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- More than 300 of the Most Essential Edge Animate Tasks

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Steve Johnson, Perspection, Inc.

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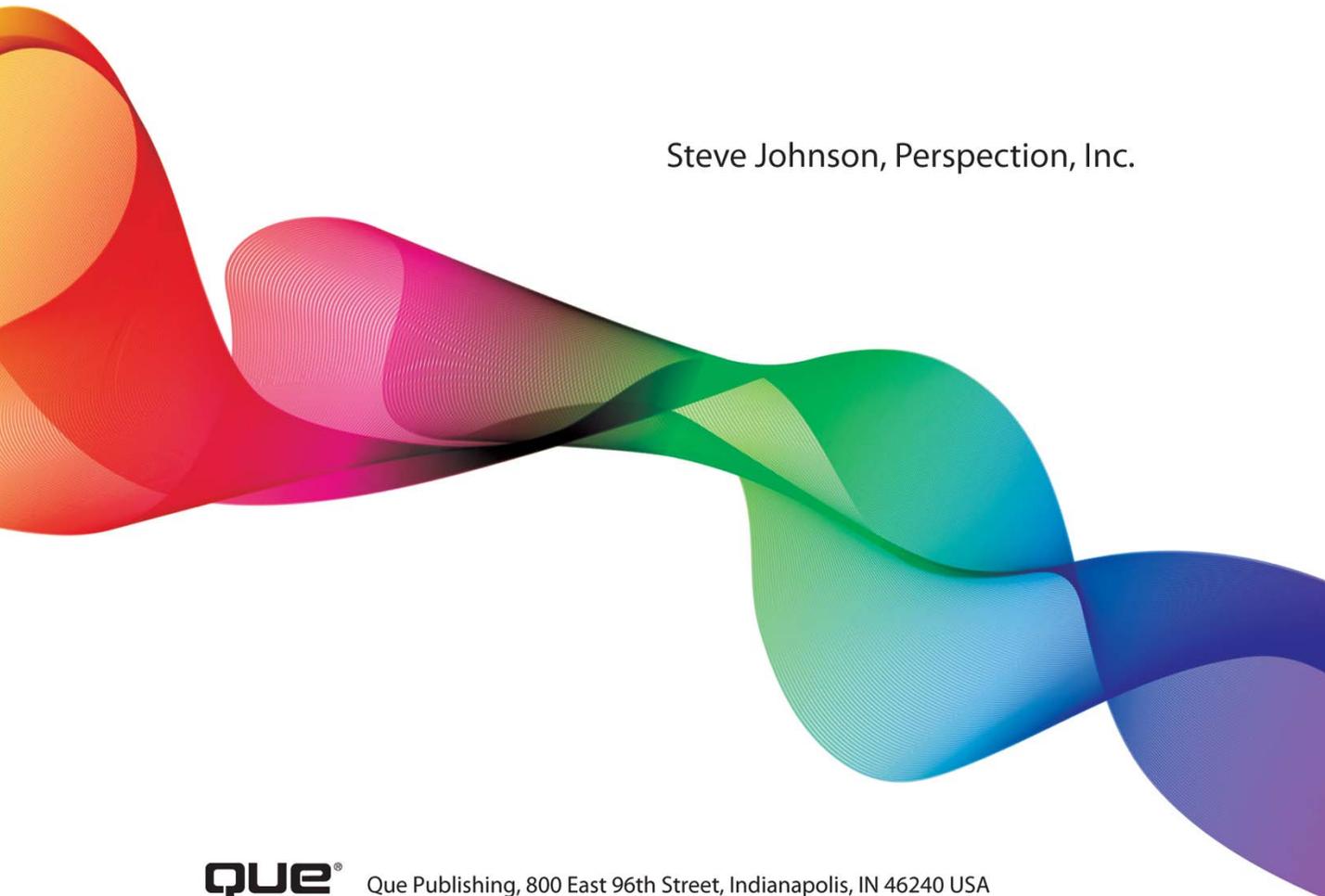
Edge Animate

onDemand

Steve Johnson, Perspection, Inc.

que®

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Adobe® Edge Animate on Demand

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A large, light blue, lowercase letter 'a' is positioned in the bottom left corner of the page, partially overlapping the light blue vertical bar.

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Introduction

Welcome to *Adobe Edge Animate on Demand*, a visual quick reference book that shows you how to work efficiently with Edge Animate. This book provides complete coverage of basic to advanced Edge Animate skills.

How This Book Works

You don't have to read this book in any particular order. We've designed the book so that you can jump in, get the information you need, and jump out. However, the book does follow a logical progression from simple tasks to more complex ones. Each task is presented on no more than two facing pages, which lets you focus on a single task without having to turn the page. To find the information that you need, just look up the task in the table of contents or index, and turn to the page listed. Read the task introduction, follow the step-by-step instructions in the left column along with screen illustrations in the right column, and you're done.

What's New

Adobe Edge Animate 1.0 is the debut version of the product, so everything in the product is **New!** You can look forward to many more new features in the next version of the product.

Keyboard Shortcuts

Most menu commands have a keyboard equivalent, such as Ctrl+I (Win) or +I (Mac), as a quicker alternative to using the mouse. A complete list of keyboard shortcuts is available in the back of this book.



