Adobe Flash has been re-purposed as Adobe Animate CC, a brand new tool for animation on the Web, that will be more than a little familiar to anyone who's used the erstwhile darling of the hipster tool formerly known as Flash.

Course Description

This one day course will give you the knowledge to create and deliver rich interactive content. Adobe Animate is now the industry-leading authoring tool for creating engaging interactive experiences. Create content that can be delivered 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.

Typical attendees include: graphic and web designers, UI/UX staff, content editors, marketers, digital producers and advertising personnel.

The course runs from 9.30 am to approximately 4.30 pm.

Overview
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

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Adobe Animate CC

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 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

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

New features
Native export to HTML5 Canvas and WebGL support
Export for SVG animation
4k video support export
Vector art brushes
Colored onion skinning
Rotatable canvas
Integration with Adobe Stock
Integration with shared libraries

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