



Adobe Animate

2023
release



Classroom in a Book®

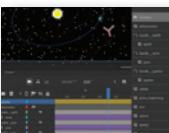
The official training workbook from Adobe

Russell Chun

CONTENTS

GETTING STARTED	1
1 GETTING ACQUAINTED	8
	
Starting Adobe Animate and opening a file	10
Understanding document types and creating a new document.....	11
Getting to know the workspace	14
Working with the Library panel.....	19
Understanding the Timeline panel.....	21
Organizing layers in a timeline	29
Using the Properties panel.....	32
Using the Tools panel	37
Adding layer effects.....	41
Undoing steps in Animate.....	45
Previewing and exporting your movie.....	46
Modifying the content and Stage.....	49
Saving your movie	51
2 CREATING GRAPHICS AND TEXT	54
	
Getting started	56
Understanding strokes and fills.....	57
Creating shapes	58
Making selections	61
Editing shapes.....	63
Using variable-width strokes	67
Organizing your drawing.....	71
Using brushes	73
Creating curves.....	77
Using brush mode options.....	83
About symbols	89
Creating symbols	91

Managing symbol instances.....	92
Using gradient fills.....	98
Using transparency to create depth	101
Applying filters and color effects	103
Creating and editing text.....	105
Aligning and distributing objects.....	111
Sharing your final project	113
Collaborating via the Assets panel.....	116
3 ANIMATING SYMBOLS WITH CLASSIC TWEENS	120
	
Getting started	122
About animation	123
Understanding the project file	123
Animating position	124
Changing the pacing and timing	127
Animating transparency	129
Animating filters.....	130
Animating transformations.....	133
Editing multiple frames	137
Creating a path for motion	140
Easing.....	149
Creating nested animations.....	151
Adding a 3D title.....	156
Exporting your final movie	160
4 LAYER PARENTING AND CHARACTER ANIMATION	164
	
Getting started	166
Layer parenting.....	167
Tweening instances in connected layers	172
Graphic symbols for lip-syncing dialogue.....	183
5 ANIMATING WITH MODERN RIGGING	194
	
Getting started	196
What is modern rigging?.....	198
Using the Asset Warp tool.....	198
Editing your rig	211

Animating your rig.....	214
Organizing warped assets.....	220
Editing warped assets.....	222
Rigs with branching joints.....	226
Warp options	231
Propagating rig edits.....	241
Single joints	243
Using Flexi bones.....	247
Making envelope deformations	256
6 ANIMATING SYMBOLS WITH MOTION TWEENS	266
	
Getting started	268
Understanding the project file	269
About motion tweens.....	270
Editing the path of motion.....	275
About the Motion Editor	276
Viewing options for the Motion Editor.....	282
Adding complex eases	283
7 ANIMATING THE CAMERA	294
	
Animating camera moves	296
Getting started	296
Using the camera	299
Attaching layers to the camera for fixed graphics	317
Exporting your final movie	322
8 ANIMATING SHAPES AND USING MASKS	326
	
Getting started	328
Animating shapes	328
Understanding the project file	329
Creating a shape tween	330
Changing the pace.....	332
Adding more shape tweens	333
Creating a looping animation	336
Using shape hints.....	339
Previewing animations with onion skinning	344

Animating color	348
Creating and using masks.....	350
Animating the mask and masked layers.....	354
Easing a shape tween	358
9 INVERSE KINEMATICS WITH BONES	362
	
Getting started	364
Character animation with inverse kinematics	364
Creating the pedaling cycle	373
Disabling and constraining joints.....	376
Adding poses.....	380
Inverse kinematics with shapes.....	384
Simulating physics with springiness	388
Tweening automatic rotations.....	391
Rig mapping.....	398
10 CREATING INTERACTIVE NAVIGATION	408
	
Getting started	410
About interactive movies	411
ActionScript and JavaScript	412
Creating buttons.....	412
Preparing the timeline	423
Creating destination keyframes	424
Navigating the Actions panel.....	428
Adding JavaScript interactivity with the Actions panel wizard	430
Creating the “Shop now” button.....	438
Playing animation at the destination	442
Animated buttons	447
Next steps	453
INDEX	454