# Adobe Animate CC - Fundamentals

# **Description**

Animate is the new name that Adobe has chosen for Flash's successor. In a time when the web doesn't need any plugins or extensions, the Flash format and its philosophy had made their time. However, it was impossible for Adobe not to react. Creative Cloud users are thus proposed to embrace a new platform for creating, animating and distributing rich-multimedia content for the modern web.

The aim of this course is to familiarize learners with the software interface so that they can use any type of graphic creations (vector image created in Illustrator, enhanced pictures in Photoshop, graphics and texts created directly in Animate) to easily create exportable animations in the form of video or advertising f animation or websites.

#### **Course Content**

#### Module 1: Shape drawing, drawing modes

- Lesson 1: Modifying shapes properties
- Lesson 2: Fills and strokes, gradients, transparency and Pattern brushes
- Lesson 3: Add and edit text

#### Module 2: Transforming shape

Lesson 1: Editing anchor points and curves with the Selection, the Direct Selection and the Pen tools

#### Module 3: Understanding the Stage, the timeline and the layers and their properties

Lesson 1: Use Typekit webfonts. Text and font usage

# Module 4: Animation with Shape-Tween ; adding Shape-Tween hints Module 5: Using Shape-Tweens and Mask Layers

Lesson 1: Copy, paste and reverse frames and layers

#### Module 6: Import JPG, PNG, Illustrator and Photoshop image files

- Lesson 1: Importation options
- Lesson 2: Exportation properties with the Library

#### Module 7: Symbols and Instances

- Lesson 1: Editing Symbols in the Library or «in place»
- Lesson 1: Applying color and transparency effects and adding Filters to Symbols

#### Module 8: Using Motion Tween with the Motion Presets panel

Lesson 1: Using Classic Tween with Layer Guide

## Module 9: Symbols and animations, technics

- Lesson 1: Duplicating and Swapping Symbols
- Lesson 2: Nesting Shape Tween animations and Graphic Symbols in Movie-Clip Symbols
- · Lesson 3: Controlling different timelines with Actions

#### Module 10: Adding sound

- Lesson 1: Sound files importation settings
- Lesson 2: Exporting for the web with HTML5 Canvas publish settings
- Lesson 3: Exporting a full animation as a MP4 video with sound

#### **Documentation**

Digital courseware "Adobe Animate Classroom in a Book" included

#### **Participant profiles**

- Self-educated but skilled webdesigners/webpublishers
- Self-educated Photoshop, Illustrator or Dreamweaver users

#### **Prerequisites**

- Experience in graphical design softwares such as Photoshop or Illustrator
- Sense of creativity and a vocation for animation; a good experience of web content formats

## **Objectives**

- · Create and import graphic designs and videos
- Create animations with shapes and objects; save custom reusable motion presets
- · Create animations with colors, color-gradients, transparency and Filters
- Add type for animations; how to include and use Typekit fonts
- Create and use Mask-Layers and Guide-Layers in creative ways
- Create and organize Symbols in the Library, share Library items
- Understand principles for creative and easy animations: loops, clips, pendulum
- Create web compliant videos (mp4 iOS comliant)
- Create clickable animations in HTML5 format (iOS comliant) for advertising on websites

#### Niveau

Fondamental

**Classroom Registration Price (CHF)** 

1400

**Virtual Classroom Registration Price (CHF)** 

1300

**Duration (in Days)** 

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Reference

ADBAA-01