Color...” from the Animation menu, or click on the Background Color tool in the Animation

tool palette. The Background Color tool is located to the right of the Transition tool.



From the Draw view, click on the Object Color palette in the tool palette and select “Color Blend” from the color palette.

It is not necessary to select any objects before creating a custom color. The color palette dialog appears.

**2. Click “Open palette.”**

A standard “Open” dialog appears. Only Custom Color palettes appear in the dialog.

**3. Select a Custom Color palette from the dialog and click “Open.”**

The palette appears in the Custom Color dialog. You can edit any color as necessary.

**4. Click “OK.”**

You can display and use any of the custom colors in any WebAnimator color palette.

To save a color palette:

**1. Display the Color Blend dialog.**



From the Animation or Storyboard view, choose “Background Color...” from the Animation menu, or click on the Background Color tool in the Animation tool palette. The Background Color tool is located to the right of the Transition tool.



From the Draw view, click on the Object Color palette in the tool palette and select “Color Blend” from the color palette.

It is not necessary to select any objects before creating a custom color. The color palette dialog appears.

**2. Click “Save palette.”**

A standard “Save” dialog appears.

**3. Enter a name for the palette in the “Save As” text box and click “Save.”**

You can also change the location of where the file is to be saved. The palette is saved to the selected location.

## Adding shadows to objects



The Shadow tool in the Draw view tool palette places a drop shadow behind any Draw or Text object in the Draw view. In a Text object, the shadow applies to the text.

### To learn more about

### refer to

Applying colors

"Applying colors," on page 5-29

Applying blends

"Creating blends," on page 5-31

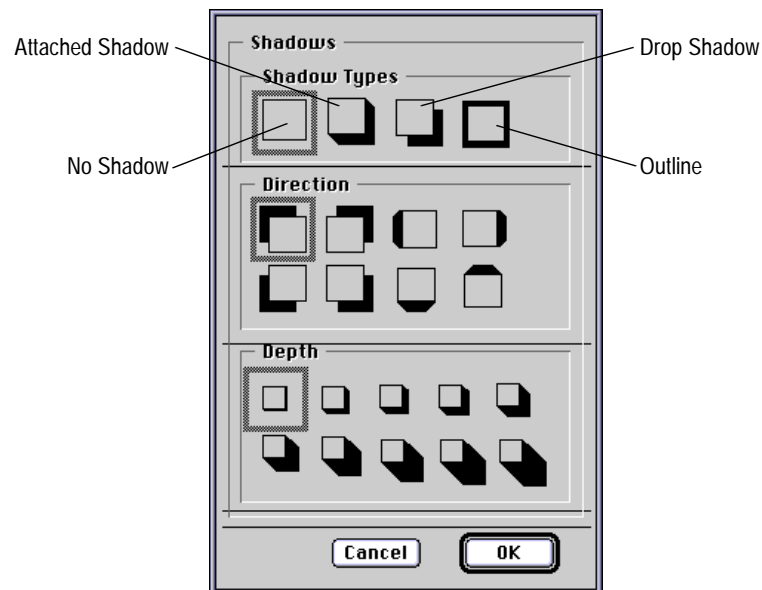
To place a drop shadow behind an object:

1. Select the object(s) you want to change.



2. Click on the Shadow tool in the Draw view tool palette.

The following dialog appears with defaults set as shown below.



3. Click on an icon in the "Shadow Type" section of the dialog which represents the type of shadow for your object.

You can choose from no shadow (default), connected shadow, drop shadow, and outline.

4. Click on an icon in the “Direction” section of the dialog which represents the side of the object on which you want the shadow to appear.
5. Click on an icon in the “Depth” section of the dialog which represents how deep or how far away from the object you want the shadow to appear.
6. Click “OK” to apply the shadow to selected objects.

If you want to exit the dialog without applying a shadow, click “Cancel.”

## Layering objects

Layering allows you to place one or more selected objects on top of or underneath other objects. The layering commands function within the active view plane (i.e., if you are in the foreground view plane, the objects would be layered within that view plane).

Each keyframe has its own, separate set of layers for the three viewing planes, and this may change from keyframe to keyframe. “Send” commands only affect objects in the keyframes selected.

**Draw view** You can use the “Send to Front” or “Send to Back” commands in the Draw menu to move any element up or down layers within an object.

Up	⌘I
Down	⌘J
To Front	
To Back	
To Foreground	⌘F
To Background	⌘G
To Hidden	⌘H

**Animation view** You can use the “Send Object” cascading menu within the Animation view to layer objects within a viewing plane and to send selected objects to other viewing planes.

**Up** **Cmd/Ctrl-I** Sends the currently selected object ahead one layer in the current viewing plane, in the selected keyframes.

**Down** **Cmd/Ctrl-J** Sends the currently selected object behind one layer in the current viewing plane, in the selected keyframes.

**To Front** Sends the currently selected object to the FIRST layer in the current viewing plane, in the selected keyframes. The object appears to be in front of all the other objects in the viewing plane.

