Edge – Waving People

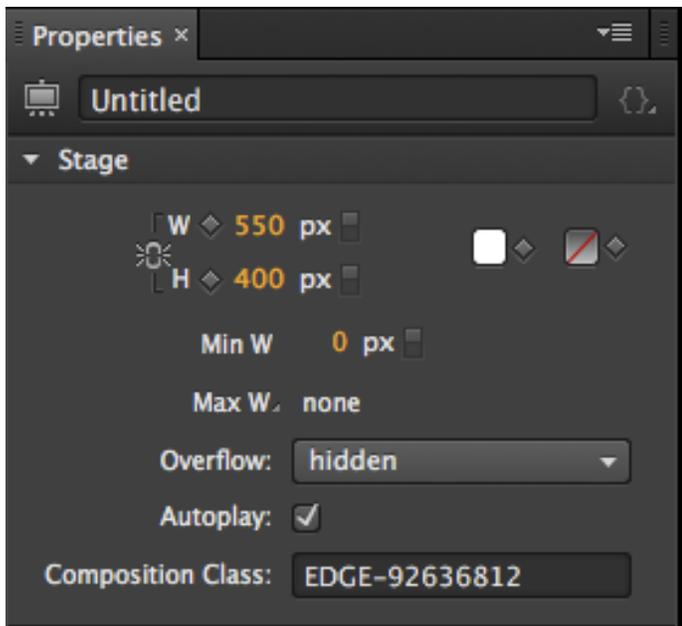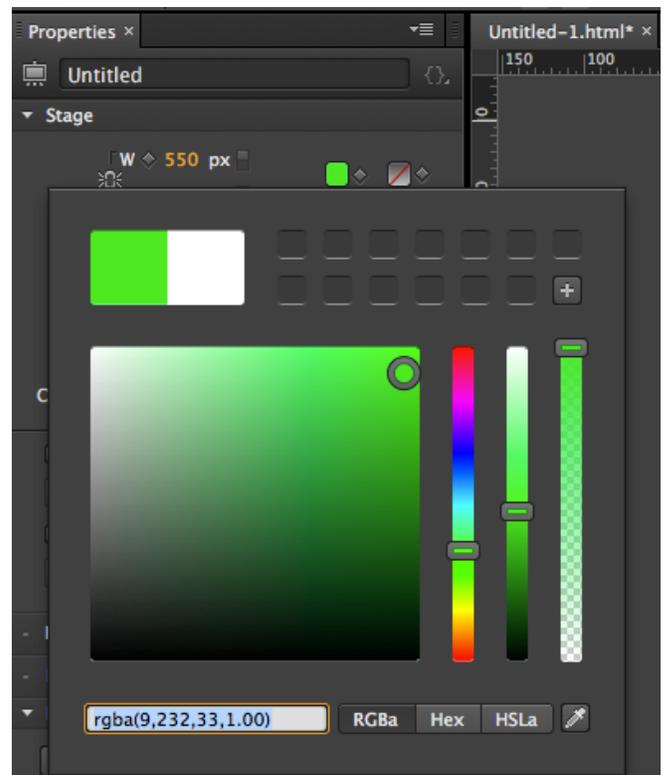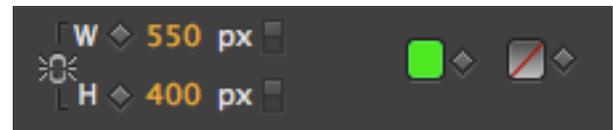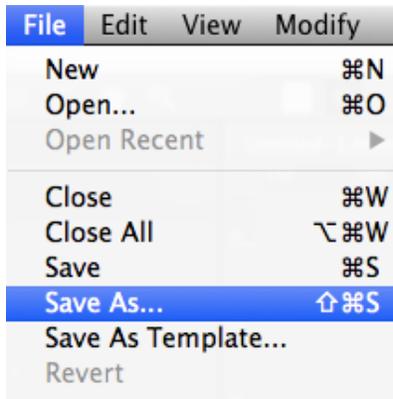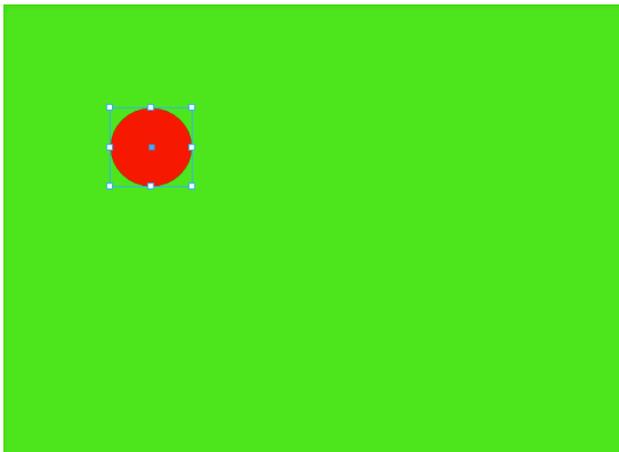|	
-Create New Edge Animate file	-This opens the Animate Workspace
-The Properties window is located on the left -Set the size to 550 W x 400 H px (pixels)	-Click the color swatch and change the Stage color to any color other than white
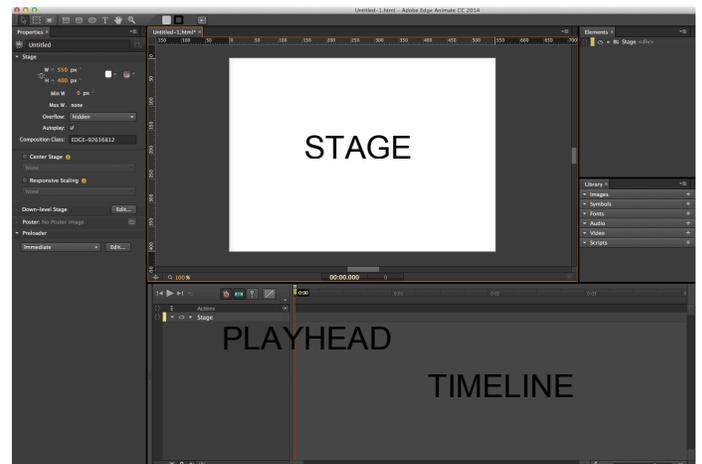
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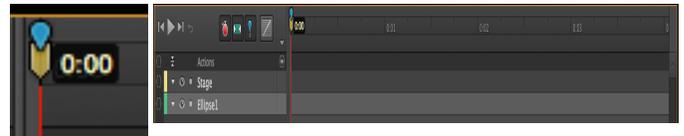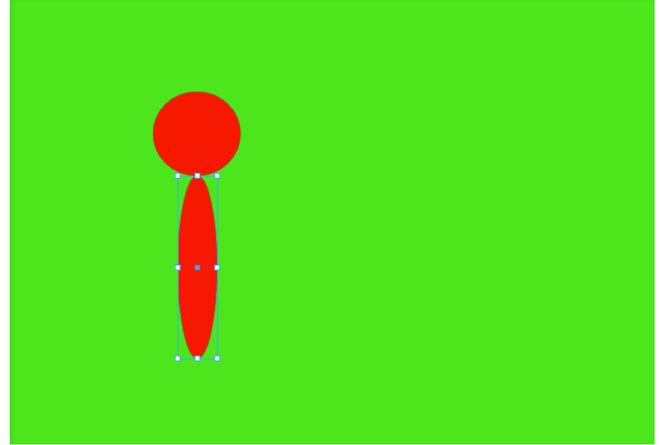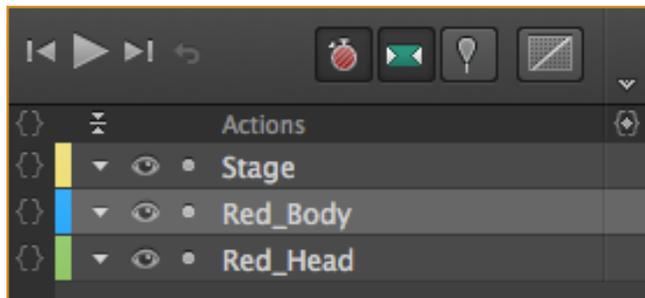|	
-File > Save As and name as instructed -Save in the Edge folder	-Click on Ellipse Tool (O) on Toolbar
-Place the mouse cursor on the Stage -Hold Shift + Left click and drag out a circular shape for the head of the first person. Let go of mouse first then Shift key.	-Make sure red Playhead in Timeline is at the beginning of the Timeline (0.00) (Hit Home Key) -In the Timeline, turn on: Auto-Keyframe (K) Auto-Transition (X) -DO NOT TURN ON TOGGLE PIN YET
