

Animate (Move, Rotate, Scale, Animation)

How to Move Objects With Interactivity

First off, click on your **trigger object** -> choose **Add Interactivity** -> click **Move**.

After that, you can determine the direction. If you can't find any directions to use, you can also customize the direction by clicking on the **Custom option**.

Then, change your action name, select your target object, and determine the moving distance. The bigger number you set, the further your object will move!

Don't forget to set the advanced settings, and if you're all set, click **Apply**!

How to Rotate Objects With Interactivity

Start with clicking your **trigger object** -> choose **Add Interactivity** -> click **Rotate**.

Then, choose the direction of rotation. Again, you can choose **Custom** if you want to customize the direction.

Moving on, you can change your action name, select your target object, and determine the rotation degree.

Set up your advanced settings, and click **Apply** to finish up!

How to Scale Objects With Interactivity

First up, click your **trigger object** -> choose **Add Interactivity** -> click **Scale**.

After that, choose your scale direction. If you want to make the object smaller, choose **Scale In**.

Meanwhile, if you want to make the object bigger, pick **Scale Out**. The **Custom** option is also available, so you can customize your scale direction.

Then, change your action name, select your target object, and select the amount of scale that you want.

One last thing! You can do a few advanced settings, and once you're done, click **Apply**.

How to Play Animation With Interactivity

Before you dive further, the Animation Interactivity is only applicable for objects that **include more than one animation**. So, make sure to check your object to use this one.

To start with, click on your **trigger object** -> choose **Add Interactivity** -> click **Animation**.

After that, you can see three different playback modes.

1. **Loop**: Your animation will go on from start to finish, and then go on repeat.
2. **Once**: Your animation will only play once from start to finish.
3. **Ping pong**: Your animation will go on from start to finish, go back to the start again, and then go on repeat.

Next, you can name your animation to differentiate it from other actions, select the object to be animated, and choose the animation that you want to play.

If you want to, you can also do the advanced settings—and once you're all set, click **Apply**.