Edge Animate CC, Part 3: Graphics

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Prerequisites: This course assumes very little familiarity with Edge Animate CC. This course is part of a 5 part learning series; Edge Animate CC: Introduction; Edge Animate CC: Shapes and Text; Edge Animate CC: Graphics; Edge Animate CC: Actions; and Edge Animate CC: Finishing Touches. Please be sure to view the courses in order if you are new to the material.

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Course description: Master Edge Animate CC on your terms with this 5 part learning series. Adobe Edge Animate CC is used by designers, developers, and motion graphic artists to create interactive HTML animations projects. Get to know the Edge Animate CC workspace, learn how to set and configure Stage Properties, work with shapes, text, and symbols, add animation to graphics, add interactive elements like rollover buttons, and finally understand the publishing settings to distribute your Edge Animate composition.

Course outline:

Web Fonts
• Introduction
• Insert HTML Text Elements
• Placing Text
• Header Web Fonts
• Paragraph Web Fonts
• Summary

Graphics
• Introduction
• Graphic File Types
• Graphic File Size
• Importing Graphics Files
• Adding Assets
• Summary

Animating Graphics
• Introduction
• Animating Graphics
• Resize Animated Graphics
• Transparent Background Image
• Clipping
• More Clipping
• Summary

Symbols
• Introduction
• Animate Shape
• Convert Shape to Symbol
• Changing Symbols
• Mulitple Shapes
• Animate Multiple Shapes
• Multi-Shape Symbols
• Animated Symbol Instances

• Summary

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