-Click on the Selection Tool (V) (Black Arrow Move Tool) on the Toolbar -Click on the head on the Stage and move to where the head of the person will appear -NO KEYFRAMES WILL APPEAR IN THE TIMELINE AT THIS TIME -You will not animate the head or body so no keyframes will be created as they will not move	-Label the Ellipse layer as Head (and the color)
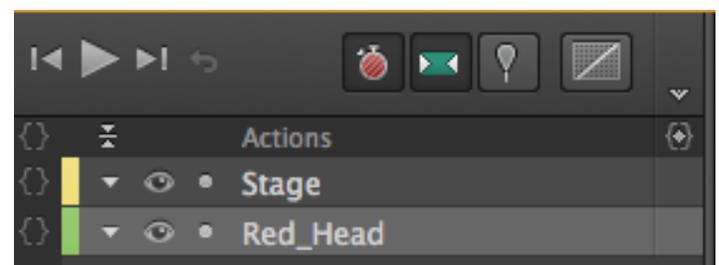
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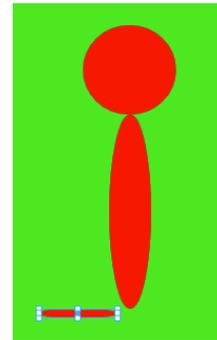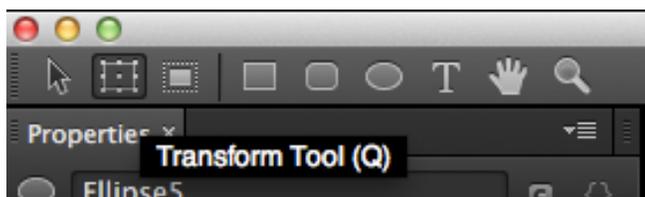|	
-Click on Ellipse Tool (O) on Toolbar	-Playhead is still at front of Timeline (0.00) -Place the mouse cursor on the Stage -Click and drag down a thin oval for the body -Move the body oval under the head
-Label the Ellipse layer as Body (and the color)	-Playhead is still at front of Timeline (0.00) -Place the mouse cursor on the Stage -Click and drag out a thin oval for the left leg
