What's in Animate:

Animate (formerly Flash Professional) lets you create high-quality vector graphics that are scalable, reusable, and adaptable for cartoons, banners, games, and other interactive content. The Level 1 -14 hour course will take you through creating graphics and texts, animating symbols, advanced motion tweening, character animation with tweens, character animation with bones, and continuing in Level 2 with animating the camera, animating shapes and using masks, creating interactive navigation, working with sound and video, and publishing.

Target Audience:

Individuals looking to gain experience and knowledge in Adobe Animate

Prerequisites:

Basic computer skills

Duration:

14 hours

Topics Covered in Animate:

Getting Acquainted
- Starting Adobe Animate and opening a file
- Understanding document types and creating a new document
- Getting to know the workspace
- Working with the Library panel
- Understanding the Timeline panel
- Organizing layers in a timeline
- Using the Properties panel
- Using the Tools panel
- Adding layer effects
- Undoing steps in Animate
- Previewing and exporting your movie
- Modifying the content and Stage
- Saving your movie

Creating Graphics and Text
- Understanding strokes and fills
- Creating shapes
- Making selections
- Editing shapes
- Using variable-width strokes
- Organizing your drawing
- Creating curves
- Using brushes
- Using gradient fills

- Using transparency to create depth
- About symbols
- Creating symbols
- Managing symbol instances
- Applying filters for special effects
- Creating and editing text
- Aligning and distributing objects
- Sharing your final project
- Collaborating with the Assets panel

Animating Symbols
- About animation
- Understanding the project file
- Animating position
- Changing the pacing and timing
- Animating transparency
- Animating filters
- Animating transformations
- Editing multiple frames
- Changing the path of the motion
- Swapping tween targets
- Creating nested animations
- Easing
- Frame-by-frame animation
- Animating 3D motion
- Exporting your final movie

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

Character Animation with Tweens
- Layer parenting
- Using classic tweens
- Making and animating deformations
- Graphic symbols for lip-syncing dialogue

Character Animation with Bones
- Character animation with inverse kinematics
- Creating the pedaling cycle
- Disabling and constraining joints
- Adding poses
- Inverse kinematics with shapes
- Simulating physics with springiness
- Tweening automatic rotations
- Using Rig mapping

Topics Covered in Animate (Continued):

Animating the Camera
- Animating camera moves
- Using the camera
- Creating depth
- Attaching layers to the camera for fixed graphics
- Exporting your final movie

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 color
- Creating and using masks
- Animating the mask and masked layers

- Easing a shape tween
- Review questions

Creating Interactive Navigation
- About interactive movies
- ActionScript and JavaScript
- Creating buttons
- Preparing the timeline
- Creating destination keyframes
- Navigating the Actions panel
- Adding JavaScript interactivity with the Actions panel wizard
- Creating a Home button
- Playing animation at the destination
- Animated buttons

Working with Sound and Video
- Understanding the project file
- Using sounds
- Understanding video

- Using Adobe Media Encoder CC
- Understanding encoding options
- Playing back of external video in your project
- Adding the zoo director

Publishing
- Understanding publishing
- Converting to HTML5 Canvas
- Publishing for HTML5
- Publishing a desktop application
- Publishing with VR 360 documents
- VR Panorama and VR 360 documents
- Creating a texture layer
- Adding graphics and animation to a VR document
- Publishing to mobile devices
- Next steps