

## Captivate Masterclass + Animations - 5 days Beginner course

This course is perfect for those looking to create dynamic eLearning experiences with Adobe Captivate CC2019. You'll work with objects, video and even learn how to implement animation with a specific focus on Adobe Animate. Rapidly author professional eLearning content with advanced interactivity, software and scenario simulations, quizzes, video and other engaging experiences. Boost your eLearning productivity with templates, collaboration workflows with the use of variables to allow the creation of highly personalized and realistic materials.

### Our pledge

This course is guaranteed to be delivered by an Adobe Certified Instructor from Certitec - our pledge of excellence.

### Overview

#### Who is this course for?



#### What you will learn

- CBT development process
- Recording projects
- Editing text captions timeline
- Working with images
- Pointer paths and buttons
- Adding audio
- Working with video
- Adding animations
- Adding question slides
- Themes and project templates
- Quiz creation and feedback
- Exporting to YouTube
- Exporting to HTML5
- Using skins and templates
- Reporting and publishing options
- Themes, Master Slides and Project Templates
- Responsive eLearning in depth
- Introduction to Adobe Animate
- Using system and User variables
- Standard and conditional scripting
- SCORM and Multi-SCORM packaging
- Using the Captivate Draft app
- Round tripping to Photoshop and Illustrator

Level: **Beginner**  
Duration: **5 days**  
Cost: **£949 +VAT**



Claim: **£100 FlexiCredit**  
Exam included: **No**

Mac and Windows    
Maximum delegates: **8**



This course is Adobe Authorised and delivered by an Adobe Certified Instructor

### Payment

Payment can be made by cheque, BACS or all major credit/debit cards

### London Covent Garden

5-9 August 2019

28 October-1 November 2019

### Related Courses

Captivate Masterclass  
Captivate Introduction  
Photoshop Introduction  
Animate Introduction

## Course outline

### The learning environment

- Definitions
- Captivate Workflow for Systems Training
- Start Page
- Main Editing Interface
- Workspace Layout

### Create a blank project

- New project options dialog box
- The Recording window
- Settings button
- Editing Slides
- Slides
- Filmstrip
- Slide Properties

### Working with text captions and pointer

- Updating text captions
- Text Caption Editing
- Resizing and moving
- Object Style Manager
- Modify the Pointer
- Pointer path

### Working with the timeline

- Set stacking order

### Working with objects

- Using the Grid and the Align panel
- Stacking and Merging Images
- Grouping
- Adding Smart Shapes

### Inserting animations

- Text animation
- Inserting Animations

### Using animation effects

- Creating HTML5 friendly animations.
- Editing Motion paths

### Responsive Projects

- Creating Responsive Projects with fluid boxes
- Properties of a Fluid box and how they work:
- Previewing on different devices.
- Converting existing non responsive content to responsive

### Working with video

- Adding Slide video
- The type of video that you want to insert
- Changing a typing layer to an animation

- Adding Widgets
- Smart learning interactions

### Recording demonstrations with audio

- Record audio Dialog box
- Audio file importing and editing
- Closed Captioning
- Text to speech
- Recording software simulations

### Inserting question slides

- Slide pool and random slides
- Inserting random slides

### Setting reporting options

- Branching

### Updating projects

- Recording additional slides into an existing project

### Themes and project settings

- Themes
- Templates

### Learning management systems (LMS)

- Quiz preferences
- AICC and SCORM
- Manifest File
- Manifest dialog box

### Publishing to HTML5

- Export considerations
- Browser support
- AICC and SCORM

### Other reporting and publishing options

- Interrogating the results via the Adobe Captivate Quiz Results Analyser
- Reporting to an internal server
- Spell Check
- Skin Editor and Table of Contents
- Start and End
- Resize Projects
- Roundtrip editing via Word
- Publishing to YouTube

### Planning

- Using the Captivate Draft app

### Integrating with the Adobe Cloud

- Integrating Adobe Photoshop

## Course outline (continued)

- Integrating Adobe Flash
- Integrating with Illustrator
- Previewing with Adobe Edge Inspect
- Previewing in SCORMCLOUD