-Click on the Transform Tool (Q) on the Toolbar	-A Transform box will form around the leg oval -The dot in the middle is the Anchor Point -The Anchor Point is the point of rotation of the object

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-Command + to zoom in so you can see the anchor point better
-Move the anchor point to the middle far right
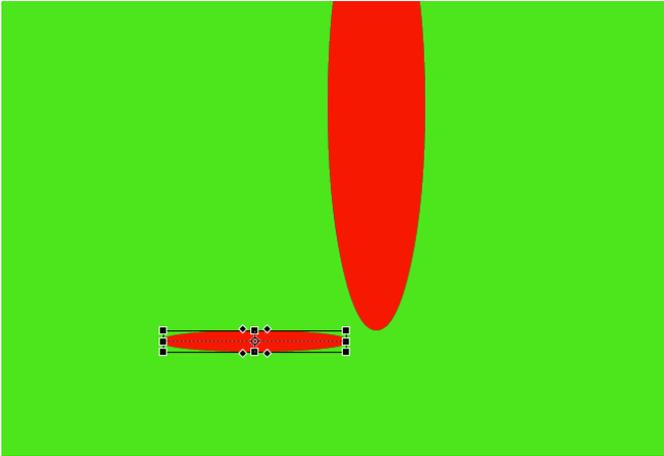
-The far right middle square of the transform box will have a circle cross hair on it, when you move the anchor point to the correct position
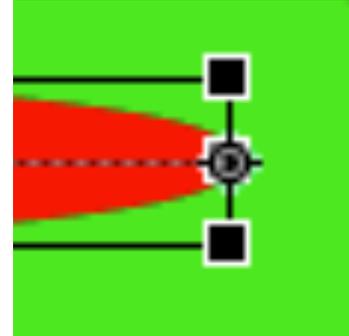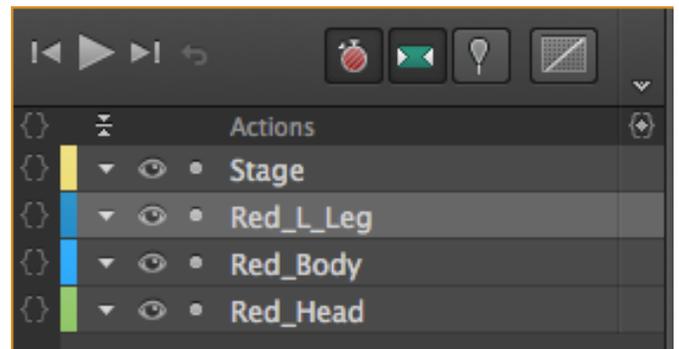
-Place the mouse outside the corner of the transform box and a curved circular arrow will appear. This will allow you to rotate the oval.

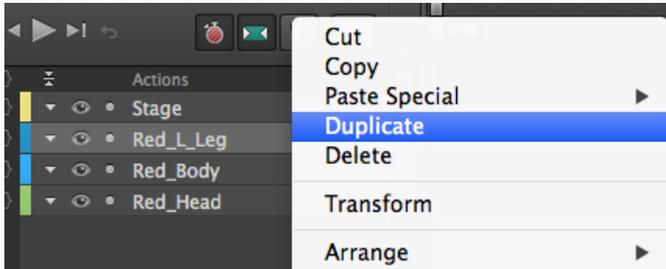-Rotate the leg at an angle to the body and move till it touches the body for the left leg at the anchor point
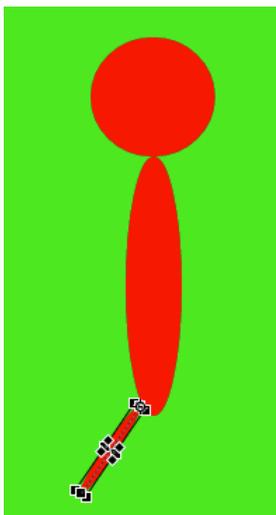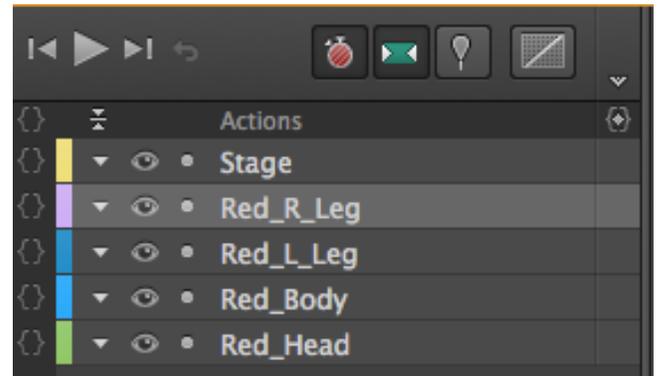
-Label the Ellipse layer as L leg (and the color)

