

Harder

A Guide to Adobe Animate

Creating Your First Animations

Create simple animations that can be used on websites or in presentations using Adobe Animate. If you are a graphic artist, and not a professional animator, the idea of creating animations may sound appealing; you may feel overwhelmed as to where to start or how you can use your past knowledge of other Adobe design applications, such as Photoshop or Illustrator, to assist you in completing your goals.

In this book we will start by looking at an overview of Animate. You will create and review some projects and use various assets that you created or are created by Adobe to make some basic animation sequences that you can use for your next project. We will also look at how we can edit movements, which may include the representation of speed, rotation, human walking, and animal movement as well as speech, to make the action in the scene appear more fluid. You will also see how to incorporate sound/audio. Finally, you will publish the completed animation in a variety of formats.

Readers will appreciate how they can quickly turn their imported Illustrated vector drawings or background graphics into a short animation that they can use in their next project.

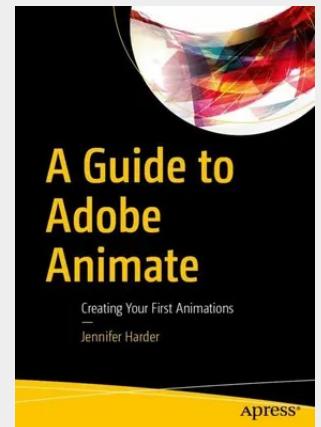
You Will

- Discover which applications to use for creating your assets
- Find out how to use basic and some advanced tools in Animate
- Learn to publish your animations in the correct format for your own projects

Who This Book Is For

Professionals who would like to start using this application for their next project but need some guidance on how to use the basic tools would find the book valuable.

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