Adobe Edge Animate Tutorial
Mouse Events

Interactive Tourist Map

The Royal Albatross Centre

is located at Taiaroa Head on the tip of the Otago Peninsula, Dunedin. Owned and operated by the Otago Peninsula Trust, a charitable trust, whose purpose and objective is the protection and enhancement of the Otago Peninsula. Taiaroa Head itself, a nature reserve is managed by the Department of Conservation.
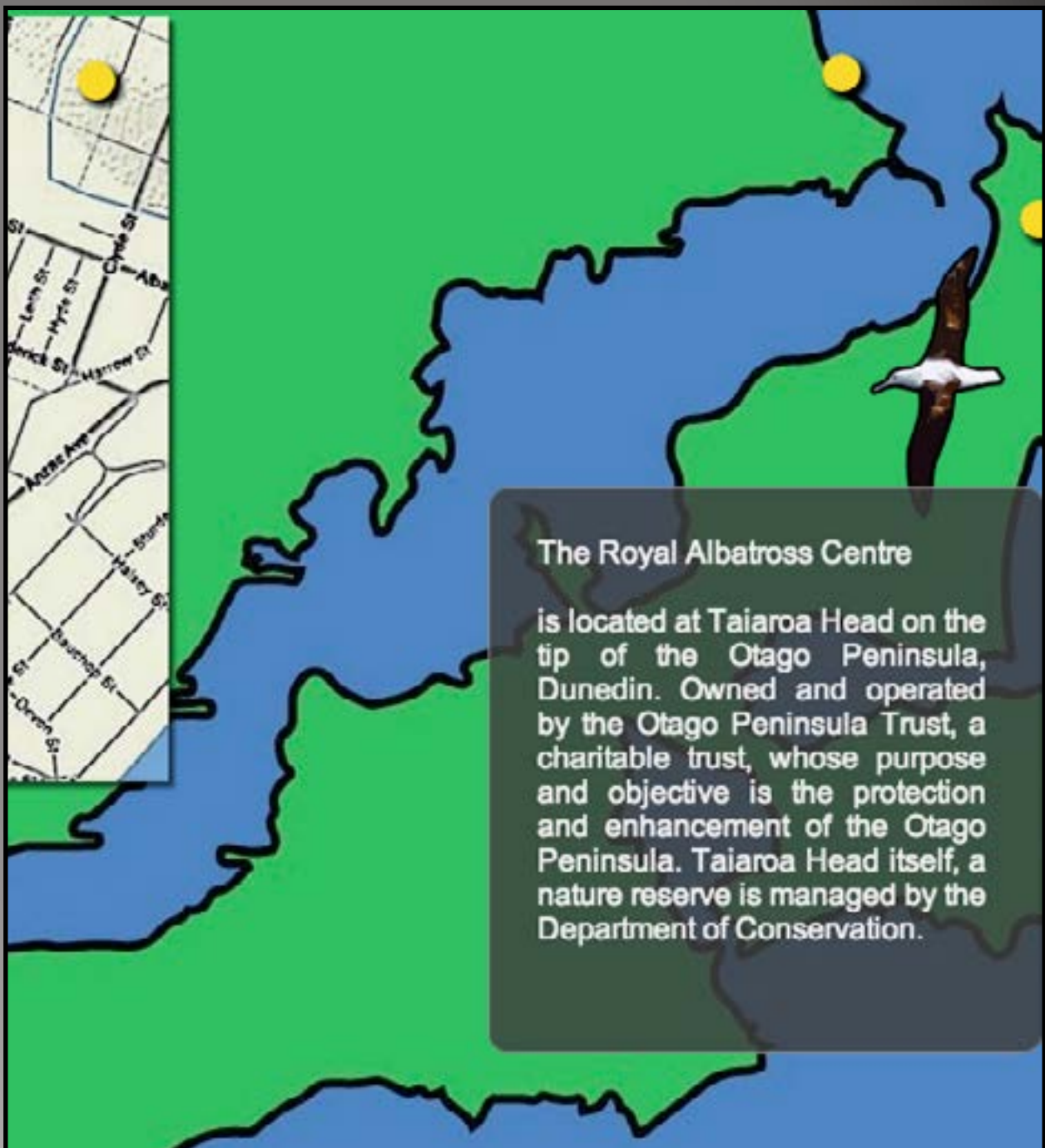
Lesson 1

Set up your project

This lesson aims to teach you how to:
- Import images
- Set up the stage
- Place and size images
- Draw shapes
- Make symbols
- Place symbols on the stage
- Edit symbols

1. Starting a New Project

Once you have opened Adobe Edge Animate you are given some options at the left. Click on the **Create New** option.

