

# Animate CC 2018

---

Project Workbook  
Student Edition

Presented By  
 **LearnKey**<sup>®</sup>

# Animate CC 2018 Project Workbook

First Edition  
Student Edition

LearnKey provides on-demand training courses and online learning solutions to education, government, business, and individuals world-wide. With dynamic video-based courseware and effective learning management systems, LearnKey provides expert instruction for popular computer software, technical certifications, and application development. LearnKey delivers content on the Web, by enterprise network, and on interactive CD-ROM. For a complete list of courses visit:

<https://www.learnkey.com>

All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means now known or to be invented, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from the author or publisher, except for the brief inclusion of quotations in a review.

© 2020 LearnKey

[www.learnkey.com](http://www.learnkey.com)

663389

# Table of Contents

<b>Introduction</b>	<b>1</b>
Best Practices Using LearnKey's Online Training.....	2
Using This Workbook as a Student .....	3
Skills Assessment.....	4
Animate CC 2018 Video Times.....	6
<b>Domain 1</b>	<b>7</b>
Fill-in-the-Blanks Domain 1.....	8
Determining Relevant Content.....	9
Peer and Client Project Planning.....	10
Project Management Concepts.....	11
Legal and Ethical Considerations.....	12
Interactive Media.....	13
Multiplatform Animation Terms .....	14
Design Elements .....	15
Typographic Elements.....	16
Basic Principles of Animation.....	17
Interactive Media Principles .....	18
<b>Domain 2</b>	<b>19</b>
Fill-in-the-Blanks Domain 2.....	20
Create a New Document .....	21
Create a Document Template.....	22
Interface Elements.....	23
Add and Remove Panels.....	24
Change Preferences.....	25
Navigating a Document.....	26
Timeline Tools.....	27
Snapping Objects with Guides .....	28
Importing Media.....	29
Managing Assets .....	30
External Media.....	31
Color Management.....	32
Customizing Gradients .....	33

Creating and Editing Swatches.....	34
Create Presets.....	35
Edit Presets.....	36
<b>Domain 3</b>	<b>37</b>
Fill-in-the-Blanks Domain 3.....	38
Add and Manage Layers.....	39
Creating New Folders.....	40
Types of Layers.....	41
Managing Animate Content.....	42
Layer Visibility and Transparency.....	43
Mask and Masked Layers.....	44
<b>Domain 4</b>	<b>45</b>
Fill-in-the-Blanks Domain 4.....	46
Create Vector Graphics.....	48
Brush Tools.....	49
Create Shapes.....	50
Modify and Edit Vector Graphics.....	51
Use Type Tools to Add Typography.....	52
Adjust Character Settings.....	53
Adjust Paragraph Settings.....	54
Convert Text to Graphics.....	55
Configure Dynamic Text and Input Areas.....	56
Selection Tools.....	57
Modify and Refine Selections.....	58
Group or Ungroup Selections.....	59
Modify Document Settings.....	60
Rotate, Flip, and Transform.....	61
Modify Views with the Camera Tool.....	62
Basic Auto-Correction Tools.....	63
Use Vector Tools.....	64
Adjust Object Appearances.....	65
Adjust Brush Appearances.....	66
Convert Between Bitmaps and Vectors.....	67
Symbol Effects.....	68

Filter Presets .....	69
Transformations Through Keyframes.....	70
Tween Techniques.....	71
Inverse Kinematic Tweens .....	72
Symbols and Purposes .....	73
Interactive Elements .....	74
Manipulate Text Elements.....	75
Add and Modify Code in an HTML5 Canvas File.....	76
Debug Code and Add External Messages.....	77
Incorporate Audio .....	78
Incorporate Video .....	79
<b>Domain 5</b> .....	<b>80</b>
Fill-in-the-Blanks Domain 5.....	81
Add Scenes .....	82
Manage Scenes .....	83
Prepare Content for Export.....	84
Save in Native File Formats.....	85
Export Assets from Animate.....	86
Publish Final Documents .....	87
<b>Appendix</b> .....	<b>88</b>
Glossary.....	88
Keyboard Shortcuts for Windows .....	93
Objectives.....	94

# Animate CC 2018

Introduction

Presented By  
 **LearnKey**<sup>®</sup>

# Best Practices Using LearnKey's Online Training

LearnKey offers video-based training solutions that are flexible enough to accommodate the private student, as well as educational facilities and organizations.

Our course content is presented by top experts in their respective fields and provides clear and comprehensive information. The full line of LearnKey products has been extensively reviewed to meet superior standards of quality. The content in our courses has also been endorsed by organizations such as Certiport, CompTIA®, Cisco, and Microsoft. However, it is the testimonials given by countless satisfied customers that truly set us apart as leaders in the information training world.

LearnKey experts are highly qualified professionals who offer years of job and project experience in their subjects. Each expert has been certified at the highest level available for their field of expertise. This expertise provides the student with the knowledge necessary to also obtain top-level certifications in the field of their choice.

Our accomplished instructors have a rich understanding of the content they present. Effective teaching encompasses not only presenting the basic principles of a subject, but understanding and appreciating organization, real-world application, and links to other related disciplines. Each instructor represents the collective wisdom of their field and within our industry.

## Our Instructional Technology

Each course is independently created, based on standard objectives provided by the manufacturer for which the course was developed.

We ensure that the subject matter is up-to-date and relevant. We examine the needs of each student and create training that is both interesting and effective. LearnKey training provides auditory, visual, and kinesthetic learning materials to fit diverse learning styles.

## Course Training Model

The course training model allows students to proceed through basic training, building upon primary knowledge and concepts to more advanced application and implementation. In this method, students will use the following toolset:

**Pre-assessment:** The pre-assessment is used to determine the student's prior knowledge of the subject matter. It will also identify a student's strengths and weaknesses, allowing the student to focus on the specific subject matter he/she needs to improve the most. Students should not necessarily expect a passing score on the pre-assessment as it is a test of prior knowledge.

**Video training session:** Each course of training is divided into sessions or domains and lessons with topics and subtopics. LearnKey recommends incorporating into your training all the available external resources, such as the student workbook, glossary, course support files, and additional customized instructional material. These resources located in the folder icon at the top of the page.

**Exercise labs:** Labs are interactive activities that simulate situations presented in training. Step-by-step instructions and live demonstrations are provided.

**Post-assessment:** The post-assessment is used to determine the student's knowledge gained from interacting with the training. In taking the post-assessment, students should not consult the training or any other materials. A passing score is 80 percent or higher. If the individual does not pass the post-assessment the first time it is taken, LearnKey would recommend the incorporation of external resources, such as the workbook and additional customized instructional material.

**Workbook:** The workbook has a variety of activities, such as short answer questions, practice exams, research topics, and group and individual projects, which allow the student to study and apply concepts presented in training.

# Using This Workbook as a Student

This project workbook contains practice projects and exercises to reinforce the knowledge you have gained through the video portion of the Animate CC 2018 course. The purpose of this workbook is twofold: first, to get you further prepared to pass the Animate CC 2018 exam, and secondly, to get you job-ready skills and increase your employability in the area of animation.

This project workbook is versatile in that the projects follow the order of the video portion of this course. You can complete the workbook exercises as you go through each section of the course, complete several of these at the end of each session, or complete them after viewing the entire course. The key is to go through these projects as they will help strengthen and solidify your knowledge of this course.

Each project is mapped to a specific video (or videos) in the course and specific test objectives. The materials you will need for this course include:

- LearnKey's Animate CC 2018 courseware.
- The practice files for these projects, which are available at the following URL:  
[https://media-aws.onlineexpert.com/files/Animate\\_CC\\_2018\\_ACA\\_Support\\_Files.zip](https://media-aws.onlineexpert.com/files/Animate_CC_2018_ACA_Support_Files.zip)

## Benefits

- Learn Animate and its role in building motion graphics.
- View your online courseware anytime and anywhere.
- Put your skills to the test with dozens of Pre/Post- assessment questions and practice labs.



# Skills Assessment

**Instructions:** Rate your skills on the following tasks from 1-5 (1 being needs improvement, 5 being excellent).

Skills	1	2	3	4	5
Identify the purpose, audience, and audience needs for preparing content.					
Communicate with colleagues and clients about design plans.					
Determine the type of copyright, permissions, and licensing required to use specific content.					
Demonstrate knowledge of basic design principles and best practices employed in the industry.					
Demonstrate knowledge of animation and interactive media principles.					
Create a document with the appropriate settings for multimedia projects.					
Customize the application workspace and use visual aids for layout.					
Import into and manage assets in a project.					
Manage colors, swatches, gradients, brushes, filter presets, and motion presets.					
Manage layers.					
Modify layer visibility using transparency and masks.					
Use core tools and features to create and modify visual elements.					
Add and manipulate text using appropriate settings.					
Make, manage, and manipulate selections.					
Use basic techniques to manipulate digital graphics and media within an animation.					
Modify the appearance of design elements using effects and graphic styles.					
Create and modify animations.					
Add interactive or dynamic content to a document.					
Control and configure audio and video in a project.					
Prepare content for export to web, screen, and other digital devices.					

Skills	1	2	3	4	5
Export assets from an Animate document.					

# Animate CC 2018 Video Times

<b>Domain 1</b>	<b>Video Time</b>
Purpose, Audience, and Communication; Copyright, Permissions, and Licensing	00:25:30
Basic Design, Animation, and Interactive Media Principles	00:16:35
<b>Total Time</b>	<b>00:42:05</b>

<b>Domain 2</b>	<b>Video Time</b>
Settings and Workspace	00:14:48
Customize Workspaces	00:17:33
Import and Manage Assets	00:17:25
Colors, Swatches, Gradients, and Presets	00:17:31
<b>Total Time</b>	<b>01:07:17</b>

<b>Domain 3</b>	<b>Video Time</b>
Manage Layers and Layer Visibility	00:17:26
<b>Total Time</b>	<b>00:17:26</b>

<b>Domain 4</b>	<b>Video Time</b>
Element Tools and Features	00:19:05
Add and Manipulate Text	00:15:14
Work with Selections	00:07:02
Manipulate Digital Graphics Part 1	00:14:04
Manipulate Digital Graphics Part 2	00:12:05
Effects, Graphic Styles, and Animations	00:22:04
Interactive and Dynamic Content	00:21:51
Audio and Video	00:11:04
<b>Total Time</b>	<b>02:02:27</b>

<b>Domain 5</b>	<b>Video Time</b>
Use of Scenes	00:06:17
Prepare Content for Export	00:19:52
<b>Total Time</b>	<b>00:26:09</b>

# Animate CC 2018

Domain 1

Presented By  
 **LearnKey**<sup>®</sup>

# Fill-in-the-Blanks Domain 1

**Instructions:** While watching Domain 1, fill in the missing words according to the information presented by the instructor. [References are found in the brackets.]

## Lesson 1

1. The first step in building Animate content is to determine if the content is \_\_\_\_\_ to the purpose of the project. [Content and Its Relevance]
2. \_\_\_\_\_ are a few basic drawings illustrating some of the scenes to be depicted in an Animate project. [Techniques for Communication Ideas]
3. The order in which feedback is presented on an aspect of a project is known as a(n) \_\_\_\_\_. [Techniques for Communication Ideas]
4. Unauthorized change to a project's scope is known as scope \_\_\_\_\_. [Techniques for Communication Ideas]
5. Limitations that will affect the project schedule are known as \_\_\_\_\_. [Basic Project Management Concepts]
6. \_\_\_\_\_ is written permission from the copyright holder to use their work. [Legal and Ethical Considerations]
7. A \_\_\_\_\_ grants the creator of the work exclusive rights for use and distribution. [Legal and Ethical Considerations]
8. \_\_\_\_\_ are items that can be seen, like a text box or a button. [Interactive Media Knowledge]
9. A creator can render both 2D and 3D content on an HTML5 Canvas using a(n) \_\_\_\_\_ file type. [Animation Terms]
10. For a creator to make an app compatible with an Android operating system, the creator must use \_\_\_\_\_ as a file format. [Animation Terms]

## Lesson 2

11. \_\_\_\_\_ is a principle of design where the whole is greater than the sum of its parts. [Common Design Principles]
12. The idea of using equal spacing in a design is \_\_\_\_\_. [Common Design Principles]
13. Increasing the distance between specific pairs of characters is called \_\_\_\_\_. [Typographic Adjustments]
14. \_\_\_\_\_ is the spacing between adjacent lines of text. [Typographic Adjustments]
15. An animation that works from start to finish is a \_\_\_\_\_ action. [Interactive Media Principles]
16. \_\_\_\_\_ is the ease in which a user can find features of an app. [Interactive Media Principles]
17. \_\_\_\_\_ is an animation design principle in which two or more objects animate at the same time. [Animation Principles]

# Determining Relevant Content

In the animation industry, it is important to determine if the project's content is relevant. After determining if the content is relevant, a user should match the project to the client's goals taking the audience's needs into account.

## Purpose

Upon completing this project, you will be able to determine relevant project content.

## Steps for Completion

1. The first step in building Animate content is to determine if the content is relevant to the \_\_\_\_\_ of the project and the \_\_\_\_\_.
2. Knowing things about the audience like their education level, race, interests, and age bracket is known as audience \_\_\_\_\_.
3. Every project needs to have a client \_\_\_\_\_.
4. When creating content, the audience's \_\_\_\_\_ needs to be considered.

### Project Details

#### Project file

N/A

#### Estimated completion time

5 minutes

#### Video reference

##### Domain 1

**Topic:** Purpose, Audience, and Communication; Copyright, Permissions, and Licensing

**Subtopic:** Content and Its Relevance

#### Objectives covered

**1** Working in the Animation Industry

**1.1** Identify the purpose, audience, and audience needs for preparing content

**1.1.a** Determine whether content is relevant to the purpose, the audience, and audience need

# Peer and Client Project Planning

A project starts with an idea. The idea turns into sketches, storyboards, and drafts to bring it to life. After careful planning, the project scope is determined, and feedback loops are set in place.

## Purpose

Upon completing this project, you will know the necessary parts of planning an Animate design.

## Steps for Completion

1. A \_\_\_\_\_ is a rough draft of a sketch that represents how the project will be laid out.
2. Putting sketches together in a workflow creates a(n) \_\_\_\_\_.
3. A \_\_\_\_\_ is a draft version of an overall project.
4. Project specifications include the who, what, and \_\_\_\_\_ of the project along with the project's \_\_\_\_\_.
5. The official goal of a project and the details on how a team will accomplish those goals is known as project \_\_\_\_\_.
6. A(n) \_\_\_\_\_ allows for feedback at every project stage.
7. The stages of work that projects are built in are known as \_\_\_\_\_.
8. \_\_\_\_\_ is the act of unauthorized change to the project scope.

## Project Details

### Project file

N/A

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 1

**Topic:** Purpose, Audience, and Communication; Copyright, Permissions, and Licensing

**Subtopic:** Techniques for Communication Ideas

### Objectives covered

**1** Working in the Animation Industry

**1.2** Communicate with colleagues and clients about design plans

**1.2.a** Demonstrate knowledge of techniques for communicating ideas about design plans with peers and clients

# Project Management Concepts

A project manager needs to put all the elements of a project together to come up with a timeline. A timeline consists of tasks, resources, constraints, and due dates. These will help a project manager understand the breadth and depth of a project. Another aspect of project management is the project life cycle. The life cycle will allow everyone involved in the project to identify how the project is progressing along the way.

## Purpose

Upon completing this project, you will understand basic project management concepts.

## Steps for Completion

1. Draw a line from each project management term to the paragraph that best defines its meaning:
  - a. Timeline
  - b. Resources
  - c. Constraints
  - d. Tasks
  1. Individual project pieces that need to be completed for a project to be successful.
  2. People, equipment, elements, and other tangible items that are needed to complete a project.
  3. An estimated time to complete a project after determining the project elements.
  4. Limitations which affect the project schedule.
2. Due dates should include not only the overall due date of the project but also due dates of any \_\_\_\_\_.
3. The \_\_\_\_\_ is the estimated cost of the project.
4. Any person or entity who has an interest in the outcome of a project is known as a \_\_\_\_\_.
5. List the five phases included in a project life cycle.
  - a. \_\_\_\_\_
  - b. \_\_\_\_\_
  - c. \_\_\_\_\_
  - d. \_\_\_\_\_
  - e. \_\_\_\_\_

## Project Details

### Project file

N/A

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 1

**Topic:** Purpose, Audience, and Communication; Copyright, Permissions, and Licensing

**Subtopic:** Basic Project Management Concepts

### Objectives covered

- 1 Working in the Animation Industry
- 1.2 Communicate with colleagues and clients about design plans
- 1.2.b Demonstrate knowledge of basic project management concepts



# Legal and Ethical Considerations





To ensure the use of the material is both legal and ethical, it is important for users to understand copyright terms, their purposes, and how to obtain permission to use copyrighted material. It is also important for users to recognize Creative Commons symbols and their meanings.

