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Adobe AnimateA screenshot of Adobe Animate running on WindowsOriginal author(s)FutureWaveMacromediaDeveloper(s)Adobe Inc.Stable release2022 (22.0.4) / February 17, 2022; 4 months ago (2022-02-17) Written inC++, ActionScript, JavaScript, Haxe, PythonOperating systemWindows 10 version 1703 and later, macOS 10.12 Sierra and later iPadOS 13 and laterPlatformx64Available inEnglishTypeMultimediaLicenseTrialware software as a serviceWebsiteadobe.com/products/animate.html Adobe Animate (formerly Adobe Flash Professional, Macromedia Flash, and FutureSplash Animator) is a multimedia authoring and computer animation program developed by Adobe Inc.[1] Animate is used to design vector graphics and animation for television series, online animation, websites, web applications, game development, commercials, and other interactive projects. The program also offers support for raster graphics, rich text, audio video embedding, and ActionScript 3.0 scripting. Animations may be published for HTML5, WebGL, Scalable Vector Graphics (SVG) animation and spritesheets, and legacy Flash Player (SWF) and Adobe AIR formats.[2] The developed projects also extend to applications for Android, iOS, Windows Desktop and MacOS. It was first released in 1996 as FutureSplash Animator, and then renamed Macromedia Flash upon its acquisition by Macromedia. It served as the main authoring environment for the Adobe Flash platform, vector-based software for creating animated and interactive content. It was renamed Adobe Animate in 2016 to more accurately reflect its market position then, since over a third of all content created in Animate uses HTML5.[2][3][4] History Main article: Adobe Flash § History The first version of Adobe Flash/Adobe Animate was FutureSplash Animator, a vector graphics and vector animations program released in May 1996. FutureSplash Animator was developed by FutureWave Software, a small software company whose first product, SmartSketch, was a vector-based drawing program for pen-based computers. With the implosion of the pen-oriented operating systems, it was ported to Microsoft Windows as well as Apple Inc.'s Classic Mac OS. In 1995, the company decided to add animation abilities to their product and to create a vector-based animation platform for World Wide Web; hence FutureSplash Animator was created. (At that time, the only way to deploy such animations on the web was through the use of Java.) The FutureSplash animation technology was used on websites such as MSN, The Simpsons website and Disney Daily Blast of The Walt Disney Company.[5][6] In December 1996, Macromedia bought FutureWave and rebranded the product as Macromedia Flash, a brand name that continued for 8 major versions. Adobe Systems acquired Macromedia in 2005, and re-branded the product Adobe Flash Professional to distinguish it from the player, Adobe Flash Player. It was included as part of the Creative Suite of products from CS3 to CS6, until Adobe phased out the Creative Suite lineup in favor of Creative Cloud (CC).[7] On December 1, 2015, Adobe announced that the program would be renamed Adobe Animate on its next major update. The move comes as part of an effort to disassociate the program from Adobe Flash Player, acknowledging its increased use for authoring HTML5 and video content, and an effort to begin discouraging the use of Flash Player in favor of web standards-based solutions.[8] The first version under the new name was released February 8, 2016.[11] Although Adobe Animate is moving towards web-standard file formats, Flash (.swf) and Air (.air) formats are still officially supported.[9] On June 16, 2020, as part of Adobe's 'Evolving Brand Identity', Adobe Animate unveiled a complete redesign of its logo in which, for the first time in almost 20 years, the main color was changed—from red to purple. Versions Release Year Icon Description FutureSplash Animator 1996 Initial version of Flash released in May, 1996 with basic editing tools and a timeline.[10][11] Macromedia Flash 1 1996 A re-branded version of the FutureSplash Animator, released on December 18, 1996, under the name Macromedia Flash 1.0. The name "Flash" was created by blending the words Future and Splash.[12][11] Macromedia Flash 2 1997 Released with Flash Player 2, new features include synchronized WAV and AIFF sound support, enhanced bitmap editing, Macromedia FreeHand integration, TrueType and PostScript fonts support, color transformations, auto-trace and the object library.[13][14] Macromedia Flash 3 1998 Released with Flash Player 3, new features include shape tweening, the movie clip element, JavaScript plug-in integration, PNG support, sprite animation, vector & bitmap transparency, bandwidth profiling and an external stand-alone player.