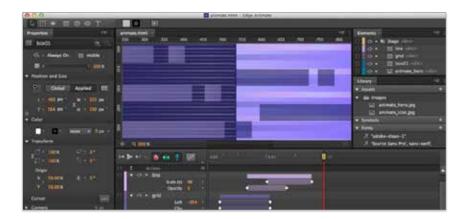# Edge Animate Introduction | Course Overview

COURSE DESCRIPTION

Learn to build animations and interactivity for the web that will work on iPhones, iPads, tablets and desktop computers alike. With an intuitive interface, that will be familiar to Flash and After Effects users, Adobe Edge Animate offers design tools for text, images, animation and interaction. Edge seamlessly produces the necessary HTML, JavaScript and CSS, compatible with all current browsers and playable on all kinds of contemporary devices.

WHAT YOU WILL LEARN

- Setting up an Edge Project
- Efficient Workflow and File Management
- Importing and Creating Content
- Working with Text

- Setting and Animating Properties
- Publishing to the Web
- Managing Fonts

WHO SHOULD ATTEND

This introduction course focuses on the animation aspect of the program, perfect for those who want to create simple projects e.g. animated banners without any interactivity. We'll focus on animating basic object properties like position, scale, opacity, colour… everything you need to achieve your promotional goals.

~~$540~~ $490 (+GST)

1 DAY | 9–4:30PM

Please visit our website for enquiries and bookings:
www.cd.com.au
www.facebook.com/citydesktop
www.twitter.com/citydesktop

Adobe Edge Animate Training Courses
Sydney, Melbourne, Brisbane and Canberra

Course outline

GENERAL INFO
Discovering Edge's possibilities
Learning Edge's limitations
Getting support
Using the Welcome Screen options

GETTING STARTED
Making a new composition
Stage settings
File and folder structure
Saving & managing the project files

WORKSPACE OVERVIEW
Stage properties
Element properties
Library panel
Elements panel
Timeline panel
Code panel
Saving and resetting your Workspace

DRAWING & TEXT
Drawing simple shapes
Setting object properties
Using Motion Paths
Using guides
Applying solid colours and gradients
Using stroke options
Exploring different colour properties
Creating text
Using standard fonts and fallbacks
Using basic font options
Duplicating an object
Locking an object
Hiding an object
Switching an object off
Changing objects' stacking order
Smart Guides for layout
Arranging & aligning elements

WORKING WITH IMAGES
Preparing assets like JPEG, PNG, GIF and SVG
Image format, size and resolution
Reducing PNG filesize

Importing images
Image properties
File management
Using the Clipping tool

ANIMATION
What is a keyframe
Building keyframe animations
Working with keyframe transitions
Duplicating keyframes
Viewing elements in the timeline
Auto keyframes and smooth transitions
Hollow keyframes and jumps
Transition properties
Building a sprite animation
Applying easing
Applying CSS effects
Using the Pin to animate
Centering your stage

ACTIONS
Timeline labels
Introduction to code snippets
Looping an animation
Timeline triggers
Previewing in browsers
Adding Audio

INTRODUCTION TO TEXT AND WEB FONTS
Using Edge webfonts

SYMBOLS
Introduction to symbols
Saving a symbol
Changing a symbol's playback timing

PUBLISHING
Publishing your project for the web
Publishing your project for other Adobe software
Publishing your project as an Apple widget
Setting publishing options
Creating a poster image
Setting a down-level stage

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