



Animate Course Outline

Duration: 3 Days

Prerequisites:

Basic computer skills

Course Objectives

At the end of this course the learner will be able to create a variety of animated content such as animated cartoons, advertisements, games, and other interactive content to publish on platforms such as HTML5 Canvas & Air, WebGL, or custom platforms such as Snap SVG.

Related Courses:

Adobe Photoshop, Adobe Illustrator

Work Environment

- Setting Stage dimensions & preferences
- Working with panels and panel layouts
- Properties Inspector

Layers & Timeline

- Working with layers (Lock, Visibility & Outline)
- Organising Layers
- Guide Layers
- Working with the timeline

Creating Graphic Assets

- Using the drawing tools (Oval, Rectangle, Poly Star, Line, Pen)
- Making Selections
- Using object and merge drawing
- Working with the colours & gradients
- Aligning & manipulating objects
- 3D Transformation
- Decorative drawing with the Deco tool
- Creative Cloud Libraries

Importing Graphics

- Working with different graphic formats
- Importing bitmap graphics
- Tracing Bitmaps
- Using Bitmaps as Fills
- Depreciated File Formats
- Using Adobe Fonts

Using Text Effectively

- Using the text tool (classic & tlf)
- Using Google fonts in HTML5 Canvas documents
- Using web fonts in HTML5 Canvas documents
- Adding and formatting static text
- Changing font rendering methods
- Embedding fonts in input text fields
- Using font best practices
- Paragraph and Text settings
- Creating hyperlinks
- Reshaping Text
- Distributing Text to Layers

Creating Symbols

- Importing vector graphics from illustrator
- Using the library & explain elements is can contain
- Differentiate between graphic symbols & movie clips & buttons
- Converting objects to symbols
- Creating and using movie clip symbols
- Nesting symbols
- Adding transparency
- Blends and filters

Working with Animations

- Using animation best practices
- Organizing a movie clip timeline
- Using keyframes, blank keyframes, and frames
- Creating frame by frame animation
- Creating motion tweens (with & without guide layers)
- Creating shape tweens (morphing)
- Fading objects
- Shape hints
- Creating transition effects
- Tween properties
- Motion tween presets
- Animating with masks
- Object-based animation
- Motion editor panel
- Inverse kinematics with the bone tool

Interactive Files

- About interactive files
- Creating additional scenes
- Creating & editing buttons symbols
- Sample buttons
- Using frame labels, comments & anchors
- Activating buttons

Adding Script & Behaviours

- Using code snippets, script assist & behaviours panel
- Adding actions to a frame
- Working with events
- Using events to script a button

Adding Sound and Video

- Importing sound
- Sounds library
- Changing sound properties
- Adding sound to a Timeline
- Media Encoder with H.264 support
- Sound Editing
- Importing Video & Editing options
- Embedding video in a Timeline
- Video with alpha channels
- Using camera

Loading & Optimising Animate

- Loading the movie
- Changing visibility of movie clips
- Caching bitmaps
- Project Panel
- XFL import

Publishing Animate Documents

- Testing a Animate document
- Publishing to HTML5
- Adding metadata
- Using different publishing formats
- Exporting SVG
- OAM publishing
- Optimising movies
- Creating stand alone players