CERTIFIED ASSOCIATE

Dear Candidate,

In preparation for the Adobe Certified Associate in Multiplatform Animations using Adobe Animate CC (2016) exam, we've put together a set of practice materials for you to review. What you'll find in this packet are:

- Overview of Topic areas and objectives for the exam.
- Links to practice tutorials and files

We've assembled excerpted materials from the Animate Learn & Support site to highlight a few of the more challenging techniques covered on the exam. You can work through these technical guides (files are provided separately with the linked tutorials). Additionally, we've included the certification objectives so that you are aware of the elements that are covered on the exam.

These materials are meant to help you familiarize yourself with the topics you will find on the exam and are not comprehensive across all the objectives.

Thank you,

Adobe Education

Web Authoring using Adobe Animate

Exam and objectives

After taking the exam, your score is electronically reported. Please allow 2-4 weeks from the date you pass the exam to receive your ACA Welcome Kit.

Exam Structure

The following lists the topic areas for the exam:

1. Setting project requirements

2. Understanding Rich Animated Media

3. Understanding Adobe Animate CC

4. Creating Rich Animated Media Content Using Animate CC

5. Testing, Publishing, and Evaluating Rich Animated Media Elements Using Animate CC

Number of Questions and Time

- 41 questions
- 50 minutes

Exam Objectives

Domain 1.0 Setting Project Requirements
   1.1   Identify the purpose, audience, and audience needs for preparing rich animated media.
   1.2   Summarize how designers make decisions about the type of content to include in a project, including considerations such as copyright, project fit, permissions, and licensing.
   1.3   Demonstrate knowledge of project management tasks and responsibilities.
   1.4   Communicate with others (such as peers and clients) about design plans.

Domain 2.0 Understanding Rich Animated Media
   2.1   Understand key terminology related to rich animated media design.
   2.2   Demonstrate knowledge of basic design principles and best practices employed in the interactive media design industry, such as symmetry, consistency, and accessibility.
   2.3   Demonstrate knowledge of typography and its use in visual design.
   2.4   Demonstrate knowledge of ActionScript 3.0, JavaScript for HTML5 Canvas and WebGL platforms.

Domain 3.0 Understanding Adobe Animate CC
   3.1   Identify elements of the Animate interface and demonstrate knowledge of their functions, including Panels, the Timeline, the Property Inspector, and Document Properties dialog.
   3.2   Define the functions of commonly used tools, including selection tools, the Pen tool, other drawing tools, and shape tools.

3.3 Navigate, organize, and customize the workspace.

3.4 Use design tools in the interface, such as rulers and guides.

3.5 Use the Motion Editor.

3.6 Demonstrate knowledge of layers and masks.

3.7 Understand symbols and the Library.

Domain 4.0 Creating Rich Animated Media Content Using Animate CC

4.1 Create a new project.

4.2 Import and modify graphics.

4.3 Create static, dynamic and input text and adjust text properties.

4.4 Work with symbols and instances.

4.5 Create animations (changes in shape, position, size, color, and transparency).

4.6 Add simple controls through ActionScript 3.0, JavaScript for HTML5 Canvas and WebGL.

4.7 Create masks.

4.8 Import and use sound.

4.9 Add and export video.

Domain 5.0 Testing, Publishing, and Evaluating Rich Animated Media Elements Using Animate CC

5.1 Conduct basic technical and usability tests.

5.2 Understand Animate file types and file sizes.

5.3 Make an Animate document accessible.

5.4 Publish and export Animate documents.

General Animate workflow

To build an Animate CC application, you typically perform the following basic steps:

Plan the project.
> Decide which basic tasks the application will perform.

Add or create media elements.
> Create and import media elements, such as images, video, sound, and text.

Arrange the elements.
> Arrange the media elements on the Stage and in the Timeline to define when and how they appear in your application.

Apply special effects.
> Apply graphic filters (such as blurs, glows, and bevels), blends, and other special effects as you see fit.

Use ActionScript or JavaScript to control behavior.
> Write ActionScript® and JavaScript code to control how the media elements behave, including how the elements respond to user interactions.

Test and publish your project.

