

Lesson 1

- 1 What is the Stage?
- 2 What's the difference between a frame and a keyframe?
- 3 What's a hidden tool, and how can you access it?
- 4 Name two methods to undo steps in Animate and describe them .
- 5 What document type would be best for playing back animation in a modern browser?

Lesson 2

- 1 What are the three drawing modes in Animate, and how do they differ?
- 2 When would you use each of the selection tools in Animate?
- 3 What can you do with the Width tool?
- 4 What is the difference between an Art brush and a Pattern brush?
- 5 What are web fonts and how are they used in HTML5 Canvas documents? 6 What does the Align panel do?

Lesson 3

- 1 What is a symbol, and how does it differ from an instance?
- 2 Name three ways you can create a symbol .
- 3 When you import an Illustrator file using the simple import options, what happens if you choose to convert layers to Animate layers? To keyframes?
- 4 How can you change the transparency of an instance in Animate?
- 5 What are the two ways to edit symbols?

Lesson 4

- 1 What are two requirements of a motion tween?
- 2 What kinds of properties can a motion tween change in an ActionScript 3 .0 document?
- 3 What are property keyframes, and why are they important?
- 4 How can you edit the path of an object's motion?
- 5 What does easing do to a motion tween?

Lesson 5

- 1 How do you access the Motion Editor for a motion tween?
- 2 What's the difference between a property curve and an ease curve?
- 3 What does the Easing value do to an ease?
- 4 How do you change the curvature of a property curve?

Lesson 6

- 1 What are two ways in which classic tweening and motion tweening are similar?
- 2 What are two ways in which classic tweening and motion tweening are different?
- 3 Why is the Snap To Objects option in the Tools panel important when adding a motion guide to a classic tween?
- 4 How can you edit the path of an object's motion?
- 5 What are the two axes of the ease graph?
- 6 How is a graphic symbol different from a movie clip symbol?

Lesson 7

- 1 What are the three kinds of camera motion that you can animate with the Camera tool?
- 2 How do you activate the Camera layer?
- 3 What are two ways to attach a layer to the Camera layer?
- 4 What is the z-depth and how do you change it?

Lesson 8

- 1 What is a shape tween, and how do you apply it?
- 2 What are shape hints, and how do you use them?
- 3 What does the color-coding of the onion skin markers indicate?
- 4 How is a shape tween different from a motion tween?
- 5 What is a mask, and how do you create one?
- 6 How do you see the effects of a mask?

Lesson 9

- 1 What are the two ways of using the Bone tool?
- 2 Define and differentiate these terms: bone, joint, and armature .
- 3 What is the hierarchy of the armature?
- 4 How do you constrain or disable the rotation of joints?
- 5 What do strength and damping refer to in the Spring feature?

Lesson 10

- 1 How and where do you add ActionScript or JavaScript code? 2 How do you name an instance, and why is it necessary?
- 3 How can you label frames, and when is it useful?
- 4 What does the stop() command do?
- 5 What is a trigger in the Actions panel wizard?
- 6 How do you create an animated button?

Lesson 11

- 1 How can you edit the length of a sound clip?
- 2 What is a skin for a video?
- 3 What is the correct format for using video in an HTML5 Canvas document?
- 4 What's the difference between the FLVPlayback component and the Video component?
- 5 How do you customize the look and feel of the playback controls for video?

Lesson 12

- 1 What's the difference between author-time and runtime?
- 2 What is CreateJS?
- 3 What kinds of files are generated when you publish an HTML5 Canvas document?
- 4 Where should you look for warnings about converting Animate files from one document type to another?
- 5 What are the various ways you can test an Animate file for a mobile device?
- 6 What is a code-signing certificate, and why do you need one for an AIR application?