How You'll Learn

How This Book Works

What's New

Keyboard Shortcuts

Step-by-Step Instructions

Real World Examples

Project Examples

Workshops

Get More on the Web



Step-by-Step Instructions

This book provides concise step-by-step instructions that show you “how” to accomplish a task. Each set of instructions includes illustrations that directly correspond to the easy-to-read steps. Also included in the text are time-savers, tables, and sidebars to help you work more efficiently or to teach you more in-depth information. A “Did You Know?” provides tips and techniques to help you work smarter, while a “See Also” leads you to other parts of the book containing related information about the task.

Testing a Resizable Animation

After you create a resizable animation in Edge Animation, you can test the layout by previewing screen size changes in a browser or on the Stage. When you set the Stage width and height units property to percentage (relative position) to create a responsive design, an adjustable pin and non-adjustable marker appear on the right (width) or bottom (height) Stage edge of the ruler, where you can reposition the pin to preview how the design layout responds to Stage size changes. The marker (small down arrow) remains in place to indicate the original width and height. To test your design in a browser, you use the Preview in Browser command, where you can resize the browser window to see how your design responds.

Test a Resizable Animation on the Stage

- 1 Open the composition with the resizable animation you want to test; display the ruler, if needed, Ctrl+R (Win) or Cmd+R (Mac).
- 2 To preview the results on the Stage, move the Stage adjustment handle (pin) on a ruler back and forth. The elements on the Stage respond to the size change based on the attribute set to percentage (%).
- 3 Move the Stage adjustment handle (pin) back to its original position marker.

Did You Know?

When you drag an adjustment handle for the width or height, when you change the Stage width or height to %, you can drag the adjustment handle on the horizontal or vertical ruler.

See Also

See “Making a Resizable Animation” on page 188 for more information on creating a resizable animation.



190 Chapter 7

Easy-to-follow introductions focus on a single concept.

Illustrations match the numbered steps.

Numbered steps guide you through each task.

See Also points you to related information in the book.

Did You Know? alerts you to tips, techniques and related information.

Real World Examples

This book uses real world example files to give you a context in which to use the task. By using the example files, you won't waste time looking for or creating sample files. You get a sample file to see how a feature works and apply what you have learned. Not every topic needs an example file, such as changing options. The example files that you need for project tasks are available on the web at www.queondemand.com or www.perspection.com.



Just Stand Up (Cancer Charity Song)

Make a Difference! Donate

Real world examples help you apply what you've learned to other tasks.

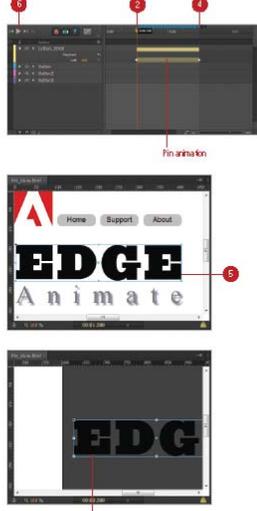
Project Examples

For some topics, this book includes project examples that provide step-by-step tasks with specific end results. They are like mini-workshops. You start each project with a sample file, work through the steps, and then compare your results with a project results file at the end. The project example files are available on the web at www.queondemand.com or www.perspection.com. Look for the icon: **PrEx**. The icon appears in the table of contents so you can quickly and easily identify them.

Project: Create an Animation with the Pin

- 1 Open the `Pio_start.Animation` file in the chapter folder, and then save it in a new folder.
- 2 In the Timeline, drag the Playhead to 000:500 (0.5 seconds).
- 3 Double-click the Playhead to display a blue pin on top.
The Auto-Keyframe Mode, Auto-Transition Mode, and the Toggle Pin button are turned on in the Timeline.
- 4 Drag the Pin (blue) to 001:500 (1.5 seconds).
The Playhead remains in place while the Pin moves to display a blue region for the animation.
- 5 Shift-drag the `Letters_EDGE` element off the Stage to the right.
This automatically adds keyframes for each property change.
- 6 Click the Play button or press Space to play back the animation.
The Edge letters animate in from the left.

Did You Know?
You can flip the position of the Playhead and the Pin. Click the Timeline menu, and then click Flip Playhead & Pin or press **Shift+F**.



Chapter 7 Creating Motion Animations 173

The **Project Examples** walk you through tasks to help you put Edge Animate to work.

Workshops

This book shows you how to put together the individual step-by-step tasks into in-depth projects with the Workshops. You start each project with a sample file, work through the steps, and then compare with a results file at the end. The Workshops and associated files are available on the web at www.queondemand.com or www.perspection.com.

Workshops

Introduction

The Workshop is all about being creative and thinking outside of the box. These workshops will help you right-brain so, or, while asking you left-brain happy, by explaining why things work the way they do. Exploring Edge Animate's possibilities is greater; however, always stay grounded with knowledge of how things work. Knowledge is power.

Getting and Using the Workshop Files

Each workshop includes a start file to help you get started with the workshop, and a final file to provide you with the results of the workshop so you can see how well you accomplished the task.

Before you can use the workshop files, you need to download them from the web. You can access the files at www.perspection.com in the software downloads area. After you download the files from the web, unzip/compress the files into a folder on your hard drive to which you have easy access from Edge Animate.

Project 1: Transforming Shapes and Text in an Animation

Skills and Tools: Shapes and Text Tools in Edge Animate

Edge Animate comes with three shape tools—Rectangle, Rounded Rectangle, and Ellipse—and a Text tool that allows you to quickly add elements to design and create an animation. In the Properties panel, you can use CSS-based properties to transform the elements into interactive content that you can display on the web using different devices.

The Workshop

In this workshop, you'll learn how to create unique shapes and add text with web fonts in Edge Animate, and then transform them into an interactive animation.

