



2D ANIMATION

— Course Content



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Which software will we study in graphic design?



Adobe Illustrator cc



Wondershare Filmora



Adobe Animate cc

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Adobe Illustrator

1. Preparing for Launch

Launching the program from the beginning and looking at the different types of documents that can be created in Adobe Illustrator.

2. CMYK vs RGB

Covering the differences between CMYK and RGB.

3. Art Boards

How and why to use art boards when working in Adobe Illustrator.

4. Creating Your First Document

Creating and saving your first document.

2. Exploring the Interface / Navigation

1. Overview of the Tools

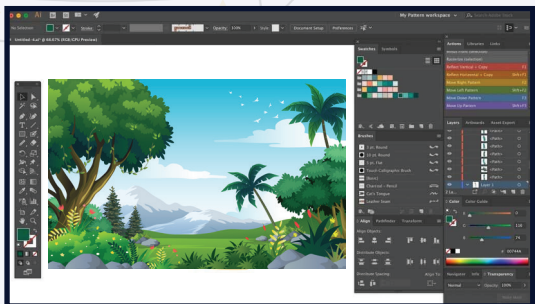
Once setting up a document we will take a look at the basic tools that you will want to know about and how to navigate the toolbar interface.

2. Overview of the Panels

Taking a look at the panels that you will want to know about and how to use them.

3. Overview of the Menus

Browsing the different menus that you will want to know about and briefly covering the different things that can be found in each menu.



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3. Rulers, Grids, and Guides

1. Oh Snap

Learn how to use Rulers, grids, Smart Guides and guides that snap into place.



4. Working with Layers

1. Layers on Layers on Layers

Learn about working with layers - how to create them, stack and reorder them, hide them, and delete them.

5. Selection Tools

1. Different Tools to Get the Job Done

We will take a look at the different tools and methods available for making selections (Selection Tool, Direct Selection Tool, Magic Wand, and Lasso Tool).

6. Shape Tools

1. All Shapes and Sizes

Covering the different types of basic shapes that can be made and how to scale them, rotate or flip them, and manipulate them.

7. Adding Color

1. Fill vs Stroke

How to toggle between fill and stroke and how to change the settings for each.

2. Swatches

Using and saving colors to the Swatches Panel.

3. Gradients

How to apply linear and radial gradients.



Adobe Illustrator

8. Using the Pen Tool

1. Getting Familiar with the Pen Tool

An introduction to the Pen Tool and how to use it. Will discuss Anchor Points / Handles and how to add or remove points from shapes.

2. The Curvature Tool

A brief look at the Curvature Tool and how it can be used with the Pen Tool.

9. Using Brushes and Custom Brushes

1. Preset Brushes

A basic demonstration of how to use the default / preset brushes in Illustrator.

2. Custom Brushes

How to create, save, and load your own Illustrator brushes.

10. Using the Shaper Tool

1. Shaper Tool Basics

How to use the Shaper Tool to quickly scribble and manipulate shapes.

11. Using the Eraser Tools

1. Easy Erasing

Showing how you can erase shapes or parts of shapes.

2. Cut it Out

Using the Scissor Tool and Knife Tool.

12. Using the Blend Tool

1. The Art of The Blend Tool

How to blend lines or shapes either gradually or with a specified number of steps.



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13. Type Tool Basics

1. Adjusting Size, Style, and Spacing

Covering the basics of how to add text and adjust the size, style, kerning, and linespacing.

2. Justified

How to format and justify copy.

3. Type on a Path

How to add type to a path.



14. Using the Free Transform Tool

1. Transformers

How to distort shapes and type.

2. Putting Things in Perspective

How to add perspective to your shapes and text.

15. Object Based Tools

1. Scaling Objects

How to quickly and easily scale any object using percentages using the Scale Tool.

2. Rotating Objects

Rotate objects or shapes or create a series of shapes on a circular path.



