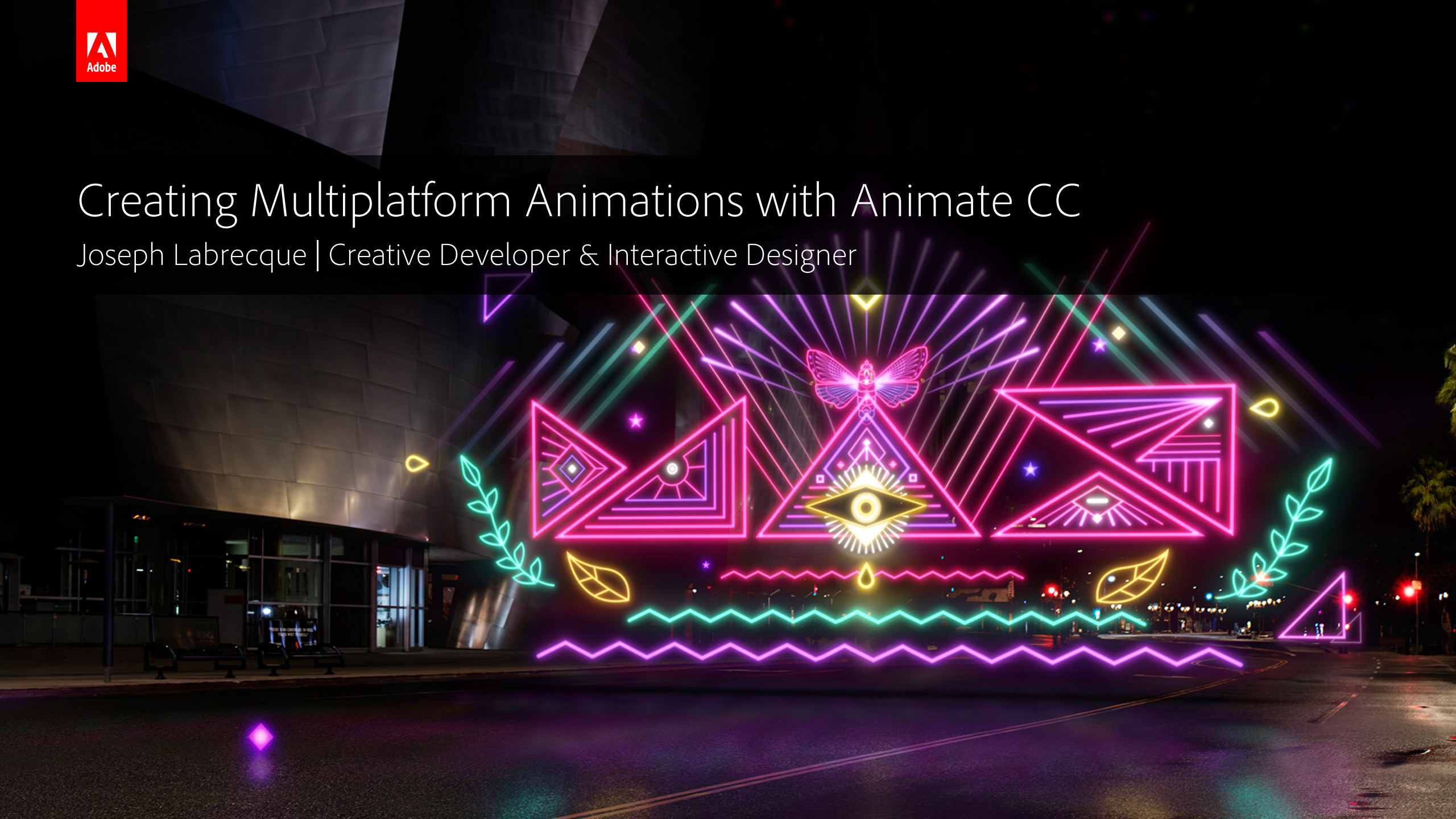
Creating Multiplatform Animations with Animate CC

Joseph Labrecque | Creative Developer & Interactive Designer



Joseph Labrecque Creative Developer | Interactive Designer | Author, Artist, Absintheur

