# Stop Frame Animation with Layers

So far you have a pretty basic animation with a blank stage as a background

By adding new layers, we can add objects and backgrounds to the animation

1. Open Adobe Animate

2. **File** > **New** and set up a new animation with the same settings as before

3. Save the **three** images you'll need to your OneDrive:

   - the skater
   - the dog
   - the background

4. Import the background image first – use **File** > I**mport** > **Import to Stage**

5. **Resize** the background using the **Free Transform Tool** if you need to
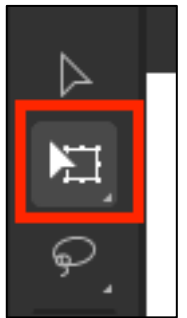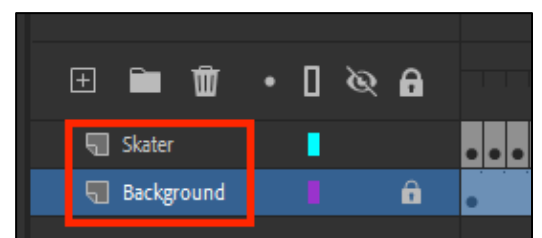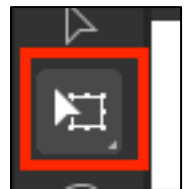

Add a layer

It's much easier to use three layers to manage the three images

6. Look at the **Timeline section** at the **bottom** of the screen

7. Press the **+** symbol at the **left** end

8. This adds a new layer. It will be called **Layer_2**

9. Click on **the first Frame** on the new layer – the one with the **dot** in it

10. At the **top**, click **File** > **Import** > **Import to Stage** > find the skater and import it

11. Resize the skater using the **Free Transform Tool**

    TIP: hold down **SHIFT** so as not to distort it
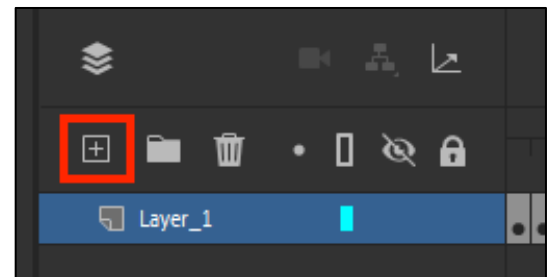
Rename the layers

12. **Double click** on the **name** of the Layer to change it. This can make it a lot easier to figure out what you're doing

Adding another layer

Lets add a layer for the dog

13. Add a **third layer** – use the little **+ symbol** at the bottom again
14. Add the dog: **File** > **Import** > **Import to Stage** > find the dog
15. Rename **Layer 3** to be called **Dog** (see point 12 for how to do this)

Extend the background

16. Click on the Background layer – just click on the word Background
17. This selects the layer
18. Click in **Frame 50**
19. **Right click** and choose **Insert Frame** (keyboard shortcut: **F5**)
     This should get the background stretched across 50 frames – that's about 4
     seconds of animation time

Animate the skater

20. Start with the **Skater layer**
21. Click on the name the layer to select it
22. **Right click** on **Frame 2** > **Insert Frame**
23. **Move** the Skater a little bit
24. Keep animating the skater for about a second (12 frames)
     TIP: just press **F5** each time you want to add a new frame. It's much quicker

Animate the dog

25. Click on the **Dog layer**
26. Press **F5** to add a new frame and animate the dog
27. Keep animating. You've got a dog and a skater. What could go wrong here?

Test and Save your work

28. **Test** your animation using the play button to check what it looks like
29. Make sure you **save your work** once it's done