

## Course Outline

Introduction to Adobe Animate

Duration: 2 Days

### OBJECTIVES

This is an introductory course for designers and budding developers new to Adobe Animate. In this course, students will learn to create interactive content using text, graphics, animations, video, and sound. The course focuses on the essentials, and emphasises best practice throughout the course.

### PRE-REQUISITES

None other than basic IT competency.

### COURSE OUTLINE

Working in Adobe Animate

- Setting Stage Dimensions
- Stage rotation and resizing
- Working with Panels and Panel Layouts
- Setting Preferences
- Identifying the Development cycle
- Publishing a project

Creating and Importing Graphics

- Working with different graphic formats
- Importing Bitmap and Vector Graphics
- Importing SVG files
- Adobe Photoshop and Illustrator Integration
- Working with Layers and Layer Folders
- Using the drawing tools
- Using the Paint Brush tool for Art Brushes
- Object Drawing vs Merged Drawing mode
- Using Object and Merge drawing
- Working with the colour panels
- Creating and Using Symbols
- Using the Creative Cloud Libraries for colours, colour themes, brushes and graphics

Using Text Effectively

- Using the Text Tool
- Adding and Formatting Static Text
- Using TypeKit web fonts
- Using Font Best Practices
- Adding Input Text Fields

Creating Animations

- Working with the Timeline
- Using Keyframes, Blank Keyframes and Frames
- Creating Motion Tweens
- Understanding object-based animation

- Working with motion paths
- Creating Shape Tweens

#### Adding Interactivity

- Using Code Snippets to add JavaScript and ActionScript
- Adding Actions to a Frame
- Creating and Using Button Symbols
- Adding Behaviours to a Button
- Creating new code snippets

#### Using MovieClips

- Creating and Using MovieClip symbols
- Organising a MovieClip Timeline
- Using Actions to Control a Timeline
- Using Frame Labels
- Responding to User Interactions

#### Adding Sound and Video

- Importing Sound
- Changing Sound Properties
- Adding Sound to a Timeline
- Embedding Video in a Timeline

#### Publishing Flash Documents

- Choosing a Publishing Format
- Publishing to HTML5 canvas
- Publishing a WebGL document
- Publishing OAM files