# ADOBE ANIMATE FULL





## COURSE OVERVIEW

Animate is a powerful vector animation tool that Web designers uses to create stunning Web-based animations. The interactive environment provided by Animate and Action Script is the canvas upon which video games are created. This course will introduce delegates to the main features in Animate including vector graphics, interactivity, animation and video. Participants will also be able to create interactive elements using built-in ActionScript behaviors, incorporate sound and video and publish and test your Animate content on a range of platforms.

Entry Requirement : Basic Computer Knowledge

Course Duration : 32 hrs.

Mode of Training : Face to face Instructor led Training



## COURSE CONTENT -

# Module 1 Introduction to Animate

Creating a new animate file
Exploring animate interfaces
Working with workspace
Navigating to a different workspace
Managing the workspace
Setting the stage, saving the animate file

# Module 2 Getting started with drawing tools

Exploring drawing modes in animate
Using drawing modes
Working with drawing tools in animate
Using the pen tool, using the text tool
Using the line tool, using the rectangle tool
Using the pencil tool, using the brush tool
Using the deco tool, using the bone tool
Using the paint bucket tool, using the eyedropper
Tool, using the eraser tool

# Module 3 Working with objects and text

Selecting objects in animate
Using selection tool
Using lasso tool, moving an object
Copying an object, deleting an object
Editing objects
Transforming objects
Modifying an object with envelope modifier
Scaling an object, rotating object
Flipping an object
Working with text in animate
Creating text fields
Editing text field

# Module 4 Working with timeline

Working with frames and key frames
Changing the length of a frame sequence
Working with layers and layer folders
Creating a layer, locking and unlocking a layer
Hiding a layer, creating a layer folder
Renaming a layer or a layer folder
Copying and pasting a layer's content

#### Module 5 Using symbols, instances, and the library

Exploring the types of symbols
Creating symbols
Creating symbols from existing objects
Creating new symbols
Converting an animation to a movie clip
Duplicating a symbol, modifying symbols
Editing in the symbol-editing mode
Edit in place, edit in a new window
Working with instances, inserting instances
About the library panel in animate
Using the common libraries of animate
Creating your own library
Using symbols from other animate file
Animating camera with path

# Module 6 Working with sounds and video

Working with sounds in animate
Importing a sound file
Adding sound to the timeline
Adding sound to a movie clip
Editing sounds, working with video in animate
Importing a video file, editing a video file

# Module 7 Creating animation

Understanding the tweened animation Creating motion tweens Setting the property of a layer Editing the motion path of a motion tween Motion presets in animatepreviewing a Motion preset Saving a tween as a custom motion preset Deleting a motion preset, creating a classic tween Creating classic tween motion along a path Frame-by-frame animation Creating frame-by-frame animations Using onion skinning, shape tweening in animate Creating a shape tween, shape hints in animate Understanding mask layers Creating a mask layer Exporting and saving animations

# Module 8 Working with action script

About action script, action script versions
Working with action script
Actions panel overview
Displaying the actions panel
Script pane, panel menu, actions toolbox
Script navigator, resizing the actions toolbox
Or script pane
About the script assist mode
Adding action script to frames
Using action script with buttons
Using action script with a movie clip
Creating animated masks with movie clips
Dragging movie clips
Exporting and saving animations

# Module 9 Publishing and exporting the Animate files

Understanding publishing
Working with publish
Settings, working with publish profiles
Exporting swf files from animate file
Understanding export file formats
Exporting the animate files
Exporting and saving animations

### **FUNDING AVAILABLE**

## SkillsFuture Credit

The Singapore Government provides SkillsFuture Credits to all Singaporeans self sponsored (above 25 years) to enhance their knowledge and skills by attending training programs in Singapore.

## The Skills Development Fund (SDF)

The Skills Development Fund support is used to support workforce upgrading programmes and to provide training grants to companies when they send their employees to attend training. The SDF is administrated by the SkillsFuture Singapore Agency (SSG).

## STUDENT'S TESTIMONIAL

#### **Photoshop**

"Trainer is extremely patient and eager to share this knowledge. Even though it was my first time experience in using Photoshop, I really learned a great deal of things from this course. Thank You".

**OU Shaoting, Singapore Police Force** 

## Web Designing

"Contents in the Web designing course are detailed and benefited to me in my learning journey. The teachers are nice and helpful. G-TEC is a good place to learn about technology and I will definitely come back to learn more skills".

**College Student** 

#### **Autocad**

"The trainer is very patient. He doesn't mind to keep repeating the same step. I am totally new to AutoCAD and he manages to give me self-confidence".

Innovalues Ltd, Singapore

#### **MS Office**

"I will encourage everyone to come for the Ms Office Basic course as the lessons are relevant to work. Teachers are willing to teach until I understood my work".

Odin Marine (Singapore) Pte Ltd, Admin Assistant



## **COMPANY PROFILE**

## What We do:

G-TEC Computer Education Centre is an Information Technology company in the field of Software Training, Technology Resourcing and Knowledge Consulting. We provide Corporate Training, Project Training, and Customized Training, One to One trainings for professionals, individuals and students.

# Who are our Customers:

We have special teaching methodologies to train people in different categories ranging from corporate clients to school level students. Over 1.5 million students are certified by G-TEC all over the world. We have the privilege of working with some of the most well-known companies in the world.

## Where we are :

G-TEC Computer Education Centre is the largest computer education networks with more than 510 centers all over the world and corporate office in Singapore. We are operating in Mexico, Qatar, India, Dubai, Singapore, Kuwait, Srilanka, Iran, Malaysia, Saudi Arabia, Bahrain and Ghana.

# Our Goal and Focus:

Our aim is to make IT education affordable to all sections of society through various projects associating with government's quasigovernment public and private company to reach each corner. Our ultimate goal is to achieve cent percentage computer literacy. We are committed to provide 100% quality training to all; our focus is to provide Quality Education World Wide.

## **OUR POPULAR COURSES**

#### Multimedia

Interior Design Autocad Web designing Digital Architect

#### **Programming**

Java - Java EE
.NET ( C# & Asp)
C++
Python

#### Office Skills

MS Excel Excel Advanced MS Powerpoint MS Access

## **OUR SERVICE OFFERING**

- Software Training
- Onsite Training
- Customised Corporate Training
- Knowledge Consulting
- Online Training
- ▶ Project Training

## **OUR LOCATION**



#### **Nearest MRT**

Dhoby Ghaut-Exit A Little India-Exit A Bencoolen-Exit B

#### **Bus Services**

64, 65, 131, 139,147, 166, 857

#### **Nearest Bus Stop**

Peace Centre: 07011

#### G-TEC COMPUTER EDUCATION CENTRE

"Registered with Committee for Private Education (CPE) is part of SkillsFuture Singapore (SSG)"

1 Sophia Road, #02-03 Peace Centre, Singapore 228149 Email to :info.sg@gteceducation.com, www.gteceducation.com.sg Phone: +65 63360244 , +65 9650 3505