You'll get the default set-up which has a white square in the **Stage** panel. Feel free to shift and resize the panels to suit your screen (if the **Lessons** panel is open you may want to close it to gain more space).

You should save your project now so that Edge Animate crates all the folders and files it uses. You can do this with the **File** menu (**File**>**Save**) or use the usual save keyboard shortcut if you're familiar with it (it's the same in Animate as in everything else).

2. Setting the Stage

Next you are going to set up the stage to suit this project. On the left (if you didn't move it) is the **Properties** panel. It'll have Untitled in the box at the top - change this to the name of your interactive map. So long as it says **Stage** under that then you're in the right place.
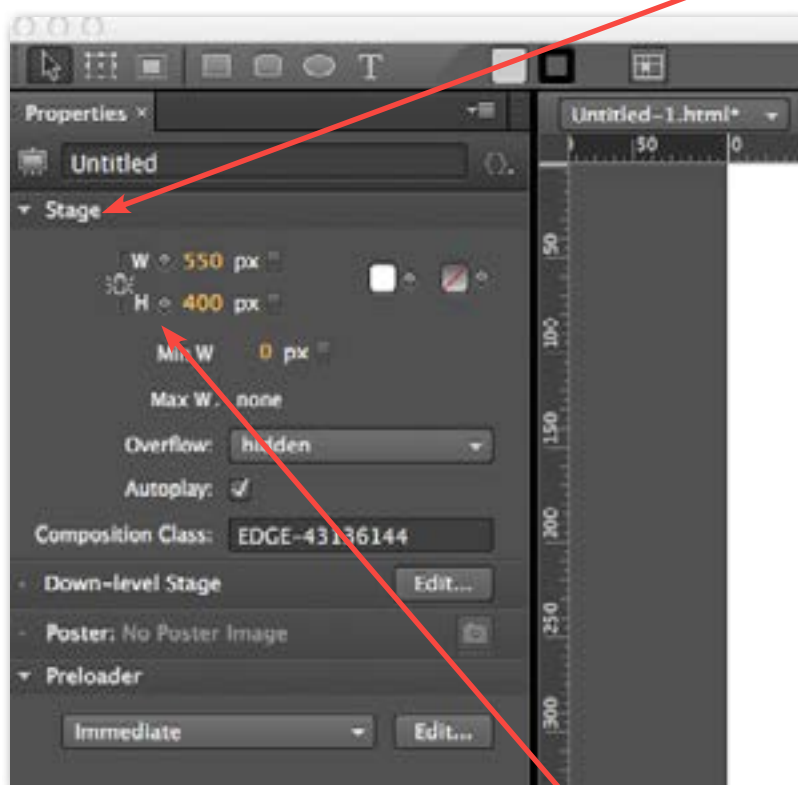
Aside:
if your stage area had still been set in pixels, the grey colour would only fill a square of the specified size. Because you set it to 100% you made the stage colour fill the whole browser window.

Right under **Stage** it's got the controls for width and height, linked with a little picture of a chain. Click on the chain to break and unbreak it, and observe the picture change. Leave it on unbroken so that the dimensions stay linked - this way the shape will stay the same when you change the size.`

Because we want a stage that adjusts to the size of the viewer's browser window, we want to change the **px** option on width and height and make it a % instead. Do this by clicking on the little switch to the right of where it says **px**. Do

that for both with and height and see the numbers change to *100*.

Just to the right of the dimensions you just used are two colour boxes. The first is for fill, the second for border. Click on the white fill colour box and pick a dark grey colour - this will fill any browser area with dark grey as a background to your map.

3. Importing images

Now that the stage is set up right, it's time to get the images you'll need. On the tutorial homepage, I've provided you with an images folder that contains everything you need for this project. Download this to your computer, and then copy the contents to your clipboard.

Now locate the place where you saved the project back in step 1. It'll look like a folder with the name you gave the project (did you expect just a single file like when you save in Photoshop?). Open that folder and take a look at what Animate has made for you. There should be another folder called **edge_includes** - this contains stuff needed to run your animation. There will also be some files with **.js** on the end, and you can ignore these. Everything else in there is useful to know about.

