

## Course duration

- 2 days

## Course Benefits

- Get comfortable with the Animate CC user interface.
- Learn to work with Animate's drawing tools.
- Learn to work with Graphic Symbols and the Library.
- Learn to create basic and advanced animations in Animate.
- Learn to use Button Symbols in Animate.

### Available Delivery Methods

#### **Public Class**

Public expert-led online training from the convenience of your home, office or anywhere with an internet connection. Guaranteed to run .

#### **Private Class**

Private classes are delivered for groups at your offices or a location of your choice.

#### **Self-Paced**

Learn at your own pace with 24/7 access to an On-Demand course.

## Course Outline

1. Getting Started
  1. Starting Animate and Opening a File
  2. Getting to Know the Work Area
  3. Creating a New Document
  4. Using Workspaces
  5. Moving Panels
  6. Changing Workspaces
  7. Opening Existing Files
  8. Using the Properties Panel
  9. Undo
  10. Previewing Your Movie
  11. Publishing Your Movie
  12. Some Important Keyboard Shortcuts

13. Exercise: Previewing Your Movie
2. Working with Drawing Tools
  1. Drawing in Animate
  2. Using the Tools Panel
  3. Using the Drawing Tools
  4. Using the Animate Drawing Tools to Create Shapes
  5. Using Additional Tools
  6. Exercise: Use the Drawing Tools to Create a Logo
3. Graphic Symbols and the Library
  1. Working with the Library Panel
  2. About Symbols
  3. Creating Symbols
  4. Editing and Managing Symbols
  5. Duplicating Symbols
  6. Swapping Symbols
  7. Changing the Size and Position of Instances
  8. Changing the Color Effect of Instances
  9. Create Graphic Symbols
  10. Exercise: Create Graphic Symbols for a Banner Ad
  11. Import to Stage / Import to Library
  12. Open Another Document's Library / Sharing
  13. Importing Illustrator Files
  14. Importing Photoshop Files
  15. Exercise: Create Graphic Symbols
4. Basic Animation
  1. Understanding the Timeline
  2. Organizing Layers in a Timeline
  3. About Animation
  4. Frame-by-Frame Animation
  5. Adding Frames, Keyframes, and Blank Keyframes
  6. Animating Position: Frame-by-Frame Animation
  7. Changing the Pacing and Timing
  8. Animating Transparency
  9. Previewing the Animation
  10. Animation with a Motion Tween
  11. Exercise: Use Motion Tween to Animate Airplane
  12. Using Timelines to Create Movie Structure
  13. Understanding Our Project File
  14. Exercise: Build Site Structure on Timeline
  15. More with Animation
  16. Exercise: Improving Motion Tweens with Easing and Motion Presets
5. Advanced Animation
  1. Copy and Paste Motion
  2. Creating Motion Presets
  3. Create Photo Gallery using Motion Presets
  4. Creating Masks
  5. Animating Masks

- 6. Morphing with Shape Tweens
- 7. Using Shape Hints
- 8. Motion with Inverse Kinematics
- 9. Constraining Joints
- 10. Inverse Kinematics
- 11. Inverse Kinematics with Shapes
- 6. Button Symbols
  - 1. Creating Button Symbols
  - 2. Text-Only Buttons (Using the Hit State)
  - 3. Animated Buttons
  - 4. Exercise: Adding Buttons to the Web Site
  - 5. Using Sounds
- 7. Movie Clip Symbols
  - 1. Creating Movie Clip Symbols
  - 2. Movie Clip Symbols vs. Graphic Symbols
  - 3. Using a Movie Clip to Store Animation
  - 4. Nesting Symbols
  - 5. Exercise: Creating Movie Clips
  - 6. Code Snippets in a Movie Clip
  - 7. Exercise: Using Code to Stop the Website
- 8. Publishing Animate Documents
  - 1. Testing a Animate Document
  - 2. Publish Settings
  - 3. Exercise: Publishing

## Class Materials

Each student will receive a comprehensive set of materials, including course notes and all the class examples.