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: ACTIONSCRIPT 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
Multi-dimensional 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 ACTIONSCRIPT & 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