Firstly, open the folder called **images**. Paste in there all the pictures I provided for you.

Now go back to the project folder and look at the files in there which have your project name on them. One ends in .an - that's the project file that opens in Animate. The other is the html file which runs in the browser, and that one references all the other stuff in your project folder to run the animation.

Once your image files are in the right place, go back to the Edge Animate window. The panels which usually live to the right of the stage are called Elements and Library.
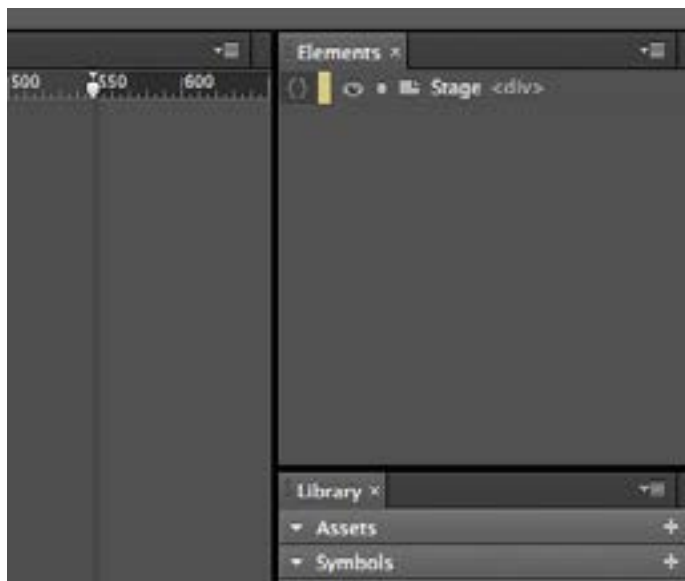
In the Library panel you'll see divisions for Assets, Symbols and Fonts. This is where the components of your project live. The little arrow on the left of those

titles will expand the divisions when you click it. Expand the Assets part if it's not already. It should have a folder in it containing all the images you just copied.

4.   Placing images

Once you've got the images you need for the project, you can start putting them on the stage. The best way to do this is to drag them on from the **Assets** list.

Drag the image called **Harbour Map** onto the stage and drop it anywhere. Images on the stage can be moved by dragging them or by adjusting their position in the **Properties** panel. We'll do the latter because it's much more precise.

With the harbour map image selected (it'll have a blue line around it), go to the **Properties** panel and under **Position and Size** change the **X** value to *80* and the **Y** value to *0*.
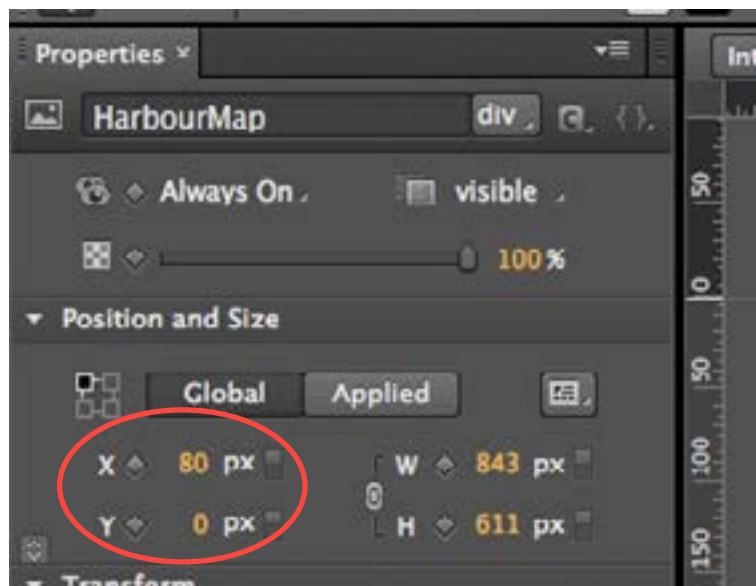
Now drag the **City Map** from **Assets** to the stage and put it at **X** *10* and **Y** *10*. Because you dragged it on second, the city map will be on top of the harbour map. You'll want to resize this image - do it in the **Properties** panel by making sure the **W** and **H** options are linked (click the little chain link picture till it's unbroken) and changing the **W** value to *350*.

