ANIMATE CC FUNDAMENTALS: AN INTRODUCTION TO ANIMATE CC

Course Code: 8340

Adobe Animate CC provides a comprehensive authoring environment for creating interactive and media-rich applications.

Animate CC is widely used to create engaging projects integrating video, sound, graphics, and animation. You can create original content in Animate CC or import assets from other Adobe applications such as Photoshop or Illustrator. Animate CC lets you easily design animation add video and sound, then use a language to integrate sophisticated interactivity. With Animate CC you have the opportunity to use HTML5 or ActionScript as the interactive language. There is also the chance to Preview the new standard WebGL.

Use Animate CC to build innovative and immersive Web sites, to create stand-alone applications for the desktop, or to create apps to distribute to mobile devices running on the Android or the iOS system.

With extensive controls for animation, intuitive and flexible drawing tools, and a powerful object-oriented coding language, Animate CC delivers one of the only robust environments that let your imagination become reality.

What You'll Learn

Students will learn,

- Getting Acquainted
- Creating Graphics and Text
- Animating Symbols
- Advanced Motion Tweening
- Character Animation with Tweens
- Controlling the Camera
- Animating Shapes and Using Masks
- Creating Interactive Navigation
- Creating Virtual Reality Environments
- Working with Sound and Video
- Publishing

Who Needs to Attend

Video, animation and graphics professionals who need a working knowledge of Adobe Animate CC.

Prerequisites

- Practical working knowledge of Mac OS X or Windows skills.
- Photoshop Fundamentals: An Introduction to Photoshop CC class or equivalent experience is recommended.

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CLASSROOM LIVE	$1,035 CAD	2 Day

Classroom Live Outline

Module 1: Getting Acquainted

- Starting Adobe Animate 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
- 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

Module 2: 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
- Using transparency to create depth
- Being expressive with the Fluid Brush and custom brushes
- Creating and editing text
- Aligning and distributing objects

- About symbols
- Creating symbols
- Managing symbol instances
- Applying filters for special effects
- Converting and exporting art

Module 3: Animating Symbols

- About animation
- Understanding the project file
- Animating position
- Changing the pacing and timing
- Animating transparency
- Animating filters
- Animating transformations
- Editing multiple frames
- Changing the path of the motion
- Swapping tween targets
- Creating nested animations
- Easing
- Frame-by-frame animation
- Animating 3D motion
- Exporting your final movie

Module 4: 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

Module 5: Character Animation with Tweens

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

Module 6: Controlling the Camera

- Animating camera moves
- Getting started
- Using the camera
- Creating depth
- Attaching layers to the camera for fixed graphics
- Exporting your final movie

Module 7: 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 color
- Creating and using masks
- Animating the mask and masked layers
- Easing a shape tween

Module 8: Creating Interactive Navigation

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

Module 9: Creating Virtual Reality Environments

- About virtual reality
- VR Panorama and VR 360 documents
- Creating a texture layer
- Creating new scenes
- Adding interactivity
- Adding graphics and animation
- Moving the camera position
- Publishing VR projects

Module 10: 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

Module 11: Publishing

- Understanding publishing
- Converting to HTML5 Canvas
- Publishing for HTML5

- Publishing a desktop application
- Publishing to mobile devices

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Visit us at www.globalknowledge.com or call us at 1-866-716-6688.