

Animate Introduction - 2 days

Beginner course

For those looking to start working with animations, our introduction course is for you. You'll learn how work with shapes, documents, creating interactivity and more. Deliver to audiences across platforms and devices for an engaging experience. People have created Animate content for interactive presentations, web content and even full websites, so you have complete flexibility on how Animate is used in your workflow.

Our pledge

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

Overview

Learn to develop rich interactive animated content and create engaging experiences and deliver to desktop and mobile devices.

Who is this course for?

This course is aimed at designers and developers who are new to Animate and who want to get to grips with the user interface and learn the basics of animation and interactivity.

What you will learn



You will learn how to get the most of the Animate namely:

- exploring the design interface
- exploring the timeline
- creating engaging animations
- working with images, shapes, text and video
- working with code snippets, buttons and movie clips
- create stunning interactive content
- build web banners
- export your projects to HTML5

Level: **Beginner**
Duration: **2 days**
Cost: **£449 +VAT**



Claim: **£70 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

19-20 August 2019

11-12 November 2019

Related Courses

Animate Masterclass
Animate Masterclass + Adobe Certified
Photoshop Introduction

Course outline

Getting to know Animate

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

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 text

- Using Text in Animate
- Working with Fonts
- Using Typekit Web Fonts
- Using Leading

Working with symbols

- What Symbols are and how they work
- What Symbols' Instances are
- Movie Clip Symbols
- Graphic Symbols
- Button Symbols
- Creating Symbols
- Converting Content to Symbols
- Swapping Content
- Editing Symbols
- Editing Instances
- Working with Library

Working with animations

- Shape Tweens
- Classic Tweens
- Motion Tweens
- Frame-by-Frame Animation
- Working with Frame Rates
- Frames and Keyframes
- Keyframes and Blank Keyframes
- Using Onion Skinning
- Previewing Animations

Creating interactivity

- Using JavaScript in Animate
- Using ActionScript 3.0 in Animate
- Using Code Snippets
- Adding Code Snippets to Objects
- Working with Buttons
- Making Movie Clips into Buttons
- Buttons States
- Editing Buttons
- Testing Buttons

Animate CC libraries (new in Animate CC 2017)

- Using Adobe CC Libraries
- CC Libraries integration in Animate
- Designer-Developer workflow with libraries

Publishing and exporting

- Exporting from Animate
- Publishing from Animate
- Differences between Exporting and Publishing
- Exporting as SWF
- Exporting for HTML5
- Exporting Formats
- Publishing Preview
- Publish Settings
- Adding Flash Player Detection
- Publishing HTML5 to InDesign, MUSE and Dreamweaver
- Create responsive animations
- Add a pre-loader to your HTML5 animation

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

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