## Purpose

Upon completing this project, you will be able to identify and use the correct copyright and licensing terms.

## Steps for Completion

1. The two basic ways to obtain proper permission to use copyrighted material include \_\_\_\_\_ and \_\_\_\_\_.
2. \_\_\_\_\_ is a type of license that gives others permission to use, share, or add to a created work.
3. Work that is in a finished form is considered \_\_\_\_\_.
4. \_\_\_\_\_ provides for limited use of copyrighted material without acquiring permission.
5. Creations that include major copyright-protected elements of an original are \_\_\_\_\_.
6. \_\_\_\_\_ is the act of work for pay and should be stipulated in a contract.
7. A work usually becomes a \_\_\_\_\_ and free for use 50 to 100 years after the author's death.
8. Written permission from the copyright holder is considered \_\_\_\_\_.
9. Match the Creative Commons symbols to the paragraph that defines the symbol's meaning:

- a. 
- b. 
- c. 
- d. 

1. The work can be used if one does not charge for it. \_\_\_\_\_
2. When using the work, share it with the same license as what is applied to the original work. \_\_\_\_\_
3. Credit needs to be given to the original author for the work being used. \_\_\_\_\_
4. The work can be used but cannot be altered. \_\_\_\_\_

## Project Details

### Project file

N/A

### Estimated completion time

10-15 minutes

### Video reference

#### Domain 1

**Topic:** Purpose, Audience, and Communication; Copyright, Permissions, and Licensing

**Subtopic:** Legal and Ethical Considerations

### Objectives covered

- 1 Working in the Animation Industry
  - 1.3 Determine the type of copyright, permissions, and licensing required to use specific content
    - 1.3.a Identify legal and ethical considerations for using third-party content such as copyright, permissions, and licensing

# Interactive Media

Events cause other actions to take place. A click of a mouse or moving a mouse away from an element are both events. An event listener is a program code that tells the program to complete the next action after the initial event takes place. Another type of interactive media within Animate are text boxes. There are three available text boxes with different purposes and functions.

## Purpose

Upon completing this project, you will be able to identify interactive media terms.

## Steps for Completion

1. A(n) \_\_\_\_\_ is an action within an app.
2. Moving a mouse away from an element is known as a(n) \_\_\_\_\_.
3. List the three types of text boxes that can be created:
  - a. \_\_\_\_\_
  - b. \_\_\_\_\_
  - c. \_\_\_\_\_
4. Items seen, like a text box or a button, are called \_\_\_\_\_.
5. A \_\_\_\_\_ or method is a routine of code that runs, usually when an event is triggered.
6. Groups of objects can be kept in \_\_\_\_\_.
7. \_\_\_\_\_ is a programming language used in Animate to build objects and make changes to those objects.
8. \_\_\_\_\_ is used to build HTML Canvases in Animate.
9. Containers that store data, such as text or numbers, are known as \_\_\_\_\_.

## Project Details

### Project file

N/A

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 1

**Topic:** Purpose, Audience, and Communication; Copyright, Permissions, and Licensing

**Subtopic:** Interactive Media Knowledge

### Objectives covered

- 1** Working in the Animation Industry
- 1.3** Determine the type of copyright, permissions, and licensing required to use specific content
- 1.3.b** Demonstrate knowledge of interactive media

# Multiplatform Animation Terms

Knowing which operating system an animation will be played on is key. If it's played on a mobile device, it will likely be on an iOS or Android operating system. The two main desktop operating systems are Windows and macOS. Knowing this will help a creator make an animation file type compatible with the operating system.

## Purpose

Upon completing this project, you will understand multiplatform terms and which files are compatible with each operating system.

## Steps for Completion

1. A(n) \_\_\_\_\_ file supports all the complex graphics available in Animate and allows the creator to use JavaScript.
2. \_\_\_\_\_ is used to enhance the interactivity of the file.
3. If a file will be published to the web, what type of file should be created?  
\_\_\_\_\_
4. The file type that allows the user to build files and then package them for multiple operating systems is known as \_\_\_\_\_.
5. \_\_\_\_\_ allows the creator to render both 2D and 3D content on an HTML5 Canvas.
6. A(n) \_\_\_\_\_ exports an Animate file as an animated image.
7. A(n) \_\_\_\_\_ exports an Animate file as a video.
8. A single sheet of all bitmap images within a project is known as a(n) \_\_\_\_\_.

## Project Details

### Project file

N/A

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 1

**Topic:** Purpose, Audience, and Communication; Copyright, Permissions, and Licensing

**Subtopic:** Animation Terms

### Objectives covered

- 1 Working in the Animation Industry
  - 1.3 Determine the type of copyright, permissions, and licensing required to use specific content
    - 1.3.c Understand and use key terms related to multiplatform animation

# Design Elements

There are many design elements from the alignment, to movement, to shape. Each have their own purpose in the overall design of a project. It's important to know the many different elements and to be able to identify and use them.

## Purpose

Upon completing this project, you will understand design elements and principles.

## Steps for Completion

- \_\_\_\_\_ is a distinct differentiation among colors or parts of a graphic.
- The idea of using equal spacing in a design is \_\_\_\_\_.
- \_\_\_\_\_ is the act of using a high amount of contrast within a design.
- Match each picture with the term that best illustrates the design element:



a.



b.



c.



d.



e.

1. Repetition

2. Alignment

3. Form

4. Negative space

5. Gestalt

## Project Details

### Project file

N/A

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 1

**Topic:** Basic Design, Animation, and Interactive Media Principles

**Subtopic:** Common Design Principles

### Objectives covered

**1** Working in the Animation Industry

**1.4** Demonstrate knowledge of basic design principles and best practices employed in industry

**1.4.a** Communicate visually using the elements and principles of design and common design techniques

**1.5.a** Identify and use common typographic adjustments to create contrast, hierarchy, and enhanced readability

# Typographic Elements

Understanding typographic elements like font, font size, and text style will help a creator design text that is easy to read.

## Purpose

Upon completing this project, you will know the typographic elements and their meanings.

## Steps for Completion

1. A \_\_\_\_\_ is a typeface that presents the look of the text.
2. Font size is usually measured in \_\_\_\_\_.
3. \_\_\_\_\_ describes the way a block of text is placed on the screen.
4. \_\_\_\_\_ includes functions like bold, italic, superscript, and subscript.
5. The size of the text box determines \_\_\_\_\_.
6. Match each typographic concept with the description that best describes its meaning:
  - a. Tracking
  - b. Kerning
  - c. Leading
  1. The distance between two characters of text.
  2. The distance between the baselines of two text lines.
  3. Letter spacing among multiple letters.

## Project Details

### Project file

N/A

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 1

**Topic:** Basic Design, Animation, and Interactive Media Principles

**Subtopic:** Typographic Adjustments

### Objectives covered

**1** Working in the Animation Industry

**1.4** Demonstrate knowledge of basic design principles and best practices employed in industry

**1.4.b** Identify and use common typographic adjustments to create contrast, hierarchy, and enhanced readability

**1.5.b** Identify and use common typographic adjustments to create contrast, hierarchy, and enhanced readability

# Basic Principles of Animation

Knowing all twelve principles of animation helps a creator make their animations look and move the way they want. If the intent is to make the animation more realistic, a creator will spend time setting up the timing. If the purpose of the animation is to be playful, they may spend more time exaggerating the animation.

## Purpose

Upon completing this project, you will know the twelve basic principles of animation.

## Steps for Completion

1. \_\_\_\_\_ is a type of animation in which you have two or more objects animating at the same time.
2. \_\_\_\_\_ are dots on a timeline that signify a change in action within an animated movie.
3. The context used to help someone understand an animation is called \_\_\_\_\_.
4. \_\_\_\_\_ is one piece of an animation triggering others.
5. \_\_\_\_\_ is the act of animating parts of a character with the idea that those actions will support the main action.
6. An animation in which you build certain points to get to and then animate in between those points is \_\_\_\_\_ animation.
7. \_\_\_\_\_ is animation that works from start to finish.
8. The idea of making a character or object look good from every angle is \_\_\_\_\_.
9. \_\_\_\_\_ and \_\_\_\_\_ is the speed of the animation in certain stages.
10. \_\_\_\_\_ are animation that is portrayed over curved lines.
11. \_\_\_\_\_ is the act of strengthening an animation though relating it to the overall story containing the animation.
12. Which animation principle adds a realistic effect to animation? \_\_\_\_\_
13. \_\_\_\_\_ is the pre-motion to an action.
14. A cartoon character's arm being stretched to an impossible length is an example of which animation principle? \_\_\_\_\_

## Project Details

### Project file

N/A

### Estimated completion time

10-15 minutes

### Video reference

#### Domain 1

**Topic:** Basic Design, Animation, and Interactive Media Principles

**Subtopic:** Animation Principles

### Objectives covered

**1** Working in the Animation Industry

**1.5/1.6** Demonstrate knowledge of animation and interactive media principles

**1.6.a** Demonstrate knowledge of common animation principles

# Interactive Media Principles

Users should consider interactive media principles when designing and building Animate files. Ensuring the user interface has good accessibility and functionality, along with being consistent and aesthetically pleasing to look at, among other principles, will enhance overall user experience.

## Purpose

Upon completing this project, you will understand interactive media principles.

## Steps for Completion

1. Match the following terms to the paragraph that best defines each term:
 

<ol style="list-style-type: none"> <li>a. User experience</li> <li>b. User interface</li> <li>c. Accessibility</li> <li>d. Highly functional</li> <li>e. Hierarchical design</li> </ol>	<ol style="list-style-type: none"> <li>1. Testing the file to make sure everything works before turning a project over to the end-users.</li> <li>2. A home page that navigates to a level under the home page and then down to a specific page or area.</li> <li>3. Buttons of equal size and consistent design, making a usable finished project.</li> <li>4. Designing using high contrast, easy to read fonts, font size, and styles, including closed captions, to aid those with disabilities.</li> <li>5. The satisfaction level of the users from using animated graphics.</li> </ol>
---	---
2. Good \_\_\_\_\_ is created by placing menus across the top of an app, where most people expect to find them.
3. When an app or file is inviting and consistent in design, it is \_\_\_\_\_ for the user.
4. \_\_\_\_\_ is the ease in which a user can find features of an app.
5. Designs should be \_\_\_\_\_ from scene to scene.

### Project Details

**Project file**

N/A

**Estimated completion time**

5-10 minutes

**Video reference**

**Domain 1**

**Topic:** Basic Design, Animation, and Interactive Media Principles

**Subtopic:** Interactive Media Principles

**Objectives covered**

- 1** Working in the Animation Industry
- 1.5/1.6** Demonstrate knowledge of animation and interactive media principles
- 1.6.b** Demonstrate knowledge of interactive media principles

# Animate CC 2018

Domain 2

Presented By  
 **LearnKey**<sup>®</sup>



# Fill-in-the-Blanks Domain 2

**Instructions:** While watching Domain 2, fill in the missing words according to the information presented by the instructor. [References are found in the brackets.]

## Lesson 1

1. Open the \_\_\_\_\_ tab and then select New to start a new document. [Set Appropriate Settings]
2. As soon as a file is made into a template, the files should be \_\_\_\_\_. [Create a Document Template]
3. Characteristics for whatever is selected on or off the stage show in the \_\_\_\_\_. [Animate Interface Elements]
4. A \_\_\_\_\_ is the arrangement of panels and other items in the Animate interface. [Organize the Workspace]

## Lesson 2

5. The \_\_\_\_\_ controls how the Selection and Pen tools behave and how lines and shapes will work while drawing. [Configure Application Preferences]
6. The \_\_\_\_\_ tool allows users to move the mouse left and right on the stage and scrub through the timeline of the video. [Navigate a Document]
7. If a user wants an animation to play continuously as it is previewed, they should \_\_\_\_\_ the animation. [Use Timeline Tools]
8. When guides are present, objects can be \_\_\_\_\_ into place. [Use Guides and Grids]

## Lesson 3

9. Imported files in Animate are either imported directly to the \_\_\_\_\_ or the \_\_\_\_\_. [Import Media from Outside Sources]
10. Type a file name in the \_\_\_\_\_ to search for the file within the Library. [Manage Assets]
11. A \_\_\_\_\_ file starts with a definition of data and then adds lines of data using pairs of characteristics. [Load External Media]

## Lesson 4

12. \_\_\_\_\_ control the intensity of a color. [Fill and Stroke Colors]
13. \_\_\_\_\_ can be moved to adjust the amount of gradient each color takes up. [Fill and Stroke Colors]
14. If a user wants the swatch to update when changes are made, they must \_\_\_\_\_ the swatch. [Create and Manage Swatches]
15. Filters can only be put onto \_\_\_\_\_. [Create Presets]
16. To intensify an effect, \_\_\_\_\_ the Blur X and Blur Y. [Edit Presets]

# Create a New Document

The New Document dialog box provides many settings for a new document. The category, size, frame rate, and platform type need to be set when a document is created. Once those have been set, the user clicks Create to start their new project.

## Purpose

Upon completing this project, you will be able to create a new document in Animate.

## Steps for Completion

1. Open Animate.
2. Create a new Banner ad.
3. Change the Width of the banner to **320px** and the Height to **160px**
4. Choose the Platform Type, HTML5 Canvas.
5. Change the color of the banner to black.
6. Save the project as **21a-Banner Ad-Completed**

## Project Details

### Project file

N/A

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 2

**Topic:** Settings and Workspace

**Subtopic:** Set Appropriate Settings

### Objectives covered

**2** Project Setup and Interface

**2.1** Create a document with the appropriate settings for multimedia projects

**2.1.a** Set appropriate document settings for a new project

# Create a Document Template

Document templates save time on future projects because the settings don't have to be reset each time. To save a document as a template, click File, Save as Template. Then give the template a name, category, and description. Close the template and open a new file based off the template before making any changes.

## Purpose

Upon completing this project, you will be able to save a file as a template and create a file from a template.

## Steps for Completion

1. Open the **21b-Banner Ad.fla** file from your Domain 2 Student folder.
2. Save this banner as a template using the following steps:
  - a. Name the template **Black Banner 320x160**
  - b. Select Banners as the category.
  - c. For the description type **Standard black banner for ads**
  - d. Click Save.
3. Close the template file.
4. Start a new banner based on the Black Banner 320 x 160 template.
5. Save the banner as **21b-Banner Ad-Completed**

## Project Details

### Project file

21b-Banner Ad.fla

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 2

**Topic:** Settings and Workspace

**Subtopic:** Create a Document Template

### Objectives covered

**2** Project Setup and Interface

**2.1** Create a document with the appropriate settings for multimedia projects

**2.1.b** Create a new document template for specific project needs

# Interface Elements

In Animate, there is a Properties panel that shows different characteristics. The user can get to the Properties panel though clicking on the Properties tab. There is also the Library panel that stores objects used in the file. Locate the Library panel by clicking the Library tab. There is also a timeline located at the bottom of the page that contains layers used to build a file. The Tools panel, on the right edge of the screen, allows the user to select objects, add text, draw, brush, erase, pan, and zoom on the document, among other tasks. All these panels make up the overall Animate interface.

## Purpose

Upon completing this project, you will be able to identify interface elements in Animate.

## Steps for Completion

1. The Properties panel shows characteristics of what is \_\_\_\_\_ on or off the stage.
2. The \_\_\_\_\_ contains layers that are used to build a file.
3. If there are 300 frames at 30 frames a second, how many seconds long will the file duration be? \_\_\_\_\_
4. Which panel stores objects used in the current file like symbols and imported files? \_\_\_\_\_
5. The \_\_\_\_\_ panel allows the user to set both fill and stroke colors on objects through selecting a color or selecting a pre-built swatch.
6. The \_\_\_\_\_ panel allows the user to rotate, scale, and skew objects.
7. \_\_\_\_\_ presets allow the user to set pre-built animations on objects.
8. Objects are stored in the cloud with the ability to use them in multiple Adobe apps through the \_\_\_\_\_ panel.
9. The Tools panel is found on which edge of the screen? \_\_\_\_\_
10. The area outside of the stage is the \_\_\_\_\_.

