



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 and Air, WebGL or custom platforms such as Snap SVG.

Related Courses:

Adobe Photoshop, Adobe Illustrator

Work Environment

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

Layers and 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 & 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 & formatting static text
- Changing font rendering methods
- Embedding fonts in input text fields
- Using font best practices
- Paragraph & Text settings
- Creating hyperlinks
- Reshaping Text
- Distributing Text to Layers

Creating Symbols

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

Working with Animations

- Using animation best practices
- Organizing a movie clip timeline
- Using keyframes, blank keyframes & 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
- Advanced rigging (beta)

Interactive Files

- About interactive files
- Creating additional scenes
- Creating & editing buttons symbols
- Sample buttons

- Using frame labels, comments & anchors
- Activating buttons

Adding Script and 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 and 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
- Social share
- Quick publish