The Process

- 1 Open Edge Animate, and then create a new composition.
- 2 Save the composition in a folder called `Transform` with the name `Transform.html`.
- 3 Select the Rectangle Tool on the Tools panel.

The **Workshops** walk you through in-depth projects to help you put Edge Animate to work.

Get More on the Web

In addition to the information in this book, you can also get more information on the web to help you get up-to-speed faster with Edge Animate. Some of the information includes:

Productivity Tools

- ◆ **Keyboard Shortcuts.** Download a list of keyboard shortcuts to learn faster ways to get the job done.

More Content

- ◆ **More Content.** Download new content developed after publication.

You can access these additional resources on the web at www.queondemand.com or www.perspection.com.

Keyboard Shortcuts

Adobe Edge Animate 1.0

If a command on a menu includes a keyboard reference, known as a keyboard shortcut, to the right of the command name, you can perform the action by pressing and holding the first key, and then pressing the second key to perform the command quickly. In some cases, a keyboard shortcut uses three keys. Simply press and hold the first two keys, and then press the third key. Keyboard shortcuts provide an alternative to using the mouse and make it easy to perform repetitive commands.

Edge Animate operates virtually the same on both Macintosh and Windows versions, except for a few keyboard commands that have equivalent functions. You use the [Ctrl] and [Alt] keys in Windows, and the [Command] and [Option] keys on a Macintosh computer. Also, the term *mouse* on the Macintosh and *list arrow* in Windows refer to the same type of option.

If you don't see a keyboard shortcut for a command or want to change an existing one to another keyboard combination, you can define your own in Edge Animate. For detailed steps and instructions, see "Defining Keyboard Shortcuts" on page 52 in the book.

Keyboard Shortcuts		
Menu Command	Windows	Macintosh
Edge Animate (Mac)		
Quit Edge Animate	Ctrl+Q	Command+Q
File		
New	Ctrl+N	Command+N
Open	Ctrl+O	Command+O
Close	Ctrl+W	Command+W
Close All	Ctrl+Shift+W	Command+Shift+W
Save	Ctrl+S	Command+S
Save As	Ctrl+Shift+S	Command+Shift+S
Print	Ctrl+P	Command+P

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Additional content is available on the web.

Taking In-App Lessons

Introduction

From the Welcome screen or the Lessons panel, you can use In-App Lessons to help you get started with the project in Edge Animate. The In-App Lessons provide seven step-by-step topics with the aid of the Lessons panel to walk you through the process of creating animations with Edge Animate. The lessons include *Quick Start* to help you get going, *Create* to teach you how to work with shapes, text and images, *Animate I: Keyframes* and *II: The Pin* to show you how to use keyframes and pins, *Resize* to learn how to respond to size changes, *Extend* to learn how to loop and handle user interaction, and *Reuse* to show you how to create reusable elements with symbols.

If you want further help and instructional materials, you can use links in the Welcome screen to access a list of key features and product release notes, and helpful resources from online content, including Help and Tutorials, videos on Adobe TV, community forums, and sample projects. In addition, you can access Facebook and Twitter to get more information about Edge Animate.

3

What You'll Do

Start a Lesson

Use the Lessons Panel

Take the Quick Start Lesson

Take the Create Lesson

Take the Animate with Keyframes Lesson

Take the Animate with the Pin Lesson

Take the Resize Lesson

Take the Extend Lesson

Take the Reuse Lesson

3

Starting a Lesson

Within Edge Animate you can take In-App Lessons to help you get started with the project. Edge Animate provides seven In App step-by-step lessons with the aid of the Lessons panel. The lessons include *Quick Start* to help you get going, *Create* to teach you how to work with shapes, text and images, *Animate I: Keyframes* and *II: The Pin* to show you how to use keyframes and pins, *Resize* to learn how to respond to size changes, *Extend* to learn how to loop and handle user interaction, and *Reuse* to show you how to create reusable objects with symbols. You can start an In App Lesson from the Welcome screen or the Lessons panel. After you start a lesson, the Lessons panel walks you through topic as you perform the steps in the Edge Animate window.

Start a Lesson from the Welcome Screen

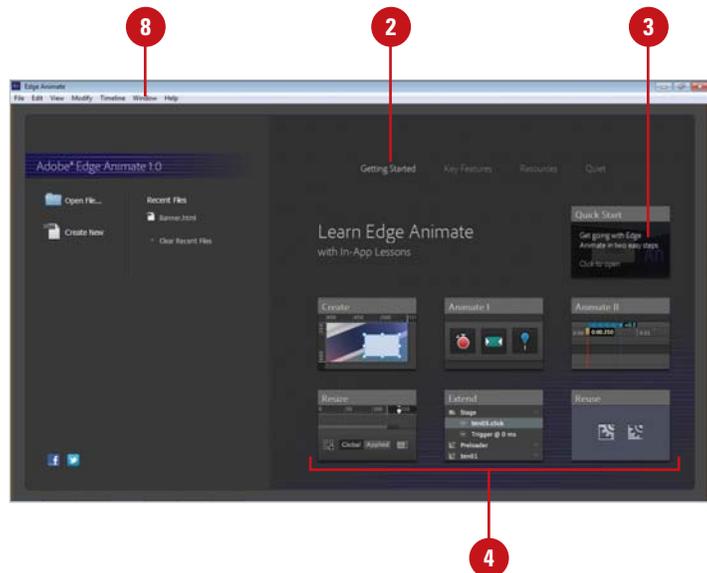
- 1 Start Adobe Edge Animate, or close all open documents (click the **File** menu, and then click **Close All**).
- 2 Click **Getting Started**, if necessary.
- 3 Point to a lesson tile to view a brief description.
- 4 Click a lesson tile to start it.