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16. Merging Shapes Together

1. Shape Builder Tools

How to use the Shape Builder Tool.

2. The Pathfinder

How to use the Pathfinder Tool to manipulate shapes.

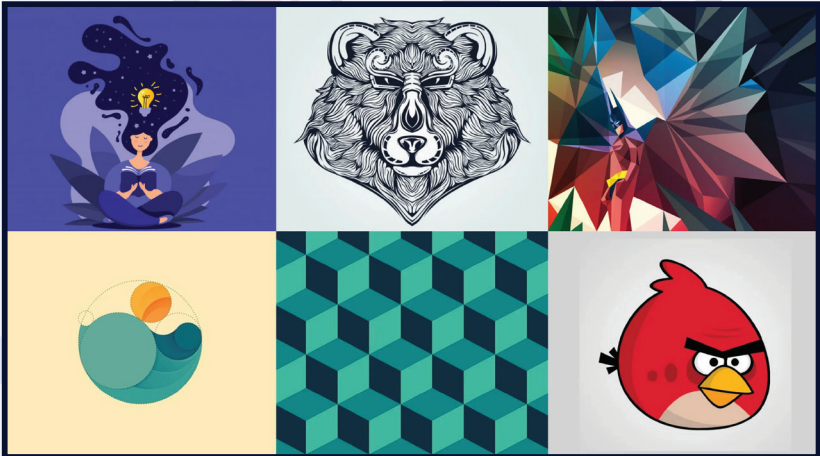
17. How to Use Masks

1. Masking Basics

Masking shapes or text using shapes.

2. Opacity Masks

Using opacity masks to mask gradients or highlights inside of shapes and text.



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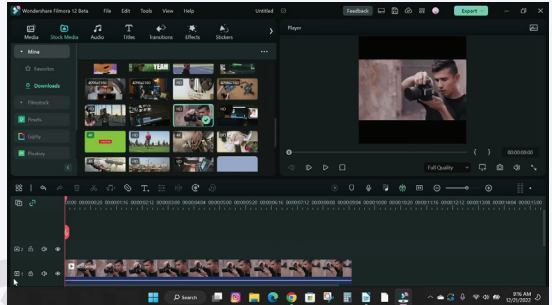
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Wondershare Filmora

1. Creating Projects

Filmora Stakup Windows
Create New Project
Create With Instant Mode
Create With Component Template
Open Project
Move Projects
Relocate projects

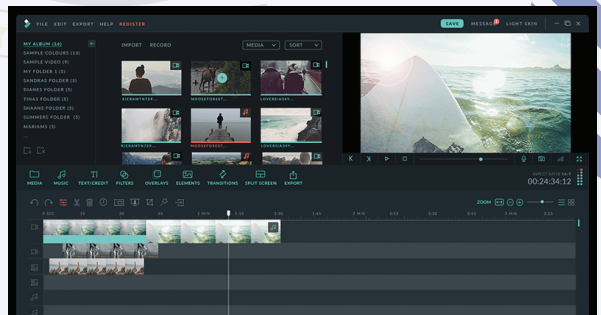
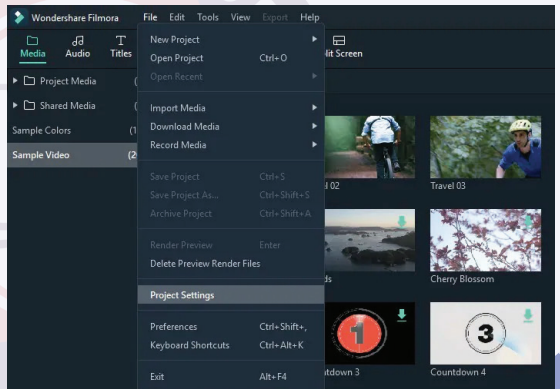