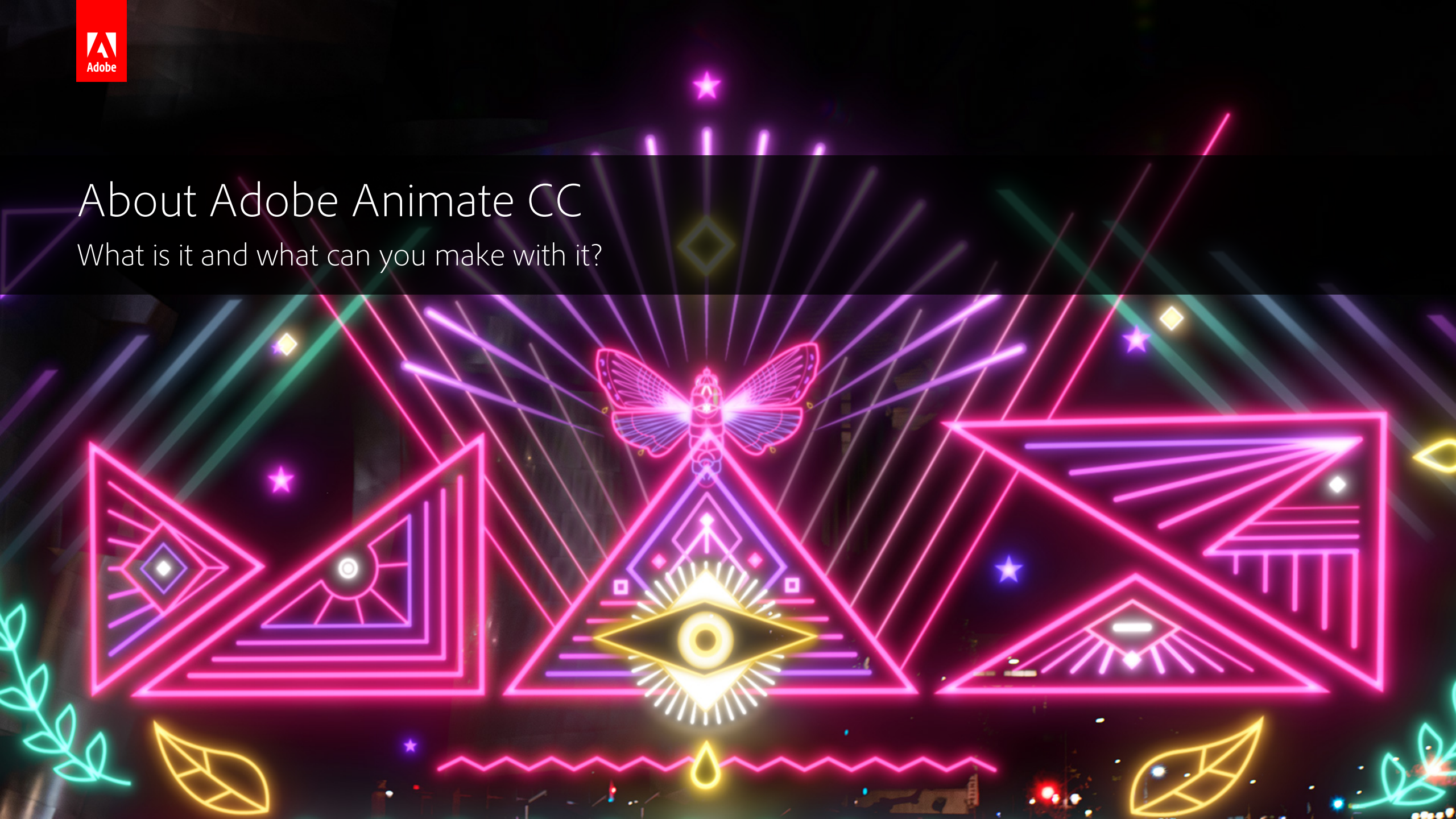
- **Senior Interactive Software Engineer**
  Adjunct Faculty
  University of Denver – Academic Technologies Consulting
- **Principal and Founder**
  Fractured Vision Media, LLC
- **Founder**
  An Early Morning Letter, Displaced
- **Adobe Education Leader**
  Adobe Community Professional
  Partners by Design
  Adobe Systems, Inc.
- **Apache Flex Committer**
  Apache Software Foundation
- **Author**
  Lynda.com / LinkedIn Learning, Peachpit, Pluralsight, Adobe, Apress, Packt, O'Reilly…

© 2018 Adobe Systems Incorporated. All Rights Reserved. Adobe Confidential.

