





Classroom in a Book®

The official training workbook from Adobe Russell Chun







Classroom in a Book®

The official training workbook from Adobe Russell Chun

Adobe Animate Classroom in a Book (2022 release)

Table of Contents

Cover

Title Page

Copyright Page

WHERE ARE THE LESSON FILES?

CONTENTS AT A GLANCE

Contents

GETTING STARTED

1 GETTING ACQUAINTED

Starting Adobe Animate and opening a file

Understanding document types and creating a new document

Getting to know the workspace

Working with the Library panel

Understanding the Timeline panel

Organizing layers in a timeline

Using the Properties panel

Using the Tools panel

Adding layer effects

Undoing steps in Animate

Previewing and exporting your movie

Modifying the content and Stage

Saving your movie



2 CREATING GRAPHICS AND TEXT

Getting started

Understanding strokes and fills

Creating shapes

Making selections

Editing shapes

Using variable-width strokes

Organizing your drawing

Creating curves

Using brushes

Using gradient fills

Using transparency to create depth

About symbols

Creating symbols

Managing symbol instances

Applying filters for special effects

Creating and editing text

Aligning and distributing objects

Sharing your final project

Collaborating with the Assets panel

3 ANIMATING SYMBOLS WITH MOTION TWEENS

Getting started

About animation

Understanding the project file

Animating position

Changing the pacing and timing



Animating transparency

Animating filters

Animating transformations

Editing multiple frames

Changing the path of the motion

Swapping tween targets

Creating nested animations

Easing

Frame-by-frame animation

Animating 3D motion

Exporting your final movie

4 ADVANCED MOTION TWEENING

Getting started

About the Motion Editor

Understanding the project file

Adding motion tweens

Editing property curves

Viewing options for the Motion Editor

Copying and pasting curves

Adding complex eases

5 LAYER PARENTING AND CLASSIC TWEENS

Getting started

Layer parenting

Using classic tweens

Graphic symbols for lip-syncing dialogue

6 PUPPET WARPING



Getting started

What is puppet warping?

Using the Asset Warp tool

Editing your rig

Animating your rig

Rigs with branching joints

Warp options

Propagating rig edits

Single joints

7 INVERSE KINEMATICS WITH BONES

Getting started

Character animation with inverse kinematics

Creating the pedaling cycle

Disabling and constraining joints

Adding poses

Inverse kinematics with shapes

Simulating physics with springiness

Tweening automatic rotations

Rig mapping

8 ANIMATING THE CAMERA

Animating camera moves

Getting started

Using the camera

Attaching layers to the camera for fixed graphics

Exporting your final movie

9 ANIMATING SHAPES AND USING MASKS



Getting started

Animating shapes

Understanding the project file

Creating a shape tween

Changing the pace

Adding more shape tweens

Creating a looping animation

Using shape hints

Previewing animations with onion skinning

Animating color

Creating and using masks

Animating the mask and masked layers

Easing a shape tween

10 CREATING INTERACTIVE NAVIGATION

Getting started

About interactive movies

ActionScript and JavaScript

Creating buttons

Preparing the timeline

Creating destination keyframes

Navigating the Actions panel

Adding JavaScript interactivity with the Actions panel wizard

Creating the Shop now button

Playing animation at the destination

Animated buttons

Next steps

INDEX



