CMIT COMPUTER INSTITUTE
Building Bright Careers Since 1989

ADOBE ANIMATE SYLLABUS

Module 1: Introduction & Fundamentals

- Overview of animation, history of Flash → Animate
- Understanding document types
- Workspace & panels (Tools, Properties, Library, Timeline, Stage)
- Layers, frames, keyframes, blank keyframes, onion skinning
- Saving, project structure, file organization

Module 2: Drawing & Graphics in Animate

- Vector drawing tools (Pen, Pencil, Brush, shape primitives)
- Strokes, fills, gradients, color swatches, tagged swatches
- Editing shapes: anchor handles, adding/removing points
- Working with text: static & dynamic text
- Importing graphics (from Illustrator, Photoshop)
- Bitmaps versus vectors; converting between types

Module 3: Symbols, Instances & Library

- What are symbols (Graphic, Button, Movie Clip)
- Creating, editing, nesting symbols
- Swapping, editing instances, property overrides
- Using Library panel
- Symbol filters, color transformations, effects

Module 4: Basic Animation Techniques

- Frame-by-frame (traditional) animation
- Classic Tweening & Motion Tweening
- Animating properties: position, scale, rotation, skew
- Motion paths, easing
- Nested animation
- Motion Editor

Module 5: Shape Tweens & Morphing

- Difference between shape tween and motion tween

- Morphing shapes
- Shape hints to guide tweening
- Color tweening & gradient transitions
- Using multiple shape tweens together

Module 6: Masks, Filters & Effects

- Understanding masks
- Using animated masks
- Filters and visual effects (blur, glow, drop shadow, bevel)
- Blend modes (multiply, screen, overlay, etc.)
- Color effects & transformations

Module 7: Character Animation & Rigging

- Principles of animation (timing, squash & stretch, anticipation, follow-through)
- Bone & rigging
- Hierarchical structure and parenting of parts
- Deformations, warp tool, mesh transformations
- Walk / run cycles, gestures

Module 8: Interactivity & Scripting

- Button symbols & interactive elements
- Frame labels, goto & stop, play, pause
- Using the Actions Panel
- Simple interactive banners, menus

Module 9: Audio & Video Integration

- Importing audio & video assets
- Controlling playback, buffering, volume

Module 10: Publishing / Exporting

- Publish settings for different output types
- Export formats: SWF, MP4, GIF, HTML5 Canvas, image sequences