The Welcome screen closes, Edge Animate creates a new Untitled project, and the Lessons panel opens with the selected lesson.

- 5 Read and perform the lesson steps in the Edge Animate window as indicated in the Lessons panel.
- 6 At the bottom of the Lessons panel, click the **Next Step** link.
- 7 Follow the additional steps or click links to start other lessons.

After you complete the lesson, you can save or close the Untitled project.

- 8 To close the Lessons panel, click the **Window** menu, and then click **Lessons** or click the **Close** button on the panel.



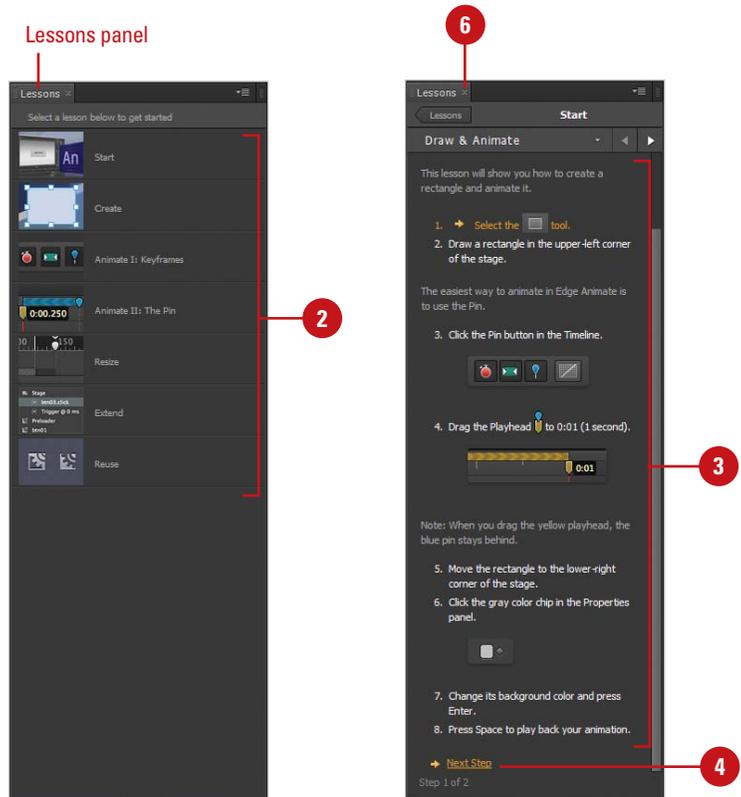
Start a Lesson from the Lessons Panel

- 1 Click the **Window** menu, and then click **Lessons** to select (show) the check mark.

The Lessons panel opens, displaying a list of In-App Lessons.
- 2 Click a lesson tile to start it.

Edge Animate creates a new Untitled project, and the Lessons panel displays the start of the selected lesson.
- 3 Read and perform the lesson steps in the Edge Animate window as indicated in the Lessons panel.
- 4 At the bottom of the Lessons panel, click the **Next Step** link.
- 5 Follow the additional steps or click links to start other lessons.

After you complete the lesson, you can save or close the Untitled project.
- 6 To close the Lessons panel, click the **Window** menu, and then click **Lessons** or click the **Close** button on the panel.



Using the Lessons Panel

Use the Lessons Panel

- 1 Click the **Window** menu, and then click **Lessons** to select (show) the check mark.

The Lessons panel opens, displaying a list of In-App Lessons.
- 2 Click a lesson tile to start it.

Edge Animate creates a new Untitled project, and the Lessons panel displays the start of the selected lesson.
- 3 Follow the lesson steps in the Edge Animate window, and then click the **Next Step** link at the bottom of the panel.
- 4 To go back and forth between the Step panels, click the **Previous** or **Next** button or click the **Pane Name** list arrow, and then click a pane name.
- 5 To display the list of lessons, click the **Lessons** button.
- 6 To close the Lessons panel, click the **Window** menu, and then click **Lessons** or click the **Close** button on the panel.

After you start a lesson, you use the Lessons panel to walk you through the step by step instructions to complete the topic. If the Lessons panel takes up too much room in the Edge Animate window, you can dock it to another panel—the Properties panel is a good place to put it—or undock it as a separate window. As you work through a lesson, you can use the navigation at the top of the Lessons panel to get around. You can use the Lessons button to display all the lessons or the navigation buttons to switch between panels in the Lessons panel.



Taking the Quick Start Lesson

Take the Quick Start Lesson

- 1 From the Welcome screen under Getting Started or the Lessons panel, click the **Quick Start** lesson tile to start it.

