



Adobe Animate Essentials

Animate Training

About The Course

This two-day training course is tailored to meet the needs of people new to Animate. Using best practice workflows and techniques, the course covers everything needed to build and publish banner ads, create animations, control timing, implement snippetcode, correctly use fonts and efficiently manage assets.

Learn through demonstration and hands-on activities based on real-world situations. This course focuses on developing optimised, efficient work practices and files for animated projects.

Duration: 2 days

Class size: 10 students max

Times: 9:00am - 5:00pm

Price: Refer to our website for current course and package pricing

After the course?

Each student will receive:

- Certificate of completion
- Training manual
- 12 months FREE email support
- FREE class re-sit (if necessary)

Who Should Do This Course?

This course is designed for those who are new to Animate or who want to fill in the gaps and gain confidence. Upon completion of the course, participants should be able to produce animated content for websites, banner ads and videos.

Prerequisites

No prior knowledge of Animate is required, however participants do need to have general mouse and keyboard skills and an understanding of personal computers. Knowledge of Photoshop, Illustrator or other Adobe software is beneficial but not required.

Content

Unit 1: Getting Acquainted

- Starting Adobe Animate CC
- Opening a File
- Understanding Document Types
- Getting to Know the Workspace
- Working with the Library Panel
- Understanding the Timeline
- Organizing Layers in a Timeline
- Using the Properties Panel
- Using the Tools Panel
- Undoing Steps in Animate
- Previewing Your Movie
- Modifying the Content and Stage
- Saving Your Movie

Unit 2: Create Graphics and Text

- Understanding Strokes
- Understanding Fills
- Creating Shapes
- Making Selections
- Editing Shapes
- Using Gradient
- Using Bitmap Fills
- Using Variable-Width Strokes
- Using Swatches and Tagged Swatches
- Creating Curves
- Using Transparency to Create Depth
- Being Expressive with the Paint Brush
- Creating Text

- Editing Text
- Aligning Objects
- Distributing Objects
- Converting Art
- Exporting Art

Unit 3: Creating and Editing Symbols

- Importing Adobe Illustrator Files
- About Symbols
- Creating Symbols
- Importing Adobe Photoshop Files
- Editing Symbols
- Managing Symbols
- Changing the Size Instances
- Changing the Position of Instances
- Changing the colour Effect of an Instance
- Understanding Display Options
- Applying Filters for Special Effects
- Positioning in 3D Space

Unit 4: Animating Symbols

- About Animation
- Understanding the Project File
- Animating Position
- Changing the Pacing and Timing
- Animating Transparency
- Animating Filters
- Animating Transformations
- Changing the Path of the Motion
- Swapping Tween Targets
- Creating Nested Animations
- Graphic Symbols
- Easing
- Frame-by-Frame Animation
- Animating 3D Motion
- Animating Camera Moves
- Testing Your Movie

Unit 5: Advanced Motion Tweening

- About the Motion Editor
- Understanding the Project File
- Adding Motion Tweens
- Editing Property Curves
- Viewing Options for the Motion Editor
- Copying and Pasting Curves
- Adding Complex Eases

Unit 6: Animating Shapes and Using Masks

- Animating Shapes
- Understanding the Project File
- Creating a Shape Tween
- Changing the Pace
- Adding More Shape Tweens

- Creating a Looping Animation
- Using Shape Hints
- Previewing Animations with Onion Skinning
- Animating Colour
- Creating Masks
- Using Masks
- Animating the Mask
- Animating the Masked Layers
- Easing a Shape Tween

Unit 7: Natural and Character Animation

- Natural Motion with Inverse Kinematics
- Character Animation with Inverse Kinematics
- Creating a Walk Cycle
- Disabling Joints
- Constraining Joints
- Inverse Kinematics with Shapes
- Simulating Physics with Springiness

Unit 8: Creating Interactive Navigation

- About Interactive Movies
- Creating Buttons
- Understanding ActionScript 3.0
- Preparing the Timeline
- Adding a Stop Action
- Creating Event Handlers for Buttons
- Creating Destination Keyframes
- Creating a Home Button Using Code Snippets
- Code Snippets Options
- Playing Animation at the Destination
- Animated Buttons

Unit 9: Working with Sound and Video

- Understanding the Project File
- Using Sounds
- Understanding Video
- Using Adobe Media Encoder CC
- Playback of External Video in Your Project
- Working with Video and Transparency
- Embedding Video

Unit 10: Publishing

- Understanding Publishing
- Publishing for Flash Player
- Publishing for HTML5
- Using Classic Tweens
- Exporting to HTML5
- Inserting JavaScript
- Converting to HTML5 Canvas
- Publishing a Desktop Application
- Publishing to Mobile Devices