> Test your FLA file (Control > Test Movie) to verify that your application is working as you intended and find and fix any bugs you encounter. You should test the application throughout the creation process. You can test your file in Animate, a web browser, and the AIR Debug Launchers.

> Publish your project in multiple file formats.

Depending on your project and your working style, you might use these steps in a different order.

Workspace overview

First, watch this quick [Animate CC introductory video](#) and get to know what Animate CC can do.

You create and manipulate your documents and files using various elements, such as panels, bars, and windows. Any arrangement of these elements is called a *workspace*. The workspaces of the different applications in CC share similar appearances so that you can move between the applications easily. You can also adapt each application to the way you work by selecting from several preset workspaces or by creating one of your own.

Although the default workspace layout varies in different products, you manipulate the elements much the same way in all of them.

- The *Application bar* across the top contains a workspace switcher, menus (Windows only), and other application controls. On the Mac for certain products, you can show or hide it using the Window menu.

- The *Tools panel* contains tools for creating and editing images, artwork, page elements, and so on. Related tools are grouped.

- The *Control panel* displays options for the currently selected tool. In Illustrator, the Control

panel displays options for the currently selected object. (In Adobe Photoshop® this is known as the Options bar. In Adobe Animate® and Adobe Dreamweaver®, this is known as the Property Inspector and includes properties of the currently selected element.)

- The *Document window* displays the project you're working on. Document windows can be tabbed and, in certain cases, grouped and docked.

- *Panels* help you monitor and modify your work. Examples include the Timeline in Animate, the Brush panel in Illustrator, the Layers panel in Adobe Photoshop®, and the CSS Styles panel in Dreamweaver. Panels can be grouped, stacked, or docked.

- The *Application frame* groups all the workspace elements in a single, integrated window that lets you treat the application as a single unit. When you move or resize the Application frame or any of its elements, all the elements within it respond to each other so none overlap. Panels don't disappear when you switch applications or when you accidentally click out of the application. If you work with two or more applications, you can position each application side by side on the screen or on multiple monitors.

  If you are using a Mac and prefer the traditional, free-form user interface, you can turn off the Application frame. In Adobe Illustrator®, for example, select Window > Application Frame to toggle it on or off. (In Animate, the Application frame is on permanently for Mac, and Dreamweaver for Mac does not use an Application frame.)

To learn more about the Animate Workspace, including managing windows and panels and saving and switching workspaces, review [the Animate workflow and workspace documentation](#).

Visual Glossary

For explanations of basic terms and tasks in Adobe Animate CC, check out the [Animate Visual Glossary](#). Each page includes the definition of a key concept with accompanying visuals and links to more information.

Stage, Timeline, and Tools Panels

The Stage is the rectangular area where you place graphic content when creating Animate documents. The Stage in the authoring environment represents the rectangular space in Flash Player, a web browser window, a mobile device, or a desktop application where your document appears during playback. A default black outline represents the outline view of the stage.

Go through [the article on the stage and tools panel for Animate](#) to learn how to use them when working with graphic content in Animate CC, and watch this tutorial on [how to use rulers, guides and grids efficiently](#).

Also, review [the basic tools documentation](#) to get an overview of the core tools your students will need to demonstrate their proficiency with.

Animation and Interactivity

Review the following sections of the Animate documentation to learn about animation and interactivity with Animate CC.

- [Using Bone tool animation in Animate CC](#) – Learn about Bone tool animation and how it uses inverse kinematics to animate objects in Animate CC

    o [Mysteries of the Bone Tool](#) – learn how to use the Bone and Bind tools to create intricate Armatures in Animate using inverse kinematics.

- [Get to know the Timeline](#) – before you begin adding animation to your project, you need to first learn about the basics of the Timeline.

- [Animation Guide](#) – Enhance the animation you create by defining a path for the objects you animate

- [Animation basics in Animate CC](#) – Learn about the animation basics, types of tween animations, and frame rates.

- [How to work with classic tween animation in Animate CC](#) – Learn about classic tween animation and how to create and edit keyframes with Animate CC.

- [How to edit motion tweens using Motion Editor](#) – learn how to create motion tweens that emulate real-world behavior with Animate CC

    o [Edit motion tweens](#) – watch this quick video tutorial

    o [Easing and the motion editor](#) – learn how easing can convey a truer sense of reality and weight.