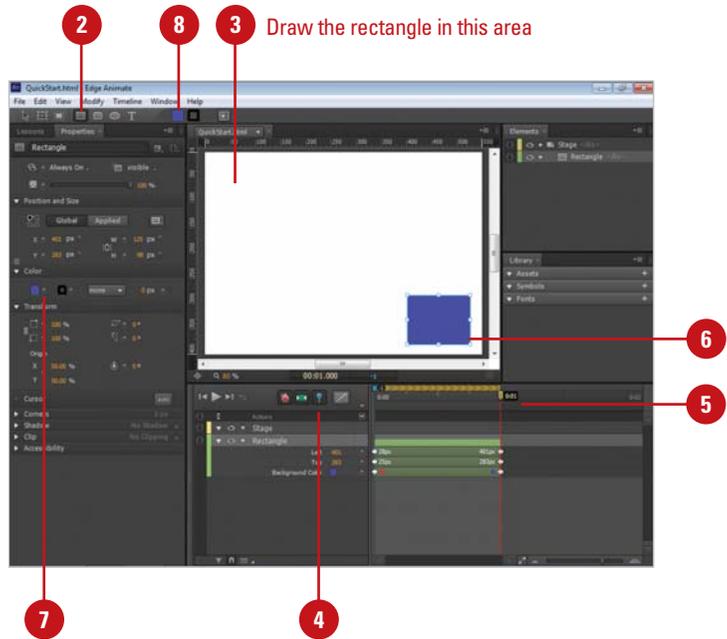
The Welcome screen closes, Edge Animate creates a new Untitled project, and the Lessons panel displays the start of the lesson.

- 2 Select the **Rectangle Tool** on the Tools panel.
- 3 Draw a rectangle in the upper-left corner of the Stage.
- 4 Click the **Pin** button in the Timeline.
- 5 Drag the **Playhead** to 0:01 (1 second).
- 6 Move the rectangle to the lower-right corner of the Stage.
- 7 Click the gray color chip (diamond) in the Properties panel.
- 8 Click the **Background Color** box on the Tools panel, and then select a color from the palette.
- 9 Click the **Play** button or press Space to play back the animation.
- 10 At the bottom of the Lessons panel, click the **Next Step** link.

The lesson is complete.

- 11 Click the **File** menu, click **Save**, navigate to a folder, create a folder, enter a name for the composition, and then click **Save**.

With the Quick Start lesson, you can quickly create your first animation in Edge Animate. It's quick and easy, but it gives you simple way to see how an animation works. You'll create a rectangle on the Stage and then use the Pin button and the Playhead in the Timeline to make the shape move across the screen. After you create the animation, you'll play it back on the Stage and in the Timeline to see how it works.



Taking the Create Lesson

Take the Create Lesson

- 1 From the Welcome screen under Getting Started or the Lessons panel, click the **Create** lesson tile to start it.

The Welcome screen closes, Edge Animate creates a new Untitled project, and the Lessons panel displays the start of the lesson.

- 2 Click the **Click to open the sample link**.

The content_creation.html file opens, displaying a blank Stage.

- 3 Click the **Next Step** link to create content (Step 2 of 5).

- 4 Select the **Rounded Rectangle Tool** on the Tools panel.

- 5 Draw a rounded rectangle in the center of the Stage.

- 6 In the Properties panel, click on the **link** between W and H, and then set the size of **W** to 220 and **H** to 130.

- 7 Click the **Next Step** link to add text (Step 3 of 5).

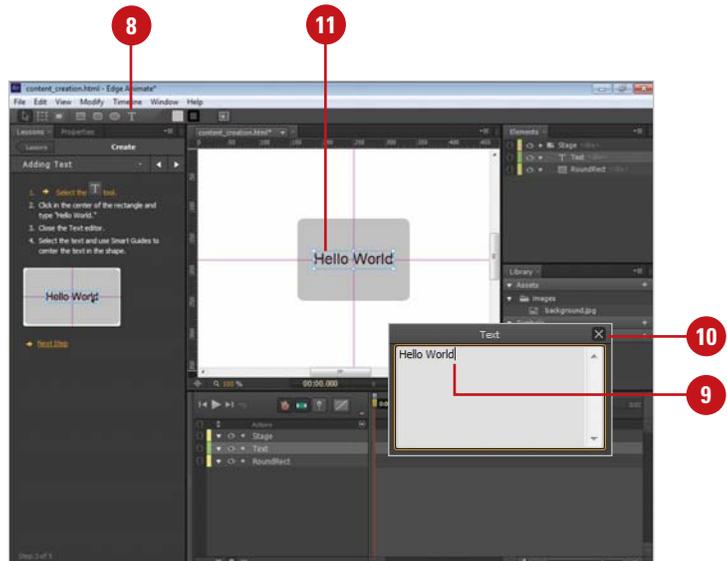
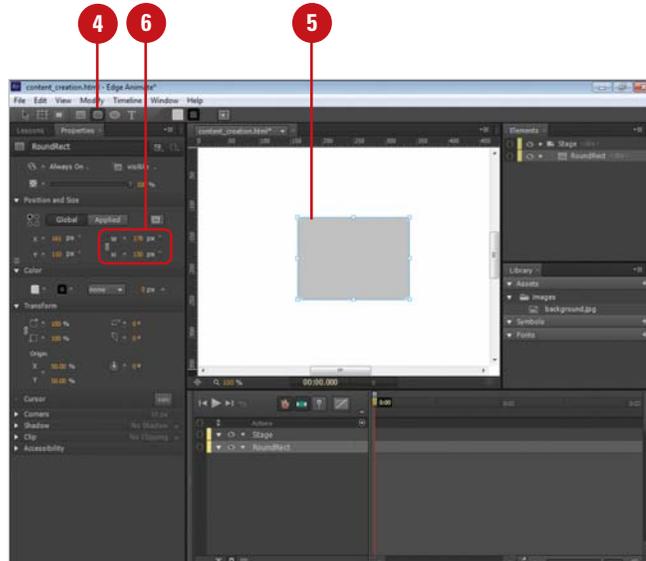
- 8 Click the **Text Tool** on the Tools panel.

