



## Course Content

### Course Description:

Adobe Animate is the program which replaces Flash for web delivered animations. This course introduces the tools used to create engaging animations. Student will move through the entire animation process from beginning to end. Learn how to make text more than just text, explore different animation techniques, add interactivity using Action Script 3, incorporate sound and video into projects, and publish the finished product.

### At Course Completion:

After completing this course, student will be able to:

- Convert static imagery into dynamic animations
- Understand differing animation techniques
- Have an understanding of interactive animation using ActionScript 3.0
- Be able to create kinetic typography

### Prerequisites:

Experience with creating vector based artwork in Illustrator as well as experience with any software that uses a timeline will be helpful.

### Topics:

#### GETTING ACQUAINTED

- Starting Adobe Animate CC and 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

#### CREATING GRAPHICS AND TEXT

- Understanding Strokes and Fills
- Creating Shapes
- Making Selections
- Editing Shapes
- Using Gradient and 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 and Editing Text
- Aligning and Distributing Objects
- Converting and Exporting Art

#### CREATING AND EDITING SYMBOLS

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



# Adobe Animate CC

Course ID #: 0640-100-CC-W

Hours: 14

## 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

## ADVANCED MOTION TWEENING 176

- 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

## 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.

## NATURAL AND CHARACTER ANIMATION

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

## 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

## 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

## 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 .