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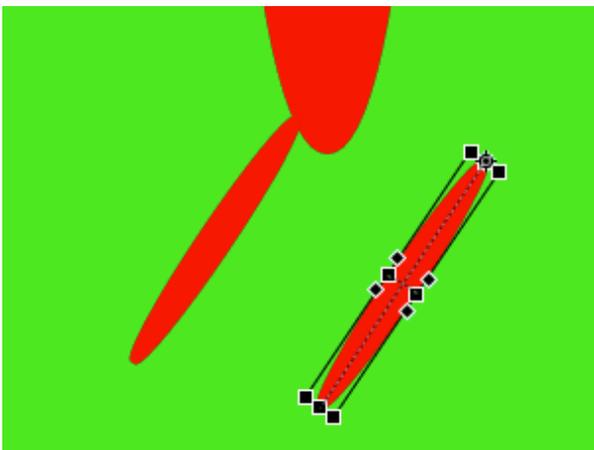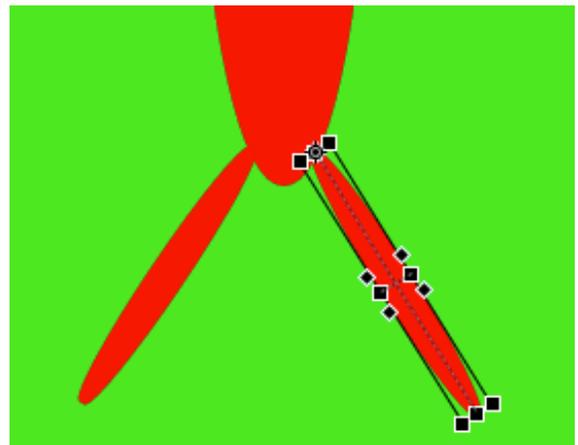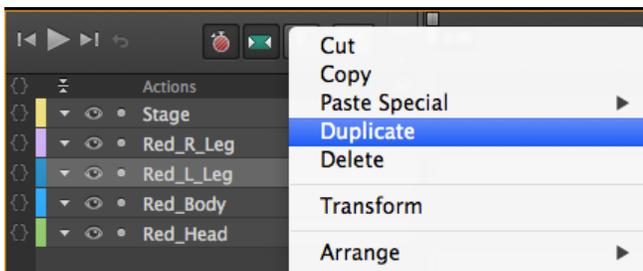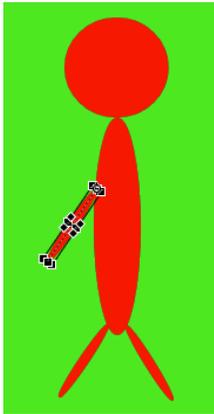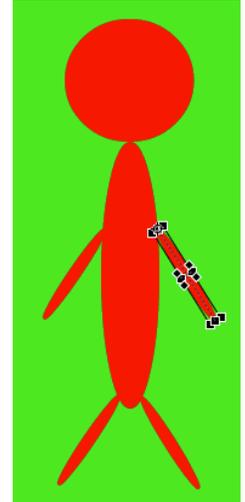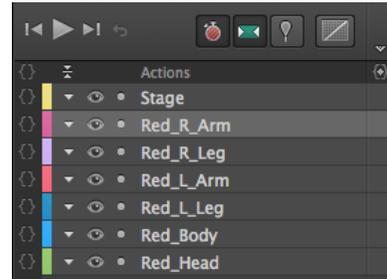|	
-With the left leg layer selected, Right click on the layer in the Timeline -Duplicate the leg layer 	-Label the Duplicated leg layer as R leg (and the color)
-On the Stage move the duplicated leg over to the right side of the body 	-Place the cursor to the outside corner of the transform box till you see the curved arrow -Rotate the leg and move it to the body to form the right leg of the person
-In the Timeline, duplicate the left leg 	-Label the Duplicated leg layer as L arm (and the color)
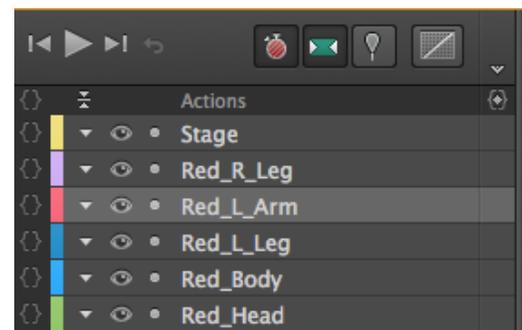
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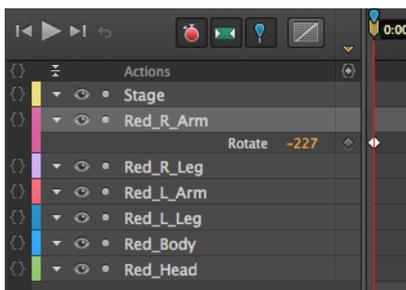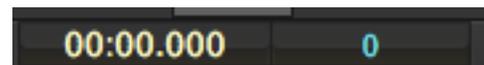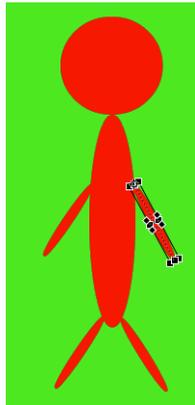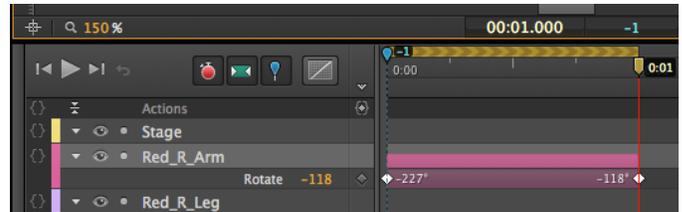|	
-On the Stage, move the left arm to the left side of the body where an arm would appear	-On the Timeline, duplicate the R leg layer -Label the duplicated layer as R arm -On the Stage, move the right arm to the right side of the body where an arm would appear
