

Learning Adobe Animate CC

Module 1 Contents

Chapter 1: Getting Started With Animate

The Animate Welcome Page.....	1-1
The Animate Screen	1-2
The Animate Workspace	1-2
The Properties Panel.....	1-4
Other Panels.....	1-5
The Tools Panel	1-5
The Timeline Panel	1-6
The Panel Group	1-7
Rulers, Grids and Guides	1-9
Rulers	1-9
Grids	1-10
Guides.....	1-11
Using the Drawing Tools	1-13
The Classic Brush Tool	1-14
The Animate Workspace	1-15
The interface Colour	1-16
Animate Assignment 1	1-17

Chapter 2: Drawing Tools

Cookie Cutting.....	2-1
Selecting Shapes	2-3
The Selection Tool	2-5
Selection Tool Exercise.....	2-7
Rounded Rectangles	2-7
The Pencil Tool.....	2-9
The Classic Brush Tool	2-11
Normal Brushes.....	2-11
Custom Brushes	2-14
The Fluid Brush Tool	2-15
The Paintbrush Tool	2-17
Drawing Vector Strokes	2-17
Using the Brush Library	2-19
The Ink Bottle and Paint Bucket Tools.....	2-21
Drawing Some Rectangles	2-21
The Ink Bottle Tool.....	2-22
The Paint Bucket Tool	2-23
The Eyedropper Tool	2-24
The Eraser Tool.....	2-24
Object Drawing	2-26
Animate Assignment 2.....	2-29

Chapter 3: Symbols, Libraries and Layers

Creating a Logo	3-1
Drawing a Circle	3-1
Adding a Rectangle	3-2
Placing the Rectangle Over the Circle.....	3-3
Adding Text to the Logo	3-4
Duplicating the Logo	3-6
Using Symbols and the Library Panel	3-9
Creating a Symbol	3-9
The Library Panel	3-10
Exporting Graphics	3-13
Layers	3-14
Importing the Graphics	3-14
Adding the Background to the Stage	3-16
Adding a Second Layer.....	3-17
Adding an Image to the Image Layer.....	3-18
Adding the Logo	3-18
Using the Layers.....	3-19
Changing the Stacking Order	3-20
Turning Layers Off	3-20
Locking Layers	3-21
Image Outlines	3-22
Animate Assignment 3.....	3-23

Chapter 4: Motion Tween Animations

Creating a Motion Tween	4-1
Setting the Symbol	4-1
Setting the Motion Tween.....	4-2
Understanding the Timeline Panel.....	4-4
Adjusting Animations	4-5
Adjusting the Motion Path.....	4-6
Rotating Objects	4-7
Scaling Objects in an Animation.....	4-9
Inserting Another Keyframe	4-9
Animate Exercise	4-11
Clearing Property Keyframes	4-11
Adjusting the Duration of the Animation.....	4-12
Animate Assignment 4.....	4-14

Chapter 5: Multiple Object Animations

The Background Layer	5-1
Setting the Background Layer	5-1
Locking the Layer	5-2
The Ball Layer	5-2
Adding the Background Frames	5-3
Animating the Ball.....	5-4
Drawing the Ball.....	5-4
Converting the Circle to a Symbol	5-5
Setting the Motion Tween.....	5-5
Creating the Bounce.....	5-6
Adjusting the Animation	5-6
Increasing the Time of the Animation	5-8
Adjusting the Easing	5-9
Adjusting Paths With the Subselection Tool.....	5-10
Animate Assignment 5.....	5-12

Chapter 6: Shape and Classic Tweens

Shape Tweening.....	6-1
Setting the Start Shape	6-1
Setting the End Shape	6-1
Setting the Shape Tween.....	6-3
Adjusting Shapes.....	6-3
Using Shape Hints	6-5
Removing Shape Hints.....	6-7
Reversing the Shape Tween.....	6-8
Classic Tweening.....	6-9
Inserting a Symbol	6-9
Inserting the End Keyframe	6-10
Setting the Classic Tween	6-11
Adjusting the Animation	6-12
Easing.....	6-12
Animate Assignment 6.....	6-14

Chapter 7: Fixed Point Animations

Loading the Prepared File	7-1
Adding Layers	7-2
Inserting the Clockface Layer Frames	7-2
Adding Guides to the Screen	7-3
Animating the Big Hand	7-4
Adding the Symbol to the Animation.....	7-4
Editing the Big Hand Symbol	7-4
Animating the Big Hand	7-6
Animating the Small Hand	7-7
Inserting the Small Hand Symbol.....	7-7
Editing the Small Hand Symbol.....	7-7
Creating the Motion Tween	7-8
Exercise 7	7-9
Animate Assignment 7.....	7-10

