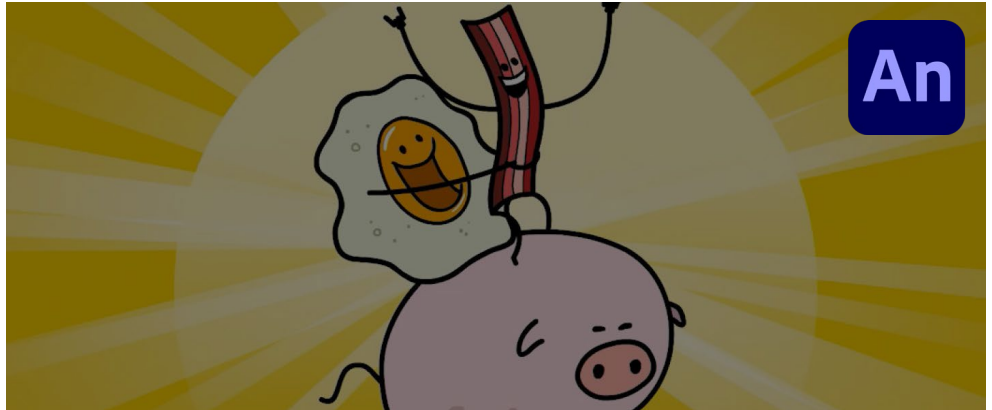


Introduction to Animate

Training course outline

Introduction to Animate provides a thorough grounding for beginners, teaching everything required to produce professional-standard animations for incorporation into your website, app or e-learning tutorials.



Course summary

Teaches key techniques for creating professional-standard animations. Sessions include:

- Manipulating and optimising graphics.
- Adding animation.
- Articulated motion and morphing.
- Creating interactive navigation.
- Publishing to HTML5.

Duration

One day.

Who should attend?

Newcomers to Animate.

In-class or live online

You can attend course in-person at any of our centres, or participate online from your place of work or home.

To read about our approach to online training, see armada.co.uk/live-online-training.

General information

Armada is an Adobe Authorised Training Centre (AATC), and our *Introduction to Animate* course is accredited by Adobe.

Animate courses are hosted by Adobe Certified Instructors (ACIs).

Introduction to Animate training is arranged *on-request*, i.e. one-to-one training or a 'closed course' for your group.

Your training can be:

- Provided when it suits you.
- Adapted to reflect the work you're going to be doing in Animate, focusing on topics that are most important to you.

Whilst attending training at our centres, delegates have the use of a computer running licensed Animate software to practice the techniques taught. Refreshments and lunch are provided.

Course fees can be paid by card or bank transfer. We accept purchase orders from UK-registered companies and public sector organisations.

If you're self-funding your training, you can pay in staged payments, interest-free, over 12 months.

Course materials and certificate

You'll receive:

- Comprehensive training materials.
- An e-certificate (PDF) confirming completion of an Adobe-accredited *Introduction to Animate* course.

Method of delivery

Training is designed for the busy professional, being short and intensive and combining lecture and demonstration. Practical exercises carried out under guidance help delegates learn the techniques taught.

You'll have ample opportunity to discuss your specific requirements with your trainer.

After course support

Following Animate training, you're entitled to 30 days' email support from your trainer.

Further information

For further details, see armada.co.uk/course/animate-training. For a quote and details of our availability, please contact us.

Course syllabus

See over.

Course syllabus

Topics	Sub-topics
Getting to know the workspace	Working with the library panel Understanding the timeline Organising layers Using properties inspector and tools panel Undoing and previewing your movie
Working with graphics	Understanding strokes and fills Creating and editing shapes Using gradient and bitmap fills Making patterns and decorations Creating curves Creating and editing text
Creating and editing symbols	Importing Photoshop and Illustrator files Creating symbols Editing and managing symbols Changing size and position of Instances Changing colour effects of instances Applying filters for special effects Positioning in 3D space

Topics	Sub-topics
Adding animation	Understanding animation Animating position and transparency Changing the pacing and timing Animating filters and transformations Changing the path of the motion Creating nested animations Frame-by-frame animation
Articulated motion and morphing	Articulated motion with inverse kinematics Constraining joints Inverse kinematics with shapes Armature options Morphing with shape tweens, shape hints
Navigation	Adding a stop action Creating event handlers for buttons
Using text	Hyperlinking text Working with vertical text
Publishing	Exporting to HTML5