



Tutorial: Creating an animated 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. You can view a sample of the project by [clicking here](#).

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 (SWF) format

Opening 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 folder **Corel Graphics 11\Tutorials\Sample files**.
- 3 Double-click the filename **CoffeeShop.cdr**.

Increasing 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/palette, click the plus (+) sign (Windows) or arrow (Mac OS) beside **Layer 1** to view the logo components.

The coffee shop name and the steam coming out of the cup are single curve objects; the cup and the background are each a group 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/palette, a new group that contains the four logo components displays.

- 4 Hold down **Ctrl** (Windows) or **Command** (Mac OS), and in the **Timeline** Docker window/palette, drag the black dot associated with the new group to frame 20.

Holding down **Ctrl** (Windows) or **Command** (Mac OS) lets you simultaneously 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.



Tutorial: Creating an animated logo

Tweening an object

Now you'll tween the steam to give it the animation effect of rising from the cup. To accomplish this, you'll add keyframes to the steam's timeline and resize the steam at the keyframes.

To add keyframes

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

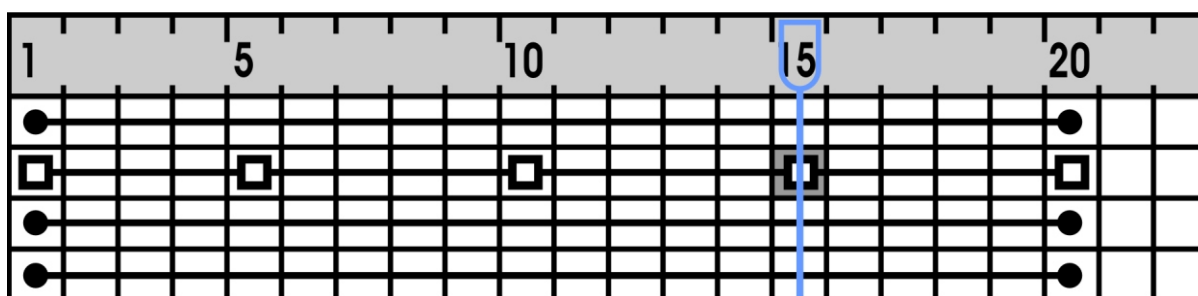
2 Click frame 5 in the steam's timeline.

3 In the **Timeline** Docker window/palette, 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.

4 Repeat steps 2 and 3 to insert keyframes at frames 10 and 15.

This is how the steam's timeline should look:



To resize the steam at the keyframes

1 Click the keyframe at frame 1 in the steam's timeline.

2 Hold down **Shift**, and on the stage, drag a corner selection handle inwards to resize the steam proportionally.

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%**.



- 3 Drag the steam down to the top of the cup.




- 4 Click frame 5 in the steam's timeline.
- 5 Hold down **Shift**, and on the stage, drag a middle side selection 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%**.



Previewing the animation

- In the **Timeline** Docker window/palette, 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.

Tweening a group of objects

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

Now you'll make the cup and the steam appear to turn around between frames 10 and 20. Even though 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.

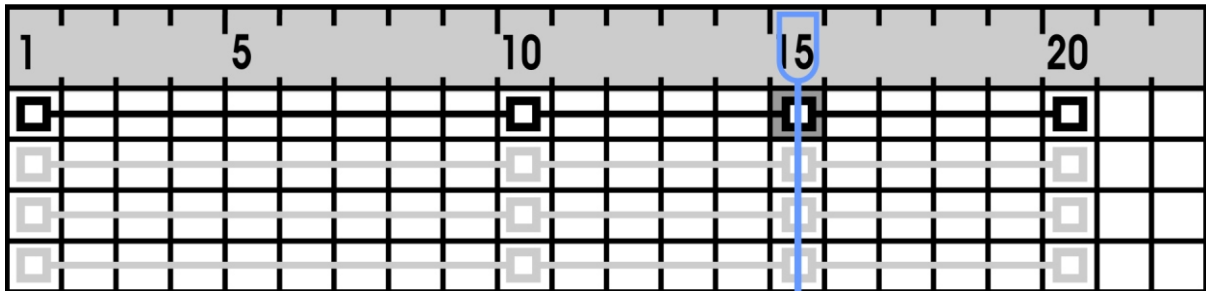
To add keyframes to a group's timeline

- 1 In the **Timeline** Docker window/palette, click the **Cup** group 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 Expand the tree for the **Cup** group to view the timelines of the individual objects within the group.

This is how the cup's timeline should look:



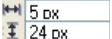
Tutorial: Creating an animated logo



You are now ready to edit the cup at the keyframes. You are going to resize the cup and the steam at frame 15.

To resize the cup

- 1 In the **Timeline** Docker window/palette, 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.





Tutorial: Creating an animated logo

To resize the steam

- 1 In the **Timeline** Docker window/palette, 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.

Previewing 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  .

Exporting a movie

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

- 1 Click **File** menu ► **Export**.
- 2 In the **Save in** list box (Windows) or **Where** list box (Mac OS), choose the folder where you want to save the file.
- 3 Do one of the following:
 - (Windows) From the **Save as type** list box, choose **SWF - Macromedia Flash**.



Tutorial: Creating an animated logo

- (Mac OS) From the **Format** list box, choose **Macromedia Flash**.

4 Click **Export**.

5 Click **OK**.

For a sample of the completed animation, [click here](#).

From here ...

You can explore Corel R.A.V.E. on your own, or you can become productive quickly by following other CorelTUTOR tutorials.

For more information about the topics and tools discussed in this tutorial, refer to the Help.

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