### Project Details

**Project file**

N/A

**Estimated completion time**

5-10 minutes

**Video reference**

**Domain 2**

**Topic:** Settings and Workspace

**Subtopic:** Animate Interface Elements

**Objectives covered**

**2** Project Setup and Interface

**2.2** Customize the application workspace and use visual aids for layout

**2.2.a** Identify and manipulate elements of the Animate interface

# Add and Remove Panels

To add panels, click on the Windows tab and select a panel from the list. To remove a panel, open the Windows tab and select a panel that has a check mark next to it, to remove that panel. An added panel is ready to use or grouped and docked with other panels. Use the workspace switcher and the Workspace menu to save changes you have made to the interface as a custom workspace.

NOTE: Any step where you are asked to take a screenshot only applies if you are a student in a classroom and need to send something to an instructor to be graded.

## Purpose

Upon completing this project, you will be able to add, close, and group and dock panels in Animate.

## Steps for Completion

1. Add the CC Libraries panel.
2. Close the CC Libraries panel.
3. Add the Action panel.
4. Group and dock the Action panel with the Properties and Library panels.
5. Save the current interface as a new workspace named **New Classic Workspace**
6. Take a screenshot of the New Classic Workspace and the docked panel and save it as **22b-Docked Panel-Complete**
7. Ungroup and undock the Action panel.
8. Change the workspace back to Essentials.
9. Reset the Essentials workspace.

### Project Details

#### Project file

N/A

#### Estimated completion time

5-10 minutes

#### Video reference

##### Domain 2

**Topic:** Settings and Workspace

**Subtopic:** Organize the Workspace

#### Objectives covered

**2** Project Setup and Interface

**2.2** Customize the application workspace and use visual aids for layout

**2.2.b** Organize and customize the workspace

# Change Preferences

Users can change their preferences in the Preferences window. Some of the preferences include the user interface, highlight colors, and drawing tools.

## Purpose

Upon completing this project, you will be able to navigate to the Preferences window and change the User Interface.

## Steps for Completion

1. Open the Preferences window.
2. Change the User Interface to Light.
3. Take a screenshot of the light interface.
4. Save the screenshot as **22c-Preferences-Complete**

## Project Details

### Project file

N/A

### Estimated completion time

5 minutes

### Video reference

#### Domain 2

**Topic:** Customize Workspaces

**Subtopic:** Configure Application Preferences

### Objectives covered

**2** Project Setup and Interface

**2.2** Customize the application workspace and use visual aids for layout

**2.2.c** Configure application preferences

# Navigating a Document

The Zoom tool provides a plus sign when it is on the stage. Clicking the plus sign on the stage zooms in on the stage. To zoom out, hold down the Alt key to change the plus sign to a minus sign. Clicking and dragging with the Zoom tool allows the user to zoom in on a specific area. The Pan tool allows the user to move the parts of the stage around to see different portions up close. Clicking and holding the mouse down on an available tool reveals the keyboard shortcut for that tool.

## Purpose

Upon completing this project, you will be able to use tools to navigate a document.

## Steps for Completion

1. Which tool reveals a plus sign when the mouse is moved on the stage and allows the user to zoom in? \_\_\_\_\_
2. The \_\_\_\_\_ tool allows the user to click and drag the tool to specify a specific area to zoom in on.
3. A user wanting to examine the detail of their work up close can use the \_\_\_\_\_ tool to move the work up, down, left, and right as needed, to see the different portions of their project.
4. Which tool allows the user to rotate the stage? \_\_\_\_\_
5. Define what the following shortcut keys do in Animate:
  - a. H: \_\_\_\_\_
  - b. Comma: \_\_\_\_\_
  - c. Enter: \_\_\_\_\_
  - d. Period: \_\_\_\_\_
  - e. Shift + comma: \_\_\_\_\_
  - f. Shift + period: \_\_\_\_\_

## Project Details

### Project file

N/A

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 2

**Topic:** Customize Workspaces

**Subtopic:** Navigate a Document

### Objectives covered

**2** Project Setup and Interface

**2.2** Customize the application workspace and use visual aids for layout

**2.2.d** Navigate a document

# Timeline Tools

Timeline tools provide the user with the ability to organize layers and frames within a document. The Loop tool allows users to loop specific frames and view them over and over. There are step forward one frame and step back one frame buttons along with buttons to navigate to the beginning and end of the frames. Users also have the option to label, comment, or add anchors to frames. The Onion Skin tool allows the user to see how an animation is progressing through keyframes.

## Purpose

Upon completing this project, you will be able to use timeline tools to set a loop, name frames, add an onion skin, and view the onion skin as on outline.

## Steps for Completion

1. Open the **22e-Web Banner2.fla** file from your Domain 2 Student folder.
2. Set a loop from frame 30 to frame 60.
3. Name the first keyframe in the words layer **Spring Line**
4. Add an onion skin to the location of your choosing.
5. Make the onion skin ten frames long.
6. View the onion skin as an outline.
7. Save this file with the name **22e-Web Banner2-Completed**

## Project Details

### Project file

22e-Web Banner2.fla

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 2

**Topic:** Customize Workspaces

**Subtopic:** Use Timeline Tools

### Objectives covered

**2** Project Setup and Interface

**2.2** Customize the application workspace and use visual aids for layout

**2.2.e** Use timeline tools



# Snapping Objects with Guides

Users create object placeholders by using one or more rulers to create guides. The guides snap objects into the placeholder and align objects vertically, horizontally, or both. To make sure the objects will snap, select Snap to Guides in the Snapping menu. Objects can also snap into place using the Selection tool. Another way to align an object is by using a grid. To use the grid, click on the View tab, Grid, and then choose Show Grid. To ensure objects will snap to the grid, click on the View tab, select Snapping, and then select Snap to Grid. Drag the object using the grid lines to align the object. Objects are also aligned by snapping them to a motion guide.

## Purpose

Upon completing this project, you will be able to use rules to create and lock guides.

## Steps for Completion

1. Open the **22f-Web Banner2.fla** file from the Domain 2 Student folder.
2. Place rulers on the stage.
3. Create an object guide in the space next to the box with the backpack in it using the following instructions:
  - a. Add a horizontal guide, so the object placeholder lines up with the bottom edge of the box with the backpack in it
  - b. Add a vertical guide, so the object placeholder lines up with the right edge of the box with the pants in it
4. Make sure Snap to Guides is selected in the Snapping menu.
5. Use the Rectangle tool to snap a rectangle into the guidelines that were just created.
6. Lock the guidelines.
7. Using the Selection tool to snap it into place, left align the box with the shoe.
8. Use the Selection tool to snap the box with the backpack in it, to left align with the box above it.
9. Save this file with the name **22f-Web Banner2-Completed**

### Project Details

#### Project file

22f-Web Banner2.fla

#### Estimated completion time

5-10 minutes

#### Video reference

##### Domain 2

**Topic:** Customize Workspaces

**Subtopic:** Use Guides and Grids

#### Objectives covered

**2** Project Setup and Interface

**2.2** Customize the application workspace and use visual aids for layout

**2.2.f** Use guides and grids

# Importing Media

To save time re-creating objects, users can import objects from other Adobe apps. Objects are either imported directly to the Stage or imported to the Library. Users can import picture and video files to the Library by dragging the file from Explorer (Finder on a Mac) and dropping it in the Library. Users can also import audio files to the Library. The Library stores imported media for future use.

## Purpose

Upon completing this project, you will be able to import media into Animate.

## Steps for Completion

1. Open the **23a-Web Banner.fla** file from the Domain 2 Student folder.
2. Upload the **Gradient-Fall** file from the Domain 2 Student folder, to the Stage. Accept all import defaults.
3. Rotate the Background layer to stand vertically like the other layers.
4. Nudge the Background layer on top of the other layers.
5. Make the Background layer the bottom layer.
6. Import the **EminenceLogo-RED** from the Domain 2 Student folder to the Library. Accept all import defaults.
7. Open the Library tab to make sure the Eminence logo was imported to the Library correctly.
8. Import the **WBanner\_SKETCH-01** picture to the Library from the Domain 2 Student folder.
9. Open the Library tab to make use the **WBanner\_SKETCH-01** picture was imported to the Library correctly.
10. Save this file as **23a-Web Banner-Completed**

## Project Details

### Project file

23a-Web Banner.fla

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 2

**Topic:** Import and Manage Assets

**Subtopic:** Import Media from Outside Sources

### Objectives covered

**2** Project Setup and Interface

**2.3** Import into and manage assets in a project

**2.3.a** Import media from various sources

# Managing Assets

Users can manage assets in many ways. Renaming, moving, duplicating, and deleting files are a few options provided. Users create new folders and use them to organize assets. Folders make keeping the Library organized and finding assets easier.

## Purpose

Upon completing this project, you will be able to manage assets in an Animate project library.

## Steps for Completion

1. Open the **23b-WebBanner.fla** file from your Domain 2 Student folder.
2. Open the Library panel.
3. Rename the Background file, found in the Gradient-Fall folder, to **Background Gradient**
4. Delete the **FLVPlayback** file from the Library.
5. Create a new folder in the Library and name it **Sketch Files**
6. Move the **sketch\_graphic** and the **WBanner\_SKETCH-01.jpg** files to the Sketch Files folder.
7. Duplicate the **EminenceLogo-RED** file and rename it **EminenceLogo-YELLOW**.
8. Display the unused items in the Library and delete the **Bird.mp3** file.
9. Save the file as **23b-WebBanner-Completed**

## Project Details

### Project file

23b-WebBanner.fla

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 2

**Topic:** Import and Manage Assets

**Subtopic:** Manage Assets

### Objectives covered

**2** Project Setup and Interface

**2.3** Import into and manage assets in a project

**2.3.b** Manage assets in an Animate project

# External Media

There are several options for importing external media into Animate. One way to import is through the File tab, selecting Import and then Import video. Using a URL will link an online video to import. Many of the other external media imports need an ActionScript or JavaScript code to use the file. Users load XML or JSON files into an Animate file through scripting.

## Purpose

Upon completing this project, you will be able to load external media in Animate.

## Steps for Completion

1. Open the **23c-Web Banner2.fla** file from your Domain 2 Student folder.
2. Import the YouTube video <https://youtu.be/RE-MIYy8xts> from the web to the Library.
3. Save the project as **23c-Web Banner2-Completed**
4. To reference external audio, images, XML files, or JSON files, \_\_\_\_\_ code for ActionScript files or \_\_\_\_\_ code for HTML Canvas files is needed.
5. \_\_\_\_\_ is used to tell a webpage how to display text and other objects.
6. \_\_\_\_\_ is used to define and store data in a document.
7. A \_\_\_\_\_ file starts with a definition of data and then adds lines of data using pairs of characteristics.

## Project Details

### Project file

23c-Web Banner2.fla

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 2

**Topic:** Import and Manage Assets

**Subtopic:** Load External Media

### Objectives covered

**2** Project Setup and Interface

**2.3** Import into and manage assets in a project

**2.3.c** Load external media

# Color Management

The fill and stroke colors are set in a few different ways. One way is through opening the Color panel and selecting the color. A user can also use the Eyedropper tool or enter the color's hexadecimal value to match the color exactly.

## Purpose

Upon completing this project, you will be able to set the fill and stroke colors.

## Steps for Completion

1. Open the **24a-Web Banner.fla** file from your Domain 2 Student folder.
2. Use the Eyedropper to match the fill color of the rectangle with the banner's brown background color.
3. Change the stroke color around the rectangle to the hexadecimal value, **#FFF99**
4. Save this file as **24a-Web Banner-Completed**
5. Alpha values control \_\_\_\_\_
6. In Animate, the \_\_\_\_\_ and the \_\_\_\_\_ are separate entities when a basic shape is drawn, and Object Drawing is turned off.

## Project Details

### Project file

24a-Web Banner.fla

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 2

**Topic:** Colors, Swatches, Gradients, and Presets

**Subtopic:** Fill and Stroke Colors

### Objectives covered

**2** Project Setup and Interface

**2.4** Manage colors, swatches, gradients, brushes, filter presets, and motion presets

**2.4.a** Set the active fill and stroke color

# Customizing Gradients

Add gradients through the Color panel by selecting Linear or Radial gradients. Choose the color or colors. Alter the gradient and its colors by adding and moving transparency stops. The Gradient Transform tool zooms in or zooms out, showing more or less of the gradient. The Rotation tool rotates the direction of the gradient.

## Purpose

Upon completing this project, you will be able to change an object's fill to a gradient.

## Steps for Completion

1. Open the **24b-Web Banner.fla** file from your Domain 2 Student folder.
2. Select the rectangular shape to the right of the stage and change the fill to a linear gradient.
3. Change the black transparency stop to a dark blue color.
4. Add a transparency stop in the middle of the gradient line.
5. Change the center transparency stop to a turquoise color.
6. Remove the white transparency stop.
7. Using the Rotation tool, change the gradient direction to be diagonal.
8. Change the fill on the circle to a radial gradient.
9. Use the Eyedropper tool to change the color of the gradient to the orange color used for the triangles on the banner.
10. Save this file as **24b-Web Banner-Completed**

## Project Details

### Project file

24b-Web Banner.fla

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 2

**Topic:** Colors, Swatches, Gradients, and Presets

**Subtopic:** Create and Customize Gradients

### Objectives covered

**2** Project Setup and Interface

**2.4** Manage colors, swatches, gradients, brushes, filter presets, and motion presets

**2.4.b** Create and customize a gradient

# Creating and Editing Swatches

Users can create a swatch from the Color panel. To use or edit a swatch, locate the swatch in the Swatches panel and then update the swatch as needed. A user should tag a swatch if they want any changes made to that swatch to update all instances of the swatch. To remove a link from a swatch to an object, click on any object using the swatch and click Unlink.

## Purpose

Upon completing this project, you will be able to create and edit swatches.

## Steps for Completion

1. Open the **24c-Web Banner.fla** file in your Domain 2 Student folder.
2. Create a swatch using the circle's Radial gradient color.
3. Tag the swatch and name it **Radial New Fall**
4. On the Radial New Fall swatch, change the second transparency stop color to the red color used for the word, Line.
5. Add the new swatch color to the top triangle on the banner.
6. Save the banner as **24c-Web Banner-Completed**

## Project Details

### Project file

24c-Web Banner.fla

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 2

**Topic:** Colors, Swatches, Gradients, and Presets

**Subtopic:** Create and Manage Swatches

### Objectives covered

**2** Project Setup and Interface

**2.4** Manage colors, swatches, gradients, brushes, filter presets, and motion presets

**2.4.c** Create, manage, and edit swatches

# Create Presets

The Brush Tools panel is used to create a custom brush, also known as a nib. Creating a custom brush includes options like brush angle, flatness, size, and shape.

Filters are set on symbols. If a user wants to add filters to an object, they must convert the object to a symbol. Filters include options like Drop Shadow, Glow, and Blur. To add a filter preset, click the plus sign on Filters and select the filter. Users will find filter presets in the filter settings.

There are many different animations used to move objects around a stage. An example of one is a motion tween. Motion tweens have motion paths. Users build them using preset motion paths from the Motion Presets panel. They are also built through the movement of an object from one frame to another.

## Purpose

Upon completing this project, you will be able to create presets.

## Steps for Completion

1. Open the **24d-Animation.fla** file from your Domain 2 Student folder.
2. Create a new custom brush using the following instructions:
  - a. Set the shape to round.
  - b. Set the brush angle to **-10**
  - c. Set the flatness to **50%**
  - d. Set the size to **130**
3. Draw a squiggly line along the bottom of the stage using the custom brush that was just created.
4. Convert the Eminence logo to a movie clip symbol and name it **EMI Logo**
5. Add a glow filter to the logo using the following instructions:
  - a. Set Blur X and Blur Y to **20**
  - b. Change the color to orange.
6. Save this filter preset as **Orange Glow**
7. Add a motion tween to the symbol layer.
8. On frame 30 of the symbol layer, move the EMI Logo symbol down slightly.
9. Adjust the motion preset to be an arc.
10. Save the motion as a motion preset with the name **Right Arc**
11. Save the project as **24d-Animation-Completed**

## Project Details

### Project file

24d-Animation.fla

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 2

**Topic:** Colors, Swatches, Gradients, and Presets

**Subtopic:** Create Presets

### Objectives covered

**2** Project Setup and Interface

**2.4** Manage colors, swatches, gradients, brushes, filter presets, and motion presets

**2.4.d** Create brushes, filter presets, and motion presets



# Edit Presets

To edit a custom brush, select the Brush tool and click the Edit icon. Click OK when finished editing to save the changes. This edit will not update existing brush strokes but will use the updated edits in the future.

