

Corel **TUTOR**™



Animating a Logo

Welcome to Corel R.A.V.E.™, a powerful object-based animation program designed for creating animated graphics.

What you will learn

In this tutorial, you'll add animation effects to a company logo created in CorelDRAW. As you complete the project, you'll learn how to

- ! increase the life span of objects
- ! tween single objects
- ! tween groups of objects
- ! preview animation effects
- ! export a project to the Macromedia Flash format (.swf)

Before you start

Before you start, you will need to download the sample file used in this tutorial, or substitute with your own graphics.

You can download the sample file by clicking the link on the first page of the online tutorial.

Open the sample file


You'll start by opening the sample file containing the logo of an imaginary coffee shop.

1. Click **File** menu ► **Open**.
2. From the **Look in** list box, choose the drive and folder where you saved the sample file.

3. Double-click the filename **CoffeeShop.cdr**.

Increase the life span of the logo components

Currently, the logo exists in one frame only. You'll make the logo appear in 20 frames by extending the timelines of all its objects simultaneously. To do this, you'll temporarily group all the objects in the logo.

1. In the **Timeline** Docker window, click in the left section, and then click the plus (+) sign beside Layer 1 to view the logo components.
The company name and the steam coming out of the cup are single curve objects; the cup and the background are groups of objects.
2. Double-click the **Pick** tool  to select all the objects in the logo.
3. Click **Arrange** menu ► **Group**.
In the **Timeline** Docker window, a new group that contains the four logo components appears.
4. Hold down **CTRL**, and in the **Timeline** Docker window, drag the black dot associated with the new group to frame 20.
Holding down **CTRL** lets you extend the timelines of all objects in a group.
5. Click **Arrange** menu ► **Ungroup**.
The timelines of all logo components have been extended from frame 1 through to frame 20.

Object's timeline - definition
The graphical representation of an object's existence in a movie.

Curve object - definition
A curve object has nodes and control points, which you can manipulate to change the object's shape. Curve objects can be any shape, including straight or curved lines.


Group of objects - definition
A group of objects is treated as a single unit. You can change all objects within the group simultaneously while maintaining the spatial relationships between objects.

Tween an object

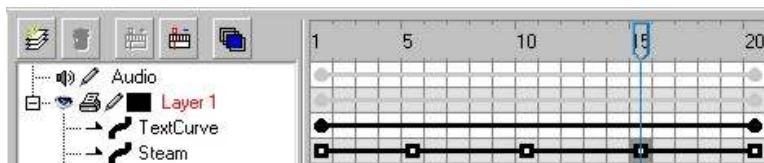
Now you'll tween the steam to make it rise from the cup. To accomplish this, you'll add keyframes to the steam's timeline and resize the steam at the keyframes.

Add Keyframes

1. In the **Timeline** Docker window, click the object name **Steam** to select the steam.

- Click frame 5 in the steam's timeline.
- In the **Timeline** Docker window, click the **Insert keyframe** button . A square that indicates a keyframe displays at frame 5 in the steam's timeline. Also, keyframes are automatically inserted at the start and end frames of the steam's timeline.
- Repeat steps 2 and 3 to insert keyframes at frames 10 and 15.

This is how the steam's timeline should look:



Five keyframes were added to the steam's timeline

Tween - definition

To animate an object by changing its properties only at specific points of time in a movie. Corel R.A.V.E. automatically applies the changes to the object between these points of time thus creating the effect of the object changing gradually over time.

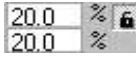
Keyframe - definition

A frame that lets you define change in objects at specific points of time. A square in an object's timeline indicates a keyframe.

Tween an object (part 2)

Resize the steam at the keyframes

- Click the keyframe at frame 1 in the steam's timeline.
- Hold down **SHIFT**, and on the stage, drag a corner selection handle inwards to resize the steam proportionally as shown below. Holding down **SHIFT** keeps the center of the steam stationary.

The **Scale factor** stacked boxes  on the property bar should display values of about **20%**.
- Drag the steam to the top of the cup.
- Click frame 5 in the steam's timeline.
- Hold down **SHIFT**, and on the stage, drag a side middle handle inward to reduce the width of the steam. The upper **Scale factor** box on the property bar should display a value of about **15%**.

Stage - definition

The area of the drawing window indicated by a rectangle with a drop shadow.

Selection handles - definition

A set of eight squares that appear at the corners and sides of an object when the object is selected. By dragging individual handles, you can scale, resize, or mirror the object.



Resize the steam proportionally.