Chapter 8: Circular Animations

Loading the Prepared File	8-1
Converting the Beetles to Symbols.....	8-2
The Red Beetle.....	8-2
The Blue Beetle.....	8-4
Setting the Background Layer Frames.....	8-5
Animating the Red Beetle	8-5
Creating the Motion Path	8-5
Transferring the Path	8-7
Animating the Red Beetle	8-8
Orient to Path	8-9
Animating the Blue Beetle	8-10
Creating the Motion Path	8-10
Animating the Blue Beetle	8-12
Setting the Orient to Path	8-13
Deleting the Path Layers.....	8-14
Copying Frames	8-14
Stopping the Animation	8-15
Adjusting the Frame Rate.....	8-16
Animate Assignment 8.....	8-17

Chapter 9: Frame By Frame Animations

Drawing an Eyeball	9-1
Adding the Eye Shape.....	9-3
Copying the Eye	9-5
Adding Layers	9-6
Animating the Eyelid.....	9-7
Duplicating the Keyframes	9-10
Animate Assignment 9.....	9-14

Chapter 10: Creating Movie Clips

Creating a Movie Clip.....	10-1
Setting a Movie Clip Symbol	10-1
Drawing the First Position of the Bird	10-2
Drawing the Second Position of the Bird.....	10-3
Setting the Third Position of the Bird	10-4
Setting the Fourth Position of the Bird.....	10-5
Using the Movie Clip	10-6
Adjusting the Flight Path.....	10-7
Adding Another Instance of the Bird	10-8
Instance Names.....	10-11
Animate Assignment 10.....	10-12

Chapter 11: Animating Still Photos

Loading the Prepared File	11-1
Breaking the Photo Apart.....	11-1
Separating the Head	11-2
Converting the Head to a Symbol	11-4
Animating the Head	11-6
Setting the Frames.....	11-6
Setting the Head Positions.....	11-6
Wagging the Tail	11-9
Erasing the Tail.....	11-9
Creating the Tail Layer	11-10
Converting the Tail to a Symbol	11-10
Animating the Tail	11-12
Animate Assignment 11.....	11-14

Chapter 12: Using Masks

Creating a Mask over a Background	12-1
Creating the Background Layer.....	12-1
Inserting the Mask Layer.....	12-2
Creating the Mask	12-3
Background Colours	12-4
Editing the Mask	12-5
Animating Masks	12-6
Creating the Mask Symbol	12-6
Animating the Mask	12-8
Movie Clip Masks	12-9
Importing the Image.....	12-9
Creating the Movie Clip Symbol	12-10
Animating the Movie Clip.....	12-12
Adjusting the Motion Path.....	12-13
Exercise 12.....	12-15
Animate Assignment 12.....	12-16

Chapter 13: Creating Buttons

Creating a Simple Button.....	13-1
Setting the Button Symbol	13-1
The Button States	13-2
Testing the Button.....	13-4
Adding Text to the Button	13-5
Other Adjustments	13-6
The Hit Area	13-7
Creating a Button	13-7
Setting the Over and Down States.....	13-8
Setting the Hit Area	13-9
Creating a Navigation Bar.....	13-11
Loading the Global Page File.....	13-11
Adding the Button Layer.....	13-12
Creating the First Button.....	13-12
Adding Some Text to the Button	13-13
Setting the Button States	13-14
Copying the Buttons	13-15
Altering the Text.....	13-16
Testing the Buttons.....	13-16
Animate Assignment 13.....	13-17

Chapter 14: Using the Motion Editor Panel

Loading the Prepared File	14-1
Opening the Motion Editor Panel.....	14-1
Adjusting Anchor Points	14-3
Adjusting the Paths of the Animation.....	14-4
Applying Easing Effects.....	14-5
Applying a Simple Ease	14-5
Other Ease Effects.....	14-7
Adding Other Animation Properties	14-8
Closing the Motion Editor Panel	14-11
Animate Assignment 14.....	14-12

Chapter 15: Publishing Animations

Simple Publishing.....	15-1
Publish Settings	15-2
Document Size	15-4
Publishing HTML5 Canvas Files	15-5
Starting a HTML5 Document.....	15-5
Creating a Simple Animation	15-6
Publishing the Animation.....	15-6
Converting ActionScript 3 to HTML5 Canvas files	15-8
File Presets	15-10

Animate Project 1

Module 2 Contents

Chapter 16: Adding Sounds to Animations

Loading an Animation and Sound	16-1
Adding Sounds to the Timeline.....	16-1
Synchronising Sounds	16-3
Event	16-3
Stream	16-4
Stop	16-7
Sound Effects	16-7
Removing the Extra Sounds	16-7
Using the Fade in Effect.....	16-8
Editing Sound Effects.....	16-9
Adding Sounds to Buttons.....	16-11
Placing the Button on the Stage.....	16-11
Adding the Sound to the Library.....	16-11
Adding the Sound to the Button.....	16-12
Animate Assignment 16.....	16-14

Chapter 17: Using the 3D Tools

The 3D Rotation Tool.....	17-1
Creating the Movie Clip.....	17-1
Selecting the 3D Rotation Tool.....	17-2
Rotating the Object	17-3
Adjusting the Perspective	17-4
Adjusting the Vanishing Point	17-5
Moving the Rotation Point.....	17-5
Using the 3D Rotation Tool in Animations	17-6
The 3D Translation Tool	17-7
Creating the Movie Clip Symbol	17-7
Applying the 3D Translation.....	17-8
Movie Credits	17-11
Creating the Movie Clip.....	17-11
Animating the Text.....	17-13
Applying 3D Effects on Images	17-16
Importing the Image.....	17-16
Converting the Image to a Movie Clip Symbol.....	17-17
Animating the Globe.....	17-18
Adding Some Rotations	17-20
Animate Assignment 17.....	17-22

Chapter 18: Using the Bone Tool

The Bone Tool Basics	18-1
Drawing the Shape	18-1
Applying the Bone Tool.....	18-2
Using the Bone Links.....	18-3
The Pin Option.....	18-4
Controlling Bone Movements.....	18-5
Constraining Movements and Rotations	18-7
Runtime.....	18-8
Animating Imported Images.....	18-9
Loading the Prepared File	18-9
Separating the Biceps	18-9
Separating the Forearm	18-12
Separating the Hand	18-13
Applying the Bone Tool.....	18-15
Creating the Animation.....	18-16
Animating Drawn Shapes.....	18-19
Drawing the Shape	18-19
Setting the Bone Structure	18-19
Animating the figure	18-21
The Spring Effect.....	18-22
Loading the Image.....	18-22
Applying the Bone Tool.....	18-23
Animating the Pin	18-24
Applying the Sprint Effect	18-25
Animate Assignment 18.....	18-26

Chapter 19: Using the Asset Warp Tool

Simple Asset Warping	19-1
Creating a Movie Clip Symbol.....	19-1
Inserting the Asset Warp Handles	19-2
Setting the Keyframes	19-3
Adjusting the Shape	19-3
Creating the Animation.....	19-4
Animating the Movie Clip.....	19-6
The Asset Warp Options.....	19-8
Exercise 19.....	19-9
More Detailed Asset Warps	19-9
Opening the Prepared File	19-9
Setting the Asset Warp Handles.....	19-11
Inserting the Frames and Keyframes.....	19-12
Setting the Right Legs Start Positions.....	19-13
Setting the Left Legs Start Positions.....	19-15
Copying the Keyframes	19-17
Applying a Classic Tween.....	19-18
Removing the First Keyframes.....	19-20
Animating the Symbol.....	19-22
Animate Assignment 19.....	19-24

Chapter 20: Code Snippets

Loading a Prepared Symbol	20-1
Naming the Movie Clip.....	20-1
Controlling Objects With the Arrow keys.....	20-2
Moving Objects With the Mouse	20-4
Opening Web Sites.....	20-6
Fading an Object	20-7
Multiple Code Snippets.....	20-9
Animate Assignment 20.....	20-11

Chapter 21: Invisible Buttons

Loading the Prepared File	21-1
Looking at the Animation	21-1
Stopping the Animation	21-2
Setting an Invisible Button.....	21-3
Creating the Button	21-3
Setting the Hit Area	21-4
Naming the Button Instance	21-5
Adding Some ActionScript	21-5
Adding Sound to the Button.....	21-7
Animate Assignment 21	21-9

Chapter 22: The Camera Tool

Animating a Still Photo.....	22-1
Loading the Image.....	22-1
Inserting the Camera Layer.....	22-2
Zooming In	22-3
The Camera Properties	22-4
Panning Around the image	22-5
Panning and Zooming.....	22-6
Applying Animation	22-8
Rotating the View	22-9
Further Camera Properties.....	22-10
Viewing Stage Content.....	22-11
Using the Camera Tool in Animations.....	22-12
Loading the Prepared Animation	22-12
Setting the Keyframes	22-12
Adding Camera Effects	22-13
Applying Easing	22-15
Zooming in on the Finish Line	22-17
Refining the Animation	22-18
Animate Assignment 22.....	22-20

Chapter 23: The Assets Panel

Looking at the Assets Panel	23-1
Animated Assets	23-2
Static Objects	23-5
Sound Clips.....	23-6
Creating an Beach Scene	23-6
Inserting a Background Image	23-6
Saving the Background Asset	23-7
Animating the Background Image.....	23-9
Inserting Animated Characters	23-10
Inserting the Puppy Character.....	23-10
Looking at the Puppy Movie Clip	23-12
Flipping the Movie Clip	23-13
Saving the Puppy Asset.....	23-14
Inserting the Wolf Character	23-15
Adjusting the Animation	23-17
Exercise 23.....	23-18
Animate Assignment 23.....	23-19

Chapter 24: Lip Syncing

Loading the Prepared File	24-1
Creating the Mouth Symbol	24-2
Creating the Mouth Shapes.....	24-4
Creating the A Mouth Shape.....	24-4
Creating the O Mouth Shape	24-6
Creating the E Mouth Shape	24-7
Creating the W,R Mouth Shape	24-8
Creating the T,S Mouth Shape	24-9
Creating the L,N Mouth Shape	24-10
Creating the U,Q Mouth Shape	24-11
Creating the M,B,P Mouth Shape.....	24-12
Creating the F,V Mouth Shape	24-13
Importing an Audio File	24-16
Auto Lip Syncing.....	24-18
Opening the Lip Syncing Dialogue Box	24-18
Assigning the Mouth Shapes	24-19
Stopping the Animation	24-24
Fine Tuning the Lip Sync Effect.....	24-24
Animate Assignment 24.....	24-26

Chapter 25: Text Formatting

Creating Text	25-1
Character Spacing	25-3
Selectable Text.....	25-4
Linked Text	25-6
Vertical Text.....	25-7
Paragraph Formatting.....	25-8
Loading the Prepared File	25-8
Text Alignments	25-8
Paragraph Spacing and Margins	25-10
Filters.....	25-11
Animating Letters.....	25-14
Breaking the Text Apart.....	25-14
Creating a Guide Layer	25-16
Adding frames to the Layers	25-17
Adding the Guide Lines.....	25-18
Animating the Letters	25-18
Exercise 25.....	25-20
Converting Text into Shapes	25-21
Breaking Text Apart Twice	25-21
Creating the Shape Tween	25-22
Some Other Text Effects	25-24
Reversing Frames	25-25
Animate Assignment 25.....	25-26

Chapter 26: Text Effect Movie Clips

Creating the Movie Clip Symbol	26-1
Entering the Text.....	26-1
Adding Keyframes.....	26-3
Animating the Letters	26-4
Keeping the Letters on the Screen.....	26-6
Looking at the Animation	26-7
Using the Movie Clip	26-9
Editing Movie Clips	26-11
Animate Assignment 26.....	26-14

Chapter 27: Creating Scenes

Loading the Prepared File	27-1
The Introduction Scene.....	27-2
Creating the Animation.....	27-2
Naming the Scene.....	27-5
The Apes Scene	27-6
Creating a New Scene.....	27-6
Adding a Background	27-7
Inserting the Gorilla.....	27-8
The Orangutan Layer.....	27-9
Looking at the Animation So Far	27-11
The Big Cats Scene	27-11
Changing the Order of Scenes.....	27-12
Duplicating Scenes	27-13
Stopping the Animation	27-14
Animate Assignment 27	27-15

Chapter 28: Useful Tools

Importing Video Clips	28-1
Selecting the Video	28-1
Selecting the Skinning.....	28-2
Playing the Video Clip	28-3
The Pen Tool	28-4
Drawing Straight Lines	28-4
Creating Curved Lines.....	28-6
Combining Curved and Straight Lines	28-7
Adding Anchor Points.....	28-10
Deleting Anchor Points	28-11
Line Width Tools.....	28-12
Variable Width Profiles.....	28-12
The Width Tool.....	28-15
Animating Shape Widths	28-17
Preset Animations	28-19
Creating the Object	28-19
Applying a Motion Preset.....	28-20
Saving a Motion Preset.....	28-21
Looking at Sample Animations	28-23
Tutorial Files.....	28-24
Animate Assignment 28.....	28-25

Animate Project 2