BYOL: Creating HTML5 Interactions Using Adobe Animate

Phil Cowcill, Development Made Simple

Austin, TX • June 8 – 10, 2016
Agenda

* Introduction

* Lessons
  * History
  * Creating a Project
  * Timeline Animation
  * Export of Use in Captivate
  * Export to HTML5
  * Create Interactions
Introduction

* North Bay, ON, Canada
Introduction

- Started Multimedia Development in 1984/85
- Programmer/Videographer for IVD
- Started Teaching Full-Time in 1995
- Coordinator of Mobile Apps Dev / Advertising, Creative Media
  - Canadore College
  - Retired Summer of 2015
Introduction

* Senior eLearning Specialist
  * Department of National Defense
  * Directorate of Technical Aerospace Services (DTAES)

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History

* Adobe Animate was Formerly Known as Flash
  * Flash is the “F-Bomb” of Internet

* A Lot of Misconceptions/Wrong Information About Flash
  * Over 200,000 Apps

* Latest Updates to Animate focus on Animations

* Can Render to New Video Formats
  * Most Impressive: 4K Video
  * 4x Larger than High Def Video
History

* Other Export Options:
  * SWF (Old Flash Player)
  * AIR (Adobe Integrated Runtime) (4Billion Installs)
  * IPA (Native Apple iOS Operating System)
  * APK (Native Android Package)
  * EXE (Windows Executable Application)
  * APP (Mac Application)
  * HTML5 (uses CreateJS Framework)

* DOPE Development
  * Develop Once, Play Everywhere
Creating a Project

* Select HTML5 Canvas Option
* Uses CreateJS Framework
  * http://createjs.com/
Creating a Timeline Animation

* Create a Symbol
  * Draw on Stage -> Convert to Symbol
* Place Symbol in the Start Position
* Create a Second Key Frame
* Move Symbol to New Position on Second Key Frame
* Right-Click Between Key Frames and Choose Motion Tween
* Press Enter to See it Play
Time to Play

* Now to Play:
  * Create Button to Control the Play
  * Create Buttons to Control the Display
  * Animate an Interface to Export to into Captivate
Conclusion

* Hope You Enjoyed the Workshop
* Feel Free to Follow up with Questions

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