When editing filter presets, select the symbol using the filter, and in the filter settings, select Edit presets. The user can edit the filter name or delete the filter altogether. If different filter aspects need changing, make the needed changes. Then save the changes with the same name as the current filter, replacing the existing filter.

Edit a preset motion path through the motion preset panel. Edit the name or make the necessary edits and save the new motion path with the current motion's name to replace it.

## Purpose

Upon completing this project, you will be able to edit brushes, filter presets, and motion presets.

## Steps for Completion

1. Open the **24e-Animation.fla** file from your Domain 2 Student folder.
2. Edit the custom brush by rotating the angle to **-10%**
3. Change the Orange Glow filter's name to **Orange Glow Out**
4. Increase the Blur X and Blur Y to 30 pixels and save it as the default setting for the Orange Glow Out preset filter.
5. Open the Motion Presets panel and change the Right Arc motion path's name to **Right Half Arc**
6. Apply the Right Half Arc motion path to the logo on the stage.
7. Expand the Right Half Arc motion path to the N in the Eminence object.
8. Save this new motion preset path as **Right Half Arc** replacing it with the current motion path with the same name.
9. Save the project as **24e-Animation-Completed**

## Project Details

### Project file

24e-Animation.fla

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 2

**Topic:** Colors, Swatches, Gradients, and Presets

**Subtopic:** Edit Presets

### Objectives covered

**2** Project Setup and Interface

**2.4** Manage colors, swatches, gradients, brushes, filter presets, and motion presets

**2.4.e** Edit brushes, filter presets, and motion presets

# Animate CC 2018

Domain 3

Presented By  
 **LearnKey**<sup>®</sup>

# Fill-in-the-Blanks Domain 3

**Instructions:** While watching Domain 3, fill in the missing words according to the information presented by the instructor. [References are found in the brackets.]

## Lesson 1

1. \_\_\_\_\_ allow a user to isolate objects. [Manage Single Layers]
2. The \_\_\_\_\_ feature enables users to set depth perception of their layers. [Manage Multiple Layers]
3. Mask layers only show when the mask layer is \_\_\_\_\_. [Recognize Types of Layers]
4. A \_\_\_\_\_ needs to be added to the timeline to change what is on the stage. [Manage Content Over Time]
5. When setting layer transparency, the lower the number, the \_\_\_\_\_ the transparency. [Visibility and Transparency]
6. The \_\_\_\_\_ icon is used to show or hide a layer. [Visibility and Transparency]
7. The \_\_\_\_\_ layer must be nested below the \_\_\_\_\_ layer. [Work with Masks]
8. Mask and Masked layers must be \_\_\_\_\_ to show as mask layers. [Work with Masks]

# Add and Manage Layers

Add new layers through the Timeline panel or the Insert menu. Layers allow users to isolate objects. Users can name a layer and change its height. Users can also lock objects, hide objects, and deemphasize objects within a layer.

## Purpose

Upon completing this project, you will be able to add and manage layers.

## Steps for Completion

1. Open the **31a-Web Banner.fla** file from your Domain 3 Student folder.
2. Add a new layer before Layer\_8.
3. Place a rectangle object on the pasteboard to the right of the stage.
4. Name the new layer **Title Rectangle**
5. Create a duplicate of the Title\_Rectangle layer.
6. Add a rectangle object to the Title\_Rectangle\_copy layer, below the original rectangle.
7. Lock the rectangle on the Title\_Rectangle layer.
8. Show just the outline of the rectangle object on the Title\_Rectangle\_copy layer.
9. Increase the layer height on the Title\_Rectangle layer to 200%.
10. Save the project as **31a-Web Banner-Completed**

## Project Details

### Project file

31a-Web Banner.fla

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 3

**Topic:** Manage Layers and Layer Visibility

**Subtopic:** Manage Single Layers

### Objectives covered

**3** Organization of Documents

**3.1** Manage layers

**3.1.a** Manage layers

# Creating New Folders

Organize layers in Animate to make navigating through layers easier. One way to organize layers is to create folders and use those folders to store layers. Users should name folders, so they are easy to locate. Another way to manage layers is through using Advanced Layer Modes. The modes include Layer Depth, Layer Parenting, Layer Effects, and Camera.

## Purpose

Upon completing this project, you will be able to manage multiple layers in Animate.

## Steps for Completion

1. Open the **31b-Web Banner.fla** file from your Domain 3 Student folder.
2. Create a new folder above the Layer\_7 layers and name it **Banner\_Text**
3. Place all Layer\_7 layers in the Banner\_Text folder.
4. Collapse the Banner\_Text folder.
5. Move the Banner\_Text folder to the bottom of the layers.
6. Select the Title\_Rectangle layer and add a layer depth of **300** to the layer.
7. Save the project as **31b-Web Banner-Completed**

## Project Details

### Project file

31b-Web Banner.fla

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 3

**Topic:** Manage Layers and Layer Visibility

**Subtopic:** Manage Multiple Layers

### Objectives covered

**3** Organization of Documents

**3.1** Manage layers

**3.1.b** Manage multiple layers

# Types of Layers

Layers found in the Layers panel may include normal layers, mask layers, masked layers, folder layers, and guide layers. Each layer serves its purpose in the project creation.

## Purpose

Upon completing this project, you will be able to recognize different types of layers.

## Steps for Completion

1. Define each of the following layers:
  - a. Normal: \_\_\_\_\_
  - b. Folder: \_\_\_\_\_
  - c. Guide: \_\_\_\_\_
  - d. Mask: \_\_\_\_\_
  - e. Masked: \_\_\_\_\_
2. Masks only show when the layers being used for the mask are \_\_\_\_\_.
3. List the two ways a mask layer can be changed into a normal layer:
  - a. \_\_\_\_\_
  - b. \_\_\_\_\_

### Project Details

#### Project file

N/A

#### Estimated completion time

5-10 minutes

#### Video reference

##### Domain 3

**Topic:** Manage Layers and Layer Visibility

**Subtopic:** Recognize Types of Layers

#### Objectives covered

**3** Organization of Documents

**3.1** Manage layers

**3.1.c** Recognize the different types of layers in the Layers panel

# Managing Animate Content

Use the timeline to manage content. Frames determine the length of the movie. Keyframes determine the what and where of things on the stage. Use both frames and keyframes to manage what, where, and how long content appears in the video.

## Purpose

Upon completing this project, you will be able to manage Animate content.

## Steps for Completion

1. Open the **31d-Titles.fla** file from your Domain 3 Student folder.
2. Insert a frame at frame 60 on the rectangle layer.
3. Insert a keyframe at frame 40 on the rectangle layer.
4. Select the new keyframe and then delete the rectangle.
5. Play the movie to make sure the rectangle disappears at frame 40.
6. Save the project as **31d-Titles-Completed**

## Project Details

### Project file

31d-Titles.fla

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 3

**Topic:** Manage Layers and Layer Visibility

**Subtopic:** Manage Content Over Time

### Objectives covered

**3** Organization of Documents

**3.1** Manage layers

**3.1.d** Manage content over time

# Layer Visibility and Transparency

Users can hide or show layers on the timeline by clicking on a layer and then selecting the Eye icon. Open the Layer Properties to increase or decrease a layer's transparency. These transparency changes affect every object in the layer that has been adjusted.

## Purpose

Upon completing this project, you will be able to adjust a layer's visibility and transparency.

## Steps for Completion

1. Open the **32a-Web Banner.fla** file from your Domain 3 Student folder.
2. Make the grass layer **20%** transparent.
3. Make the moon layer **50%** transparent.
4. Check that the visibility icon is placed next to the grass and moon layers.
5. Hide the tent layer.
6. Save the project as **32a-Web Banner-Completed**

## Project Details

### Project file

32a-Web Banner.fla

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 3

**Topic:** Manage Layers and Layer Visibility

**Subtopic:** Visibility and Transparency

### Objectives covered

**3** Organization of Documents

**3.2** Modify layer visibility using transparency in masks

**3.2.a** Adjust a layer's visibility and transparency



# Mask and Masked Layers

Create a mask and masked layer by deciding which layer is going to mask the other layer. The masked layer is always listed below the mask layer. Lock the mask and masked layers for them to display.

## Purpose

Upon completing this project, you will be able to create and apply masks.

## Steps for Completion

1. Open the **32b-Web Banner.fla** file from your Domain 3 Student folder.
2. Hide all the layers except the **mountain\_mask** and **mountains** layers.
3. Unlock both the **mountain\_mask** and **mountains** layers.
4. Turn the **mountain\_mask** layer into a mask layer.
5. Show the **moon** layer and make it a masked layer.
6. Ensure the mask and masked layers are locked.
7. Save the project as **32b-Web Banner-Completed**

## Project Details

### Project file

32b-Web Banner.fla

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 3

**Topic:** Manage Layers and Layer Visibility

**Subtopic:** Work with Masks

### Objectives covered

**3** Organization of Documents

**3.2** Modify layer visibility using transparency in masks

**3.2.b** Create, apply, and manipulate masks

# Animate CC 2018

Domain 4

Presented By  
 **LearnKey**<sup>®</sup>

# Fill-in-the-Blanks Domain 4

**Instructions:** While watching Domain 4, fill in the missing words according to the information presented by the instructor. [References are found in the brackets.]

## Lesson 1

1. The \_\_\_\_\_ tool creates more abstract drawings than that of the Pen tool. [Create Vector Graphics]
2. The \_\_\_\_\_ tool allows one to paint inside a shape or behind a shape. [Brush Tools]
3. Object Drawing mode is always on with \_\_\_\_\_ shapes. [Create Shapes]
4. Every change with the Pen tool manipulates a(n) \_\_\_\_\_ point. [Modify and Edit Vector Graphics]

## Lesson 2

5. \_\_\_\_\_ type is a type of text box in which the size of the text box is determined before typing text. [Use Type Tools to Add Typography to a Project]
6. The smoothness of edges of text is also known as \_\_\_\_\_. [Adjust Character Settings]
7. In Animate, an indentation is a \_\_\_\_\_ option. [Adjust Paragraph Settings]
8. The \_\_\_\_\_ feature turns text into graphics. [Convert Text to Graphics]
9. Instance names cannot have \_\_\_\_\_. [Configure Dynamic Text and Input Areas]

## Lesson 3

10. The \_\_\_\_\_ tool is used to select matching colors on a bitmap. [Selection Tools]
11. Holding down the Shift key while selecting multiple areas with the \_\_\_\_\_ tool selects multiple anchor points [Modify and Refine Selections]
12. To isolate a group object for editing, one needs to \_\_\_\_\_ the object. [Group or Ungroup Selections]

## Lesson 4

13. Scaling content when changing the stage size could \_\_\_\_\_ objects on a stage. [Modify Document Settings]
14. The 3D Translation tool allows one to move a \_\_\_\_\_ object in a 3D space. [Rotate, Flip, and Transform]
15. The Camera layer must be the \_\_\_\_\_ layer in relation to other layers in the timeline. [Modify Views with the Camera Tool]
16. The Smooth and Straighten tools work on objects drawn with brushes, the Pen tool, and the \_\_\_\_\_ tool. [Basic Auto-Correction Tools]

## Lesson 5

17. The \_\_\_\_\_ feature allows one to reduce the stroke size of a shape without reducing the shape size. [Use Vector Tools]
18. Paint Brush objects have no \_\_\_\_\_ available to change. [Adjust Object Appearance]

19. Bitmap graphics use less CPU than their vector counterparts because bitmap graphics do not need to \_\_\_\_\_ themselves. [Convert Between Bitmaps and Vectors]

## Lesson 6

20. \_\_\_\_\_ symbols can have filters, but graphic symbols cannot have filters. [Symbol Effects]
21. \_\_\_\_\_ tweens can have multiple types of keyframes. [Transformation Through Keyframes]
22. The \_\_\_\_\_ feature adjusts the speed of the start and/or finish of a motion tween. [Tween Techniques]
23. When creating an inverse kinematic tween, the Bone tool is used to assign joints to an \_\_\_\_\_. [Inverse Kinematic Tweens]
24. A \_\_\_\_\_ symbol is dependent upon its parent timeline for playing accurately. [Symbols and Purposes]

## Lesson 7

25. A shape drawn on the \_\_\_\_\_ keyframe of a button defines the clickable area for a button. [Interactive Elements]
26. A best practice is to place code on a layer named \_\_\_\_\_. [Manipulate Text Elements]
27. When debugging code, \_\_\_\_\_ interrupt code and allow one to run code one line at a time. [Add and Modify Code]

## Lesson 8

28. The \_\_\_\_\_ sync setting will not start a new instance of a sound if an instance is already playing. [Incorporate Audio]
29. Sorenson Spark and \_\_\_\_\_ are codecs used for FLV files. [Incorporate Video]

# Create Vector Graphics

Vector graphics are 2D graphics that are created using lines and curves to form shapes. Vector graphics do not need to be perfect. There are tools to straighten lines, close shapes, and adjust the size of the graphic later.

## Purpose

Upon completing this project, you will be familiar with the functions of the Pen tool, Transform tool, and the Pencil tool.

## Steps for Completion

1. Open the **41a-Web Banner.fla** file from your Domain 4 Student folder.
2. On the shapes layer, use the Pen tool to draw a triangle using straight lines and these settings:
  - a. Set the color to brown.
  - b. Set the stroke to 4 points.
3. Use the Pen tool to draw a teardrop using curved segments.
4. Use the Transform tool to make the curved segment smaller.
5. A \_\_\_\_\_ tool is used to draw abstract shapes and motion paths.
6. Save the project as **41a-Graphics-Completed**

## Project Details

### Project file

41a-Web Banner.fla

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 4

**Topic:** Element Tools and Features

**Subtopic:** Create Vector Graphics

### Objectives covered

**4** Create and Modify Multimedia Elements

**4.1** Use core tools and features to create and modify visual elements

**4.1.a** Create vector graphics using a variety of tools

# Brush Tools

Brush tools control painting in relation to other objects. Brush tools do not have set styles. Brush tools options include the Paint Bucket tool, Paint Brush tool, and the Brush tool. Each Brush tool has different features to help create graphics.

## Purpose

Upon completing this project, you will be familiar with a few of the Brush tools and use them to create and color shapes.

## Steps for Completion

1. Open the **41a-Web Banner.fla** file from your Domain 4 Student folder.
2. Paint a light gray color using a brush size of 20 behind the circle shape.
3. Paint a cloud using the Artistic and Chalk Charcoal Pencil.
  - a. Use the smooth setting
  - b. Make the color a light gray
  - c. Make the stroke size 50
4. Save the project as **41a-Brush-Completed**
5. What tool has options to paint behind and inside a shape? \_\_\_\_\_
6. What tool has some style and width options but no paint bucket? \_\_\_\_\_
7. What tool has stroke but no fill options? \_\_\_\_\_
8. What tool does have stroke and fill options? \_\_\_\_\_

### Project Details

#### Project file

41a-Web Banner.fla

#### Estimated completion time

5-10 minutes

#### Video reference

##### Domain 4

**Topic:** Element Tools and Features

**Subtopic:** Brush Tools

#### Objectives covered

**4** Create and Modify Multimedia Elements

**4.1** Use core tools and features to create and modify visual elements

**4.1.a** Create vector graphics using a variety of tools

# Create Shapes

There are three types of shapes to focus on: shapes with object drawing mode turned off, shapes with object drawing mode turned on, and primitive shapes. Each type has properties that are adjustable and move in different ways.

## Purpose

Upon completing this project, you will know the properties associated with the object drawing mode turned on and off for shapes and the difference between basic shapes and primitive shapes.