[15] Macromedia Flash 4 1999 Released with Flash Player 4, new features include a redesigned user interface, internal variables, an input field, improved timeline (smart guides, outline color mode), advanced ActionScript, publish settings panel and MP3 audio streaming.[16] Macromedia Flash 5 2000 Released with Flash Player 5, new features include pen and sub-selection tools, ActionScript 1.0 (based on ECMAScript, making it very similar to JavaScript in syntax), XML support, Smartclips (the precursor to components in Flash), HTML text formatting added for dynamic text.[17] Macromedia Flash MX (6) 2002 Released with Flash Player 6, new features include context-sensitive properties panel, timeline folders, improved color mixer, a video codec (Sorenson Spark), Unicode, v1 UI Components, compression, ActionScript vector drawing API.[18] Macromedia Flash MX 2004 (7) 2003 Released with Flash Player 7, new features include screens (forms for non-linear state-based development and slides for organizing content in a linear slide format like PowerPoint), small font size rendering, timeline effects, updated templates, high-fidelity import and video import wizard.[19] ActionScript 2.0 was released with this version, enabling object-oriented programming but lacking the easier "Script assist" method of writing code. JavaScript for Flash (JSFL) allowed users to write scripts to automate tasks within the Flash editor. New programming features included: web services integration, MP3/FLV media playback components, XML data service components, data binding APIs, the Project Panel, V2 UI components, and Transition libraries.[20] Macromedia Flash 8 2005 Released with Flash Player 8, new features include graphical filters (blur, drop shadow, glow, etc.) and blend modes, easing control for animation, enhanced stroke properties (caps and joins), object-based drawing mode, run-time bitmap caching, FlashType advanced anti-aliasing for text, On2 VP6 advanced video codec, support for alpha transparency in video, a stand-alone encoder and advanced video importer, cue point support in FLV files, an advanced video playback component, and an interactive mobile device emulator.[21] Macromedia Flash Basic 8, a "lite" version of the Flash authoring tool targeted to new users who only wanted to do a basic drawing, animation, and interactivity. The Basic product was eventually stopped. Adobe Flash CS3 (9) Professional 2007 Flash CS3 is the first version of Flash released under the Adobe brand name, and features improved integration with Adobe Photoshop, enhanced Quicktime video export, filter and motion tween copy-paste support, improved vector drawing tools becoming more like Adobe Illustrator and Adobe Fireworks.[22] ActionScript 3.0 was released with this version, along with ActionScript Virtual Machine 2.0 (AVM2) for faster code execution and garbage collection[23] New programming features included: strongly typed variables with type safety, runtime errors, improved events, display list instead of "depth" system, and many new classes (Socket, ByteArray, Loader, RegExp, etc.).[24] AS3 allowed entire applications to be written in code, without needing the Flash timeline. Adobe Flash CS4 (10) Professional 2008 Flash CS4, released in September 23, 2008, introduces a new object-based motion tween, renaming the former frame-based version as classic tween. Additions include basic 3D object manipulation, inverse kinematics (bones), a vertical properties panel, the Deco and Spray brush tools, motion presets and further expansions to ActionScript 3.0 (Vector arrays). CS4 allows the developer to create animations with many features absent in prior versions.[25][26] Adobe Flash Professional CS5 (11) 2010 Flash CS5 was released in April 12, 2010, and launched for purchase on April 30, 2010. Flash CS5 Professional includes support for publishing iPhone applications.[27] However, on April 8, 2010, Apple changed the terms of its Developer License to effectively ban the use of the Flash-to-iPhone compiler[28] and on April 20, 2010, Adobe announced that they will be making no additional investments in targeting the iPhone and iPad in Flash CS5.[29] Other features of Flash CS5 are a new text engine (TLF), new document templates, further improvements to inverse kinematics, new Deco tool effects, live FLV playback preview, and the code snippets panel.[30][31] Adobe Flash Professional CS5.5 (11.5) 2011 Flash Professional CS5.5 was released in 2011. It includes improved support for publishing iPhone applications, following Apple's revision of their iOS developer terms.[32] Flash CS5.5 also contains several features to improve mobile app workflows across devices. Some examples are content scaling and stage resizing, copy and paste layers, sharing symbols across FLA files, symbol rasterization, incremental compilation, auto-save and file recovery, and integration with CS Live online services.