2. Media For Use

Media For Use
Types Of Audio
Add And Modify Audio

3. Editing

Crop & Pan & Zoom Video
Split & Trim Video
Make Motion Tracking
Chroma Key (Green Screen)
Apply Mask To Video
Video Snapshot
Playing Videos in Reverse
Creating A PIP Effect
Create Split Screen Video
Mosaic Blur Effect
Face-Off Effect
Using Freeze Frame
Applying Drop Shadow
Apply Auto Enhance
Preset Templates
Border Option
Transforming
Compositing



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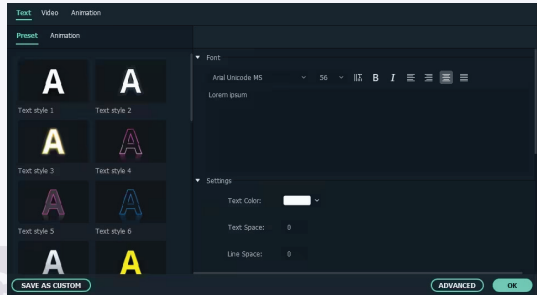
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4. Text

Speech To Text/Text To Speech/SRT
Types Of Titles
Add Titles Assets
Edit And Customize Texts
Text Animation
Text Presets
Advanced Text Edit

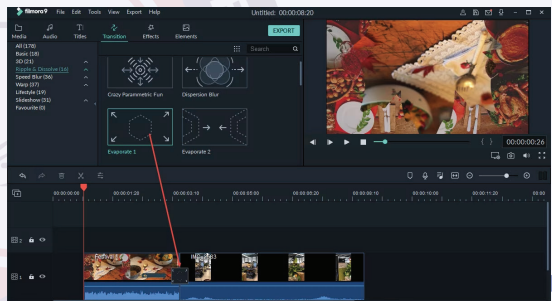


5. Animation

Preset Animations In Filmora
Animation...

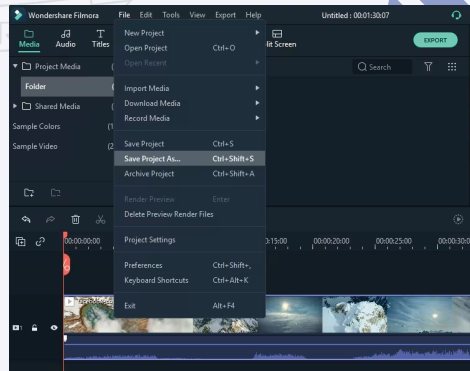
6. Effects & Transitions

Effects
Countdown Effects In Filmora
Audio Visualizer
Boris FX Effects
NewBlue FX Effects
Add And Customize Filters
Add And Customize Overlays
Filmstock Asset
Audio-Driven Effects For Windows
Types Of Transitions
Add Transitions
Modify Transitions



