

Introduction to Adobe Animate

Get started in Adobe Animate with this introductory, hands-on class. Learn Adobe's web animation and multimedia publishing software, Adobe Animate.

Group classes in NYC and onsite training is available for this course. For more information, email hello@nobledesktop.com or visit: <https://www.nobledesktop.com/classes/intro-adobe-animate>



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Course Outline

Get started with Animate

- Introducing Animate
- File types
- Creating a new document
- Animate workspace
- Working on the Stage
- Property Inspector
- Panels and groups
- Using the Timeline

Drawing tools

- Drawing in Animate
- Merge drawing mode
- Line tools
- Drawing with Pen tool
- Shape and Primitive tools
- Adding text
- Filters
- Colors and gradients
- Organize and layer graphics
- Transforming graphics

Use symbols and the library

- Symbols and instances

- Library panel
- Creating symbols
- Artwork with symbol instances
- Editing symbols
- Modifying instances
- Instance colors
- Duplicating symbols
- Swapping symbols
- Managing the Library

Basic animation

- Keyframes and the timeline
- Layers
- Frames and keyframes
- Motion-tweened animation
- Color effects, rotation, and scaling
- Motion Editor
- Animation paths
- Morphing with Shape Tweens
- Create and modify teens
- Onion Skinning

Imported Files

- Import formats
- Still images
- Bitmap images
- Adding text
- Swapping files
- Modifying imported artwork
- Photoshop layers
- Illustrator artwork
- Animating imported images

Adding Sound and Video to Animate projects

- Preparing sound files for Animate
- Editing your audio
- Choosing audio formats
- Importing sounds
- Adding sounds to the Timeline and buttons
- Understanding video in Animate
- Choosing embedded vs. linked video
- Using Animate Video formats

- Converting video with Adobe Media Encoder
- Adding embedded video

Introducing ActionScript navigation

- Understanding ActionScript
- Choosing the right ActionScript version
- Placing ActionScript
- Adding actions with the Actions panel
- Using Script Assist
- Controlling Movie Clip timelines
- Building basic button symbols
- Creating rollovers
- Exploring Javascript behaviors
- Adding behaviors to a button

Delivering a final animation

- Publishing process from Animate
- Customizing Publish settings
- Publishing to the Web
- Adobe AIR
- Publishing for Mobile Devices
- Publishing for iOS
- Publishing for Android OS
- Using Export Movie
- Exporting as a PNG Sequence
- Working with FTP