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Flash Professional has been the standard for producing rich animations on the web for nearly two decades. The emergence of HTML5 and demand for animations that leverage web standards required Adobe to completely rewrite their tool over the past few years to incorporate native HTML5 Canvas and WebGL support.

As a new era emerges for Flash professional so does a new name, Adobe Animate CC was released in early 2016 and gives it a more accurate representation of its position as the premier animation tool for the web and beyond.



Reaching over one billion devices worldwide, over a third of all content created in Flash Professional uses HTML5. Widely used in the cartoon industry it has also been recognized as an HTML5 ad solution that complies with the latest Interactive Advertising Bureau (IAB) standards.

Animate CC will continue to support Flash (SWF) and AIR formats with the addition of outputting animations to virtually any format (including MP4, animated GIF and SVG) and exporting videos (using custom resolutions) for use on the latest Ultra HD and Hi-DPI displays.

We can also deliver private and in-company Animate CC courses. Please call +44 (0)1273 622272 to discuss your requirements.

Course Objectives

After attending Animate training you will be able to:

- Understand the basic concepts of creating Animate CC movies
- Use the Adobe Animate interface with confidence
- Publish Animate CC movies to an HTML page

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- What does Edge Animate Create?
- HTML5, CSS3 and JavaScript Overview
- Introduction to DOM
- Understand WebKit
- Planning your Animation
- Implementation of your Animation in Dreamweaver

Usage of the Edge Interface

- Introduction to Menus
- Set up your Background
- Draw Simple Shapes using Div Tags and CSS
- Using the cmd/ctrl Modifier for Drawing
- Using the Properties Panel, Stage, and Guides
- Understanding the Elements Panel and Structural HTML
- Identifying Animated Objects

Animation Using the Edge Timeline

- Importing Assets to Edge Animate
- Manual Animation
- Automatic Animation
- Using the Pin for Animation
- Filtering Animated and Non-Animated Objects
- Auto-Keyframe Properties Switch
- Hollow Keyframes
- Zooming the Timeline

Building Out an Animation

- Using Multiple Layers
- More Practice with the Pin for Animation
- Moving the Pin and Playhead
- Using Math Expression in the Properties Panel
- Adding a Simple Trigger using a JavaScript Snippet
- Stopping the Timeline
- Previewing in a Browser
- Moving Keyframes
- Modifying Transitions
- Copy and Paste Animations

Timeline Actions

- Adding Timeline Labels
- Adding Timeline Actions and Triggers
- Modifying JavaScript
- Playing in Reverse

Using Events

- Overview of Events: Mouse, Touch and jQuery Mobile
- Adding an Event Handler to an Object
- Setting Parameters
- Creating Buttons

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- Using Multiple Triggers
- Customising JavaScript Actions

Edge Animate Publishing

- Understanding the JavaScript Includes
- What is jQuery?
- Edge Content Div Tag
- Put your Edge Animate Content in a Website

This one day Animate CC training course will introduce delegates to the main features in Animate CC including vector graphics, interactivity, animation, video and publishing Animate CC movies into an HTML page.