-Make sure red Playhead in Timeline is at the beginning of the Timeline (0.00) -Turn on the Toggle Pin in the Timeline	-With the right arm selected showing the transform box around it on the Stage, rotate the arm to the up angled position
-A keyframe for the right arm will now show for rotation in the Timeline at 0.00	-Click on the Timecode, located just above the Timeline -Type in 1 and hit enter to advance the playhead to 1 second
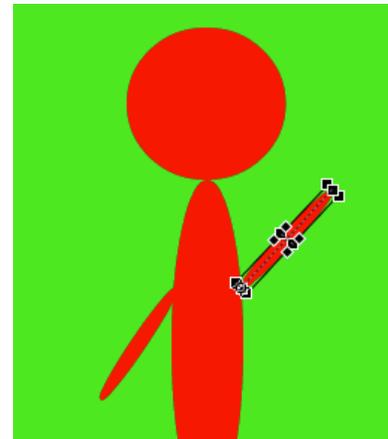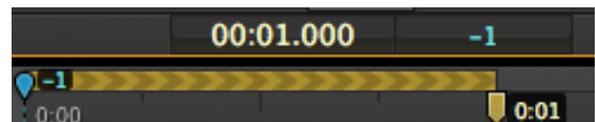
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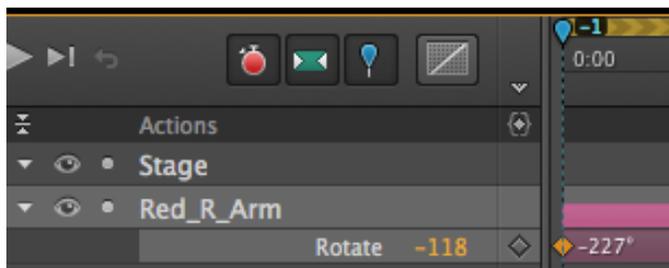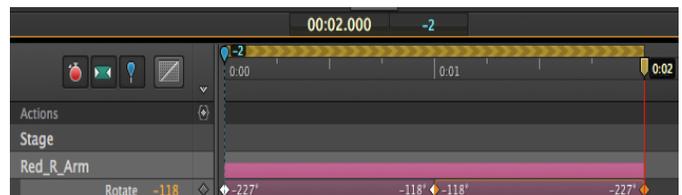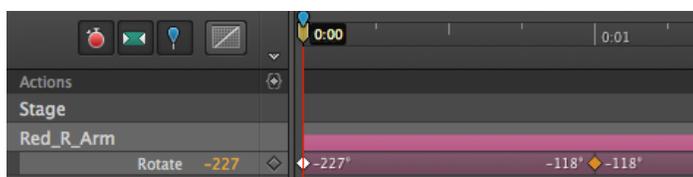|	
-On the Stage, rotate the right arm to a down angled position 	-A new keyframe will be created in the Timeline at the 1 second point in time for rotation to indicate the down position.
