KOENIG SOLUTIONS · COURSE OUTLINE

Adobe Animate CC

Learn to create graphics and animations in Adobe Animate CC, from motion tweens and bones to interactive navigation.

COURSE OVERVIEW

This course covers the Adobe Animate CC interface before moving into creating graphics and text. It then progresses through motion tweening, layer parenting and classic tweens, puppet warping, and inverse kinematics with bones. Later modules address camera animation, shape animation with masks, and building interactive navigation.

WHO THIS COURSE IS FOR

- Graphic Designers
- Animators
- Motion Designers
- Web Designers
- Multimedia Developers

COURSE SYLLABUS

10 Modules

01

Getting Acquainted

02

Creating Graphics and Text

03

Animating Symbols with Motion Tweens

04

Advanced Motion Tweening

05

Layer Parenting and Classic Tweens

06

Puppet Warping

07

Inverse Kinematics with Bones

08

Animating the Camera

09

Animating Shapes and Using Masks

10

Creating Interactive Navigation

WHAT IS INCLUDED

Everything You Need to Succeed

- Koenig course material for every module
- Delivery by certified instructors and subject matter experts
- Hands-on exercises throughout the course
- Course completion certificate from Koenig

ABOUT KOENIG

Who We Are

Established in 1993, Koenig Solutions is a globally recognised training provider with 35+ technology partnerships, 5,000+ training programmes and a network of certified instructors and subject matter experts, supporting individuals and enterprise teams worldwide.

FLEXIBLE DELIVERY

Learn the Way That Suits You

Classroom Training | Live Online Classes (ILO) | Fly-Me-A-Trainer (FMAT) | Flexi (Self-Paced) | 1-on-1 Training

Ready to Get Started?

Talk to a learning advisor about schedules, group training and customised delivery.

Visit koenig-solutions.com | info@koenig-solutions.com