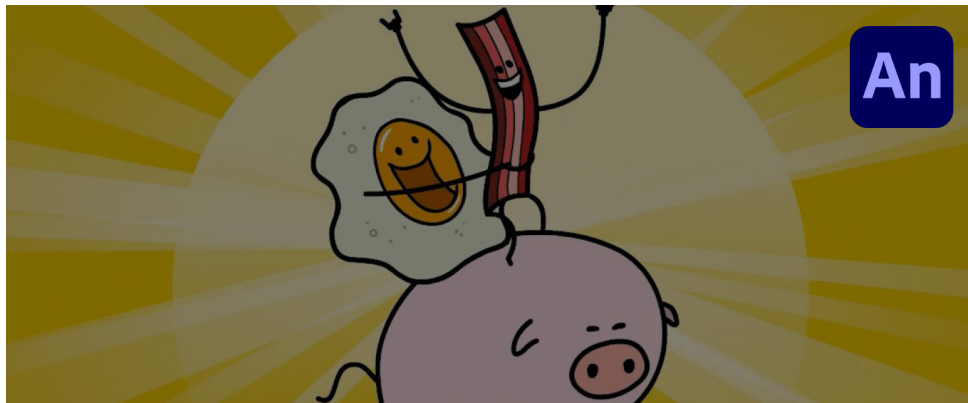# Intermediate Animate
Training course outline

Intermediate Animate is for existing users who want to take their use of the application to the next level.

It teaches a range of techniques that you can use to achieve sophisticated designs and impressive animations.

Course summary
Teaches advanced techniques for creating impressive animations. Sessions include:
- Tweening.
- Masking.
- Banner ads.
- ActionScript interactivity.
- Effects and filters.
- Inverse kinematics.
- Incorporating audio and video.
- Advanced publishing options

Duration
Two days.

Who should attend?
Existing Animate users who wish to build on their skills.

Delegates should be familiar with the fundamentals of Animate, i.e. have attended *Introduction to Animate* training or have equivalent knowledge.

In-class or live online
You can attend course in-person at any of our centres, or participate online from your place of work or home.

To read about our approach to online training, see armada.co.uk/live-online-training

General information
Armada is an Adobe Authorised Training Centre (AATC), and our *Intermediate Animate* course is accredited by Adobe.

Animate courses are hosted by Adobe Certified Instructors (ACIs) with vast experience of using the application in industry.

Intermediate Animate training is arranged *on-request*, i.e. one-to-one training or a 'closed course' for your group. Your training can be:
- Provided when it suits you.
- Adapted to reflect the work you're going to be doing in Animate, focusing on topics that are most important to you.

Whilst attending training at our centres, delegates have the use of a computer running licensed Animate software to practice the techniques taught. 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.

If you're self-funding your training, you can pay in staged payments, interest-free, over 12 months.

Course materials and certificate
Delegates receive:
- Comprehensive training materials.
- An e-certificate (PDF) confirming successful completion of an Adobe-accredited *Intermediate* Animate course.

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 delegates learn the techniques taught.

Delegates have ample opportunity to discuss specific requirements with the trainer.

After course support
Following Animate training, you're entitled to 30 days' email support from your trainer.

Further information
For further details, see armada.co.uk/course/intermediate-animate-training/. For a quote and details of our availability, please contact us

Course syllabus
See over.

Course syllabus

Topics	Sub-topics
Advanced animation techniques	Using the Motion Editor Easing 3D motion Simulating physics with spring feature
Creating interactive Navigation	Understanding Interactive Movies Creating buttons Creating destination keyframes Animating buttons
Advanced text	Understanding TFL text Adding Multiple columns Wrapping text
Tweening	Tweening and the Timeline Swapping tween targets Guiding the objects Creating paths Editing paths Subselection tool Importing Photoshop artwork Importing Illustrator artwork
Masking	Using masks in Animate Creating mask layers Animating masked content Masking content with AS 3.0 Removing masking
Creating banner ads	Tips on creating HTML5 banner ads Banner ad sizes Creating expandable banners Creating banner ads with transparency
ActionScript interactivity	Scripting code Using actions panel Adding actions Removing actions Adding code to frames Adding code to objects Controlling symbols with actions Creating ActionScript functions Working with dynamic text fields
Working with effects and filters	Color and brightness effects Tint and alpha effects Advanced effects Animated filters Applying and removing filters Copying filters Creating filter presets

Topics	Sub-topics
Advanced inverse kinematics	Creating bone structures Inverse kinematics with movie clips Inverse kinematics with shapes Animating inverse kinematics structures
Working with audio	Using sounds Importing sounds Stream sounds Event sounds Supported sound file formats Editing sounds in Animate Sounds library
Working with video	Understanding video Using Adobe Media Encoder Playback of external video Importing video Supported video file formats Streaming or downloading video Using cue points Embedding video Using FLV and F4V videos Using MP4 videos Import Video wizard Controlling video playback
Digital Magazines (DPS)	Design considerations for animated content for digital magazines Planning animated magazine cover design Creating an animated magazine cover Exporting animated magazine cover from Animate Importing animated magazine cover into InDesign
Advanced exporting and converting	Converting documents to other formats Document converter Converting animations to HTML5 Exporting raster images as Sprite Sheets Creating Android, iOS and AIR apps Packaging apps for Android, iOS, AIR
Advanced publishing	Different formats available Understanding the bandwidth profiler Adding metadata Publishing a movie for the Web Creating standalone applications