

TechnoAnimate Skill Summary

Content Knowledge:	<input checked="" type="checkbox"/>
define animation	
understand the history of animation and how the computer has changed how animation is created	
understand how the Animate program can be used to create animation	
list the benefits of using the computer to create animation	
label the parts of the Animate window	
understand the difference between a blank keyframe and keyframe	
define types of animation including frame by frame, motion tween, tweening, shape tween, bone tool, and motion paths	
recognize the difference between frame by frame animation and a motion tween	
recognize the difference between a motion and shape tween	

Graphics:	<input checked="" type="checkbox"/>
Draw Objects	
draw shapes such as a line, oval, and rectangle	
draw freehand using the Pencil, Brush, or Paint Brush tools	
draw a polygon, or zigzag shape using the Pen Tool	
Format Objects	
change the Pencil type by making a selection from the Tool Options	
select the brush size and shape from the Tool Options	
adjust the paint mode to fill different areas with color using the <i>Brush Tool</i>	
fill an object with color using the Paint Bucket Tool	
fill the stroke of an object with color using the Ink Bottle Tool	
format the stroke color, weight, style, and fill color from the Property Inspector	
Edit Objects	
delete an object from the stage using the DELETE key	
clear the entire stage using the Selection Tool and the DELETE key	
erase a drawing using the Eraser Tool and its options	
select a stroke and fill color using the Stroke Color Control and Fill Color Control	
transform an object by rotating, skewing, or scaling it using the Free Transform Tool	
move, bend, and reshape an object using the Selection Tool	
edit the individual points of a shape using the Subselection Tool	
select a portion of the stage using the <i>Lasso Tool</i>	
cut, copy and paste an object	
modify the appearance of a grouped object in the Editing Pane	
modify the stacking order of objects	
group together multiple objects	
group together the stroke and fill of an object	
break apart an object	
ungroup an object	
Add Text	
add words using the Text Tool	
format the text by adjusting the font, font size, and font color in the Property Inspector	
Working with Symbols	
create a new graphic symbol	
convert objects on the stage into a symbol	
edit a symbol in the Editing Pane	
break apart a symbol to create a unique graphic	
Adjust the Stage	
move the stage within the window using the Hand Tool	
increase or decrease the size of magnification with the Zoom Tool	

Some pages have been removed from this sample.

Animation:	<input checked="" type="checkbox"/>
About the Animate Environment	
identify a frame by its number	
calculate the length of time animation will play based on the frames per second	
identify the name of the layer	
Create a Scene	
add objects to the stage	
insert a symbol from the Library onto the stage	
insert a new scene	
view scenes in a document	
insert and rename a layer	
rearrange the stacking order of the layers	
cut or copy an object	
paste an object in the same position as the copied item using Paste in Place	
Animate Objects using the Timeline	
insert a blank keyframe or a keyframe	
add content to a keyframe	
select, insert, and remove frames	
copy, paste, and reverse frames	
animate an object using frame by frame animation	
move a symbol from one position to another using a motion tween	
gradually grow or shrink a symbol using a motion tween	
resize, skew, or rotate the motion path to adjust the motion tween	
move, bend, or reshape the motion path to adjust the motion tween	
rotate an object using a motion tween	
apply a motion tween to a movie clip	
morph one shape into another using a shape tween	
change from one color to another using a shape tween	
add bones to shapes or symbols	
reposition armatures to change the pose	
animate a sequence of actions by adding poses to the Armature layer	
save an animated sequence as a movie clip	
set the properties of an armature to restrict rotation	
apply a motion tween to a movie clip	
create a new movie clip symbol in the Editing Pane	
add a motion guide layer	
draw a motion path	
anchor an object to a motion path	
animate an object to follow a motion path	
orient an object to the motion path	
Working with Symbols	
create a new movie clip symbol	
convert an animated sequence into a movie clip symbol	
edit a symbol in the Editing Pane	
set the properties of a movie clip symbol	
View Animation	
view the animation using the ENTER key	
view the animation by scrubbing the play head across the Timeline	
test a movie or scene in the Preview pane	
view the stage in onion skin view	
Add Sounds to the Timeline	
import a sound into the Library	
add a sound from the Library into the Timeline	
adjust the effects for a sound to make it fade in	
stream a sound clip	
Export a Movie	
export a document as a SWF movie or an MOV movie	