- 9 Click in the center of the rectangle and type **Hello World**.

- 10 Click the **Close** button in the Text editor.

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With the Create lesson, you'll learn how to quickly draw and work with assets in Edge Animate. An asset is any artwork or element, such as shapes, images, buttons, and fonts, you have created or imported into your composition. In this lesson, you start from a sample file, and then use it to work create and work with elements. You'll create a rounded rectangle, add text, add graphics from the Library panel, and organize elements in the Elements panel.



- 11 Select the text, and then drag to center the text in the shape.

As you drag towards the center, Smart Guides (horizontal and vertical) appear to indicate the center.

- 12 Click the **Next Step** link to import graphics (Step 4 of 5).

- 13 Drag the **background.jpg** icon from the Library pane onto the Stage and place it at 0,0 (the upper-left corner of the Stage). As you drag, the position appears on the Stage.

The background image covers all the other elements on the Stage.

- 14 In the Elements panel, drag the **background.jpg <div>** element below the **RoundRect <div>** element. As you drag a black bar appears indicating the new location.

The background image moves to the back of the Stage.

- 15 Click the **Next Step** link to organize elements (Step 5 of 5).

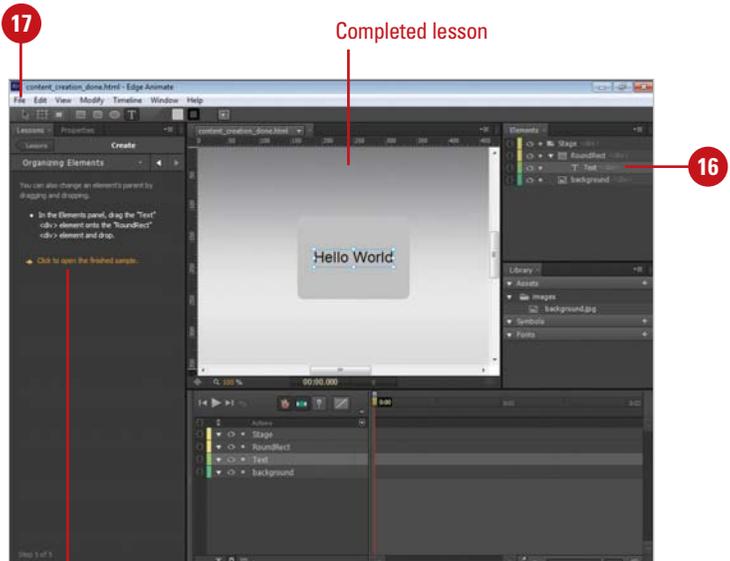
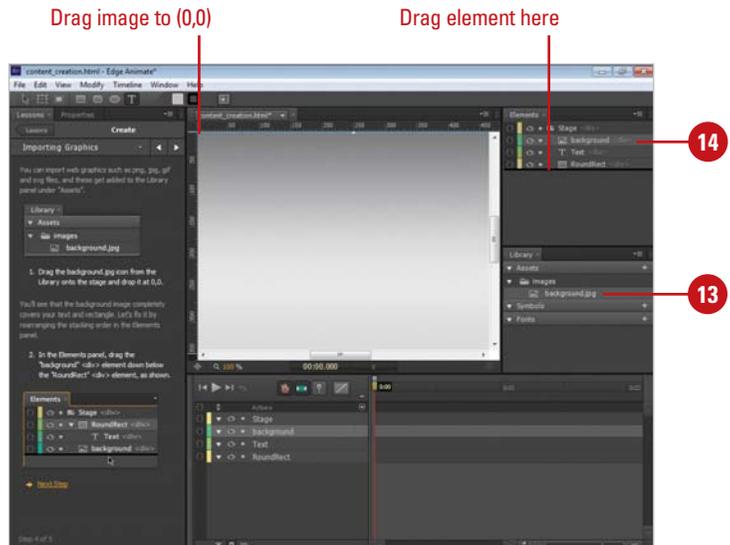
- 16 In the Elements panel, drag the **Text <div>** element onto the **RoundRect <div>** element. As you drag on top, the destination element changes to gray.

The Text element is now associated with the Rounded Rectangle element.

The lesson is complete.

- 17 Click the **File** menu, click **Save As**, navigate to a folder, create a folder, enter a name for the composition, and then click **Save**.

- 18 To open a finished version of the lesson, click the **Click to open the finished sample** link.

