

Adobe Flash/Animate

Creative skills and practical production workflows

A practical, student-friendly outline covering key concepts, tools, and applied workflows.

MODULES

1

LESSONS

57

FORMAT

Self-paced

Module Breakdown

MODULE 1

Section 1

- 1.1 Introduction
- 1.2 What is Flash Animate
- 1.3 Creating A New Document in Flash and Exploring the Interface
- 1.4 Drawing in Flash Part 1
- 1.5 Drawing in Flash Part 2
- 1.6 Frame by Frame Animating in Flash Part 1
- 1.7 Frame by Frame Animating in Flash Part 2
- 1.8 Saving, Rendering, and Exporting
- 1.9 Animating with Symbols Part 1
- 1.10 Animating with Symbols Part 2
- 1.11 Animating with Symbols Part 3
- 1.12 Different Types of Tweening Part 1
- 1.13 Different Types of Tweening Part 2
- 1.14 Nesting Symbols
- 1.15 Importing Graphics Part 1
- 1.16 Importing Graphics Part 2
- 1.17 Masking Part 1

MODULE 1

Section 1 (continued)

- 1.18 Masking Part 2
- 1.19 Camera and Parallax Scrolling Part 1
- 1.20 Camera and Parallax Scrolling Part 2
- 1.21 Camera and Parallax Scrolling Part 3
- 1.22 Rotoscoping Part 1
- 1.23 Rotoscoping Part 2
- 1.24 Rotoscoping Part 3
- 1.25 Rotoscoping Part 4
- 1.26 Rotoscoping Part 5
- 1.27 Rotoscoping Part 6
- 1.28 Rotoscoping Part 7
- 1.29 Creating a Puppet Part 1
- 1.30 Creating a Puppet Part 2
- 1.31 Creating a Puppet Part 3
- 1.32 Creating a Puppet Part 4
- 1.33 Creating a Puppet Part 5
- 1.34 Creating a Puppet Part 6
- 1.35 Animating a Puppet Part 1

Module Breakdown (continued)

MODULE 1

Section 1 (continued)

- 1.36 Animating a Puppet Part 2
- 1.37 Animating a Puppet Part 3
- 1.38 Animating a Puppet Part 4
- 1.39 Cycles
- 1.40 Interchangeable Parts
- 1.41 Interactivity
- 1.42 Text Part 1
- 1.43 Text Part 2
- 1.44 Animating with Code
- 1.45 Dialog Part 1
- 1.46 Dialog Part 2
- 1.47 Dialog Part 3
- 1.48 Dialog Part 4
- 1.49 Controlling the Timeline Part 1
- 1.50 Controlling the Timeline Part 1
- 1.51 Putting Together an Interactive eCard Part 1
- 1.52 Putting Together an Interactive eCard Part 2
- 1.53 Putting Together an Interactive eCard Part 3

MODULE 1

Section 1 (continued)

- 1.54 Putting Together an Interactive eCard Part 4
- 1.55 Putting Together an Interactive eCard Part 5
- 1.56 Bone Tool
- 1.57 Conclusion