-Now that you have created an up and a down position for the arm, copy the keyframes to repeat an up and down motion. -In the Timeline, click on the keyframe for the right arm at 0. The keyframe will turn an orange color -Hold Command + C to copy the keyframe 	-This up position will be pasted on the even seconds in time, over a 10 second duration -Change the timecode to 2 -Command + V to paste the keyframe at 2 seconds for the arm to be in the up position -Repeat the pasting (Command + V) process on all even seconds up to and including at 10
-Now we need to copy and paste the down arm positions on the odd seconds -In the Timeline, click on the keyframe for the right arm at 1. The keyframe will turn an orange color -Hold Command + C to copy the keyframe 	-This down position will be pasted on the odd seconds in time, over a 10 second duration -Change the timecode to 3 -Command + V to paste the keyframe at 3 seconds for the arm to be in the down position -Repeat the pasting (Command + V) process on all the odd seconds over the 10 second duration

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-Hit the spacebar to play the animation

-The right arm should wave up and down, rotating from the anchor point attached to the shoulder area of the person
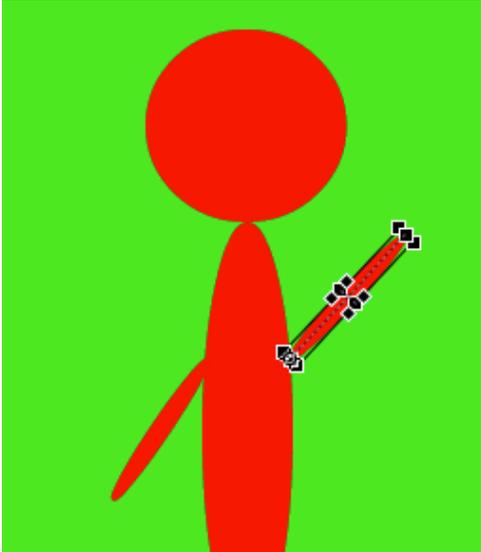
-Repeat the process to create an up and down version for the left arm too

-Then copy and paste the correct up or down position to the correct odd or even seconds in the Timeline

-Then hit the spacebar to watch the animation and both arms of the person should wave up and down.

-If either arm pauses or looks like it stops, that means you have the same keyframe copied and pasted the same way for back to back seconds. For example your up position arm stays for 2 seconds instead of for 1 second, means you have pasted the up position on back to back seconds so those two keyframes are the same instead of different.

-Repeat the entire person creation process for the head, body, two legs and two arms to create another person with waving arms. Make the second person a different color and a different size.

-Remember to label all layers

-For extra credit you can animate the legs.