ADOBE ANIMATE TRAINING COURSE - INTERMEDIATE

In this intermediate Adobe Animate course you'll go beyond the basics of animation. Discover more advanced effects, filter sand tansforms, add audio and video for impact, and gain a stronger foundation for working with Animate by scripting and publishing for different platfroms.

WHAT YOU'LL LEARN IN THIS TRAINING COURSE

- Reviewing Animate essentials
- Managing content with scenes and masks
- Effects, filters and transforms
- Exploring ActionScript fundamentals
- Diving deeper into ActionScript
- Adding audio and video
- Publishing to more platforms

AUDIENCE FOR THIS TRAINING COURSE

This intermediate Adobe Animate training class is designed for basic to intermediate Animate (or Flash) users who are ready to improve their skills and learn basic ActionScript. It is ideal for those with an understanding of basic concepts or who have completed the introductory Animate course.

TRAINING COURSE DURATION

This class is two days in length, with course times running from 9:30 am until 4:30 p.m. on both days of the class. Lunch break occurs from approximately noon until 1 pm each day.

TRAINING COURSE CURRICULUM

This training course uses lesson files and content written and created by our instructors. Our courses are delivered by the same instructors that write the best-selling *Digital Classroom* series.

ENROLLING IN THIS ADVANCED AFTER EFFECTS COURSE

You can register for this training class online, or by calling 781-376-6044 or 800-851-9237.

LOCATIONS FOR THIS TRAINING COURSE

You can attend classes at your training centers located in Boston, New York City, Philadelphia, on-site at your office, or online. You can select the course location at the time of your registration.

GOALS AND OBJECTIVES FOR THIS TRAINING COURSE

American Graphics Institute is focused on providing high-quality training courses for your professional development. We provide regularly scheduled small group courses along with private or customized training.

PRIVATE AND CUSTOMIZED TRAINING COURSE OPTIONS

This training course can be offered as a private class for groups or individuals, and the content can be customized to meet your specific needs. You can call to speak with a training representative at 781-376-6044 or 800-851-9237 to discuss training course customization.

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ADOBE ANIMATE TRAINING COURSE - INTERMEDIATE

LESSON 1:
ANIMATE ESSENTIALS
Drawing objects
Symbols and instances
Frames and keyframes
Tweening and the Timeline
Animating layers
Incorporating color
Tweening shapes
Guiding animation
Importing artwork
Basic interactivity
Exporting and publishing

LESSON 2:
SCENES & MASKS
Pros and cons of scenes
Controlling scene playback
Role of Actionscript
The Scene panel
Adding and deleting scenes
Renaming and reordering scenes
Duplicating scenes
About mask layers
Creating mask layers
Masking additional layers
Unlinking masked layers
Animated masked graphics

LESSON 3:
EFFECTS, FILTERS, TRANSFORMS
Color effects
Brghtness effect
Tint effect
Alpha effect
Advanced effect
Animated filters
Applying and removing filters
Saving filter presets
Transforming objects
Free Transform
Envelope modifier
Remove Transform

LESSON 4:
ACTIONSCRIPT FUNDAMENTALS
Code Snippets
Stcript editing mode
Using Script Assist
Actions panel
Adding and removing actions
Actions and frames
Stop action
Goto action
Controlling movie clips
ActionScript functions
Debugging ActionScript

LESSON 5:
INTERMEDIATE ACTIONSCRIPT
Targeting movie clips
Loading external content
Dynamic text fields
Variables and data types
Creating event handlers
Button functionality
Conditionals
Dynamically load video
Sharing library items
Using fsCommands

LESSON 6:
AUDIO & VIDEO
Event vs. stream sounds
Importing sounds
Sounds library
Supported audio formats
Adding a sound
Editing sounds
Deploying video
Stream, download or embed
FLV and F4V
Video Import Wizard
Controlling video playback

LESSON 7
ADVANCED EXPORTING
Converting to other formats
Document Type Converter
HTML5 Canvas
Creating an HTML5 Canvas file
Publishing animations to HTML5
Optimizing HTML 5 Canvas output
Exporting bitmaps as sprite sheets
Migrating content to HTML5 Canvas
Creating and publisghing to WebGL
Packaging apps for AIR (iOS/Android)