

# Adobe Animate Creative Cloud (CC)

(2 Day)

## Class Overview

This Adobe Animate training class is for people new to Animate (formerly Adobe Flash). After getting to know the Animate CC interface, you will learn to use the drawing tools and to create graphic and button symbols and cool Animate animations.

## Course Benefits

- Get comfortable with the Animate CC user interface.
- Learn to work with Animate's drawing tools.
- Learn to work with Graphic Symbols and the Library.
- Learn to create basic and advanced animations in Animate.
- Learn to use Button Symbols in Animate.

## Class Outline

### Getting Started

Starting Animate and Opening a File  
Getting to Know the Work Area  
Creating a New Document  
Using Workspaces  
Moving Panels  
Changing Workspaces  
Opening Existing Files  
Using the Properties Panel  
Undo  
Previewing Your Movie  
Publishing Your Movie  
Some Important Keyboard Shortcuts  
Exercise: Previewing Your Movie

### Working with Drawing Tools

Drawing in Animate  
Using the Tools Panel  
Using the Drawing Tools  
Using the Animate Drawing Tools to Create Shapes  
Using Additional Tools  
Exercise: Use the Drawing Tools to Create a Logo

## **Graphic Symbols and the Library**

- Working with the Library Panel
- About Symbols
- Creating Symbols
- Editing and Managing Symbols
- Duplicating Symbols
- Swapping Symbols
- Changing the Size and Position of Instances
- Changing the Color Effect of Instances
- Create Graphic Symbols
- Exercise: Create Graphic Symbols for a Banner Ad
- Import to Stage / Import to Library
- Open Another Document's Library / Sharing
- Importing Illustrator Files
- Importing Photoshop Files
- Exercise: Create Graphic Symbols

## **Basic Animation**

- Understanding the Timeline
- Organizing Layers in a Timeline
- About Animation
- Frame-by-Frame Animation
- Adding Frames, Keyframes, and Blank Keyframes
- Animating Position: Frame-by-Frame Animation
- Changing the Pacing and Timing
- Animating Transparency
- Previewing the Animation
- Animation with a Motion Tween
- Exercise: Use Motion Tween to Animate Airplane
- Using Timelines to Create Movie Structure
- Understanding Our Project File
- Exercise: Build Site Structure on Timeline
- More with Animation
- Exercise: Improving Motion Tweens with Easing and Motion Presets

## **Advanced Animation**

- Copy and Paste Motion
- Creating Motion Presets
- Create Photo Gallery using Motion Presets
- Creating Masks
- Animating Masks
- Morphing with Shape Tweens
- Using Shape Hints
- Motion with Inverse Kinematics
- Constraining Joints
- Inverse Kinematics
- Inverse Kinematics with Shapes

## **Button Symbols**

- Creating Button Symbols
- Text-Only Buttons (Using the Hit State)
- Animated Buttons
- Exercise: Adding Buttons to the Web Site
- Using Sounds

## **Movie Clip Symbols**

- Creating Movie Clip Symbols
- Movie Clip Symbols vs. Graphic Symbols
- Using a Movie Clip to Store Animation
- Nesting Symbols
- Exercise: Creating Movie Clips
- Code Snippets in a Movie Clip
- Exercise: Using Code to Stop the Website

## **Publishing Animate Documents**

- Testing a Animate Document
- Publish Settings
- Exercise: Publishing