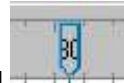


Drag the steam to the top of the cup.



Reduce the width of the steam.

Preview the animation




- ! In the **Timeline** Docker window, drag the playhead from frame 1 to frame 20. The steam rises from the cup between frames 1 and 5, and spreads out between frames 5 and 10. You did not edit the steam at frames 10, 15, and 20, so for now, the steam does not change between these frames.

Tween a group of objects

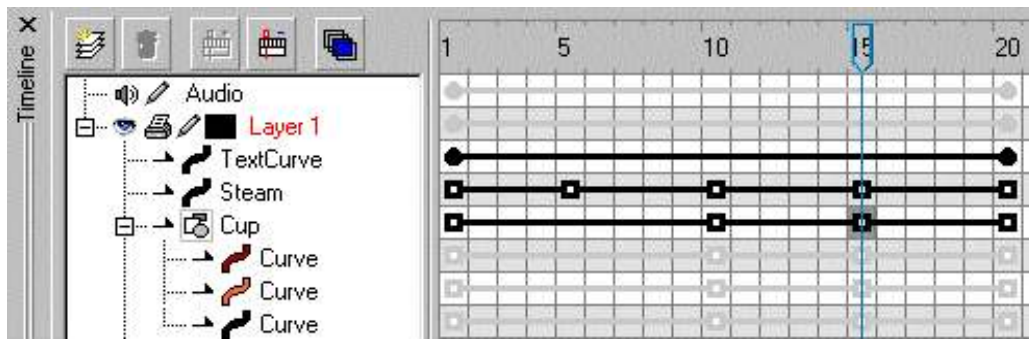
Tweening groups of objects lets you quickly add animation effects to complex images consisting of multiple objects.

Now you'll make the cup and the steam appear to turn around between frames 10 and 20. As the cup is a group of objects, you'll add keyframes to the group's timeline and edit the group at some of the keyframes as if it were a single object.

Add keyframes to a group's timeline

1. In the **Timeline** Docker window, click the group's name **Cup** to select the cup.
2. Click frame 10 in the cup's timeline.
3. Click the **Insert keyframe** button  to add a keyframe at frame 10.
4. Repeat steps 2 and 3 to add a keyframe at frame 15.
5. Click the plus (+) sign beside the group's name **Cup** to view the timelines of the individual objects within the group.
You are now ready to edit the cup at the keyframes.

This is how the cup's timeline should look:



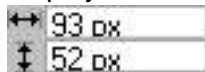
Keyframes were added automatically to all objects within the cup group. Objects within the group cannot be edited individually, that is why their timelines are grayed.

Tween a group of objects (part 2)

You are going to resize the cup and the steam at frame 15.

Resize the cup

1. In the **Timeline** Docker window, click the keyframe at frame 15 in the cup's timeline.
2. Hold down **SHIFT**, and on the stage, drag a middle side selection handle inward to reduce the width of the cup. Holding down **SHIFT** keeps the center of the cup stationary. The resized cup should be about 5 pixels wide. The width of the cup is displayed in the upper **Object's size** box



on the property bar.




Resize the steam


1. In the **Timeline** Docker window, click frame 15 in the steam's timeline.
2. Hold down **SHIFT**, and on the stage, drag a middle side selection handle inward to reduce the width of the steam. If necessary, drag the steam to center it above the cup. The resized steam should be about 5 pixels wide.

You are now ready to preview the animation.



Preview the animation

You'll preview the animation by using the movie control panel .

1. On the movie control panel, click the **Play** button .
In the first part of the animation, the steam rises from the cup, while the cup doesn't change. In the second part of the animation, both cup and steam appear to turn around.
2. To stop the preview, click the **Stop** button .

Export a movie

To use a Corel R.A.V.E. project on the World Wide Web, you have to export it. Now you'll export the animated company logo to the Macromedia Flash format (.swf).

1. Click **File** menu ► **Export**.
2. In the **Save in** box, choose the drive and the folder where you want to save the file.
3. From the **Files of type** list box, choose **SWF - Macromedia Flash**.
4. Click **Export**.
5. Click **OK**.

From here ...

In this tutorial, you've learned how to animate objects and groups of objects by tweening. To get more information about the tasks you just performed, you can access the online Help by clicking **Help** menu ► **Help Topics**.

For more information about ...

tweening objects

tweening groups of objects

previewing animation effects

Using keyframes

See the online Help topic ...

"Tweening objects"

"Tweening groups of objects"

"Previewing animation"

"Editing animation"