

Introduction to Adobe Animate

Learn Adobe Animate fundamentals in this hands-on class. Perfect for designers without formal training, you'll master drawing tools, motion, shape, and you'll begin creating interactive experiences with video and audio.

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



hello@nobledesktop.com • [\(212\) 226-4149](tel:(212)226-4149)

Course Outline

Introduction to Animate

- Flash v. Animate
- Understanding the Interface
- Understanding the Stage, Tools, & Properties Panels
- Visual Aids: Grids, Guides, & Rulers
- Setting Preferences
- Animate File Types: HTML5 v. AS3

Working with Imported Files

- Supported Imported Formats
- Working with Illustrator & Photoshop Files
- Import Options

Working with Symbols & the Library

- Understanding Symbols
- Symbol Types: Graphic, Movie Clip, & Button
- Understanding Instantiation
- Editing Symbol Instances
- Working with Libraries & Sharing Library Assets

Working with Text

- Text Field Types: Static & Dynamic
- Embedding Fonts
- Text Animation
- Text as Graphics

Creating Animation

- Working with the Timeline
- Frames, Keyframes, & Blank Keyframes
- Understanding Tweens: Motion, Classic, & Shape
- Creating Keyframe Animation
- Erasing & the Motion Editor
- Animation Guide Layers
- Working with Masks
- Animation Tools: Onion Skinning & Previewing

Creating & Coloring Graphics

- Drawing & Painting Tools
- Merge Drawing Mode, Object Drawing, & Primitive Objects
- Transforming & Combining
- Working with Color
- Arranging Objects

Understanding Interactivity

- Coding in Adobe Animate
- Using the Actions Panel
- About Code Snippets: Using & Saving
- Working with Button Symbols

Exporting & Publishing

- Export v. Publish
- Exporting HTML5
- Export File Formats
- Dealing with Packaged Assets