



# Adobe Animate CC Introduction course



Level: Beginner

Duration: 2 Days

Design, develop, and maintain standards-based websites and applications.

Build world-class websites and applications with one of the industry's leading web authoring tools.

Build HTML5 Animations to run across all devices or build Android and iOS applications.

Adobe® Animate® is industry-leading authoring environment for creating engaging interactive experiences. Deliver to audiences across platforms and devices. Create Responsive animations.

## Who is this course for?

Adobe Animate CC Introduction course is ideal for people new to web design and animations or people who have used it in the past but want to get up to speed with new features and techniques.

## Course Outline

- Copying and Moving Content
- Undoing, Redoing
- History in Animate

## Getting to know Adobe Animate

- Adobe Animate Workspace
- The Tools panel
- Working with Panels
- Panel Dock
- Libraries
- Setting Preferences
- Keyboard Shortcuts

## Working with Documents

- Working with the Stage
- Using Guides, Rulers, and Grids
- Using the Timeline
- Using Layers

## Working with Shapes and Colour

- Drawing in Animate
- Using Vector Graphics
- Using Bitmap Graphics
- Merge Drawing Mode
- Object Drawing Mode
- Drawing Primitive Shapes
- Creating Overlapping Shapes
- Adding Colour
- Strokes and Fills
- Gradients
- Lines
- Arranging Objects
- Transforming Objects

## Working with Text

- Using Text in Animate
- Working with Fonts
- Using Typekit Web Fonts
- Using Leading

## Working with Symbols

- What Symbols are and how they work
- What Symbols' Instances are
- Movie Clip Symbols
- Graphic Symbols
- Button Symbols
- Creating Symbols
- Converting Content to Symbols
- Swapping Content
- Editing Symbols
- Editing Instances
- Working with Library

## Working with Animations

- Shape Tweens
- Classic Tweens
- Motion Tweens
- Frame-by-Frame Animation
- Working with Frame Rates
- Frames and Keyframes
- Keyframes and Blank Keyframes
- Using Onion Skinning
- Previewing Animations

## Animate CC Libraries (New in Animate CC 2017)

- Using Adobe CC Libraries
- CC Libraries integration in Animate
- Designer-Developer workflow with Libraries

## Creating Interactivity

- Using JavaScript in Animate
- Using ActionScript 3.0 in Animate
- Using Code Snippets
- Adding Code Snippets to Objects
- Working with Buttons
- Making Movie Clips into Buttons
- Buttons States
- Editing Buttons
- Testing Buttons

## Publishing and Exporting

- Exporting from Animate
- Publishing from Animate
- Differences between Exporting and Publishing
- Exporting as SWF
- Exporting for HTML5
- Exporting for InDesign, Muse, and Dreamweaver
- Exporting Formats
- Exporting Responsive Animations
- Publishing Preview
- Publish Settings
- Adding Flash Player Detection