**To Back** Sends the currently selected object to the LAST layer in the current viewing plane, in the selected keyframes. The object appears to be behind all the other objects in the viewing plane.

**Note:** WebAnimator remembers layers in the same order that you created or placed each object. If it appears that an object is not moving, apply the command again; you might have drawn an object in another part of your document that is inserting a layer between the objects you are trying to move.

**To learn more about****refer to**

View planes

"Using viewing planes," on page 5-6

## Grouping and ungrouping objects

Grouping allows you to treat several individual elements as one object. This is useful if you want to move several objects and maintain their relative spacing. Grouping can only be done within the Draw view.

**Note:** Only elements within a complex object can be grouped together, simple objects cannot be grouped.

**To learn more about****refer to**

Simple and complex objects

"Creating simple and complex objects," on page 5-8

### To group objects:

1. **Select the object(s) you want to group in the Draw view.**

Object handles appear around each selected object.

2. **Choose "Group" from the Draw menu.**

The objects are now marked by one set of object handles, showing that they are being treated as one object.

### To ungroup objects:

1. **Select the object you want to ungroup in the Draw view.**

2. **Choose "Ungroup" from the Draw menu.**

Object handles appear around each object, showing that the objects are returned to their individual state.

## Adding and editing movement

The main commands for adding and controlling animation in your keyframes are located in the Animation menu. The “Move Object,” and “Size Object,” within this menu can add instant movement and energy to any Web site.

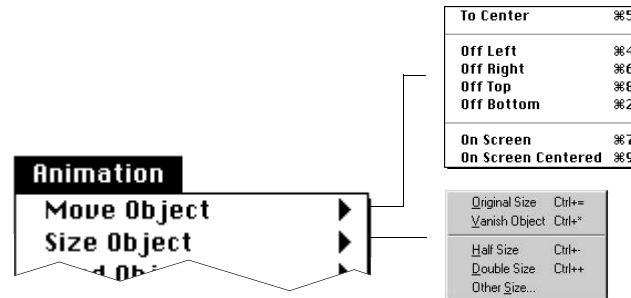


Figure 5-3. Animation commands

## Moving objects



This feature is an alternative to using the Pointer tool in the Animation tool palette to move your object. It may be used, for example, when you want text (or any other object) to “ticker-tape” from off-screen left, to center, to off-screen right.

You can move any selected object(s) to the exact center of the screen, or off-screen and back on-screen, by choosing one of the sub-commands from the Animation menu’s “Move Object” command. These commands are available in the Storyboard and Animation views.

Some of these commands are helpful for bringing off-screen objects onto the screen which cannot be reached using the Pointer tool. To select elements that have been moved off the keyframe workspace, switch to the Storyboard view. Click on that object in *any* keyframe. If you select the object in any keyframe, it is basically selected in *all* keyframes. Next, select the keyframe in which you want to make your changes. You can then use the “To Center,” “On Screen,” and “On Screen Centered” commands to bring the object on-screen for positioning.



You can also view and select objects that are off screen by choosing “Show Off Screen” from the View menu, pressing Cmd/Ctrl-M, or clicking on the Show Off Screen button at the bottom of the window. In this view, you can select and move objects on screen or move them off screen.



To learn more about	refer to
Selecting off screen objects	"Selecting objects and keyframes," on page 5-10
Anchoring objects	"Objects anchors," on page 5-19

These commands function in the same manner as moving objects with the Pointer tool, they simply automate the process of what you could do with the mouse. If only one keyframe is selected, the object moves to the position or size specified. If more than one keyframe is selected the object moves according to these rules:

- If the first of the selected keyframes is selected, the object moves in all of the keyframes to the position or size specified.
- If the last keyframe of the selected keyframes is selected, a path is made starting from the present position and size in the first keyframe to its newly specified position and size in the last keyframe.

These commands function the same in the Storyboard and Animation views. If you used these commands from the Storyboard view, all selected frames are affected.

**To Center** **Cmd/Ctrl-5** Moves the currently selected object to the center of the screen, in the selected keyframes. The object is placed so that its anchor is aligned with the scene's center.

**Off Left** **Cmd/Ctrl-4** Moves the currently selected object completely off the left side of the screen, retaining its vertical position, in the selected keyframes. The right edge of the object is placed one pixel away from the left edge of the screen.

**Off Right** **Cmd/Ctrl-6** Moves the currently selected object completely off the right side of the screen, retaining its vertical position, in the selected keyframes. The left edge of the object is placed one pixel away from the right edge of the screen.

**Off Top** **Cmd/Ctrl-8** Moves the currently selected object completely off the top side of the screen, retaining its horizontal position, in the selected keyframes. The bottom edge of the object is placed one pixel away from the top edge of the screen.

**Off Bottom** **Cmd/Ctrl-2** Moves the currently selected object completely off the bottom side of the screen, retaining its horizontal position, in the selected keyframes. The top edge of the object is placed one pixel away from the bottom edge of the screen.

**On Screen** **Cmd/Ctrl-7** Moves the currently selected object to the on-screen edge, in the selected keyframes. This command is useful when you need to relocate an object you have moved completely off-screen.