[30] Adobe Flash Professional CS6 (12) 2012 Adobe Flash Professional CS6 was released in 2012. It includes support for publishing files as HTML5 and generating sprite sheets.[33] This is the last 32-bit version and last perpetually licensed version. Adobe Flash Professional CC (13) 2013 Flash Professional CC was released in June, 2013, as part of Adobe's Creative Cloud rebrand. Changes include a native 64-bit scene rendering engine, HiDPI user interface with Dark/Light themes, unlimited pasteboard size, live preview in shapes, fills and strokes, new distribute to keyframes option, full-screen mode, center stage button, multiple selection support for layer properties, guides, masks, etc. Minor performance improvements and bug fixes, and the removal of legacy features such as save times and timeline play.[47] Adobe Flash Professional CC 2017 (16) 2016 Adobe Animate CC 2017 was released in November 2016. Introduces a built-in camera tool, easing presets, stage clipping and stage outline, SWF archive format for layered file support in After Effects, pressure and tilt support for vector art brushes, timeline enhancements (display time along with frame numbers, extend or reduce the time for a selected frame span, scale frame span with frames per second (fps)), reusable components in HTML5 Canvas. Latest Flash Player (version 25), AIR SDK (version 25).[40][41] Adobe Animate CC 2018 (18) 2017 Adobe Animate CC 2018 was released in October, 2017. Introduces advanced layers, layer depth, camera improvements, timeline improvements (animation scrubbing on stage, time-based markers, tween span conversion to 1s, 2s, 3s, 4s or custom from the contextual menu), actions code wizard for HTML5 canvas, component parameters panel, conversion to other document types (WebGL, Actionscript 3.0, Adobe AIR (Desktop, Android, iOS)), texture atlas enhancements (support for color effects and masks in Unity), enhanced ease presets (property-wide custom easing)[42][43] Adobe Animate CC 2019 (19) 2018 Adobe Animate CC 2019 (19.0) was released in October, 2018, features a new home screen, layer parenting, auto-lipsync, layer effects, VR authoring and publishing (Beta), vector and bitmap deformations with the asset warp tool, texture publishing for HTML5 canvas, improved integration with After Effects, export to WebGL-glTF formats (standard and extended).[44] Adobe Animate CC 2019 (19.1) 2018 Adobe Animate CC 2019 (19.1) was released in December, 2018, features pressure / tilt support for the eraser tool, paint bucket drag fill, SVG export improvements, Adobe Fonts support (formerly Typekit).[45] Adobe Animate CC 2019 (19.2) 2019 Adobe Animate CC 2019 (19.2) was released in April, 2019, features layer blend modes, Google AMPHTML Ad support (Beta), frame picker enhancements (pin symbol), brush-eraser sync settings, texture atlas enhancements (set resolution, optimize dimensions, export to multiple sprites and j.son file optimizations), faster save times, audio effects (right / left channel settings, fade in / out, fade to right / left, custom) enhanced asset warping and image handling improvements.[46] Adobe Animate 2020 (20) 2019 Adobe Animate 2020 (20.0) was released in November, 2019, features a redesigned user interface, basic and expert workspaces, enhanced properties panel (tool, object, frame and doc tabs), customizable toolbar, advanced settings for onion skinning, new GPU fluid brush, integrated hands-on tutorial, enhanced video export with Adobe Media Encoder, faster save times and timeline play.[47] Adobe Animate 2020 (20.0.3) 2020 Adobe Animate 2020 (20.0.3) was released in April, 2020, features stream/split audio and blend modes support for HTML5 Canvas, Windows Ink support (Beta) and custom range video export.[48] Adobe Animate 2020 (20.5) 2020 Adobe Animate 2020 (20.5) was released in June, 2020, features auto-keyframe option, introduction of the assets panel, quick social share, hands-on tutorial creator and selective texture publishing.[49] Adobe Animate 2021 (21.0) 2021 Adobe Animate 2021 (21.0) was released in October, 2020, adds quick publishing for video, animated GIF and HTML5 canvas formats, improved assets panel (default and custom tabs), timeline and symbol enhancements (customizable timeline tools, convert layers to symbol and break apart symbol options via the context menu, reverse play and loop support for graphic symbols and new copy-paste tween options), advanced rigging (Beta), Windows Ink support, bone tool enhancements (leaf-node constraints and split / merge armature spans), latest Flash Player (version 32), AIR SDK (version 32).