Adobe Animate CC

1. Getting Acquainted

- Starting Adobe Animate CC and Opening a File
- Understanding Document Types
- Getting to Know the Workspace
- Working with the Library Panel
- Understanding the Timeline
- Organizing Layers in a Timeline
- Using the Properties Panel
- Using the Tools Panel
- Undoing Steps in Animate
- Previewing Your Movie
- Modifying the Content and Stage
- Saving Your Movie

2. Creating and Editing Symbols

- Importing Adobe Illustrator Files
- About Symbols
- Creating Symbols
- Importing Adobe Photoshop Files
- Editing and Managing Symbols
- Changing the Size and Position of Instances
- Changing the Color Effect of an Instance
- Understanding Display Options
- Applying Filters for Special Effects
- Positioning in 3D Space

3. Animating Symbols

- About Animation
- Understanding the Project File
- Animating Position
- Changing the Pacing and Timing
- Animating Transparency
- Animating Filters
- Animating Transformations
- Changing the Path of the Motion
- Swapping Tween Targets
- Creating Nested Animations
- Graphic Symbols

- Easing
- Frame-by-Frame Animation
- Animating 3D Motion
- Animating Camera Moves
- Testing Your Movie

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

5. Creating Interactive Navigation

- About Interactive Movies
- Creating Buttons
- Understanding ActionScript 3.0
- Preparing the Timeline
- Adding a Stop Action
- Creating Event Handlers for Buttons
- Creating Destination Keyframes
- Creating a Home Button Using Code Snippets
- Code Snippets Options
- Playing Animation at the Destination
- Animated Buttons

Coverage of course contents will depend upon prior knowledge of the participant.