## Steps for Completion

1. Open the **41a-Shapes.fla** file from your Domain 4 Student folder.
2. Create a rectangle with the object drawing turned off, and with these settings:
  - a. Make the fill color light green
  - b. Make the stroke color dark green
  - c. Make the stroke size 3 points
3. Create a five-sided star with the object drawing turned on.
4. Move the rectangle to the left side of the stage.
5. Move the star to the right side of the stage.
6. What is the difference between the shape with the object drawing turned off compared to the shape with the object drawing turned on? \_\_\_\_\_
7. Create a primitive rectangle with these settings:
  - a. Make the fill color a light gray
  - b. Make the corner radius 5 pixels
8. Save the completed project as **41a-Shapes-Completed**
9. What type of shape has the object drawing mode always on and not adjustable? \_\_\_\_\_

## Project Details

### Project file

41a-Shapes.fla

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 4

**Topic:** Element Tools and Features

**Subtopic:** Create Shapes

### Objectives covered

**4** Create and Modify Multimedia Elements

**4.1** Use core tools and features to create and modify visual elements

**4.1.a** Create vector graphics using a variety of tools

# Modify and Edit Vector Graphics

A few tools that are used to modify graphics are the Free Transform tool, Gradient Transform tool, Width tool, Add Anchor Point tool, Delete Anchor Point tool, Convert Anchor Point tool, Pen tool, and the Selection tool. Tools that make anchor point adjustments are found by holding down the mouse on the Pen tool.

## Purpose

Upon completing this project, you will be familiar with some of the tools that modify and edit vector graphics.

## Steps for Completion

1. Open the **41b-Web Banner.fla** file from your Domain 4 Student folder.
2. Do the following with the rectangle shape:
  - a. Rotate and skew the rectangle
  - b. Scale the rectangle to a larger size
  - c. Distort the rectangle
  - d. Warp the rectangle into a different shape
3. Widen the stroke of the brush stroke below the sun and cloud combination.
4. Do the following with the triangle:
  - a. Add an anchor point to the right side of the triangle
  - b. Convert the anchor point that was just added to a curved point
5. Save the project as **41b-Web Banner-Completed**
6. What tool makes anchor points show on a shape? \_\_\_\_\_
7. What tool controls the width of a portion of any pencil, pen, or paint brush-based object? \_\_\_\_\_
8. What tool is grouped with the Free Transform tool? \_\_\_\_\_

## Project Details

### Project file

41b-Web Banner.fla

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 4

**Topic:** Element Tools and Features

**Subtopic:** Modify and Edit Vector Graphics

### Objectives covered

**4** Create and Modify Multimedia Elements

**4.1** Use core tools and features to create and modify visual elements

**4.1.b** Modify and edit vector graphics using a variety of vector tools



# Use Type Tools to Add Typography

Typography is the use of letters/text and their design and styles to create graphic design elements. Typography uses three types of text: static text, dynamic text, and input text. There are two ways to add text boxes to the stage: point type and area type.

## Purpose

Upon completing this project, you will be able to create different types of text boxes to create an order form.

## Steps for Completion

1. Open the **42a-Order Form.fla** file from your Domain 4 Student folder.
2. Add a header above the yellow box in the middle of the stage between the two groups of arrows. Then do the following:
  - a. Make the size 48 points
  - b. Make the color match the yellow
  - c. Type: **T-Shirt Order Form**
3. Add a text box to the yellow box. Then do the following:
  - a. Make the font Tahoma
  - b. Make the size 18 points
  - c. Make the color match the red
  - d. Type: **Enter the number of t-shirts you want and then click the Update button to determine the total price for the t-shirts.**
4. Add a static text box on the left side of the stage below the yellow box.
5. Add the text: **Number of T-Shirts** to the text box just created.
6. Below this text box, create another static text box.
7. Add the text: **Order Amount** to the text box just created.
8. Create a rectangle shape next to the right of the Number of T-Shirts text. Then do the following:
  - a. Make the rectangle a yellow fill with no stroke color
  - b. Create a text box that uses Input Text and place it on top of the yellow rectangle just created
9. Create a text box that uses Dynamic Text next to the Order Amount text.
10. Enter **0.00** in the text box that was just created.
11. Save the project as **42a-Typography-Completed**

## Project Details

### Project file

42a-Order Form.fla

### Estimated completion time

10-15 minutes

### Video reference

#### Domain 4

**Topic:** Add and Manipulate Text

**Subtopic:** Use Type Tools to Add Typography to a Project

### Objectives covered

**4** Create and Modify Multimedia Elements

**4.2** Add and manipulate text using appropriate settings

**4.2.a** Use type tools to add typography to a project

# Adjust Character Settings

Most character settings are adjusted in the Properties panel under the Character section. Anti-aliasing smooths graphics when they are being displayed in a lower resolution.

## Purpose

Upon completing this project, you will be able to adjust character settings in the Properties panel and know where to find other character settings.

## Steps for Completion

1. Open the **42b-Order Form.fla** file from your Domain 4 Student folder.
2. Make the following changes to the T-Shirt Order Form heading:
  - a. Make the font Rockwell
  - b. Make the size 60
  - c. Change the style from bold to regular
  - d. Make the letter-spacing 5
3. Save the project as **42b-Order Form-Completed**
4. Where are the anti-alias settings located?

---
5. Where are the vertical settings options found?

---

## Project Details

### Project file

42b-Order Form.fla

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 4

**Topic:** Add and Manipulate Text

**Subtopic:** Adjust Character Settings

### Objectives covered

**4** Create and Modify Multimedia Elements

**4.2** Add and manipulate text using appropriate settings

**4.2.b** Adjust character settings

# Adjust Paragraph Settings

Text alignment, indentation, spacing, and margins all adjust the look of a paragraph. Paragraph settings are found in the Properties panel.

## Purpose

Upon completing this project, you will be able to adjust alignment, indent, value, and spacing in the paragraph settings.

## Steps for Completion

1. Open the **42c-Order Form fla** file from your Domain 4 Student folder.
2. Left-align the text in the multiline text box.
3. Indent the first line of the text 12 pixels.
4. Make the line spacing 6 points.
5. Set the left and right margins to 10 pixels.
6. Save the project as **42c-Order Form-Completed**

### Project Details

#### Project file

42c-Order Form fla

#### Estimated completion time

5-10 minutes

#### Video reference

##### Domain 4

**Topic:** Add and Manipulate Text

**Subtopic:** Adjust Paragraph Settings

#### Objectives covered

**4** Create and Modify Multimedia Elements

**4.2** Add and manipulate text using appropriate settings

**4.2.c** Adjust paragraph settings

# Convert Text to Graphics

When converting text to a graphic, there is not an option to undo the change. It is a good practice to duplicate the text before any changes are made. The text needs to be broken into individual letters before converting them to graphics. This process is done by clicking the Break Apart option on the Modify menu twice to turn the letters into shapes.

## Purpose

Upon completing this project, you will be able to convert text to a vector graphic.

## Steps for Completion

1. Open the **42d-Order Form.fla** file from your Domain 4 Student folder.
2. Duplicate the T-shirt Order Form title and place it at the bottom of the stage.
3. Break the original title into shapes.
4. Widen the top of the capital T.
5. Select the new graphic and convert it into a bitmap.
6. Save the project as **42d-Order Form-Completed**

## Project Details

### Project file

42d-Order Form.fla

### Estimated completion time

5 minutes

### Video reference

#### Domain 4

**Topic:** Add and Manipulate Text

**Subtopic:** Convert Text to Graphics

### Objectives covered

**4** Create and Modify Multimedia Elements

**4.2** Add and manipulate text using appropriate settings

**4.2.d** Convert text to graphics

# Configure Dynamic Text and Input Areas

Input text areas and dynamic text areas are often read and manipulated with code. To be found easily in code, these text areas need to be named. The Instance Name field is at the top of the Text section on the Properties panel. An instance name cannot contain spacing.

## Purpose

Upon completing this project, you will be able to give instance names to dynamic text and input areas. You will also be able to embed a font with all exports.

## Steps for Completion

1. Open the **42e-Order Form.fla** file from your Domain 4 Student folder.
2. Name the yellow input text box **txtShirtQty**
3. Name the dynamic text field to the right of the order amount label **txtOrderAmount**
4. Embed the font in the txtOrderAmount field using all characters.
5. Save the project as **42e-Order Form-Completed**

## Project Details

### Project file

42e-Order Form.fla

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 4

**Topic:** Add and Manipulate Text

**Subtopic:** Configure Dynamic Text and Input Areas

### Objectives covered

**4** Create and Modify Multimedia Elements

**4.2** Add and manipulate text using appropriate settings

**4.2.e** Configure dynamic text and input text areas

# Selection Tools

The Selection tool works in different ways, depending on what the user selects. For example, the Selection tool can be used to move an object but can also manipulate some objects, especially shapes.

## Purpose

Upon completing this project, you will be familiar with the different Selection tools and their functions.

## Steps for Completion

1. Name each of the following tools:

a.  \_\_\_\_\_

b.  \_\_\_\_\_

c.  \_\_\_\_\_

d.  \_\_\_\_\_

e.  \_\_\_\_\_

2. What tool is used to show anchor points on an object? \_\_\_\_\_

3. What tool forms a shape around the items to select by clicking in multiple areas? \_\_\_\_\_

4. What tool can only be used on a bitmap that is broken apart? \_\_\_\_\_

5. What tool selects a group of objects that are on different layers? \_\_\_\_\_

6. What tool moves the fill of a basic shape but not the stroke? \_\_\_\_\_

### Project Details

**Project file**

N/A

**Estimated completion time**

5 minutes

**Video reference**

**Domain 4**

**Topic:** Work with Selections

**Subtopic:** Selection Tools

**Objectives covered**

**4** Create and Modify Multimedia Elements

**4.3** Make, manage, and manipulate selections

**4.3.a** Make selections using a variety of tools

# Modify and Refine Selections

When using either the Selection or Subselection tool, holding down the Shift key while clicking multiple objects will select all the clicked objects. Arrow keys move multiple objects that are selected together. Another way to move multiple objects together is to group and then move the objects. The Group command is on the Modify menu.

## Purpose

Upon completing this project, you will be able to select multiple objects by selecting the layer and grouping multiple objects.

## Steps for Completion

1. Open the **43b-Web Banner.fla** file from your Domain 4 Student folder.
2. Select the Shapes layer.
3. Save a screenshot of the cloud and sun combination while the layer is selected.
4. Save the screenshot as **43b-Layer-Completed**
5. Group the mountain with the cloud and sun combination.
6. Save the completed project as **43b-Group-Completed**

## Project Details

### Project file

43b-Web Banner.fla

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 4

**Topic:** Work with Selections

**Subtopic:** Modify and Refine Selections

### Objectives covered

**4** Create and Modify Multimedia Elements

**4.3** Make, manage, and manipulate selections

**4.3.b** Modify and refine selections using various methods

# Group or Ungroup Selections

Grouped items do not need to be ungrouped for an item within the group to be edited. An item can be isolated from the group and then edited.

## Purpose

Upon completing this project, you will be able to edit an object within a group and know how to ungroup selections.

## Steps for Completion

1. Open the **43c-Web Banner.fla** file from your Domain 4 Student folder.
2. Move the mountain to be positioned closer to the sun in the group.
3. Save the project as **43c-Web Banner-Completed**
4. When a group is selected, where is the group indicator located?  
\_\_\_\_\_
5. How do you close a selected group after editing? \_\_\_\_\_  
\_\_\_\_\_
6. What menu contains the Ungroup command? \_\_\_\_\_

### Project Details

#### Project file

43c-Web Banner.fla

#### Estimated completion time

5 minutes

#### Video reference

##### Domain 4

**Topic:** Work with Selections

**Subtopic:** Group or Ungroup Selections

#### Objectives covered

**4** Create and Modify Multimedia Elements

**4.3** Make, manage, and manipulate selections

**4.3.c** Group or ungroup selections



# Modify Document Settings

Changing document settings at the end of a project can have unintended consequences on a file. It is a best practice to determine the correct settings for the stage size and frame rate at the beginning of a project.

## Purpose

Upon completing this project, you will be able to make modifications to document settings that will not have unintended consequences.

## Steps for Completion

1. Open the **44a-Web Banner2.fla** file from your Domain 4 Student folder.
2. Open the Properties panel.
3. What option in changing the stage size can make objects look pixelated? \_\_\_\_\_
4. If you do need to change the Scale Content settings, where should you go to anchor the scaling to a corner of the stage or the middle of the stage? \_\_\_\_\_
5. Where are the unit of measurement options adjusted? \_\_\_\_\_
6. Where is the Stage color modified? \_\_\_\_\_
7. If you adjust the number of frames per second, will the animations in the file adjust with this? \_\_\_\_\_
8. If you do need to change the frame rate, what needs to be done for the animations to adjust proportionally to the frame rate change? \_\_\_\_\_

## Project Details

### Project file

44a-Web Banner2.fla

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 4

**Topic:** Manipulate Digital Graphics  
Part 1

**Subtopic:** Modify Document  
Settings

### Objectives covered

**4** Create and Modify Multimedia  
Elements

**4.4** Use basic techniques to  
manipulate digital graphics and  
media within an animation

**4.4.a** Modify the document  
settings

# Rotate, Flip, and Transform

Distributing is not the same as spacing. Distribute uses the top, center, or bottom of each object, depending upon the option chosen. Spacing is the distance between objects. Alignment, Distribution, and Spacing settings are found on the Align panel.

## Purpose

Upon completing this project, you will have a better understanding of the tools used to distribute, rotate, flip, and transform objects.

## Steps for Completion

1. Open the **44b-Order Form.fla** file from your Domain 4 Student folder.
2. Select the three individual triangle objects on the right side of the stage and then do the following:
  - a. Center align the objects
  - b. Make the objects evenly distributed from top to bottom
3. Select the text at the bottom of the stage and then do the following:
  - a. Make the rotation 5 degrees
  - b. Make the skew along the X-axis 8 degrees
  - c. Make the skew along the Y-axis 8 degrees
4. Use the 3D Rotation tool on the movie clip.
5. Click on the symbol at the top-left corner of the stage.
6. Save the project as **44b-Order Form-Completed**
7. What color is the X rotation? \_\_\_\_\_
8. What color is the Y rotation? \_\_\_\_\_
9. What color is the Z rotation? \_\_\_\_\_
10. Where will you find the 3D Translation tool?  
\_\_\_\_\_

## Project Details

### Project file

44b-Order Form.fla

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 4

**Topic:** Manipulate Digital Graphics  
Part 1

**Subtopic:** Rotate, Flip, and  
Transform

### Objectives covered

**4** Create and Modify Multimedia  
Elements

**4.4** Use basic techniques to  
manipulate digital graphics and  
media within an animation

**4.4.b** Rotate, flip, and transform  
objects, selections, groups,  
symbols, or graphical elements

# Modify Views with the Camera Tool

The Camera view is an interactive view that zooms in or out on, pans through, or rotates a scene. The Camera view is a Camera layer that needs to sit on top of the other layers and be named Camera. The Camera layer cannot have any objects in it. A Camera layer is deleted by selecting the layer and clicking the Trash Can icon in the Timeline panel.

Tween options can change the position and rotation of a symbol on a Camera layer.

## Purpose

Upon completing this project, you will be able to modify the zoom, position, add tween options, and change the tint of a movie.

## Steps for Completion

1. Open the **44c-Web Banner3.fla** file from your Domain 4 Student folder.
2. Add a Camera layer on top of all the other layers.
3. Insert keyframes at frame 25 and 270.
4. Zoom the camera to 200% on frame 1 and 270.
5. Position the camera on the word Eminence.
6. Create a classic tween between frames 255 and 260 on the Camera layer.
7. Create a classic tween between frames 1 and 25 on the Camera layer.
8. Make the tint on frame 270 of the Camera layer blue.
9. Save the project as **44c-Web Banner3-Completed**

## Project Details

### Project file

44c-Web Banner3.fla

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 4

**Topic:** Manipulate Digital Graphics Part 1

**Subtopic:** Modify Views with the Camera Tool

### Objectives covered

**4** Create and Modify Multimedia Elements

**4.4** Use basic techniques to manipulate digital graphics and media within an animation

**4.4.c** Use the camera to modify the view of the document

# Basic Auto-Correction Tools

Basic auto-correction tools are used on paths drawn with a pen or pencil. Double-clicking a path selects the entire path. A single click chooses a segment of the path between anchors.

## Purpose

Upon completing this project, you will be familiar with the Smooth and Straighten tools and know their functions.