5.   Adding shadow

To make the city map stand out from the map underneath, you're going to add a shadow to it. Under the **Properties** panel a little way down is a **Shadow** category. Expand it by clicking the little arrow at the left if you need to.
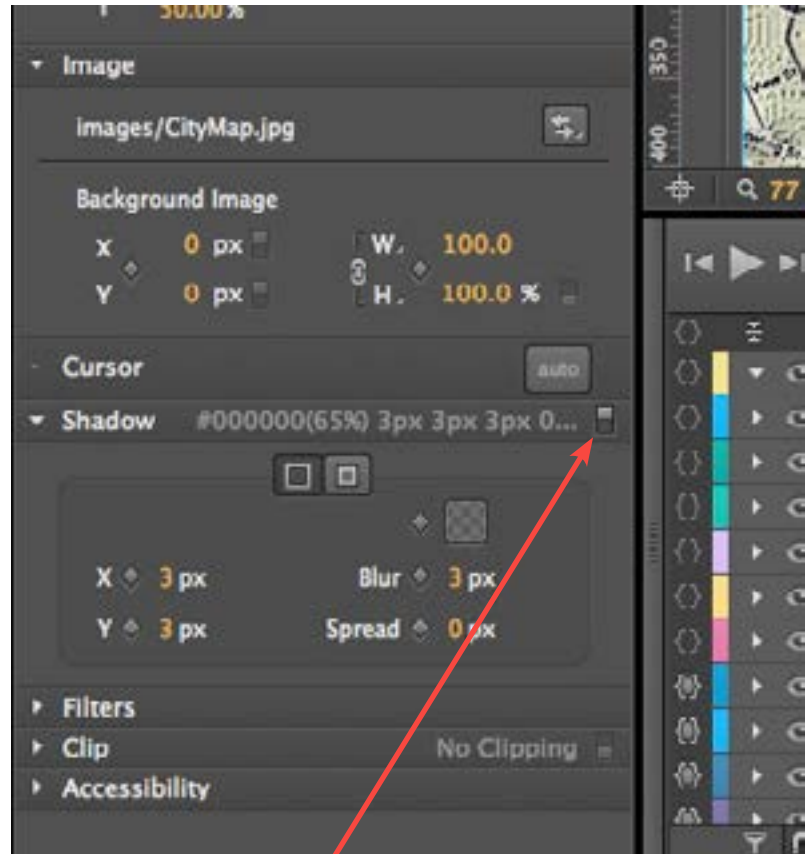
At the top right is a little switch which turns on shadow - click it to turn it on and you should see the greyed out options brighten up. Leave them as they are if you like, or you can experiment with them to change the shadow.

6.   Making marker dots

Now you're gong to pinpoint some interesting landmarks of Dunedin that tourists might want to see. You'll do this by placing a coloured dot on the map where the tourist landmark is. You might want to refer to my finished product in the lesson files to work out where to put the dots - or you may be familiar with where things are in Dunedin (or how to find them on Google maps).

To draw a dot on the stage, choose the **Ellipse tool** from the toolbar at the very top left of the Animate window. Drag the cursor on the stage to make the shape - but don't worry at this stage about its dimensions because you will adjust them more accurately in a moment.

You've now got a grey round thing on your stage, and if you haven't clicked off it there will be a blue box around it. That means it's selected. If it's not, go ahead and click it to select it so you can alter its properties at the left hand side.

7.   Creating symbols

In the **Properties** panel, adjust the size of the ellipse to be about 20px by 20px. If

both the dimensions are the same you'll have a perfect circle.

Choose a colour for your dot - they'll all end up the same when you add more to the stage. Mine are yellow so they stand out from the background.

If you want to give them gradient and a border, have a play with all three little squares under the **Color** section, but make sure the drop down isn't set to None if you want the border to show up. Mine also have a drop shadow, which I applied in exactly the same way as for the City Map.

Once you've got the look of your circle sorted, you're going to let it reproduce. We'll do that in a way that lets you edit all the little circles at once, just in case you change your mind about the way they look.

Right click on the coloured circle you've just made and select **Convert to symbol**.... You'll be prompted to give it a name - how about something sensible like *Marker* or *Dot*. Give it a capital letter at the start because later you'll be able to tell it's a symbol. Once you've clicked Ok your symbol will show up in the **Symbols** list, right under the images you used in **Assets** in step 4.