[50] Adobe Animate 2021 (21.0.7) 2021 Adobe Animate 2021 (21.0.7) was released in June, 2021, features an enhanced Paint Fills Only brush mode, last frame looping option for graphic symbols and important bug fixes.[51] Adobe Animate 2022 (22.0) 2021 Adobe Animate 2022 (22.0) was released in October, 2021, adding scale,skew and flip propagation to layer parenting.[52] Adobe Animate 2022 (22.0.2) 2021 Adobe Animate 2022 (22.0.2) was released in December, 2021, features an improved asset warp tool with bone rigging capabilities. Additions include soft and hard bones, freeze joints, a mesh density slider, warp background processing and minor bug fixes.[52] See also Flash animation List of Adobe Flash animated television series List of Adobe Flash animated films References ^ a b c Lardinois, Frederic (2016-02-09). "Adobe Launches Animate CC, Previously Known as Flash Professional". TechCrunch. ^ a b Flash is Dead, Long Live Adobe Animate CC, Benjie Moss, Dec. 1, 2015, WebDesignerDepot ^ Shankland, Stephen (2015-12-02). "The death of Adobe's Flash is lingering, not sudden". CNet. ^ Adobe releases Flash Professional successor Animate CC, Harrison Weber, Feb 8 2016, VentureBeat As of May 15, 2022 Adobe will release an iPad Version ^ Gay, Jonathan. "The History of Flash: The Dawn of Web Animation". Adobe Systems. Archived from the original on 2015-03-20. Retrieved 2011-11-12. ^ "The Flash History". flashmagazine.com. Archived from the original on 2008-08-02. Retrieved 2011-11-12. ^ Cunningham, Andrew (2013-05-06). 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Unsourced material may be challenged and removed.Find sources: "3D Movie Maker" – news · newspapers · books · scholar · JSTOR (February 2020) (Learn how and when to remove this template message) 3D Movie Maker3D Movie Maker running on Windows 98.Developer(s)Microsoft KidsBig Blue Dot (Nickelodeon 3D Movie Maker)Initial release1995; 27 years ago (1995)Final release// March 18, 1995; 27 years ago (1995-03-18) Repositorygithub.com/microsoft/Microsoft-3D-Movie-MakerWritten inC++EngineBRender Operating systemMicrosoft WindowsAvailable inEnglishFrenchGermanItalianJapaneseRussianSpanishType3D computer graphics softwareLicenseMIT License (formerly Proprietary) 3D Movie Maker (commonly shortened to 3DMM) is a children's computer program developed by Microsoft Home's Microsoft Kids subsidiary released in 1995. Using the program, users can make films by placing 3D characters and props into pre-rendered environments, as well as adding actions, sound effects, music, text, speech and special effects. Movies are then saved in the .3mm file format. The program features two helper characters to guide users through the various features of the program. The character McZee (voiced by Michael Shapiro), shared from other Microsoft Kids products like Creative Writer, provides help throughout the studio while his assistant Melanie provides other various tutorials. In Nickelodeon 3D Movie Maker, the user is instead guided by Stick Stickly. Developed in accordance with Microsoft's broader ambitions towards multimedia software in conjunction with the release of its then-new Windows 95 home computer operating system, 3D Movie Maker is built in BRender, a software rasterized 3D graphics engine created by Argonaut Software. The models and backgrounds were made by Illumin8 Digital Pictures (a now-defunct graphics studio) using Softimage modeling software, while the cinematic introduction and help sequences were made by Productions Jarnigoine, a now-inactive production company founded by Jean-Jacques Tremblay. In 1998, a user named Space Goat created the website 3dmm.com that allows users to upload movies and mods for 3DMM. 3dmm.com is still used today by many 3DMM enthusiasts. Following the open-sourcing of the licensed BRender engine prior in similar fashion,[1][2] Microsoft released the source code of the program under the MIT License in May 2022,[3][4] following a request by the Twitter user Foone a month earlier.[5] Overview Filmmaking in 3D Movie Maker is a straightforward process, allowing users to create various kinds of movies with ease. By default, 40 actors/actresses are available (each with 4 different costumes and a number of actions), as well as 20 different props. Twelve different scenes are available to the user, each containing several different static camera angles. While the actors and props are rendered as polygonal meshes with affine texture mapping and basic shading, the scene backgrounds instead are pre-rendered bitmaps. When the user interacts with a character, a new window is projected behind a static object from the background.