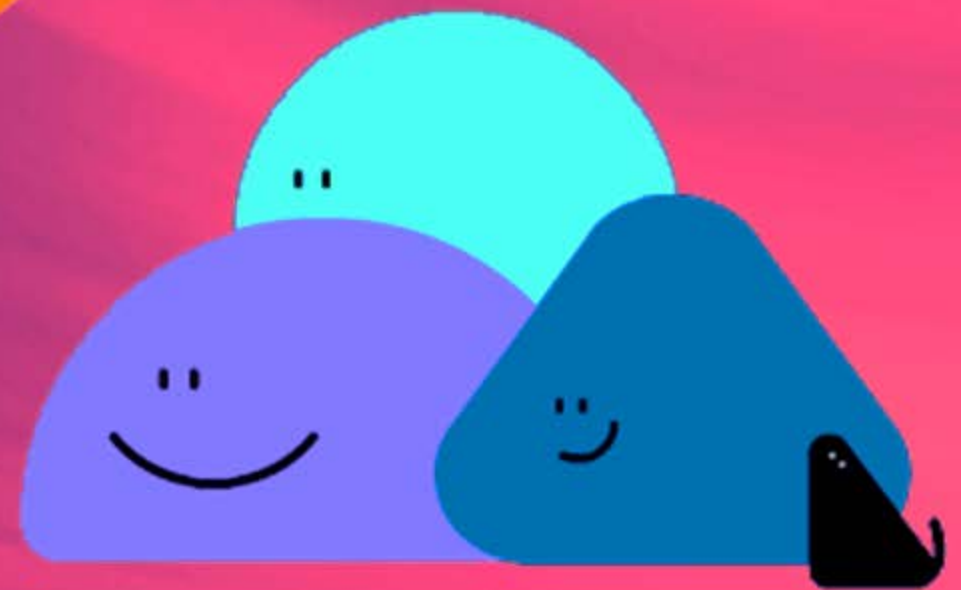An

Adobe Animate
Course
For Beginners

Your learning needs
are at the heart of
what we do

By FourSquare Training

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Adobe Animate Training Course for Multimedia Vector Animation - two day course

On this two-day introductory Adobe Animate course you will learn how to create your first frame-by-frame animations using keyframes, tweens, digital animatronics and basic character rigging with techniques for 'natural' motion using Kinematics, adding animation to static images and working with animated effects.

With Adobe's powerful 2D vector animation software you are able to start out with static images and artwork and use them to produce, direct and create your own animations and interactive content for shows, cartoons, avatars, entertainment, gaming, advertising and infographics.

We specialise in delivering flexible training programmes and the actual course content, topics and syllabus taught will vary depending upon your learning requirements.

DAY 1

Module 1: **Introducing Adobe Animate**

- What is Adobe Animate?
- Tools Panel and Tools Properties
- Working with Adobe Animate Panels
- Utilising Libraries and Library Resources
- Setting Design Preferences

Module 2: **Building your First Adobe Animate Project**

- Adobe Animate for the Web: WebGL (Web Graphics Library) and HTML5
- Understanding Animation File Types
- Setting up your Project Document
- Working with Size /FPS (Frame Rate Per Second)

Module 3: **Adobe Animate Assets**

- What are Assets?
- Exploring Assets and Adobe Stock
- Asset Repositories /Acquiring Assets
- Using Adobe Illustrator Images in Animate

Module 4: **Configuring the Authoring Environment in Adobe Animate**

- Using Grids, Guides, Rulers
- What is the 'Stage' in Adobe Animate?
- Using the Animate Stage
- Copying and Moving Content
- Useful Shortcut Keys and Un-dos
- Arranging and Transforming Animation Objects

Module 5: **Working with Shapes and Drawing in Adobe Animate**

- Understanding Adobe Animate Drawing Modes
- Creating, Editing and Overlapping Shapes

- Working with Colours and Colour Gradients
- Shape Fills and Strokes
- Techniques for Lines (Inserting and Editing)
- Working with the Brush Tool

Module 6: **Working with Layers in Adobe Animate**

- An Introduction to Layers in the Adobe Animate Environment
- Setting a Background Layer or Stage

DAY 2

Module 7: **Working with the Adobe Animate Timeline**

- Using the Timeline
- Setting a Background Layer or Stage in the Timeline
- What is a Keyframe?
- Manipulating Keyframes (Add, Edit, Delete)
- Working with Multiple Timelines

Module 8: **Introducing Animatronics for Adobe Animate**

- What is Digital Animatronics?
- Creating a Basic Animation
- What is Tweened Animation?
- Creating your First Classic Tween
- Making an Animation using a Shape Tween
- Working with Frame-by-Frame Animation
- Easing (acceleration or deceleration to create 'natural' motion)
- Using Motion Guides

- Working with Nested Timelines
- Previewing your Animation

Module 9: **Introducing Character Rigs for Adobe Animate**

- Creating a Basic Character Animation
- Creating a Motion Tween-Based Animation
- What is Kinematics (Chained and Branched 'natural' motion)
- (Forward Kinematics (FK) /Inverse Kinematics (IK)
- Working with Points of Rotation /Anchor Points
- Parenting View / Forward Kinematics Chains
- Understanding the Bone Tool for Inverse Kinematics (Chained/Branched Natural Motion)

Module 10: **Working with Symbols in Adobe Animate**

- What are Symbols (Graphic and MovieClip Symbols etc.)?
- Inserting a New Symbol
- Converting to a Symbol
- Copying Frames to Symbols
- Editing Symbol Instances
- Symbols the Libraries Panel

Module 11: **Working with Banners in Adobe Animate**

- Creating your First Web Banner
- Importing Images and Layers from Adobe Illustrator
- Adding Text to your Banners

Module 12: **Exporting your Adobe Animate Project**

- Exporting Animate Projects
- Exporting to Multiple Platforms
- Publishing Animate Projects
- Exporting versus Publishing Understanding Export Formats Export to HTML5
- Configuring Publishing Settings

Scan the QR Code for more course information: