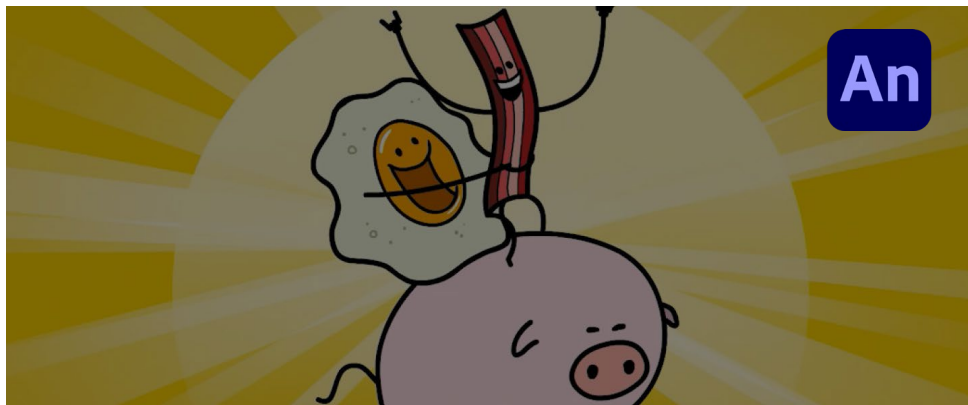


# Intermediate Animate

## Training course outline

*Intermediate Animate* is for existing users who want to take their use of the application to the next level.

It teaches a range of techniques that you can use to achieve sophisticated designs and impressive animations.



### Course summary

Teaches advanced techniques for creating impressive animations. Sessions include:

- Tweening.
- Masking.
- Banner ads.
- ActionScript interactivity.
- Effects and filters.
- Inverse kinematics.
- Incorporating audio and video.
- Advanced publishing options

### Duration

Two days.

### Who should attend?

Existing Animate users who wish to build on their skills.

### Prerequisites

You should have a good working knowledge of Animate, i.e. be familiar with the topics taught in our *Introduction to Animate* course (see [armada.co.uk/an/syllabus](http://armada.co.uk/an/syllabus)).

### In-class or live online

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

To read about our approach to online training, see [armada.co.uk/liveonline](http://armada.co.uk/liveonline).

### General information

Courses are hosted by highly experienced instructors with vast experience of using the application professionally.

Whilst attending training at our centres, you'll have the use of a computer running licensed Adobe Creative Cloud software to practice the techniques taught. You can choose to use a Windows computer or Mac.

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.

### Course materials and certificate

You'll receive:

- A comprehensive training guide and practice files.
- An e-certificate (PDF) confirming successful course completion.

### 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 you learn the techniques taught.

You have ample opportunity to discuss specific requirements with the trainer.

### After course support

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

### Further information

See [armada.co.uk/course/intermedan](http://armada.co.uk/course/intermedan).

### Course syllabus

See over.

# Course syllabus

Topics	Sub-topics
<b>Advanced animation techniques</b>	Using the Motion Editor Easing 3D motion Simulating physics with spring feature
<b>Creating interactive Navigation</b>	Understanding Interactive Movies Creating buttons Creating destination keyframes Animating buttons
<b>Advanced text</b>	Understanding TFL text Adding Multiple columns Wrapping text
<b>Tweening</b>	Tweening and the Timeline Swapping tween targets Guiding the objects Creating paths Editing paths Subselection tool Importing Photoshop artwork Importing Illustrator artwork
<b>Masking</b>	Using masks in Animate Creating mask layers Animating masked content Masking content with AS 3.0 Removing masking
<b>Creating banner ads</b>	Tips on creating HTML5 banner ads Banner ad sizes Creating expandable banners Creating banner ads with transparency
<b>ActionScript interactivity</b>	Scripting code Using actions panel Adding actions Removing actions Adding code to frames Adding code to objects Controlling symbols with actions Creating ActionScript functions Working with dynamic text fields
<b>Working with effects and filters</b>	Color and brightness effects Tint and alpha effects Advanced effects Animated filters Applying and removing filters Copying filters Creating filter presets

Topics	Sub-topics
<b>Advanced inverse kinematics</b>	Creating bone structures Inverse kinematics with movie clips Inverse kinematics with shapes Animating inverse kinematics structures
<b>Working with audio</b>	Using sounds Importing sounds Stream sounds Event sounds Supported sound file formats Editing sounds in Animate Sounds library
<b>Working with video</b>	Understanding video Using Adobe Media Encoder Playback of external video Importing video Supported video file formats Streaming or downloading video Using cue points Embedding video Using FLV and F4V videos Using MP4 videos Import Video wizard Controlling video playback
<b>Digital Magazines (DPS)</b>	Design considerations for animated content for digital magazines Planning animated magazine cover design Creating an animated magazine cover Exporting animated magazine cover from Animate Importing animated magazine cover into InDesign
<b>Advanced exporting and converting</b>	Converting documents to other formats Document converter Converting animations to HTML5 Exporting raster images as Sprite Sheets Creating Android, iOS and AIR apps Packaging apps for Android, iOS, AIR
<b>Advanced publishing</b>	Different formats available Understanding the bandwidth profiler Adding metadata Publishing a movie for the Web Creating standalone applications