Adobe Animate

Using the *Adobe Flash CS6 Revealed* textbook
complete the chapters listed below.

✓ Create separate chapter folders within your already created Flash folder (108users).
   o These folders should be titled **LastName Chapter 1**, **LastName Chapter 2**, etc...

1. **Chapter 1 "Getting Started with Adobe Flash/Animate"**
   ➢ **Lessons 1-5 – pages 1-1 to 1-41**
      Lesson 1 – workspace—we will demo this together.
      Lesson 2 – demoMovie
            demoMovieBanner
      Lesson 3 – tween
            tweenEffects
      Lesson 4 – layers
      Lesson 5 – layersWeb
            layersWeb.html (view in browser)
            layers.swf (play in Flash player)
   ➢ **Project Builder 2 – page 1-51**
      Recycle—you can set your 3 shape colors to any color of your choice

2. **Chapter 2 "Drawing Objects in Adobe Flash/Animate"**
   ➢ **Lessons 1-5 – pages 2-2 to 2-49**
      Lesson 1 – tools
            alignObjects
            alignOptions
      Lesson 2 – tools (continued)
      Lesson 3 – tools (continued)
      Lesson 4 – tools (continued)
      Lesson 5 – layers2

3. **Chapter 3 "Working with Symbols and Interactivity"**
   ➢ **Lessons 1-4 – pages 3-2 to 3-33**
      Lesson 1 – coolCar
      Lesson 2 – carRace
      Lesson 3 – carRace (continued)
      Lesson 4 – carRace (continued)
      Lesson 5 – sailing
   ➢ **Skills Review – pages 34-35 (skillsdemo3)**

4. **Chapter 4 "Creating Animations"**
   - Lessons 1-6 – pages 4-1 to 4-4
     - Lesson 1 – motionTw
       tweenEdits
     - Lesson 2 - cTween
     - Lesson 3 - frameAn
       frameM
     - Lesson 4 - antiqueCar
       morphCar
       shapeHints
     - Lesson 5 - mClip
     - Lesson 6 - textAn

5. **Chapter 5 "Creating Special Effects"**
   - Lessons 1-5 – pages 5-2 to 5-34
     - Lesson 1 – classicCC
     - Lesson 2 - rallySnd
     - Lesson 4 - navBar
     - Lesson 5 - kicker
       kickerMC

Extra Credit — Skills Review for Chapter 4—let me know if and when you complete!