Adobe

About Adobe Animate CC

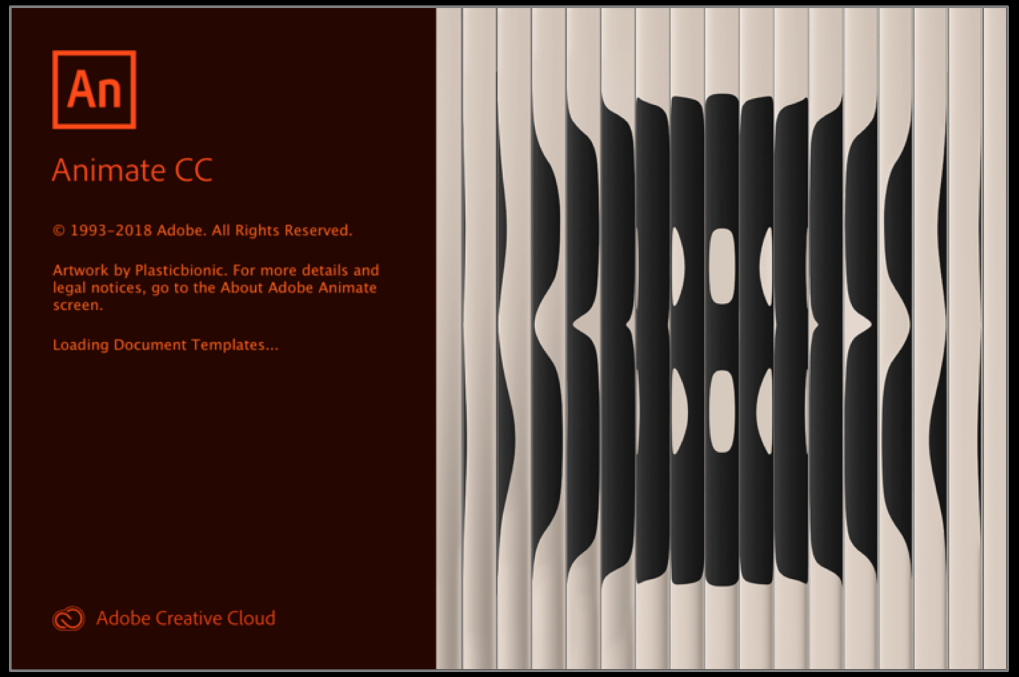
What is it and what can you make with it?



What is Adobe Animate CC?

A new age for animation.

Design interactive vector animations for games, apps, and the web. Bring cartoons and banner ads to life. And add action to tutorials and infographics. With Animate CC, you can quickly publish to multiple platforms and reach viewers on desktop, mobile, and TV.



The industry's leading animation toolset lets you create apps, ads, and amazing multimedia content that moves across any screen.

© 2018 Adobe Systems Incorporated. All Rights Reserved. Adobe Confidential.

Adobe

New Features for 2019!

- Panoramic VR Document Type
- 360 VR Document Type
- VR View Panel
- Actions Wizard for VR
- Asset Warp Tool & Warped Objects
- Layer Effects & Filters
- Layer Parenting
- Standard UI Themes
- Timeline UI Enhancements
- Symbol Selection for Texture Publishing
- Direct After Effects Workflow
- WebGL glTF Standard Document Type
- WebGL glTF Extended Document Type
- Actions Wizard for WegGL-glTF-Extended
- Import GLB files as 3D Models
- Modernized Interface
- New Start Screen
- Integrated Learn Screen
- Automated Lip-Sync
- Brush Tool Improvements
- Advanced Layers Mode for Symbols
- Updated Flash Player and AIR

© 2018 Adobe Systems Incorporated. All Rights Reserved. Adobe Confidential.

Multiplatform Animation

- HTML5 Canvas
- WebGL glTF (Standard & Extended)
- Virtual Reality (360 & Panoramic)
- Flash Player, SWF, & Projectors
- Adobe AIR Runtime
- Windows, macOS, Android, iOS
- Android TV & Apple TV
- Video & Media Encoder integration
- Animated GIF & still images

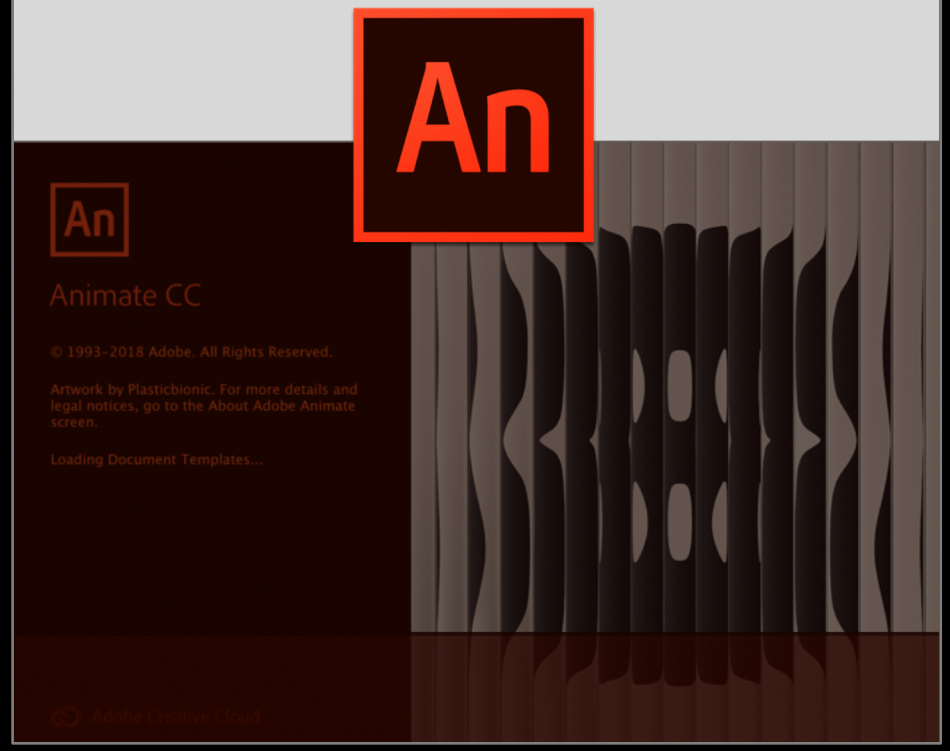
© 2018 Adobe Systems Incorporated. All Rights Reserved. Adobe Confidential.

