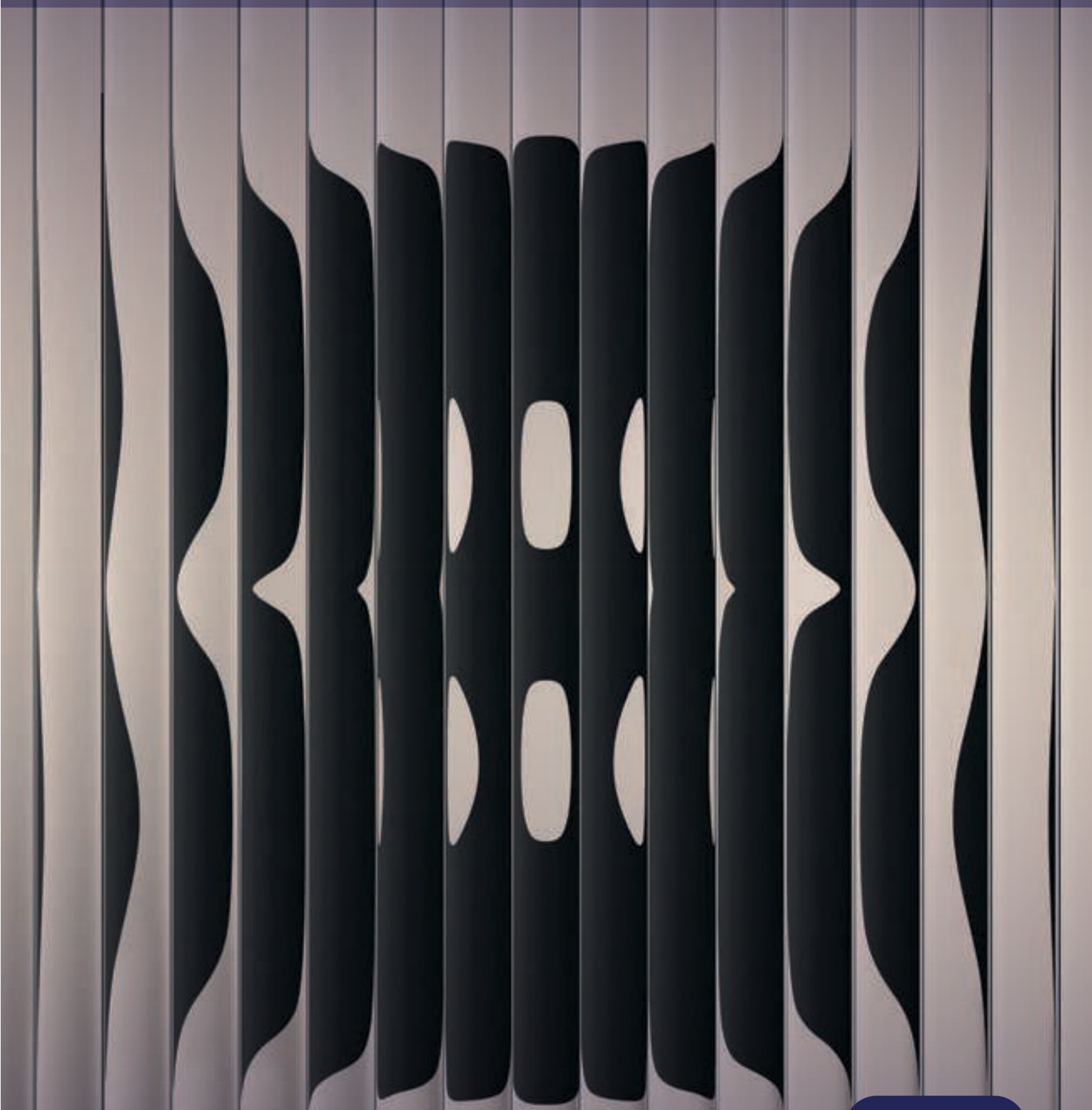
MSD
MORNING STAR DESIGN

Animate Course Outline



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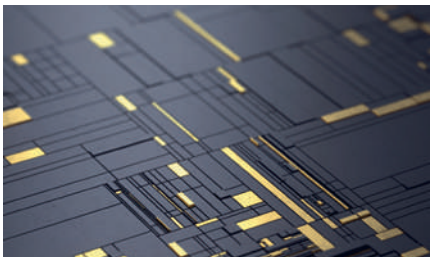

Duration: 3 Days

Related Courses:

Photoshop for Web, Javascript. Actionscript, Dreamweaver

Course Overview and Objectives

This Animate CC course is part of the Adobe authorized training series for graphics and publishing software developed by product experts. Lessons are designed so you can learn at your own pace.

