Stop Frame Animation – adding layers

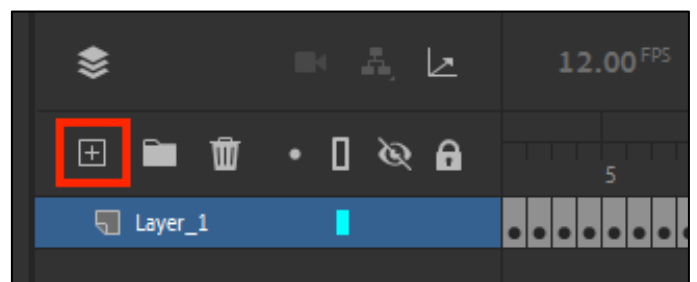So far you have a pretty basic animation with a blank stage as a background

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

1. Make sure you have your animation open in **Adobe Animate**
2. Make sure you saved your work. **File** > **Save** will save it quickly

Add a background layer

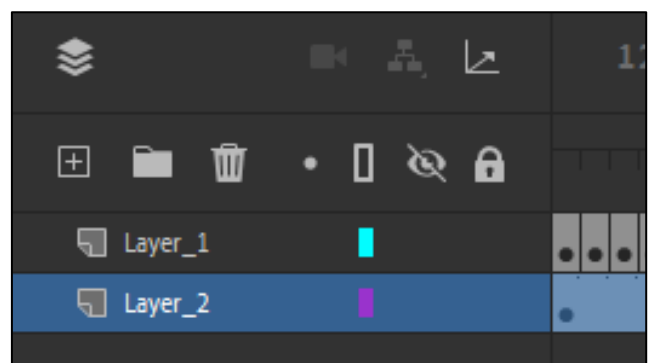You need to download the background image

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

4. Press the **+** symbol at the **left** end
5. This adds a new layer. It will be called **Layer_2**
6. Click on **Frame 1** on the new layer – the one with the **dot** in it
7. At the **top**, click **File** > **Import** > **Import to Stage** > find the background and open it

The character disappears! It's OK, we can fix this

8. In the **Timeline section**, find **Layer_02**
9. **Click and drag it** to be **underneath** Layer_01 – drag it down until it moves below **Layer_01**
10. This puts the layers in the right order

11. You might need to use the **Free Transform Tool** to change the size of the background image a bit. Remember to hold down **SHIFT** so as not to distort it

Helpful things to do now

12. You can **lock** the background layer in place. This stop you accidentally moving a layer you don't want to. Just click underneath the lock icon
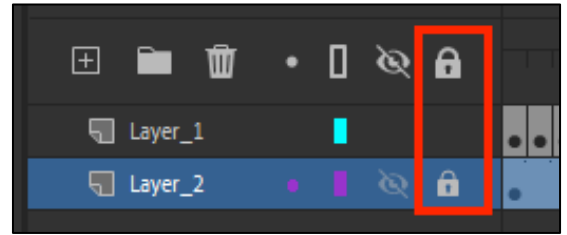
13. **Double click** on the **name** of the Layer to change it. This can make it a lot easier to figure out what you're doing
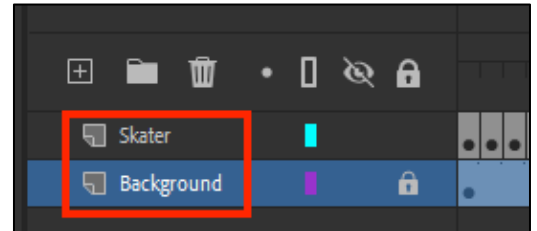

Adding a second character

Lets add a dog to the animation as well… You'll need to save the dog first

14. Add a **third layer** – use the little **+ symbol** at the bottom again
15. Add the new character: **File** > **Import** > **Import to Stage** > find the dog character

There is a problem. The layer extends all the way across. We don't want that for the dog – otherwise all the dog does is stay in the same place

16. **IMPORTANT:** Click on the **last frame**. Hold **SHIFT** down and click on **Frame 2**
17. **Above** the layers, find the **Remove Frames button** and click it

18. This removes everything other than Frame 1
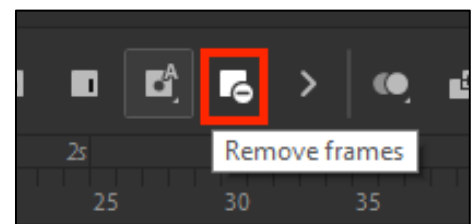
Animate the new character

19. Click on **Frame 1**. **Resize** the dog using the **Free Transform Tool** and **move it** into its starting position
20. Now add **Frame 2** and animate just as you did before
21. Keep animating… What could possibly go wrong with a skater and a dag?

Test and Save your work

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