- [Shape tweening](#) – understand how to create shape tweens.

- [How to use frames and keyframes](#) – learn how to insert, select, label, and enable frames and keyframes

- [Add interactivity with code snippets in Animate CC](#) – learn how to use the code snippets panel to add interactivity and object behavior.

- [How to Create a CSS Sprite Sheet in Adobe Animate CC](#) – learn how to create a CSS Sprite sheet with the Generate Sprite Sheet Dialog box.

Visit the [Animation and Interactivity documentation](#) to learn more about tweens, keyframes, and working with timelines.

Multimedia and Video

This section will cover how to add multimedia and video to your Animate projects.

- [Using Camera in Animate CC](#) – learn how to work with Camera in Animate CC

- [How to use sound in Adobe Animate CC](#) - learn about supported audio formats in Adobe Animate and how to import, synchronize, and edit sound

- [How to add video to an Animate document](#) - Learn how to add video to an Animate

document in Adobe Animate CC. Links to tutorials and examples are included.

- [Draw and create objects with Animate CC](#) - learn about drawing tools, vector and bitmap graphics, and creating objects with Animate CC.

- [Create and organize timeline layers with Animate CC](#)

- [Color panels in Animate CC](#) - Use this guide to understand the color panels and swatches in Animate CC.

For more information, review the [Multimedia and Video documentation](#) to learn about working with other objects and file types in Adobe Animate CC.

Exporting and Publishing

In this section, you will be introduced to some of the basics of exporting and publishing files from Animate CC for multiple platforms.

- [Publish content on multiple platforms](#)

- [How to export files from Animate CC](#) - learn about exporting from Animate CC for SWF files as well as other file formats.

- [Export graphics and videos with Animate CC](#) - learn how to export graphics and videos in various file formats with Adobe Animate CC.

- [Create and publish HTML5 Canvas documents in Animate CC](#)

Visit the [exporting and publishing documentation](#) to explore additional resources on these topics. Additionally, you can read the guides that outline best practices for creating video, content for mobile devices, swf applications, etc.

Adobe Animate CC Tutorials

Below is a list of tutorials and resources from the Adobe Education Exchange and the Animate CC Learn & Support page that you can use in your classroom to prepare your students to be successful on the ACA exams.

Create a 2D Character Animaton

Related to domains 2, 3, 4, and 5

Analyzing websites to inform design decisions is a common practice among professional designers. In the real world designer's look to one another's work to assess what works, what doesn't, and to keep tabs on new industry standards and trends. Use this activity to teach your students how to analyze websites to determine their audience, purpose, validity, usability, and accessibility in order to help inform their future design decisions.

Design Principles (Lesson)

Related to domain 2

Designers use design principles to evaluate and inform the consistency and visual hierarchy of their design. Put into action, design and typographic principles, can then be used to make sure designs reach an intended target audience and/or meet the goals of a company or individual. Use this activity to introduce the how to use design principles and typography so students can evaluate and inform their designs.

Draw with vector and pattern brushes in your animations

Related to domains 3 and 4

Create custom brushes with Capture CC and use them to create expressive animations in Animate CC.

How to draw and animate using variable-width in Adobe Animate CC

Related to domains 3 and 4

Watch this tutorial to learn how to draw and tween animate strokes with variable width in Adobe Animate CC.

Working with vector art brushes

Related to domains 3 and 4

Create custom vector art brushes using your devices and save them to CC Libraries. Draw expressive artwork for animations with vector art brushes and the Paint Brush tool.

Import and add audio in Adobe Animate

Related to domains 3 and 4

Add sound to your Animate projects easily. This video shows you how to import audio into Animate seamlessly.

Import from Adobe Photoshop and Illustrator into Animate

Related to domains 3 and 4

Watch this tutorial to learn how to import files from Adobe Photoshop and Illustrator into Animate.

Publish content on multiple platforms

Related to domain 5

Adobe Animate CC lets you create animations for virtually any use case, device, browser, or platform. Natively author and publish your content to various formats using the tools and interface you already know.

How to create and publish an HTML5 Canvas document

Related to domain 5

Learn how to create and publish an HTML5 canvas document.