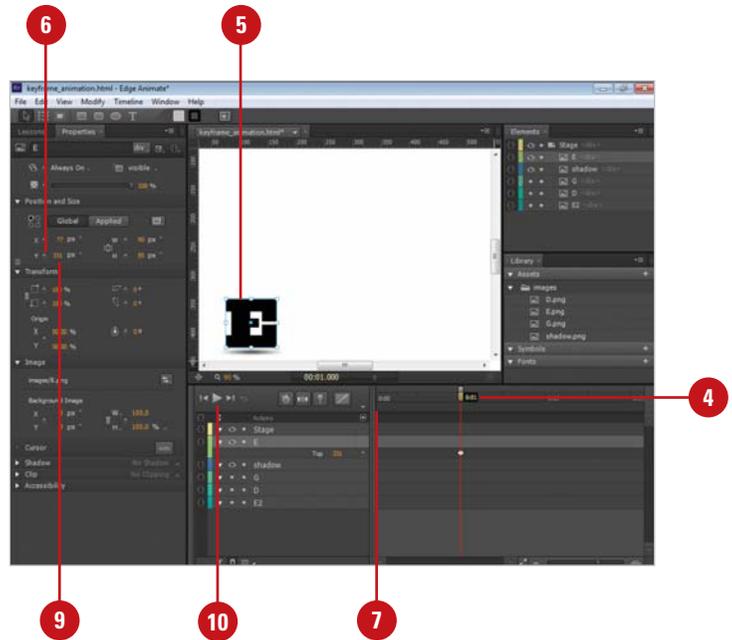


Taking the Animate with Keyframes Lesson

Take the Animate with Keyframes Lesson

- 1 From the Welcome screen under Getting Started or the Lessons panel, click the **Animate I: Keyframes** lesson tile to start it.
The Welcome screen closes, Edge Animate creates a new Untitled project, and the Lessons panel displays the start of the lesson.
- 2 Click the **Click to open the sample link**.
The keyframe_animation.html file opens, displaying a blank Stage.
- 3 Click the **Next Step** link to create keyframes (Step 2 of 7).
- 4 Move the **Playhead** to 0:01.
- 5 Select the **E** element on the Stage.
- 6 In the Properties panel, click the **Y keyframe** (diamond) to add a keyframe on the Timeline.
- 7 Move the **Playhead** to 0:00.
- 8 In the Properties panel, click the **Y keyframe** again.
- 9 Change the **Y** value to -90.
- 10 Click the **Play** button or press Space to play back the animation.
The E letter jumps to its position.

With the Animate I: Keyframes lesson, you can create an animation by setting keyframes at specific times on the Timeline and changing property values between them. The property changes from one keyframe to another over time on the Timeline creates animation. As an indicator, when a keyframe is hollow, it means that it has different value than the previous keyframe. Using keyframes is a little more time consuming, however, you have more control over the results. To help make it easier, you can use Auto Keyframe Mode, which automatically creates keyframes when a property is modified, and Auto Transition Mode, which automatically creates a transition as needed.



- 11 Click the **Next Step** link to add a transition (Step 3 of 7).

When two keyframes have different values, you can add a transition between the two values.

- 12 Right-click (Win) or Control-click (Mac) either of the keyframes, and then click **Create Transition**.

A transition appears connecting the keyframes in the Timeline.

- 13 Click the **Play** button or press Space to play back the animation.

The E letter smoothly transitions to its position.

- 14 Click the **Next Step** link to specify easing for the transition (Step 4 of 7).

- 15 Click the transition in the Timeline to select it.

- 16 Click the **Easing** button in the Timeline, select **Ease Out**, select **Bounce**, and then press Enter (Win) or Return (Mac).

- 17 Click the **Play** button or press Space to play back the animation.

The E letter falls and lands with a bounce to its position.

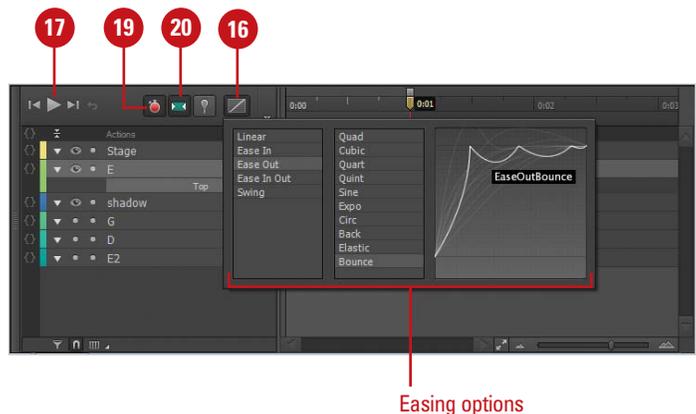
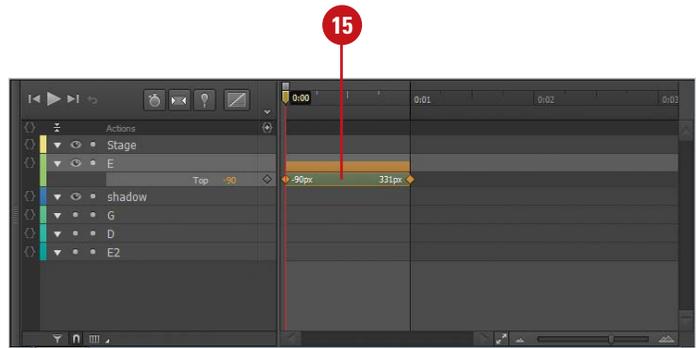
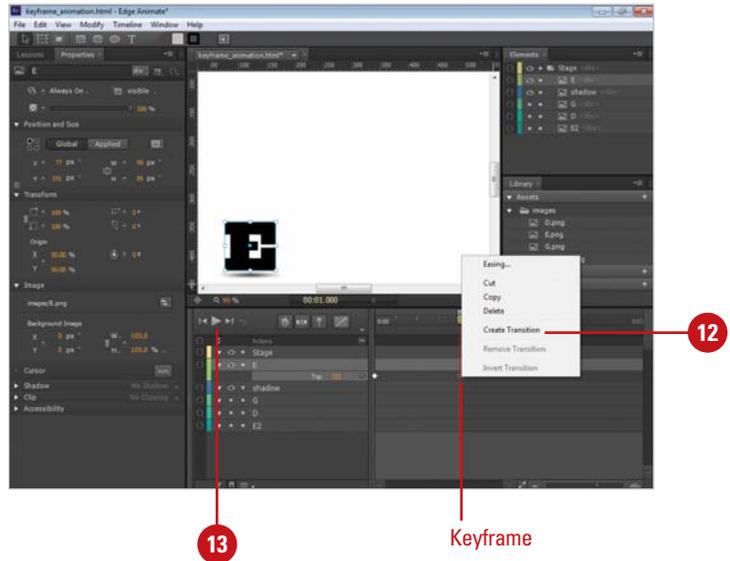
- 18 Click the **Next Step** link to animate the shadow element (Step 5 of 7).