**On Screen Centered** **Cmd/Ctrl-9** Moves the currently selected object back on-screen, and centers the object, either vertically or horizontally. This command keeps the object's off-screen vertical or horizontal coordinate, but centers it on-screen in the opposite coordinate. For example, if the object had been moved off-screen left, "On Screen Center" puts it back on-screen, and centered horizontally, while retaining its vertical position.

## Sizing objects



This feature is an alternative to the Size tool on the Animation tool palette or using the object's handles to change its size. You can shrink an object by one half, double its size, shrink the object to a vanishing point, or return the object to its original drawing size while keeping the object's proportions constant, by choosing one of the sub-commands from the Animation menu's "Move Object" command. These commands are available from with the Storyboard and Animation views.

**Note:** Remember, objects animate more smoothly at their original size because WebAnimator does not have to keep track of scaling information while the object is in motion.

**Original Size** **Cmd/Ctrl-=** Returns the currently selected object to its original drawing size, in the selected keyframes. When an object is drawn in WebAnimator, or an object is imported, it has an original image size. All subsequent size changes to the object throughout the scene, using the animation tools and commands, alter the appearance, or playback image size, of the object in the keyframes selected. No matter what changes are made to the object's playback image size with the animation tools, WebAnimator remembers the object's original image size.

If, however, the object is changed in the Draw view, the original image size of the object may be changed. (It may be useful to do this if you want to create an object without any jagged edges. Objects should be drawn at their maximum size.) This would affect all animation size changes throughout the scene. The original size function allows you to maintain a *frame of reference* for an object throughout a scene. You may return the object to its original size in any keyframe.

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**Vanish Object** **Cmd/Ctrl-\*** Reduces the image of the currently selected object to a vanishing point, making it invisible, in the selected keyframes. Use this command to make an object appear to grow from or shrink to a point. This turns the object into a star that can still be selected and moved. The star is not visible during playback.

**Half Size** **Cmd/Ctrl-- (dash)** Reduces the image of the currently selected object by one half of its current image size, in the selected keyframes.

**Double Size** **Cmd/Ctrl+= (plus sign)** Enlarges the image of the currently selected object by two over its current image size, in the selected keyframes.

To learn more about	refer to
Original images	"Understanding original images," on page 2-28

## Animating objects in the Animation view

You can apply the commands just discussed, to your objects in the Animation view. Although the Storyboard view allows you to view more than one keyframe at a time, you may find it easier to do your initial animation in the Animation view and use the Storyboard view for editing that requires less precision.

To add movement to an object in the Animation view:



1. **Draw or import your objects to be animated in the Draw view.**

Use the View Bar buttons on the right side of the window to switch to the Draw view.



2. **Switch to the Animation view.**

Use the View Bar buttons on the right side of the window to switch to the Animation view.

3. **Display the keyframe where you want to start your animation.**

You can use the Forward and Reverse buttons in the Animation view tool palette to switch keyframes.



4. **Click New in the Animation tool palette.**

A new frame identical to the previous frame is created.

5. **Select the object(s) you want to animate.**

Selection handles appear around the object(s). If the object to be animated is not visible in the keyframe you want to change, select the object in a different keyframe. Once the object is selected, switching to another keyframe automatically selects the same object in that keyframe.

6. **Using the Pointer tool, or the "Move Object," "Size Object," or "Send Object" commands within the Animation menu, move the object as needed.**

Remember, WebAnimator automatically creates the motion between keyframes at 30 frames per second.

7. Repeat steps 4-6 until all of the objects are animated as needed.



8. Press the Play button in the Animation view tool palette to review your creation.  
You can return to any frame to edit the objects in the same way.

## Animating objects in the Storyboard view

The advantage for animating in the Storyboard view is that you can select and view multiple frames to which you can apply animation. One of the disadvantages is that the keyframes are smaller and it is harder to be precise with positioning of objects. As you use WebAnimator you will develop your own favorite views for accomplishing different tasks.

To add movement to an object in the Storyboard view:



1. **Draw or import your objects to be animated in the Draw view.**

Use the View Bar buttons on the right side of the window to switch to the Draw view.



2. **Switch to the Storyboard view.**

Use the View Bar buttons on the right side of the window to switch to the Animation view.

3. **Select the object you want to animate.**

Selection handles appear around the object(s). If the object to be animated is not visible in the keyframe you want to change, select the object in a different keyframe. Once the object is selected, switching to another keyframe automatically selects the same object in that keyframe.

4. **Select the keyframe(s) you want to animate.**

Remember, animation commands can be applied to multiple selected keyframes.

5. **Using the Pointer tool, or the "Move Object," "Size Object," or "Send Object" commands within the Animation menu, move the object as needed.**

Remember, there are 30 frames in-between the last keyframe you had displayed and this new keyframe you just created.

6. Repeat steps 3-5 until all of the objects are animated as needed.



7. Press the Play button in the Animation view tool palette to review your creation.  
You can return to any frame to edit the objects in the same way.