ADOBE ANIMATE TRAINING COURSE - INTRODUCTION

In this introductory Adobe Animate training course you'll learn the basic skills you need to get up and running with Adobe Animate, and how to use Animate to create immersive animated experiences for the Web.

WHAT YOU'LL LEARN IN THIS TRAINING COURSE

- Navigating the workspace
- Using the drawing tools
- Working with symbols and the Library
- Creating basic animation
- Loading and importing files
- Controlling animation
- Publishing to desktop, Web and mobile

AUDIENCE FOR THIS TRAINING COURSE

This Adobe Animate training course is geared toward first-time or novice Animate users and is ideal for digital and traditional designers looking to move further into the interactive media field.

TRAINING COURSE DURATION

This class is two days in length, with course times running from 9:30 am until 4:30 p.m. on both days of the class. Lunch break occurs from approximately noon until 1 pm each day.

TRAINING COURSE CURRICULUM

This training course uses lesson files and content written and created by our instructors. Our courses are delivered by the same instructors that write the best-selling *Digital Classroom* series.

ENROLLING IN THIS ADVANCED AFTER EFFECTS COURSE

You can register for this training class online, or by calling 781-376-6044 or 800-851-9237.

LOCATIONS FOR THIS TRAINING COURSE

You can attend classes at your training centers located in Boston, New York City, Philadelphia, on-site at your office, or online. You can select the course location at the time of your registration.

GOALS AND OBJECTIVES FOR THIS TRAINING COURSE

American Graphics Institute is focused on providing high-quality training courses for your professional development. We provide regularly scheduled small group courses along with private or customized training.

PRIVATE AND CUSTOMIZED TRAINING COURSE OPTIONS

This training course can be offered as a private class for groups or individuals, and the content can be customized to meet your specific needs. You can call to speak with a training representative at 781-376-6044 or 800-851-9237 to discuss training course customization.

LESSON 1:
WORKSPACE & WORKFLOW

On the Stage
The Tools panel
Grids, guides and rulers
Typekit Web fonts
Timelines and Timeline layers
Setting and setting Preferences
Using panels
Moving and copying
Find and replace
Undo, redo and History
Keyboard shortcuts
The Timeline

LESSON 2:
DRAWING & COLOR

About drawing
Vector and bitmap graphics
Paths, direction lines and points
Merge Drawing mode
Object Drawing mode
Primitive objects
Overlapping shapes
Transforming and combining
Adding color
Strokes, fills and gradients
Lines and shapes
Arranging objects

LESSON 3:
SYMBOLS & LIBRARIES

About symbols and instances
Graphic symbols
Button symbols
Movie clip symbols
Creating and converting
Duplicating and swapping
Editing symbols
Editing instances
Working with libraries
Sharing library assets

LESSON 4:
BASIC ANIMATION

Motion tweens
Classic tweens
Inverse Kinematics
Shape tweens
Frame-by-frame animation
Frame rates
Identifying animations
Frames, keyframes and timelines
Tweened layers
Animation guides
Onion skinning
Previewing animation

LESSON 5:
IMPORTING ARTWORK

Supported import formats
Importing vector files
Importing bitmap files
Import Options
To Stage or To Library
Pasting bitmap files
Importing FXG files
About AutoCAD DXF files
Loading artwork at runtime

LESSON 6:
BASIC INTERACTIVITY

About Code Snippets
Adding a code snippet to an object
Adding a code snippet to a frame
Adding new snippets
Button symbols
Movie clip buttons
AS button components
Button states
Enabling, editing and testing buttons

LESSON 7
EXPORTING & PUBLISHING

Export vs. Publish
Exporting SWFs
Export file formats
Update for Dreamweaver
Publishing AS3 documents
Using publish profiles
Publish settings
Publish Preview
Flash Player detection
Publishing mobile content
Mobile Content Simulator
Flash Lite guidelines