7. Exporting & Cloud Backup

Export To Local
Export To Device
Export To Vimeo
Export To YouTube
Cloud Backup



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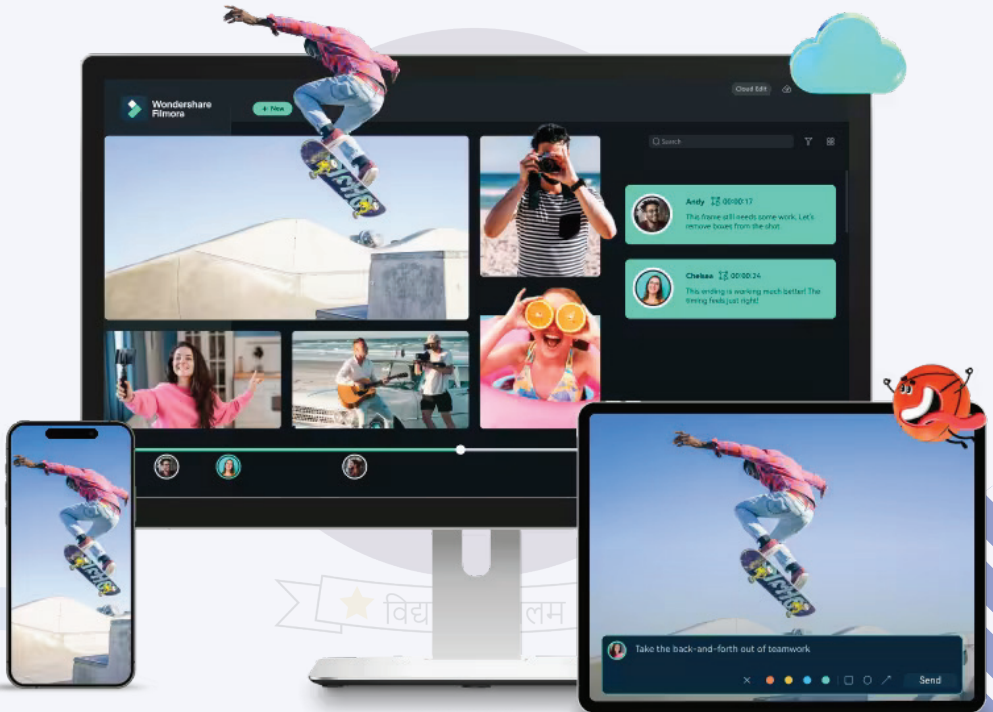
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Wondershare Filmora

Save Files In Wondershare Drive
Find Files In Wondershare Drive
Manage Wondershare Drive
Share Files With Wondershare Drive.
Export Setting



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6. CREATING & COLORING GRAPHIC

Drawing & Painting Tools
Merge Drawing Mode, Object Drawing, & Primitive Objects
Transforming & Combining
Working with Color
Arranging Object



7. EXPORTING & PUBLISHING

Export v. Publish
Dealing with Packaged Assets

8. CREATING AND EDITING SYMBOLS

Getting Started
Importing Adobe Illustrator Files
About Symbols
Creating Symbols
Importing Adobe Photoshop Files
Editing and Managing Symbols
Changing the Size and Position of Instances
Changing the Color Effect of an Instance
Understanding Display Options
Applying Filters for Special Effects



9. ADVANCED MOTION TWEENING

Getting Started
About the Motion Editor
Adding Motion Tweens
Editing Property Curves
Viewing Options for the Motion Editor
Copying and Pasting Curves
Adding Complex Eases



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10. ADVANCED MOTION TWEENING

- Getting Started
- Using Classic Tweens
- Motion Guides for Classic Tweens
- Copying and Pasting Tweens
- Classic Tween Eases
- Graphic Symbols



11. CONTROLLING THE CAMERA

- Animating Camera Moves
- Getting Started
- Using the Camera
- Creating Depth
- Attaching Layers to the Camera for Fixed Graphics
- Exporting Your Final Movie

12. ANIMATING SHAPES AND USING MASKS

- Getting Started
- Animating Shapes
- Understanding the Project File
- Creating a Shape Tween
- Changing the Pace
- Adding More Shape Tweens
- Creating a Looping Animation
- Using Shape Hints
- Previewing Animations with Onion Skinning
- Animating Color
- Creating and Using Masks
- Animating the Mask and Masked Layers
- Easing a Shape Tween



Adobe Animate cc

13. NATURAL AND CHARACTER ANIMATION

Getting Started
Natural Motion and Character Animation
with Inverse Kinematics
Creating a Walk Cycle
Disabling and Constraining Joints
Adding Poses
Inverse Kinematics with Shapes .
Simulating Physics with Springiness .



14. WORKING WITH SOUND AND VIDEO

Getting Started
Understanding the Project File
Using Sounds
Understanding Video . .
Using Adobe Media Encoder CC
Understanding Encoding Options
Playback of External Video in Your Project
Adding a Video Without Playback Controls .

15. OTHER ANIMATION

Animals
Birds



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