## Steps for Completion

1. Open the **44d-Web Banner.fla** file from your Domain 4 Student folder.
2. Use the Smooth tool and the Straighten tool on the jagged line to create a custom look.
3. What type of layer will affect any animation on the layer when using the Smooth and Straighten tools? \_\_\_\_\_
4. The Smooth and Straighten tools work on objects drawn with what tools?  
\_\_\_\_\_
5. Which keyboard shortcut can you use to undo changes made using the Smooth and Straighten tools? \_\_\_\_\_
6. Save the project as **44d-Web Banner-Completed**

## Project Details

### Project file

44d-Web Banner.fla

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 4

**Topic:** Manipulate Digital Graphics Part 1

**Subtopic:** Basic Auto-Correction Tools

### Objectives covered

**4** Create and Modify Multimedia Elements

**4.4** Use basic techniques to manipulate digital graphics and media within an animation

**4.4.d** Apply basic auto-correction methods and tools

# Use Vector Tools

One vector tool is the eraser. The eraser has adjustable properties that change the size, shape, sensitivities, and types of erasing options. The Eraser tool is in the Tools panel.

A converted line has fill in selected areas. This option is on the Modify menu under the Shapes option. To expand an existing fill, click the Expand Fill option from the Shapes option menu.

The options available for combining shapes are on the Modify menu under the Combine Objects option. The available combination options are Union, Intersect, Punch, and Crop. The Intersect, Punch, and Crop options work only on shapes with the Object Drawing mode turned on.

## Purpose

Upon completing this project, you will be able to convert a line to an expanded fill and be familiar with options for changing or combining shapes.

## Steps for Completion

1. Open the **44e-Animation.fla** file from your Domain 4 Student folder.
2. Select the line and convert one area of the line to have a fill.
3. Expand the fill just created to 5 pixels.
4. Save the project as **44e-Animation-Completed**
5. What does expanding the fill instead of reducing the stroke size do on an object?

**Project Details**


**Project file**  
44e-Animation.fla

**Estimated completion time**  
5-10 minutes

**Video reference**

**Domain 4**  
**Topic:** Manipulate Digital Graphics Part 2  
**Subtopic:** Use Vector Tools

**Objectives covered**  
**4** Create and Modify Multimedia Elements  
**4.4** Use basic techniques to manipulate digital graphics and media within an animation  
**4.4.e** Modify and edit vector graphics using a variety of vector tools

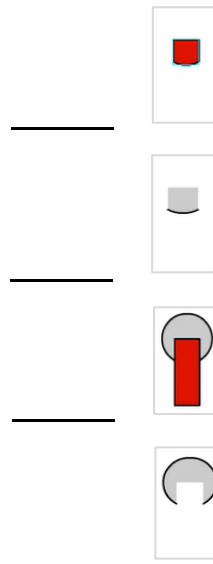
6.  What will the following combination of shapes look like using this shape?

A. Union

B. Intersect

C. Punch

D. Crop



# Adjust Object Appearances

It is a good practice to put individual objects on separate layers. Some appearance settings are only adjusted in the Layer Properties dialog box. One of these appearance settings is Transparency/Opacity. Opacity controls the percentage of display for objects in relation to other objects. To set the opacity of an object, the transparency needs to be adjusted on the Layer Properties dialog box.

Opacity for symbols in a project is set using the Alpha setting in the Color Effect area of the symbol's Properties panel.

## Purpose

Upon completing this project, you will be able to adjust the opacity of layers and symbols.

## Steps for Completion

1. Open the **44f-Web Banner.fla** file from your Domain 4 Student folder.
2. Select the Background layer.
3. Make the Opacity 70%.
4. Select the Eminence symbol at the bottom of the banner.
5. Set the opacity of the symbol to 50%.
6. Save the project as **44f-Web Banner-Completed**

## Project Details

### Project file

44f-Web Banner.fla

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 4

**Topic:** Manipulate Digital Graphics Part 2

**Subtopic:** Adjust Object Appearance

### Objectives covered

**4** Create and Modify Multimedia Elements

**4.4** Use basic techniques to manipulate digital graphics and media within an animation

**4.4.f** Adjust appearance of objects and selections

# Adjust Brush Appearances

The Brush Library contains art and pattern brushes. Paintbrushes have strokes, styles, and widths that adjust but do not have a fill. Pattern Brushes are pattern objects used along a path when selected. Vector Packs are hand-drawn brush objects used along a designated path.

## Purpose

Upon completing this project, you will be familiar with the Brush Library and how to use Pattern Brushes and Vector Packs.

## Steps for Completion

1. Open a new document.
2. Add a layer named **Brushes**
3. Use the Paint Brush tool with a black, **20** point stroke.
4. Use the Decorative Sonata Pattern Brush to create a line along the bottom of the stage.
5. Use a Vector Pack brush of your choice to create a brushstroke across the middle of the page.
6. Where can you find the Brush Library icon?  
\_\_\_\_\_
7. What does the Brush Library icon look like? \_\_\_\_\_
8. Save the project as **44f-Brush-Completed**

## Project Details

### Project file

N/A

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 4

**Topic:** Manipulate Digital Graphics Part 2

**Subtopic:** Adjust Object Appearance

### Objectives covered

**4** Create and Modify Multimedia Elements

**4.4** Use basic techniques to manipulate digital graphics and media within an animation

**4.4.f** Adjust appearance of objects and selections

# Convert Between Bitmaps and Vectors

Bitmaps and vector drawings convert from one to the other. One way to make a vector drawing tougher to edit is to convert it to a bitmap. Resized bitmaps look grainy and should not be edited. Vector drawing settings are enabled by clicking the Trace button.

## Purpose

Upon completing this project, you will know how to convert bitmaps into vector drawings and what properties are available in the conversion.

## Steps for Completion

1. Open the **44g-Animation.fla** file from your Domain 4 Student folder.
2. How do you convert a vector graphic into a bitmap? \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_
3. How do you convert a bitmap into a vector graphic? \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_
4. What properties are adjusted on the Trace Bitmap dialog box? \_\_\_\_\_

### Project Details

#### Project file

44g-Animation.fla

#### Estimated completion time

5 minutes

#### Video reference

##### Domain 4

**Topic:** Manipulate Digital Graphics Part 2

**Subtopic:** Convert Between Bitmaps and Vectors

#### Objectives covered

**4** Create and Modify Multimedia Elements

**4.4** Use basic techniques to manipulate digital graphics and media within an animation

**4.4.g** Convert between bitmaps and vectors



# Symbol Effects

Effects have more versatility in movie clips than in other symbols. Filters are one type of effect that is in the Properties panel. Another effect is blending, which is also in the Properties panel.

## Purpose

Upon completing this project, you will be able to add effects to movie clips and symbols.

## Steps for Completion

1. Open the **45a-Web Banner3.fla** file from your Domain 4 Student folder.
2. Select the grass graphic.
3. Increase the Green offset to **50**
4. Do the following to the tent:
  - a. Add an Adjust Color filter
  - b. Increase the contrast and saturation to **30**
5. Select the moon.
6. Set the Blending mode to Invert.
7. Save the project as **45a-Web Banner3-Completed**

## Project Details

### Project file

45a-Web Banner3.fla

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 4

**Topic:** Effects, Graphic Styles, and Animations

**Subtopic:** Symbol Effects

### Objectives covered

**4** Create and Modify Multimedia Elements

**4.5** Modify appearance of design elements using effects and graphic styles

**4.5.a** Use Effects to modify symbols

# Filter Presets

A preset is a setting saved when the settings from a design are grouped together and saved. The filter effect preset option is on the Filter Settings drop-down menu.

## Purpose

Upon completing this project, you will know how to create, edit, and delete a preset.

## Steps for Completion

1. Open the **45b-Web Banner3 fla** file from your Domain 4 Student folder.
2. Save the tent filter as a preset.
3. Name the preset: **ContrastSaturation30**
4. Change the ContrastSaturation30 preset name to **Increase Vibrancy**
5. What is the only thing that can be edited on a preset?  
\_\_\_\_\_
6. How do you edit the settings of a preset? \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_
7. Delete the Orange Glow preset.
8. Save the project as **45b-Web Banner3-Completed**

### Project Details

#### Project file

45b-Web Banner3 fla

#### Estimated completion time

5-10 minutes

#### Video reference

##### Domain 4

**Topic:** Effects, Graphic Styles, and Animations

**Subtopic:** Filter Presets

#### Objectives covered

**4** Create and Modify Multimedia Elements

**4.5** Modify appearance of design elements using effects and graphic styles

**4.5.b** Create, edit, and manage filter presets

# Transformations Through Keyframes

Keyframes are set points in a timeline that start and end a transition of the animation. The Motion Tween feature adjusts the motion of an object between keyframes. The animation needs a blend or filter on the object to use the Color and Filter Motion Tween options.

## Purpose

Upon completing this project, you will be able to use different types of keyframes and know what transformations they create.

## Steps for Completion

1. Open the **46a-Web Banner.fla** file from your Domain 4 Student folder.
2. Make the smoke above the flame scale as the animation is playing.
3. Add a Position keyframe to frame 5 of the smoke\_1 layer.
4. Move the position of the smoke above the flame.
5. Add a Skew keyframe to frame 13 of the smoke\_1 layer.
6. Move the position of the smoke to a skewed position.
7. Do the following on the third smoke trail:
  - a. Add a Glow filter
  - b. Add a Filter keyframe
  - c. Change the color of the glow to match the firewood color
8. Add a color effect to the first keyframe and do the following on the second smoke trail:
  - a. Use the Advanced style
  - b. Lower the red portion of the color to 70%
9. Add a keyframe to the same spot as the Filter keyframe and then:
  - a. Move the red portion back to 100%
  - b. Lower the blue to 80%
10. Save the project as **46a-Keyframes-Completed**

## Project Details

### Project file

46a-Web Banner.fla

### Estimated completion time

10-15 minutes

### Video reference

#### Domain 4

**Topic:** Effects, Graphic Styles, and Animations

**Subtopic:** Transformations Through Keyframes

### Objectives covered

**4** Create and Modify Multimedia Elements

**4.6** Create and modify animations

**4.6.a** Apply and adjust transformations using keyframes

# Tween Techniques

Animation needs keyframes to change an object's position, shape, visibility, or other settings. Tweens are movement types between a beginning and ending keyframe. There are three types of tweens available on the Insert menu: Motion Tween, Create Shape Tween, and the Create Classic Tween.

## Purpose

Upon completing this project, you will be able to use the Motion Tween, Create Shape Tween, and Create Classic Tween options to create animation movement.

## Steps for Completion

1. Open the **46b-tweens.fla** file from your Domain 4 Student folder.
2. Select frame 40 on all three layers.
3. Insert a Timeline keyframe.
4. Use the Create Shape Tween option to morph the green rectangle into an orange polygon on the right side of the stage.
5. Use the Motion Tween option to create a custom path for the symbol to move to the right side of the stage and then do the following:
  - a. Adjust the path to a wave pattern
  - b. Increase the speed of the symbol at the end of the animation
6. Use the Create Classic Tween option to move the shoe to the lower-left corner of the stage.
7. Save the project as **46b-tweens-Completed**
8. Which of the tweens is the most versatile? \_\_\_\_\_
9. Which tween automatically creates a motion path? \_\_\_\_\_

## Project Details

### Project file

46b-tweens.fla

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 4

**Topic:** Effects, Graphic Styles, and Animations

**Subtopic:** Tween Techniques

### Objectives covered

**4** Create and Modify Multimedia Elements

**4.6** Create and modify animations

**4.6.b** Animate objects using frame-by-frame and tween techniques

# Inverse Kinematic Tweens

Inverse kinematics is a type of tween that has two or more joined areas. The joined areas created with the Bone tool become moveable joints. The group of moveable animation is called an armature. An armature simulates human movement in animation. Each part of the area that moves needs to be a movie clip or have a single shape through a union combination. Movements are created between keyframes to create the armature poses. Poses are created by right-clicks on frames.

## Purpose

Upon completing this project, you will be able to create an armature using the Bone tool.

## Steps for Completion

1. Open the **46b-Bone Tool.fla** file from your Domain 4 Student folder.
  2. Use the Bone tool to join the middle of the upper chest to the upper arm on both sides.
  3. Join the upper arm to the hand on both sides.
  4. Add a pose to frame 24.
  5. Move the left arm out slightly.
  6. Save the project as **46b-Bone Tool-Completed**
  7. What is another option to create movement without using the Bone tool?
- 

## Project Details

### Project file

46b-Bone Tool.fla

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 4

**Topic:** Effects, Graphic Styles, and Animations

**Subtopic:** Inverse Kinematic Tweens

### Objectives covered

**4** Create and Modify Multimedia Elements

**4.6** Create and modify animations  
**4.6.b** Animate objects using frame-by-frame and tween techniques

# Symbols and Purposes

In Animate, a symbol is a button, graphic, or movie clip. Saved symbols can be reused without adding significant overall size to a file.

## Purpose

Upon completing this project, you will be familiar with the various symbol types and their purposes.

## Steps for Completion

1. What symbol type runs an animation with 60 frames on a parent timeline that has 30 frames and will loop continuously?  
\_\_\_\_\_
2. Which symbol type must have the same number of frames as the parent timeline? \_\_\_\_\_
3. What allows the user to pick the first frame? \_\_\_\_\_
4. Which symbol will keep playing even if the parent timeline is smaller? \_\_\_\_\_
5. Where are the looping options located? \_\_\_\_\_

### Project Details

#### Project file

N/A

#### Estimated completion time

5-10 minutes

#### Video reference

##### Domain 4

**Topic:** Effects, Graphic Styles, and Animations

**Subtopic:** Symbols and Purposes

#### Objectives covered

**4** Create and Modify Multimedia Elements

**4.6** Create and modify animations

**4.6.c** Use the proper symbol types for the intended purpose

# Interactive Elements

An interactive element takes the interaction of the user and performs an action.

## Purpose

Upon completing this project, you will be able to create a button with interactive elements.

## Steps for Completion

1. Open the **47a-Order Form.fla** file from your Domain 4 Student folder.
2. Create a new symbol to be a button that updates the order amount when clicked and do the following:
  - a. Call the new symbol: **clickButton2**
  - b. Make the type **Button**
  - c. Click the OK button
3. Create the button design using the Rectangle Primitive tool and then:
  - a. Make the fill color the red from the project
  - b. Make the stroke color the same yellow from the project
  - c. Make a rectangle shape with the plus sign at the center point
  - d. Round the corners of the rectangle 3 points
4. Assign a different look to the button when it is clicked or hovered over and then:
  - a. Make an Over keyframe with an 8-point stroke
  - b. Make a Down keyframe with a lighter colored orange
  - c. Make a Hit keyframe that will allow a click just outside of the button to still work
5. Add this Static text to the button:
  - a. Make the text size 18 points
  - b. Make the text color yellow
  - c. Type: **Update** in the button
6. Name the instance of the button **btnUpdate**
7. Save the project as **47a-Order Form-Completed**

## Project Details

### Project file

47a-Order Form.fla

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 4

**Topic:** Interactive and Dynamic Content

**Subtopic:** Interactive Elements

### Objectives covered

**4** Create and Modify Multimedia Elements

**4.7** Add interactive or dynamic content to a document

**4.7.a** Add interactive or dynamic content to a document

# Manipulate Text Elements

It is a standard practice to put code on its own Action layer. The action of the interactive elements is created with the code function. The Code Snippets icon has pre-written code actions to use in an ActionScript file. The wizard is not available for ActionScript files but is available in HTML5 Canvas files. If interactive text is not displaying when a movie is previewed, embed the text font.

## Purpose

Upon completing this project, you will be able to add code to an action layer and create an interactive order form.

## Steps for Completion

1. Open the **47b-Order Form.fla** file from your Domain 4 Student folder.
2. Create an Action layer named: **Action** and then:
  - a. Add code to frame 1 of the Action layer
  - b. Add a Mouse Click Event to the Update button
  - c. Make the function:

```
Var numTShirts:Number=Number(txtTshirts.text);  
Var orderAmount:Number=numTShirts*19.99;
```

```
txtOrderAmount.text=orderAmount.toFixed(2);
```

3. Embed the text font for the Number of t-shirts text box.
4. Embed the text font for the Order Amount text box.
5. Save the project as **47b-Order Form-Completed**

## Project Details

### Project file

47b-Order Form.fla

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 4

**Topic:** Interactive and Dynamic Content

**Subtopic:** Manipulate Text Elements

### Objectives covered

**4** Create and Modify Multimedia Elements

**4.7** Add interactive or dynamic content to a document

**4.7.b** Manipulate interactive text elements using code



# Add and Modify Code in an HTML5 Canvas File

Code works differently in an HTML5 Canvas file than in an ActionScript file. The Wizard and Code Snippets options give access to pre-written code for use in an HTML5 Canvas file.