### Video

- Encoding video files for use in Captivate
- Adding and editing animation effects
- Recording high definition 'screen casts'
- Inserting widgets and preloaders into the project

### YouTube

- Uploading video for YouTube
- Sharing YouTube videos
- Integreating into your projects

### Mobile devices

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- Working with multiple screen resolutions
- Testing mobile projects
- Sharing mobile projects

### Animations

- Using smart shapes as buttons
- Using buttons to trigger animation effects
- Switch object visibility on/off
- Introducing Edge Animate

### Variables

- Creating and insert 'system' and 'user' variables
- Using variables to gather data
- Creating 'conditional' and 'shared' actions
- Object State view
- New variables in Captivate
- Detailed use of 'Drag and drop' functionality

### Aggregator projects

- Create an 'aggregator' project
- Publish the aggregator project

### Reviewing

- Reviewing projects pre-publishing with the Captivate 'Reviewer' software
- Publishing for Learning Management Systems (LMS)
- Using the Geolocation variable

### Analysing

- Captivate Quiz Results Analyzer - the LMS alternative
- Creating and editing Aggregator project

### Troubleshooting

- Troubleshoot any issues with the trainer
- Bring in your existing problem projects for the trainer to assist with

### Getting to know Animate

- Adobe Animate Workspace
- The Tools panel
- Working with Panels
- Panel Dock
- Libraries
- Setting Preferences

### Working with documents

- Working with the Stage
- Using Guides, Rulers, and Grids
- Using the Timeline
- Using Layers
- Copying and Moving Content
- Undoing, Redoing
- History in Animate

### Working with shapes and colour

- Drawing in Animate
- Using Vector Graphics
- Using Bitmap Graphics
- Merge Drawing Mode
- Object Drawing Mode
- Drawing Primitive Shapes
- Creating Overlapping Shapes
- Adding Colour
- Strokes and Fills
- Gradients
- Lines
- Arranging Objects
- Transforming Objects

### Working with symbols

- What Symbols are and how they work
- What Symbols' Instances are
- Movie Clip Symbols
- Graphic Symbols
- Creating Symbols
- Editing Symbols
- Editing Instances

### Working with animations

- Shape Tweens
- Classic Tweens
- Motion Tweens

### Publishing and exporting

## **Course outline (continued)**

- Publishing from Animate
- Importing to Captivate
- Exporting for HTML5
- Publishing Preview

## Further information

### Our guarantee of training satisfaction

No questions, no quibbles, no problem!

Should you ever need to take your course again, just let us know.

### Requirements

- Basic knowledge of Windows or Macintosh.
- Understand how to launch an application and save files.
- For web courses you will need to have knowledge of web browsers.

### Lunch

We provide flexible lunch vouchers which can be redeemed at outlets nearby such as

- Bella Italia
- Boots
- Burger King
- Co-operative
- Eat
- Greggs
- McDonalds
- Pizza Express
- Pret A Manger
- Starbucks
- Sainsbury's
- Tesco

to name but a few.

### Support

We supply 6-months rock-solid support via email on the subject matter covered during the course.

### General information

- Courses start at 10am and finish at 5pm.
- Please arrive 30 minutes prior to the start of the course on the first day.
- We operate a casual dress code.
- We supply all computers, software and courseware, pads, pens, lunch and refreshments.

- We have both macOS and Windows computers in our training rooms.
- Bring along a USB/Flash drive so you can take away your course files.
- Following your course, we will email you an Adobe Authorised Course Completion Certificate.
- Each course comes with an 500-page Adobe Classroom training book.
- Access to a secure section of our site that offers useful tips and tricks.

# Certitec.

Adobe Authorised Training for Creatives & Professionals

## Contact Certitec

0845 527 0768

[enquiries@certitec.com](mailto:enquiries@certitec.com)

[www.certitec.com](http://www.certitec.com)



### Certitec London

90 Long Acre, Covent Garden, London WC2E 9RZ

### Certitec Cardiff

15th Floor, Brunel House, 2 Fitzalan Road  
Cardiff CF24 0EB

### Certitec Bristol

Broad Quay House, Prince Street, Bristol BS1 4DJ