If you're new to Animate, you'll learn the fundamental concepts and features you'll need to use the software. The courseware also covers many advanced features, including tips and techniques for using the latest version of this application.

Each lesson concludes with formative and summative assessments reinforcing what you've learnt.

Pre - requisites:

You should have working knowledge of your computer and Its operating system

Animate Course Outline

Getting Acquainted

- Starting Adobe Animate CC 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 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 fills
- Using variable-width strokes
- Using swatches and tagged swatches
- Creating curves
- Being expressive with the Paint Brush tool
- Creating and editing text
- Aligning and distributing objects
- About symbols
- Creating symbols
- Managing symbol instances
- Applying filters for special effects
- Converting and exporting art

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
- Easing
- Frame-by-frame animation
- Animating 3D motion

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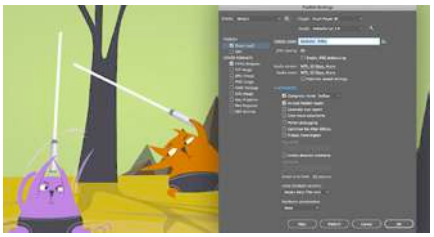
Get your game on.

Create interactive web and mobile content for games and ads using powerful illustrations and animation tools.

Create interactive characters.

Draw more expressive characters with Adobe Fresco live brushes that blend and bloom just like the real thing. Make your characters blink, talk, and walk with simple frame-by-frame animation.



Publish to any platform.

Reach your audience on desktop, mobile, and TV by exporting to multiple platforms, including HTML5 Canvas, WebGL, Flash/ Adobe AIR, and custom platforms

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

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

Controlling the Camera

- Animating camera moves
- Using the camera
- Attaching layers to the camera for fixed graphics

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 colour
- Creating and using masks
- Animating the mask and masked layers
- Easing a shape tween

Creating Interactive Navigation

- About interactive movies
- ActionScript and JavaScript
- Creating buttons
- Preparing the timeline
- Creating destination keyframes
- Navigating the Actions panel
- Add JavaScript interactivity with the Actions Panel Wizard
- Creating a Home button
- Playing animation at the destination
- Animated buttons

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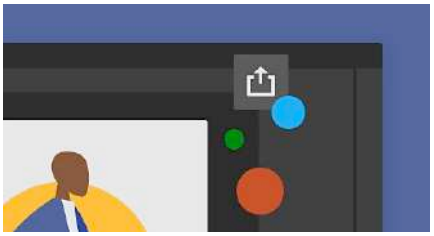
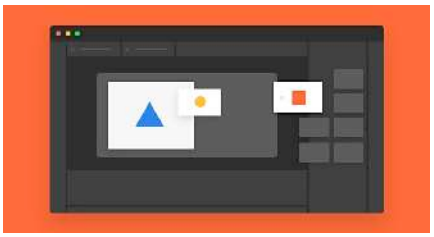


Quick sharing

Click once to share your compositions to social media. Now, sharing your animations on twitter with Animate is easier.



Asset panel

Easily assemble animations using pre-made assets from a helpful new panel. Export, import, and reuse assets to build a new animation without having to recreate content.

Creating Virtual Reality Environments

- About virtual reality
- VR Panorama and VR documents
- Creating a texture layer
- Creating new scenes
- Adding interactivity
- Adding graphics and animation
- Moving the camera position
- Publishing VR projects

Working With Sound and Video

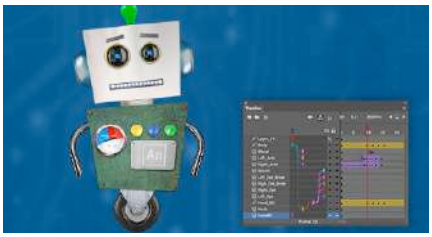
- Understanding the project file
- Using sounds
- Understanding video
- Using Adobe Media Encoder CC
- Understanding encoding options
- Playback of external video in your project
- Adding a video without playback controls

Publishing Your Movie

- Understanding publishing
- Converting to HTML Canvas
- Publishing for HTML
- Publishing a desktop application
- Publishing to mobile devices
- Next steps

New Blend modes support in Canvas

Make your animation stand out with the new blend modes available in HTML5 Canvas document



Performance stability upgraded

Animate offers better stability performance, a richer user experience, and the enablement of smoother workflows across the entire application.

New Fluid brushes

Enrich your drawing experience with this realistic and precise brush. These brushes also have pressure and velocity influence parameters.