

Contents

1 Introduction 4

1.1 What This Book Is About 5

1.2 Moving Target: Open Web Standards 6

1.3 Web Animations: Status Quo 7

2 Authoring Tool Adobe Edge Animate ... 10

2.1 User Groups 10

2.1.1 (Web) Motion Designers, Interface/Interaction
Designers, Web Designers, Former Flash Designers 11

2.1.2 Graphic/Print Designers Who Want to Expand Their
Web Design Services 11

2.1.3 E-Publication Producers 11

2.1.4 Web Designers and Developers 12

2.2 Applications and Workflows 13

2.2.1 Edge Animate Banners 13

2.2.2 Edge Animate for Storytelling 13

2.2.3 Edge Animate on Mobile Devices 14

2.2.4 Edge Animate and DPS 14

2.2.5 Embedding Edge Animate in Other Pages or CMS 14

2.3 Download and Installation 15

2.4	User Interface	16
2.4.1	Getting Started Panel	18
2.4.2	Tools Panel	18
2.4.3	The Stage	19
2.4.4	Property Panel	20
2.4.5	Elements Panel	20
2.4.6	Library Panel	21
2.4.7	The Timeline	22
2.4.8	Workspace	25
2.4.9	Keyboard Shortcuts	25
2.5	Hello Edge Animate!	25
2.6	Edge Animate Runtime Basics	27
2.6.1	System Requirements	27
2.6.2	HTML & Co.	28
2.6.3	A Solid Foundation: jQuery	29
2.6.4	The Result and Runtime	30
2.6.5	How Code Behaves in Edge Animate	31
2.7	Supplementary Tools	32
2.7.1	Design Tools and Image Editing	32
2.7.2	Code Editors and IDEs	34
3	Creation	40
3.1	Starting From Scratch (Blank Document)	40
3.2	Elements and the Library	43

3.3	Starting With an HTML Document	45
3.3.1	Animating in Edge Animate	47
3.4	Basic Properties	47
3.4.1	Position, Size, and Opacity	47
3.4.2	Changing Properties With Control Points	49
3.4.3	Display Property	50
3.4.4	Overflow	51
3.4.5	Cursor	53
3.4.6	Shadows	54
3.4.7	CSS Filters	58
3.4.8	Clipping	59
3.4.9	Gradients	60
3.5	Nesting and Symbols	61
3.6	Exporting and Reusing Symbols	63
3.6.1	Templates	64
3.7	Additional Element Properties	67
3.7.1	Stage	67
3.7.2	Basic Shapes	67
3.7.3	Text	69
3.7.4	Image	70
3.7.5	Symbol	71
3.8	Custom Fonts	72
3.8.1	Google Fonts	72
3.8.2	Adobe Typekit	73
3.8.3	Embedding Fonts in Edge Animate	76

3.9	Flexible Layouts	77
3.9.1	Relative Values (Percentages)	78
3.9.2	Minimum and Maximum Width	79
3.9.3	Arranging Elements Flexibly	79
3.9.4	Presets for Flexible Layouts	80
3.10	Lessons	82
3.10.1	Flexible Banners for Different Resolutions	82
3.10.2	Independent Layouts for Different Screen Sizes	85

4 Animation 92

4.1	The Timeline	92
4.1.1	Keyframes	92
4.1.2	Other Timeline Functions	96
4.1.3	Playback	96
4.1.4	Modifying Already-Created Animations	97
4.2	Non-Linear Animation—Easing	97
4.3	Path Animations	100
4.4	Symbols and Their Timelines	102
4.4.1	Symbols	102
4.4.2	Reusing Symbols	104
4.4.3	Independent Timelines	104
4.4.4	Controlling Timelines With Playback Actions	105
4.4.5	Controlling Timelines With Script Statements	107

4.5	Lessons	109
4.5.1	Banner Animation	110
4.5.2	Asynchronous Animation and Playback Actions	111
4.5.3	Symbols and Control Through Script	115
4.5.4	Character Animation With Sprite Sheets	118

5 Interactivity and Scripting 126

5.1	Simple Logging	126
5.2	Events	128
5.2.1	Responding to Events	129
5.2.2	User Events	132
5.2.3	Composition Events	134
5.2.4	Timeline Events	135
5.2.5	Symbol Events	135
5.2.6	System Events	136
5.3	Context of Events	137
5.4	Symbols and Elements	138
5.5	Actions	140
5.5.1	Code Snippets	140
5.5.2	Controlling the Timeline	141
5.5.3	Calling a URL	143
5.5.4	Accessing Symbols	143
5.5.5	Accessing Elements	146
5.5.6	Modifying Elements	148
5.5.7	Dynamically Creating and Deleting Symbols	151
5.5.8	Working with Symbol Variables	152
5.5.9	The sym Argument	153

5.6	Code Panels	154
5.7	Edge Code and Brackets	156
5.8	Lessons	158
5.8.1	Buttons.....	158
5.8.2	Interval Updates Without Timeline (Edge Clock).....	162
6	Publishing	170
6.1	Preparations	170
6.1.1	Posters	170
6.1.2	Down-Level Stage	172
6.1.3	Preloader.....	173
6.2	Export and Settings	174
6.2.1	Web Profile	174
6.2.2	Animate Deployment Package Profile.....	176
6.2.3	iBooks / OS X Profile	177
6.3	Lessons.....	177
6.3.1	Publishing Compositions With FTP.....	177
6.3.2	Embedding Compositions in an HTML Website	178
6.3.3	Edge Animate and DPS.....	179
6.3.4	InDesign (DPS)	183

7 For Advanced Users 188

7.1	External Components.....	188
7.1.1	yepnope.js	188
7.1.2	Google Maps.....	190
7.1.3	Videos (YouTube).....	191
7.1.4	jQuery UI Components	192
7.2	Wiring Multiple Compositions on One Page.....	193
7.3	Reusable Components.....	196
7.4	Edge Commons	199
7.4.1	Edge Docks.....	199
7.4.2	Loading Edge Commons	200
7.4.3	Logging	201
7.4.4	Spotlight Overlay (YouTube).....	203
7.4.5	Parallax Scrolling.....	205
7.4.6	Composition Loader.....	206
7.4.7	Sound.....	208
7.4.8	Data Injection	208
7.5	Gaming.....	209
7.5.1	Edge Animate Project	210
7.5.2	Game Assets	210
7.5.3	Character Control.....	212
7.5.4	Hotspots	213
7.5.5	Game Logic	214
7.5.6	Conclusion.....	216

Index 218