KLH Adobe Animate 2022 Outline

1   Getting Acquainted with Animate

Starting Adobe Animate
Opening Files
Understanding Document Types
Creating New Documents
Using and Creating Workspaces
Working with the Library Panel
Understanding the Timeline Panel
Organizing Layers in the Timeline
Using the Properties Panel
Selecting Tools
Adding Layer Effects
Undoing Steps in Animate
Previewing Projects
Modifying Content and the Stage
Exporting and Saving Movies

2   Creating Graphics and Text

Applying and Editing Strokes and Fills
Creating and Editing Shapes
Making Selections
Using Variable-Width Strokes
Organizing Drawings
Creating Curves
Using Brushes
Applying Gradient Fills
Using Transparency
Symbol Basics
Creating Symbols

Managing Symbol Instances
Applying Filters
Creating and Editing Text
Aligning and Distributing Objects
Sharing Projects
Collaborating with the Assets Panel

3   Animating Symbols with Motion Tweens

Animation Basics
Animating Position
Changing Speed and Timing
Animating Transparency
Animating Filters
Animating Transformations
Editing Multiple Frames
Changing and Editing Motion Paths
Swapping Tween Targets
Creating Nested Animation
Easing
Frame-by-Frame Animation
Animating 3D Motion.
Exporting Movies

4   Advanced Motion Tweening

About the Motion Editor
Adding Motion Tweens
Editing Property Curves
Motion Editor Viewing Options
Copying and Pasting Curves
Adding Complex Eases

Using the Motion Editor
Adding Complex Eases

5   Layer Parenting and Classic Tweens

Layer Parenting
Using Classic Tweens
Lip-Syncing Dialogue with Graphic Symbols

6   Puppet Warping

Puppet Warping Basics
Using the Asset Warp Tool
Editing Rigs
Animating Rigs
Rigs with Branching Joints
Warp Options
Propagating Rig Edits
Using and Creating Single Joints

7   Inverse Kinematics with Bones

Character Animation with Inverse Kinematics
Creating Repeating Motion
Disabling and Constraining Joints
Adding Poses
Inverse Kinematics with Shapes
Simulating Physics with Springiness
Tweening Automatic Rotation
Rig Mapping

8   Animating the Camera

Using the Camera
Animating Camera Moves
Attaching Layers to the Camera

9   Animating Shapes and Using Masks

Animating Shapes
Creating Shape Tweens
Changing Timing
Adding Additional Shape Tweens
Creating Looping Animations
Using Shape Hints
Onion Skinning
Animating Color
Masked Layers
Creating and Using Masks
Animating Masks
Easing Shape Tweens

10   Creating Interactive Navigation

Interactive Movie Basics
ActionScript vs JavaScript
Creating Buttons
Setting Up a Timeline
Creating Destination Keyframes
Navigating the Actions pane
Adding JavaScript Interactivity
Using the Actions Panel Wizard
Creating Navigation Buttons
Playing Animations at Destinations
Animated Button Creation