Lab Projects and Workbook

Let's Animate!

Creating Multiplatform Animations with Animate CC

Adobe MAX 2018 | Session L246 | Joseph Labrecque



© 2018 Adobe Systems Incorporated. All Rights Reserved. Adobe Confidential.

Adobe

Closing Thoughts

Thank You…

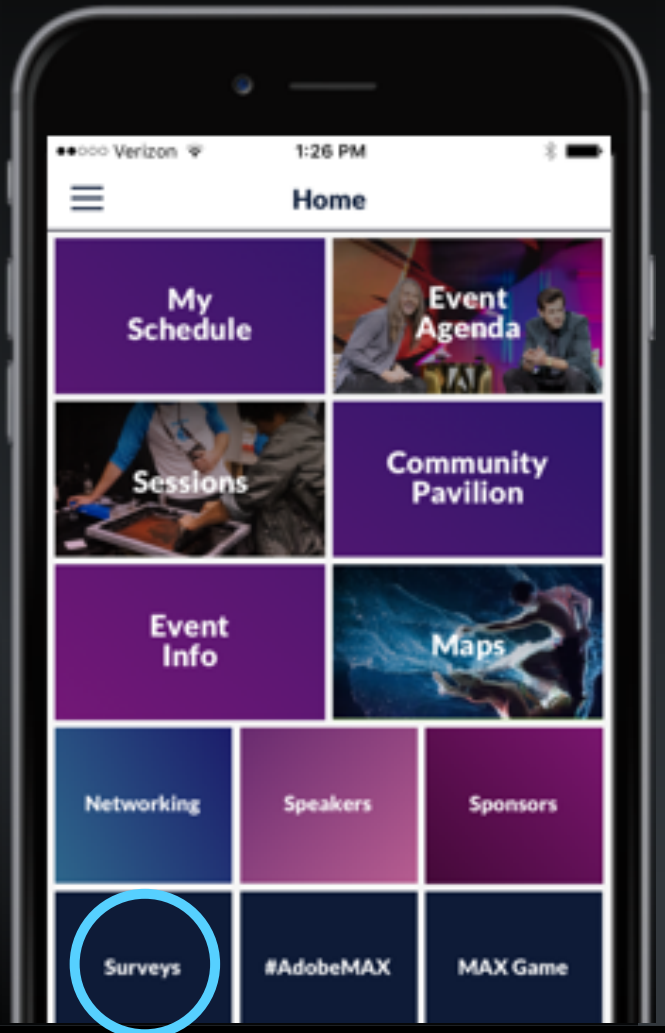
Thank You

Email:	Joseph.Labrecque@du.edu
Web:	JosephLabrecque.com
Blog:	inflagrantedelicto.memoryspiral.com
Twitter:	twitter.com/JosephLabrecque
LinkedIn:	linkedin.com/in/JosephLabrecque
Lynda.com:	lynda.com/JosephLabrecque
Amazon:	amazon.com/author/JosephLabrecque
Pluralsight:	pluralsight.com/authors/joseph-labrecque

© 2018 Adobe Systems Incorporated. All Rights Reserved. Adobe Confidential.

Adobe

Take the SESSION SURVEY on the MAX mobile app



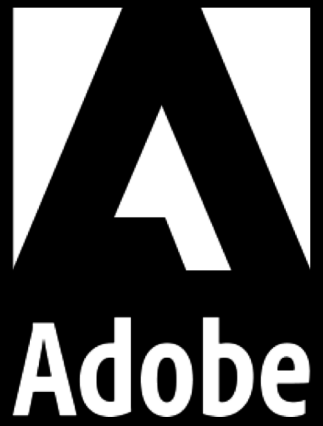
…for your chance to WIN one of these e-books from Adobe Press

Every survey you submit enters your name to win the daily grand prize:

Wacom Intuos Pro Medium Tablet

© 2018 Adobe Systems Incorporated. All Rights Reserved. Adobe Confidential.

Adobe


Adobe