## Purpose

Upon completing this project, you will be able to add code to an HTML5 Canvas file.

## Steps for Completion

1. Open the **47c-Order Form\_HTML5Canvas.fla** file from your Domain 4 Student folder.
2. Select the text at the bottom of the stage.
3. Make the text a hyperlink that takes the user to the Adobe website.
4. Make the hyperlink trigger event happen when the text is clicked on.
5. Finish the process of creating the hyperlink.
6. Save the project as **47c-Wizard-Completed**

## Project Details

### Project file

47c-Order Form\_HTML5Canvas.fla

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 4

**Topic:** Interactive and Dynamic Content

**Subtopic:** Add and Modify Code

### Objectives covered

**4** Create and Modify Multimedia Elements

**4.7** Add interactive or dynamic content to a document

**4.7.c** Add and modify code

# Debug Code and Add External Messages

Debugging is the process of going through a project to find errors and fix them. As part of debugging code, breakpoints can be set. Breakpoints stop running code on the line containing the breakpoint. This allows one to review the code and values set through the code. Click the X in the Preview window or Debugging Console to stop the debug process.

## Purpose

Upon completing this project, you will be familiar with debugging code and how to add an external message to code.

## Steps for Completion

1. Open the **47c-Order Form.fla** file from your Domain 4 Student folder.
2. Debug the order form code through doing the following:
  - a. Set a break at the start of line 18 in the Update button code
  - b. Run the code
  - c. Go to the Action window and the Debug Console
  - d. Take a screenshot of the screen containing the Debug Console, Variables, and the code with the breakpoint
  - e. Save the screenshot as **47c-Debug-Completed**
  - f. Remove the breakpoint from line 18
3. Add an external text file message to the order form that appears when the Update button is clicked, using these settings:
  - a. Name the square text box: **txtOrderMessage**
  - b. Add the Load External Text snippet code to line 20
  - c. Change the file on line 31 to the: **ordermessage.txt** file in the Domain 4 Student folder
  - d. Change line 38 to: **txtOrderMessage.text = textData;**
  - e. Cut the text code on lines 30 through 41
  - f. Paste the text code on line 16 inside the existing function
4. Save the project as **47c-Order Form-Completed**

## Project Details

### Project file

47c-Order Form.fla  
ordermessage.txt

### Estimated completion time

10-15 minutes

### Video reference

#### Domain 4

**Topic:** Interactive and Dynamic Content

**Subtopic:** Add and Modify Code

### Objectives covered

**4** Create and Modify Multimedia Elements

**4.7** Add interactive or dynamic content to a document

**4.7.c** Add and modify code

# Incorporate Audio

It is good practice to put audio and video clips on individual layers in the timeline. Having audio on an individual layer makes editing easier. Then changes made to the audio do not affect other pieces of the project.

Export compression settings are accessible by double-clicking the audio file in the Library panel. Compression lowers the loudest sounds and raises the softest sounds. Different compression types will have different file sizes.

## Purpose

Upon completing this project, you will be familiar with audio effects and sync settings. You will also be familiar with export compression settings and when to use each setting.

## Steps for Completion

1. Open the **48a-Audio.fl** file from your Domain 4 Student folder.
2. What effects can be added to audio from the Properties panel?  
 \_\_\_\_\_  
 \_\_\_\_\_
3. What option plays another instance of the sound when a button is clicked, even if there is an instance already playing? \_\_\_\_\_
4. What option will not start another instance of the sound if one instance is already playing? \_\_\_\_\_
5. What option stops a sound before it starts? \_\_\_\_\_
6. What option controls sound as it streams on a website? \_\_\_\_\_
7. What can be added to a timeline that will play a Sync Stop in a specified area of the timeline? \_\_\_\_\_
8. What option does not compress sound for exporting? \_\_\_\_\_
9. What option is used to compress short sounds?  
 \_\_\_\_\_
10. What option compresses speech? \_\_\_\_\_

**Project Details**

**Project file**  
48a-Audio.fl

**Estimated completion time**  
5-10 minutes

**Video reference**

**Domain 4**  
**Topic:** Audio and Video  
**Subtopic:** Incorporate Audio

**Objectives covered**

**4** Create and Modify Multimedia Elements

**4.8** Control and configure audio and video in a project

**4.8.a** Incorporate audio into a project

# Incorporate Video

Components are on the Window menu. An ActionScript file has more video component options than an HTML5 Canvas file.

When media is exported, it needs to be encoded. Encoding is the process of converting media from one format to another. Adobe Media Encoder is a helpful tool in encoding media for export.

## Purpose

Upon completing this project, you will be able to add a video component to an HTML5 Canvas file and be familiar with using Adobe Media Encoder to encode and export media.

## Steps for Completion

1. Open the **48b-Video\_HTML5Canvas fla** file from your Domain 4 Student folder.
2. Add a video component to the stage with the following settings:
  - a. Make the instance name: **video1**
  - b. Make the source video **Golf Ball Close Up.mp4** found in the Student folder
  - c. Select the Match the source dimensions options
  - d. Make sure the video does not allow autoplay or loop
3. Save the project as **48b-Video-Completed**
4. Export the video component using Adobe Media Encoder.
5. What two codecs are used on FLV files? \_\_\_\_\_
6. Adobe Media Encoder does not work with \_\_\_\_\_ as a format.
7. What is the default codecs standard used in Adobe Media Encoder? \_\_\_\_\_
8. What signifies the number of bits per second on audio and video files? \_\_\_\_\_
9. What happens if you increase the bitrate? \_\_\_\_\_

### Project Details

#### Project file

48b-Video\_HTML5Canvas fla  
Golf Ball Close Up.mp4

#### Estimated completion time

5-10 minutes

#### Video reference

##### Domain 4

**Topic:** Audio and Video

**Subtopic:** Incorporate Video

#### Objectives covered

**4** Create and Modify Multimedia Elements

**4.8** Control and configure audio and video in a project

**4.8.b** Incorporate video into a project

# Animate CC 2018

Domain 5

Presented By  
 **LearnKey**<sup>®</sup>

# Fill-in-the-Blanks Domain 5

**Instructions:** While watching Domain 5, fill in the missing words according to the information presented by the instructor. [References are found in the brackets.]

## Lesson 1

1. Scenes can be used in ActionScript files but not \_\_\_\_\_ files. [Add Scenes]
2. A \_\_\_\_\_ action is used to prevent a movie from jumping from one scene to another automatically. [Manage Scenes]

## Lesson 2

3. Accessibility options can be set on \_\_\_\_\_ files. [Prepare Content for Export]
4. The \_\_\_\_\_ file format is an uncompressed file format. [Save in Native File Formats]
5. \_\_\_\_\_ is the act of reworking colors in a GIF file to limit the file to a certain number of colors. [Export Assets from Animate]
6. Win Projector files have a .\_\_\_\_\_ extension while Mac Projector files have a .\_\_\_\_\_ extension. [Publish Final Documents]

# Add Scenes

Scenes are a tool to help build files with multiple timelines. To manage scenes in a file, click the Scene icon on the right side of the ribbon above the Stage. The Scene window is enabled from the Window menu.

## Purpose

Upon completing this project, you will be able to add a new scene to a file and paste a copy of frames in another file to the new scene created.

## Steps for Completion

1. Open the **5-Scenes.fl** file from your Domain 5 Student folder.
2. Create a new scene.
3. Position the new scene at the bottom of the scene list.
4. Open the **51a-WebBanner.fl** file from your Domain 5 Student folder.
5. Copy all the frames in the **51a-WebBanner.fl** file.
6. Paste the copy of the frames in the blank Scene 4 on the **5-Scenes.fl** file.
7. Save the project as **5-Scenes-Completed**

## Project Details

### Project file

5-Scenes.fl  
51a-WebBanner.fl

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 5

**Topic:** Use of Scenes

**Subtopic:** Add Scenes

### Objectives covered

N/A

# Manage Scenes

Navigation among scenes needs to fit the intent of how a movie should be played. One type of navigation uses adding an action layer to the timeline of a scene and adding code to the action. The code tells the scene what action to take. One should also add navigation buttons as needed.

## Purpose

Upon completing this project, you will be able to create scene stop actions and create a scene Navigation button.

## Steps for Completion

1. Open the **5-Managing Scenes.fla** file from your Domain 5 Student folder.
2. Go to Scene 2.
3. Make the scene stop on frame 48.
4. Add a Navigation button with the following settings:
  - a. Name the Navigation button: **btnScene1**
  - b. Make the button a gray color
  - c. Add the text: **Back to Home** to the button
  - d. Set the button to go back to Scene 1
5. Save the project as **5-Managing Scenes-Completed**

## Project Details

### Project file

5-Managing Scenes.fla

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 5

**Topic:** Use of Scenes

**Subtopic:** Manage Scenes

### Objectives covered

N/A



# Prepare Content for Export

Every aspect of a project needs to be checked before exporting the project. Areas to check should include project dimensions, size, accessibility, spelling, and grammar. The movie and animation are played for a basic test. The code used in the file should be debugged for potential problems. Hidden layers are not exported, so check all layers to make sure the correct layers are exported. It is a good practice to have another person proofread the file before exporting the file.

## Purpose

Upon completing this project, you will be familiar with aspects of a project that should be checked before a project is exported. You will also be able to set accessibility specifications for a file.

## Steps for Completion

1. Open the **51a-WebBanner.fla** file from your Domain 5 Student folder.
2. What are the dimensions of the project? \_\_\_\_\_
3. What is the GIF size for this project? \_\_\_\_\_
4. What menu allows a project tested on a mobile device?  
\_\_\_\_\_
5. Accessibility specifications are only available on  
\_\_\_\_\_ files.
6. Where are code debug alert messages displayed? \_\_\_\_\_
7. Open the **5-Managing Scenes-Completed.fla** file from your Domain 5 Student folder.
8. Make the file movie and child objects accessible for screen readers and then add the following accessibility settings:
  - a. Name the project: **Eminence Scene**
  - b. Make the description: **Testing Scenes for new campaign**
9. Save the project as **51a-WebBanner-Completed**

### Project Details

#### Project file

51a-WebBanner.fla  
5-Managing Scenes-Completed.fla

#### Estimated completion time

5-10 minutes

#### Video reference

##### Domain 5

**Topic:** Prepare Content for Export  
**Subtopic:** Prepare Content for Export

#### Objectives covered

**5** Publishing Digital Media

**5.1** Prepare content for export to web, screen, and other digital devices

**5.1.a** Check document for errors and project specifications

# Save in Native File Formats

It is a best practice to save files frequently. Animate’s file formats are FLA or XFL. Files are also saved to the CC Library or can be made into a template and saved.

## Purpose

Upon completing this project, you will be familiar with different options for saving a file.

## Steps for Completion

1. Open the **52a-Animation.fla** file from your Domain 5 Student folder.
2. The \_\_\_\_\_ file format compresses all files used in a single file.
3. The \_\_\_\_\_ file format creates an uncompressed file with all of the helper files in a folder.
4. How can you add a file to the CC Libraries window? \_\_\_\_\_  
\_\_\_\_\_
5. How can you save a file as a template? \_\_\_\_\_  
\_\_\_\_\_

### Project Details

#### Project file

52a-Animation.fla

#### Estimated completion time

5 minutes

#### Video reference

##### Domain 5

**Topic:** Prepare Content for Export

**Subtopic:** Save in Native File Formats

#### Objectives covered

**5** Publishing Digital Media

**5.2** Export assets from an Animate document

**5.2.a** Save in native file formats for Animate (.fla or .xfl)

# Export Assets from Animate

Projects can be exported as a video, animated GIF, PNG sequence, and an SVG file.

## Purpose

Upon completing this project, you will be able to export projects as MP4, GIF, PNG, and SVG file types.

## Steps for Completion

1. Open the **52b-WebBanner.fla** file from your Domain 5 Student folder.
2. Export the file as a video to Adobe Media Encoder with the following settings:
  - a. Make the Preset YouTube 720p HD
  - b. Make the Output name: **WebBanner**
3. Save the output to the Student folder, using these settings:
  - a. Click the OK button on the Adobe Media Encoder window
  - b. Render the video in the Adobe Media Encoder window
4. Export the file as an animated GIF to the Domain 5 Student folder, naming the animated GIF: **symbols-  
animated.gif**
5. Export the file as a PNG sequence to the Domain 5 Student folder, and:
  - a. Convert the file to a symbol
  - b. Name the symbol: **mdNew**
  - c. Click the OK button
  - d. Export the symbol to the Domain 5 Student folder using the symbol name
6. Export the file as an SVG file named **52b-WebBanner.svg**

## Project Details

### Project file

52b-WebBanner.fla

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 5

**Topic:** Prepare Content for Export

**Subtopic:** Export Assets from Animate

### Objectives covered

**5** Publishing Digital Media

**5.2** Export assets from an Animate document

**5.2.b** Export assets from an Animate document

# Publish Final Documents

There are many options for publishing documents. It is a best practice to determine the document type needed at the beginning of the project. It is challenging to try to convert the file to the right document type when it is ready to publish. The Publish Settings window is on the File menu.

## Purpose

Upon completing this project, you will be able to create a publishing profile and publish a project to AIR for Android.

## Steps for Completion

1. Open the **52b-Animation.fla** file from your Domain 5 Student folder.
2. Save the Publishing Settings as a new profile, naming the profile **Standard HTML5**
3. Open the **52c-WebBanner.fla** file from your Domain 5 Student folder.
4. Convert the file to AIR for Android, using the following settings:
  - a. Name the file **52c-WebBanner\_AIR for Android**
  - b. Use the **Eminence** file found in the Domain 5 Student folder as the AIR for Android certificate
  - c. The password is **4Learnkey**
  - d. Set the AIR for Android Settings permissions to include the Internet option
  - e. Make the language for the app English
  - f. Publish the file

## Project Details

### Project file

52b-Animation.fla  
52c-WebBanner.fla

### Estimated completion time

5-10 minutes

### Video reference

#### Domain 5

**Topic:** Prepare Content for Export  
**Subtopic:** Publish Final Documents

### Objectives covered

**5** Publishing Digital Media

**5.2** Export assets from an Animate document

**5.2.c** Publish final documents

# Animate CC 2018

Appendix

Presented By  
 **LearnKey**<sup>®</sup>

# Glossary

Term	Definition
<b>Accessibility</b>	A level of design that caters to those who have certain needs, such as visual assistance and hearing assistance.
<b>ActionScript</b>	A scripting language used primarily to increase functionality in Animate files.
<b>Adobe AIR</b>	A type of Animate file that can be published to mobile device formats.
<b>Adobe Flash Player</b>	A standalone app used to play Flash-based media.
<b>ADPCM</b>	Adaptive-differential pulse-code modulation is an audio compression type best used on very short sounds.
<b>Aesthetics</b>	A design principle in which one builds a project in such a way that it is pleasing to the eye.
<b>Aliasing</b>	In the context of text, the smoothness of the text edges.
<b>Alignment</b>	The act of lining up objects vertically or horizontally to give a sense of order.
<b>Alpha</b>	The level of intensity of color within a graphic.
<b>Anchor Point</b>	A point on a drawing that helps one change direction or curvature of a drawing's segment.
<b>Android</b>	The mobile operating system from Google, which is present on multiple types of mobile devices.
<b>Animated GIF</b>	A picture-based file with motion.
<b>Anticipation</b>	A pre-motion portion of animation.
<b>APK</b>	Android Package (APK) is a file format commonly used on Android devices.
<b>Area Type</b>	A text box added through clicking and dragging on a drawing.
<b>Balance</b>	A design element in which one organizes the visual weight in a design, going for equal distribution, usually through strategic spacing.
<b>BY</b>	The Creative Commons symbol for Attribution. Attribution requires that one give credit to a work's original author.
<b>Camera</b>	A tool used to allow one to view a stage as if the person were behind a camera.
<b>CC Library</b>	A library in which one can store objects, which in turn, are stored in one's Creative Cloud (CC) account.
<b>Class</b>	A blueprint for an object.
<b>Code Snippets</b>	A panel of pre-built functions of code that can be added to a frame.
<b>Consistency</b>	A design principle in which aspects such as color and placement of objects is the same from window to window.
<b>Contrast</b>	A distinct differentiation among colors or parts of a graphic.
<b>Creative Commons</b>	A type of license which gives others permission to share, use, or add to a created work.
<b>Demographics</b>	Statistics on an audience. These include age, gender, income levels, and education levels.
<b>Derivative Work</b>	A creation that includes major copyright-protected elements of an original.
<b>Draft</b>	A version of a project that is functional but lacking all the project's features.
<b>Dynamic Text</b>	Text, specifically a text box, that can change over the course of an Animate movie.
<b>Emphasis</b>	The idea of making one thing stand out over the other items. This one thing is a focal point, which is also known as the main point of a design.
<b>Event</b>	An action within an app. Examples include a file opening, a file closing, and a mouse click.
<b>Exaggeration</b>	A point of emphasis within an animation.
<b>EXE</b>	An executable (EXE) file can run without the help of any app.
<b>Eyedropper</b>	A tool used to choose an existing color on a stage object with the intent of making a different object that same color.
<b>Fair Use</b>	A doctrine that provides for limited use of copyrighted material without acquiring permission from the original author of the work.

