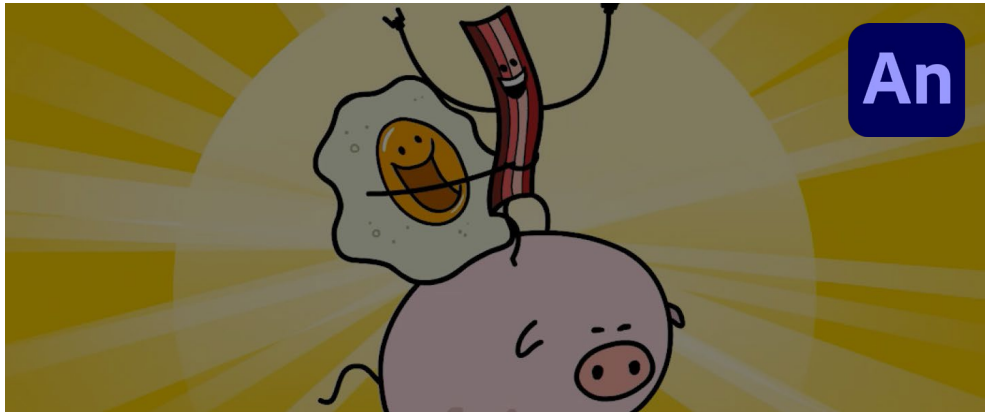# Introduction to Animate

Training course outline

Introduction to Animate provides a thorough grounding for beginners, teaching everything required to produce professional-standard animations for incorporation into your website, app or e-learning tutorials.

Course summary
Teaches key techniques for creating professional-standard animations. Sessions include:

- Manipulating and optimising graphics.
- Adding animation.
- Articulated motion and morphing.
- Creating interactive navigation.
- Publishing to HTML5.

Duration
One day.

Who should attend?
Newcomers to Animate.

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.

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/an.

Course syllabus
See over.

Follow-on course
Intermediate Animate (2 days). See armada.co.uk/course/intermedan for details.

Course syllabus

Topics	Sub-topics
Getting to know the workspace	Working with the library panel
	Understanding the timeline
	Organising layers
	Using properties inspector and tools panel
	Undoing and previewing your movie
Working with graphics	Understanding strokes and fills
	Creating and editing shapes
	Using gradient and bitmap fills
	Making patterns and decorations
	Creating curves
	Creating and editing text
Creating and editing symbols	Importing Photoshop and Illustrator files
	Creating symbols
	Editing and managing symbols
	Changing size and position of Instances
	Changing colour effects of instances
	Applying filters for special effects
	Positioning in 3D space

Topics	Sub-topics
Adding animation	Understanding animation
	Animating position and transparency
	Changing the pacing and timing
	Animating filters and transformations
	Changing the path of the motion
	Creating nested animations
	Frame-by-frame animation
Articulated motion and morphing	Articulated motion with inverse kinematics
	Constraining joints
	Inverse kinematics with shapes
	Armature options
	Morphing with shape tweens, shape hints
Navigation	Adding a stop action
	Creating event handlers for buttons
Using text	Hyperlinking text
	Working with vertical text
Publishing	Exporting to HTML5

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