**Adobe Animate CC - outline**

**Module1: Getting Around Adobe Animate CC**

Starting Adobe Animate CC

A Tour of the Adobe Animate CC Workspace

Panels and Toolbars

**Module 2: Creating Simple Drawings**

Plan Before You Draw

Preparing to Draw

Drawing a Shape

Choosing a Drawing Mode

Copying and Pasting Drawn Objects

Adding Color

**Module 3: Animate Your Art**

Frame-by-Frame Animation

Editing Your Frame-by-Frame Animation

Making It Move with Motion Tweens

Editing the Motion Path

Copying and Pasting Properties

Shape Tweening (Morphing)

**Module 4: Organizing Frames and Layers**

Working with Frames

Working with Multiple Layers

Organizing Layers

Spotlight Effect Using Mask Layers

**Module 5: Advanced Drawing and Coloring**

Selecting Graphic Elements

Manipulating Graphic Elements

Advanced Color and Fills

**Module 6: Advanced Tweens with the Motion Editor**

Applying Motion Presets.

Modifying a Motion Preset

Editing a Tween Span

A Tour of the Motion Editor

Easing Tweens

**Module 7: Incorporating Adobe Animate CC Media Files**

Importing Graphics

Importing Illustrator Graphics Files

Importing Photoshop Graphic Files

Importing SVG Graphics

Editing Bitmaps

Editing Bitmaps with Photoshop

Importing a Series of Graphics Files

Exporting Graphics from Adobe Animate CC

**Module 8: Incorporating Sound and Video**

Incorporating Sound

Incorporating Video

Importing Video Files

**Module 9: Introduction to ActionScript 3.0**

Getting to Know ActionScript 3.0

Beginning Your ActionScript Project

**Module 10: Controlling Actions with Events**

How Events Work

Mouse Events

**Module 11: Controlling the Timeline and Animation**

Timeline Stop and Go

Organizing Your Animation

Looping a Series of Frames

Reversing a Series of Frames

**Module 12: Publishing and Exporting**

Optimizing Adobe Animate CC Documents

Publishing Your Animations

Exporting Flash to Other Formats