[6] Many sample voice and MIDI music clips are included, but original voices can be recorded using a microphone while external .wav and MIDI files can be imported. In 3DMM, movies are recorded from frames in quick succession, featuring a destructive editing paradigm. Whilst pre-created animations (such as walking or dancing) can be applied to actors and made to run over a number of frames in sequence, unlike conventional animation software, the interface explicitly does not expose any distinction between abstract keyframes and inbetweens. 3DMM stores the positions of the characters and objects for each frame. Lending itself to the hardware limitations of the time when computers with performant 3D graphics rendering were more out-of-reach for most families, the game's internal movie playback frame rate was capped to 6-8 frames per second, depending on the system. A finished movie can only be viewed inside 3DMM using the virtual auditorium or the studio, unless converted to a video file format with a third-party utility. The application's user interface is centered upon a theater building consisting of several rooms: the ticket booth, where the user is greeted by McZee and then asked to play or create a movie; the lobby and concession stand; the theater for watching movies, a projecting room for tutorials for 3D logos and tips, an idea room for movie ideas (also where the talent book stands); and the studio for movie-making tools. The V3DMM version of 3DMM removes the surrounding diegetic theater interface and thus restricts viewing movies only in the studio. The infamous Comic Sans font, originally intended to be used for Microsoft Bob,[7] made its first appearance in 3D Movie Maker.[8] Versions A Japanese expansion pack for 3DMM was released with characters from the popular children's manga and anime series Doraemon. It consists of 11 new scenes, 5 new characters and 96 new voice lines. Nickelodeon 3D Movie Maker is a Nickelodeon-themed version of 3D Movie Maker. This version includes 12 unique actors and 11 unique scenes from Rocko's Modern Life, Ren & Stimpy and Aaahh!!! Real Monsters. An unofficial expansion pack was later created, which allowed Nickelodeon actors, props, scenes, music and sounds to be used in the original 3D Movie Maker. Demo versions: These only feature the studio, don't allow the opening/saving of movies and only feature two actors and one prop. They are Bongo, Nakita and a red car for 3D Movie Maker, while for Nickelodeon 3D Movie Maker they are Ren, Stimpy and a spaceship. A demo version was distributed with the Microsoft Interactive CD Sampler (1996). Third-party Several user-made expansion packs and animation tools exist, such as: 3DMM Animation Pro (2002): Binds mouse movements to the keyboard, which allows directors to create more fluid movements on the screen. Doraemon Expansion Pack: This pack was only released in Japan. 3DMM Expansion Pack (2003): A user-made expansion pack known as "Frankie's Expansion" after its creator Frank Weindel, who introduced the first new textures, actors and objects to the software since release.[9] Virtual 3D Movie Maker (V3DMM; 2004): An unofficial third-party expansion management program that allows users to include their own customized expansions in their movies and allows them to be freely distributed. Notable expansions include characters from The Simpsons, Pokémon, PaRappa the Rapper, and other notable media icons. 7gen (2005): A GUI for creating V3DMM expansions. 3DMM Pencil++ 2: A program for editing 3D Movie Maker datafiles that allows users to edit expansions. Nickelodeon Expansion Pack: An unofficial expansion pack that adds all the actors, props, textures, scenes and sounds from Nickelodeon 3D Movie Maker. Reception Alamo PC Organization wrote: "This is not a program one masters in a few days, or even weeks. It is a wonderful demonstration of technological advancement for Windows 95 graphical programming possibilities. This program in the hands of casual, perhaps even dedicated home users, is not a threat to any commercial animation firm."[10] Aaron Matterson of Joystick Division said that "it looked impossibly goofy even by 1995 standards, but if I did love it, and it taught me many things about my own creativity, the art of storytelling, and a strange, terrible humanoid creature named McZee".[11] See also 1990s portal Free and open-source software portal Hollywood High Kahootz The Movies Theatrix's Hollywood Windows Movie Maker Moviestorm Garry's Mod Source Filmmaker Mario Artist: Talent Studio MikuMikuDance Fine Artist References ^ Turing, Foone (June 29, 2022), Argonaut Blazing Render (BRender), retrieved June 30, 2022 ^ Twitter . Retrieved June 30, 2022. {{cite web}}: Missing or empty |title= (help) ^ "microsoft / Microsoft-3D-Movie-Maker". Github. Retrieved May 4, 2022. ^ Hanselman, Scott. "'Hey friends - we've open sourced the code to 1995's Microsoft 3D Movie Maker ...'". Twitter. 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