Just like you did with the images, drag your new symbol onto the stage. You can drag it several times to make more. Put them in a similar place to the ones I've done in the picture below.
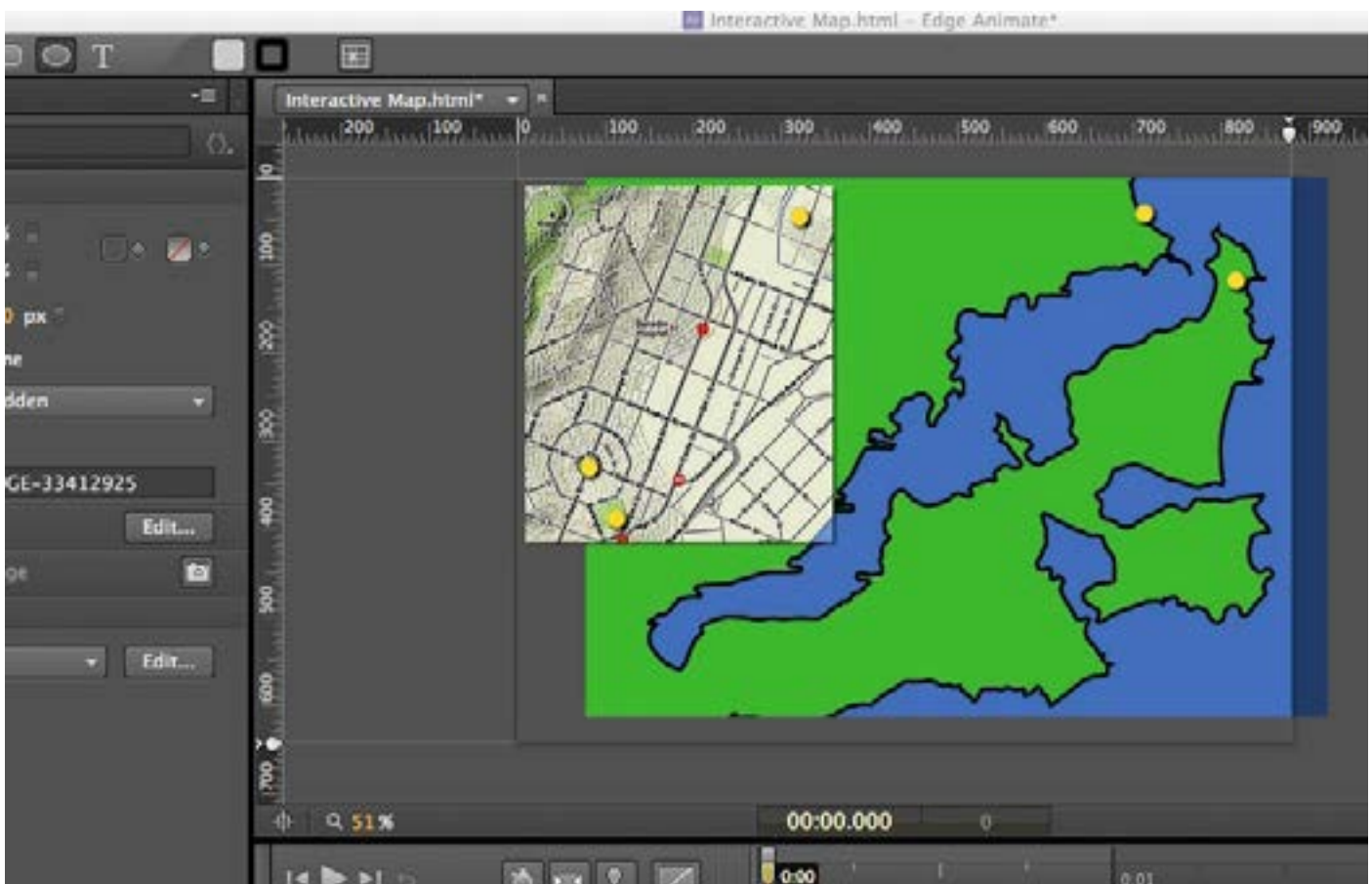
Well done!

You've successfully completed the first lesson and learned how to set up your Adobe Edge Animate project.

- You've got the stage how you want it
- it's populated with images of maps
- and you've designed and placed your marker symbols.

The next lesson will show you how to make those little marker dots useful - you're going to make them clickable links.