

ADOBE ANIMATE TRAINING COURSE - ADVANCED

In this advanced Adobe Animate course you'll learn the skills needed to create complex interactions, controlled video and animation that goes beyond the timeline. Discover dynamic content creation, class architecture, and advanced media control using a combination of ActionScript, HTML5, CSS3 and JavaScript.

WHAT YOU'LL LEARN IN THIS TRAINING COURSE

- ActionScript overview
- Conditionals, loops and instance methods
- Variables and data types
- Functions and inheritance
- Statements, operators and arrays
- Event handlers and button interactivity
- Dynamic ActionScript and scope
- Working with HTML5 and CSS3
- Controlling animations with JavaScript and jQuery

AUDIENCE FOR THIS TRAINING COURSE

This advanced Adobe Animate training course is designed for media professionals who need to create or implement more complex script-based animation on desktops or mobile devices. Previous experience with Animate or Flash is required, and participants should have an understanding of skills covered in AGI's introductory and intermediate Animate classes.

TRAINING COURSE DURATION

This class is two days in length, with course times running from 9:30 am until 4:30 p.m. on both days of the class. Lunch break occurs from approximately noon until 1 pm each day.

TRAINING COURSE CURRICULUM

This training course uses lesson files and content written and created by our instructors. Our courses are delivered by the same instructors that write the best-selling *Digital Classroom* series.

ENROLLING IN THIS ADVANCED AFTER EFFECTS COURSE

You can register for this training class online, or by calling 781-376-6044 or 800-851-9237.

LOCATIONS FOR THIS TRAINING COURSE

You can attend classes at your training centers located in Boston, New York City, Philadelphia, on-site at your office, or online. You can select the course location at the time of your registration.

GOALS AND OBJECTIVES FOR THIS TRAINING COURSE

American Graphics Institute is focused on providing high-quality training courses for your professional development. We provide regularly scheduled small group courses along with private or customized training.

PRIVATE AND CUSTOMIZED TRAINING COURSE OPTIONS

This training course can be offered as a private class for groups or individuals, and the content can be customized to meet your specific needs. You can call to speak with a training representative at 781-376-6044 or 800-851-9237 to discuss training course customization.

LESSON 1: ACTIONSRIPT OVERVIEW

- Timeline control
- Classes and objects
- Creating a program
- Packages
- Defining a class
- Constructor methods
- Creating objects
- Variables and values
- Parameters and arguments
- Expressions
- Instance methods
- Members and properties

LESSON 2: CONDITIONALS, LOOPS & INSTANCE METHODS

- Conditionals
- Loops
- Boolean logic
- Classes and objects
- Omitting the keyboard
- Bound methods
- Modifying an object's state
- Get and Set methods
- Handling parameters
- Class-level info and behavior

LESSON 3: VARIABLES & DATA TYPES

- Static variables
- Constants
- Static methods
- Class objects
- C++ and Java terminology
- Data types and annotations
- Untyped variables and parameters
- Untyped returns and expressions
- Errors and Casting
- Type checking

LESSON 4: FUNCTIONS & INHERITANCE

- Types of functions
- Accessing definitions
- Functions as values
- Function syntax
- Recursive functions
- Back to classes
- About inheritance
- Overriding instance methods
- Constructor methods in subclasses
- Securing classes and methods
- Subclassing built-in classes
- Abstract not supported

LESSON 5: STATEMENTS, OPERATORS & ARRAYS

- Statements
- Operators
- Anatomy of an array
- Creating arrays
- Referencing array elements
- Determining array size
- Adding elements to an array
- Removing elements from an array
- Checking the contents of an array
- Multidimensional arrays

LESSON 6: EVENT HANDLERS & BUTTON INTERACTIVITY

- About ActionScript events
- Accessing the target object
- Accessing the registering object
- Preventing default behavior
- Event listener priority
- Listener and memory management
- Custom events
- Type weakness in events
- Handling events across boundaries
- Button interactivity

LESSON 7: DYNAMIC ACTIONSRIPT & SCOPE

- Dynamic instance variables
- Dynamically adding a new variable
- Dynamic references
- Creating lookup tables
- Using functions to create objects
- Using prototypes to augment classes
- The prototype chain
- Global vs. class scope
- Static method vs. instance method
- Function scope
- Expanding the scope chain

LESSON 8: HTML5 & CSS3

- Publishing HTML documents
- Creating CSS files
- Reading the HTML Animate creates
- Opening HTML in Animate
- Placing a composition into HTML
- Centering an Animate composition
- Combining Animate compositions

LESSON 9: JAVASCRIPT & JQUERY

- About JavaScript and jQuery
- Reading the JavaScript Animate creates
- JavaScript and jQuery basics
- Natural selection with jQuery
- "this" and "sym"
- Showing and hiding
- Swapping images
- Identifying and changing elements
- Playing a symbol's timeline
- Using conditional statements