<b>Feedback Loop</b>	A feedback system in which iterations are presented to co-workers and clients with the intent of getting honest, constructive feedback.
<b>FLV</b>	A Flash Video file format.
<b>Follow-Through</b>	A type of animation in which one animation triggers another animation.
<b>Form</b>	A three-dimensional object with depth.
<b>Frame Rate</b>	The number of frames per second in a movie.
<b>Free Transform Tool</b>	A tool used to help rotate, scale, skew, or distort an object.
<b>Function</b>	A block of code that can be reused multiple times within an app.
<b>Functionality</b>	The degree in which an app does what it is intended to do.
<b>Gestalt</b>	The principle of focus on cognitive behaviors in a design. The main theory is that the whole is greater than the sum of its parts.
<b>Gradient</b>	A blending of two or more colors used for an object's fill.
<b>Gradient Transform Tool</b>	A tool used to control the direction and depth of a gradient.
<b>Guide</b>	A horizontal or vertical line placed on the stage to help one line objects up to a specific horizontal or vertical place.
<b>H.264</b>	An encoding standard used on many videos, including those posted on social media sites.
<b>Hexadecimal</b>	A numbering system from 0 through 9 and A through F, which is used to define color values.
<b>Hierarchy</b>	A type of design in which a project is built on multiple levels of navigation.
<b>HTML5 Canvas</b>	A type of Animate file that publishes as a webpage.
<b>Input Text</b>	A type of text box that accepts user input while a movie is playing.
<b>Intellectual Property</b>	A monopoly on works assigned to owners, with inventions and trade secrets being the most common type of work for this monopoly.
<b>Intersect</b>	The merging of two shapes to where only the overlapping portion remains and the color of the top shape is used.
<b>Inverse Kinematic</b>	A type of tween in which an aperture is created and moving one portion of the aperture can move other portions of the aperture.
<b>iOS</b>	The mobile operating system on Apple devices.
<b>Iteration</b>	An edition of a project that is reviewed for either approval or rework.
<b>JavaScript</b>	A scripting language used primarily to enhance web pages.
<b>JSON</b>	JavaScript Object Notation (JSON) is a scripting format for defining data fields and values.
<b>Kerning</b>	The spacing between two letters of text.
<b>Keyframe</b>	A frame designated for specific change within an object on a timeline.
<b>Layer</b>	A portion of the timeline on which objects are placed and manipulated. Layers are used to help organize a project.
<b>Leading</b>	The vertical spacing between baselines of text.
<b>Line</b>	A path moving through space. A good separator of content. Lines also help to form alignment and movement and overall flow.
<b>Linear Gradient</b>	A gradient that runs left to right, top to bottom, or diagonally.
<b>Listener</b>	A line of code that specifies a function to run when a specific event takes place.
<b>macOS</b>	The operating system used on Apple desktops and laptops.
<b>Magic Wand Tool</b>	A tool used to select matching colors on a bitmap.
<b>Marker</b>	A beginning or end of an onion skin.
<b>Marker Range</b>	The frames over which an onion skin is present.
<b>Mask</b>	A design concept that uses two layers and has one layer showing through the outline of an object on another layer.
<b>Media Encoder</b>	An Adobe app used to render videos in a wide variety of formats.

<b>Method</b>	An action that creates change within an app. Examples include items moving or being copied.
<b>Motion Guide</b>	A layer on which a pen or pencil path is drawn and then used as the basis for an animation path for an object.
<b>Motion Path</b>	A path on which an animation takes place.
<b>Movement</b>	The illusion that items on the drawing are moving, even when they are not. Arrows help portray this.
<b>NC</b>	The Creative Commons symbol for Non-commercial; this states that the work can be reused so long as one does not charge for it.
<b>ND</b>	The Creative Commons symbol for NoDerivs; this states that the work can be used but cannot be altered.
<b>Negative space</b>	The space around and between the subjects of a design.
<b>On2 VP6</b>	A codec used on FLV media files.
<b>Onion Skin</b>	An outline of an object that shows, for a defined number of frames, how an object is animating.
<b>Overlapping</b>	A type of animation in which two or more objects are animating at the same time.
<b>Paint Bucket Tool</b>	A tool that allows one to control how paint strokes will appear in relation to existing objects in a drawing.
<b>Pan</b>	The act of moving the mouse across a stage as if a hand were moving the stage.
<b>Pasteboard</b>	The area away from the stage in which one can place objects. These objects are not visible upon a file being published.
<b>Point Type</b>	A text box added through clicking on a drawing.
<b>Pose to Pose</b>	Animation in which points are built, and then the animation takes place in between those points.
<b>Primitive Shape</b>	A type of shape in which the fill and stroke are always connected and, in the case of primitive rectangles, can have rounded corners.
<b>Project Scope</b>	A set of specifications defining the what and how of a project.
<b>Prototype</b>	A draft version of an overall project.
<b>Proximity</b>	The idea of using equal spacing in a design.
<b>Public Domain</b>	Work that is free for use. A work usually reaches this status 50 to 100 years after an author's death.
<b>Punch</b>	The merging of two shapes so that only the overlapping portion remains and the color of the bottom shape is used.
<b>Radial Gradient</b>	A circular gradient with colors displaying outward from a starting center point.
<b>Repetition</b>	The idea of using the same pattern or color repeatedly in a design.
<b>Rhythm</b>	The idea of consistency within a design, which can be necessary to illustrate a theme to a design.
<b>SA</b>	The Creative Commons symbol for ShareAlike, which states that the work should be shared with the same license as that of the original work.
<b>Scale</b>	The sizing of elements in relation to one another within a design.
<b>Scope Creep</b>	The act of unauthorized change to the project scope.
<b>Secondary Action</b>	The act of animating parts of a character with the idea that those actions will support the main action.
<b>Sketch</b>	A basic drawing, illustrating scenes to be depicted in a project.
<b>Slow In and Slow Out</b>	An animation technique in which the speed of the animation changes at certain stages of the animation.
<b>Solid Drawing</b>	A concept in which a drawing of a character or object is made to look good from every angle.
<b>Sorenson Spark</b>	A codec used on FLV media files.
<b>Space</b>	The internal and external areas of a design.
<b>Specifications</b>	Needs and wants of a client and an audience.
<b>Sprite Sheet</b>	A single sheet that shows all bitmap images used in a project.
<b>Squash and Stretch</b>	An animation principle that shows realism in objects hitting certain places, such as a ball flattening when it hits the ground.
<b>Stage</b>	The area of an Animate project which holds objects that will be visible upon a file being published.



<b>Staging</b>	The context used to help someone understand an animation.
<b>Stakeholder</b>	A person or entity with interest in the outcome of a project.
<b>Static Text</b>	A type of text box that contains text that does not change while a movie is playing.
<b>Storyboard</b>	A workflow of sketches used to portray an overall project theme.
<b>Straight-Ahead Action</b>	Animation that works from start to finish within a scene.
<b>Subselection Tool</b>	A tool used to select and adjust anchor points on an object.
<b>Swatch</b>	A pre-built or saved color that can be applied to the fill or stroke of an object.
<b>Symbol</b>	A reusable movie clip, graphic, or button in an Animate project.
<b>Tagged Swatch</b>	A swatch that, when updated, updates every instance of it within a project.
<b>Target Audience</b>	The purported audience for an Animate project.
<b>Texture</b>	A pattern or object, usually tactile, that is often used as a background.
<b>Time Scrub</b>	A tool at the top of the timeline that allows one to move back and forth across the timeline to preview a movie.
<b>Timeline</b>	The area of an Animate project on which layers, keyframes, and actions are placed.
<b>Timely Appeal</b>	The act of strengthening an animation by relating it to the overall story containing the animation.
<b>Tracking</b>	The spacing between letters of text in a line of text or a paragraph of text.
<b>Union</b>	The combining of two shapes.
<b>Unity</b>	The idea of making a design uniform and tranquil; also known as harmony.
<b>User Accessibility</b>	The degree in which a project accommodates those who are vision-impaired, hearing-impaired, or who have mobility issues.
<b>User Experience</b>	The satisfaction level of users from using animated graphics.
<b>Variable</b>	A container that stores data.
<b>Variety</b>	The act of using a high amount of contrast within a design.
<b>Vector Graphic</b>	A type of graphic that can be resized without the effect of pixelation taking place.
<b>WebGL</b>	An open-source file format used to display graphics on webpages without the use of a plug-in.
<b>Width Tool</b>	A tool used to change the width of a piece of a line or brush stroke.
<b>Windows</b>	The operating system used on Microsoft-based devices.
<b>Wireframes</b>	A representation of how a project will be laid out.
<b>Work for Hire</b>	The act of work for pay.
<b>Workspace</b>	A collection of panels and windows arranged in a way that is conducive to one being productive while working in Animate.
<b>XML</b>	eXtensible Markup Language (XML) is a markup format for defining data on documents.

# Keyboard Shortcuts for Windows

Tool	Shortcut
Selection	V
Subselection	A
Free Transform	Q
Gradient Transform	F
3D Rotation	Shift+W
3D Translation	G
Lasso, Polygon, Magic Wand	L
Pen	P
Add Anchor Point	+
Delete Anchor Point	-
Convert Anchor Point	Shift+C
Text	T
Line	N
Rectangle, Rectangle Primitive	R
Oval, Oval Primitive	O
Pencil, Paint Brush	Shift+Y
Brush	B
Bone, Bind	M
Paint Bucket	K
Ink Bottle	S
Eyedropper	I
Eraser	E
Width	U
Asset Warp	W
Camera	C
Hand	H
Rotation	Shift+H
Time Scrub	Alt+Shift+H
Zoom	Z

Action	Shortcut
Import	Ctrl+R
Export Movie	Ctrl+Shift+Alt+S
Open as Library	Ctrl+Shift+O
View at 100% Size	Ctrl+1
Show Frame	Ctrl+2
Show All	Ctrl+3
Show/Hide Library	Ctrl+L
Comment Selection	Ctrl+M
Toggle between Edit Movie and Edit Symbol Mode	Ctrl+E
Show/Hide Timeline	Ctrl+Alt+T
Group	Ctrl+G
Ungroup	Ctrl+Shift+G
Break Apart	Ctrl+B
Paste in Place	Ctrl+Shift+V
Duplicate	Ctrl+D
Select All	Ctrl+A
Deselect All	Ctrl+Shift+A
Import Library	Ctrl+Shift+O
Align Window	Ctrl+K
Save As	Ctrl+Shift+S
Scale and Rotate	Ctrl+Alt+S
Remove Transform	Ctrl+Shift+Z
Move Ahead	Ctrl+Up arrow
Move Behind	Ctrl+Down arrow
Bring to Front	Ctrl+Shift+Up arrow
Send to Back	Ctrl+Shift+Down arrow
Show or Hide Transform Panel	Ctrl+T
Narrower Letterspacing	Ctrl+Alt+Left arrow
Wider Letterspacing	Ctrl+Alt+Right arrow

# Objectives

Animate CC 2018 Objectives				
Domain 1 Working in the Animate Industry	Domain 2 Project Setup and Interface	Domain 3 Organization of Documents	Domain 4 Create and Modify Multimedia Elements	Domain 5 Publishing Digital Media
1.1 Identify the purpose, audience, and audience needs for preparing content 1.1.a Determine whether content is relevant to the purpose, the audience, and audience need	2.1 Create a document with the appropriate settings for multimedia projects 2.1.a Set appropriate document settings for a new project 2.1.b Create a new document template for specific project needs	3.1 Manage layers 3.1.a Manage layers 3.1.b Manage multiple layers 3.1.c Recognize the different types of layers in the Layers panel 3.1.d Manage content over time	4.1 Use core tools and features to create and modify visual elements 4.1.a Create vector graphics using a variety of tools 4.1.b Modify and edit vector graphics using a variety of vector tools	5.1 Prepare content for export to web, screen, and other digital devices 5.1.a Check document for errors and project specifications
1.2 Communicate with colleagues and clients about design plans 1.2.a Demonstrate knowledge of techniques for communicating ideas about design plans with peers and clients 1.2.b Demonstrate knowledge of basic project management concepts	2.2 Customize the application workspace and use visual aids for layout 2.2.a Identify and manipulate elements of the Animate interface 2.2.b Organize and customize the workspace 2.2.c Configure application preferences 2.2.d Navigate a document 2.2.e Use timeline tools 2.2.f Use guides and grids	3.2 Modify layer visibility using transparency and masks 3.2.a Adjust a layer's visibility and transparency 3.2.b Create, apply, and manipulate masks	4.2 Add and manipulate text using appropriate settings 4.2.a Use type tools to add typography to a project 4.2.b Adjust character settings 4.2.c Adjust paragraph settings 4.2.d Convert text to graphics 4.2.e Configure Dynamic Text and Input Text areas	5.2 Export assets from an Animate document 5.2.a Save in native file formats for Animate (.fla or .xfl) 5.2.b Export assets from an Animate document 5.2.c Publish final documents
1.3 Determine the type of copyright, permissions, and licensing required to use specific content 1.3.a Identify legal and ethical considerations for using third-party content such as copyright, permissions, and licensing 1.3.b Demonstrate knowledge of interactive media 1.3.c Understand and use key terms related to multiplatform animation	2.3 Import into and manage assets in a project 2.3.a Import media from various sources 2.3.b Manage assets in an Animate project 2.3.c Load external media		4.3 Make, manage, and manipulate selections 4.3.a Make selections using a variety of tools 4.3.b Modify and refine selections using various methods 4.3.c Group or ungroup selections	
1.4 Demonstrate knowledge of basic design principles and best practices employed in industry 1.4.a Communicate visually using the elements and principles of design and common design techniques 1.4.b Identify and use common typographic adjustments to create contrast, hierarchy, and enhanced readability	2.4 Manage colors, swatches, gradients, brushes, filter presets, and motion presets 2.4.a Set the active fill and stroke color 2.4.b Create and customize a gradient 2.4.c Create, manage, and edit swatches 2.4.d Create brushes, filter presets, and motion presets 2.4.e Edit brushes, filter presets, and motion presets		4.4 Use basic techniques to manipulate digital graphics and media within an animation 4.4.a Modify the document settings 4.4.b Rotate, flip, and transform objects, selections, groups, symbols, or graphical elements 4.4.c Use the camera to modify the view of the document 4.4.d Apply basic auto-correction methods and tools 4.4.e Modify and edit vector graphics using a variety of vector tools 4.4.f Adjust appearance of objects and selections using various tools 4.4.g Convert between bitmaps and vectors	
1.5 Demonstrate knowledge of animation and interactive media principles 1.5.a Communicate visually using the elements and principles of design and common design techniques 1.5.b Identify and use common typographic adjustments to create contrast, hierarchy, and enhanced readability			4.5.a Use Effects to modify symbols 4.5.b Create, edit, and manage filter presets	
1.6 Demonstrate knowledge of animation and interactive media principles 1.6.a Demonstrate knowledge of common animation principles 1.6.b Demonstrate knowledge of interactive media principles			4.6 Create and modify animations 4.6.a Apply and adjust transformations using keyframes 4.6.b Animate objects using frame-by-frame and tween techniques 4.6.c Use the proper symbol types for the intended purpose	
			4.7 Add interactive or dynamic content to a document 4.7.a Add and modify interactive elements to your document 4.7.b Manipulate interactive text elements using code 4.7.c Add and modify code	
			4.8 Control and configure audio and video in a project 4.8.a Incorporate audio into a project 4.8.b Incorporate video into a project	