

# Course Outline | Animate Introduction

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1 day(s)

## Overview

Learn to use Adobe Animate to design vector graphics and animation, and publish the same for television programs, online video, websites, web applications, rich internet applications and video games.

## Course Outline

### Getting Started

- Opening Flash
- The Flash Interface and Workspace
- Setting Up the Stage
- Help Files
- Selection, Subselection, Free Transform, Lasso Tools

### Drawing in Flash

- Drawing Tools
- Colour Tools
- Object Drawing Tool
- Gradient and Colour Select
- Importing to Library and Stage
- Grouping and Breaking Apart

### Flash Animation

- Using Layers
- The Timeline
- Motion Tween
- Shape Tween
- Text Animation
- Exporting Movies