- 19 Click the **Auto Keyframe Mode** button in the Timeline to select it.

This automatically creates keyframes when a property is modified.

- 20 Click the **Auto Transition Mode** button in the Timeline to select it.

This automatically adds a transition when a property is modified.



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- 21 Select the **shadow** element on the Stage.
- 22 Move the **Playhead** to 0:01.
- 23 In the Properties panel under Transform, click the **Scale X** and **Scale Y** keyframe.

- 24 Move the **Playhead** to 0:00.
- 25 In the Properties panel under Transform, set the **Scale X** value to 0. Since the X and Y are linked, both values change.

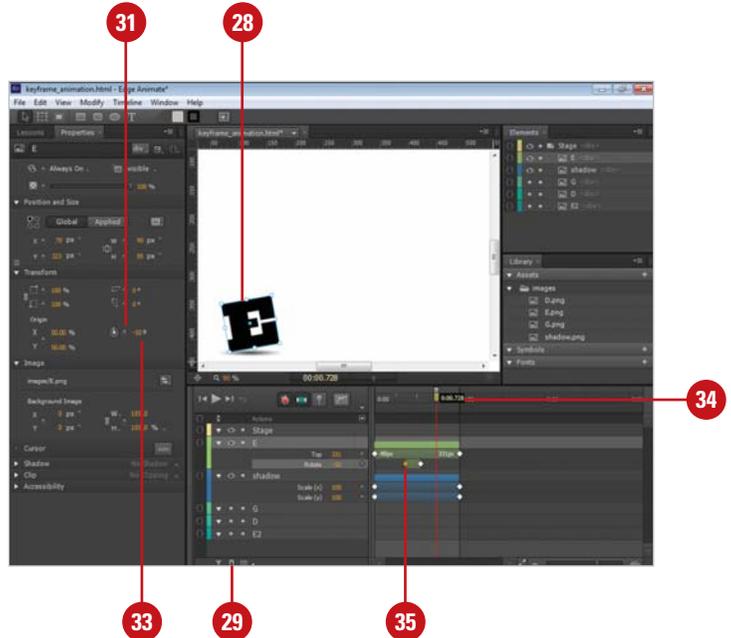
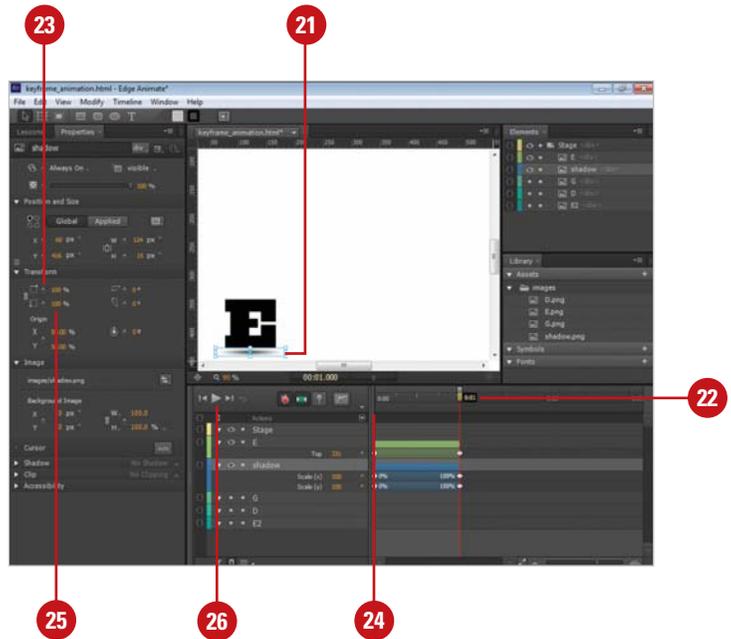
This creates an automatic animation and transition using the current one (Bounce).

- 26 Click the **Play** button or press Space to play back the animation.

The shadow animates along with the E element.

- 27 Click the **Next Step** link to reuse keyframes (Step 6 of 7).

- 28 Select the **E** element on the Stage.
- 29 Click the **Time Snapping** button in the Timeline to deselect it.
- 30 Move the **Playhead** to where the E first hits bottom, around 0.364.
- 31 In the Properties panel, click the **Rotation** keyframe.
- 32 Move the **Playhead** to where the E reaches the top of the bounce, around 0.544.
- 33 In the Properties panel, set the **Rotate** value to -10.
- 34 Move the **Playhead** to where the E hits bottom again, around 0.729.
- 35 Select the first rotation keyframe, making sure that only the one keyframe is selected.



36 Press Ctrl+C (Win) or ⌘+C (Mac) to copy the keyframe, and then press Ctrl+V (Win) or ⌘+V (Mac) to paste it.

37 Click the **Next Step** link to reuse transitions (Step 7 of 7).

38 Click the **Time Snapping** button in the Timeline to select it.

39 In the Elements panel, click the **gray dot** under Visibility for G, D, and E2 to display them on the Stage.

40 In the Timeline, select the bar on top of the transitions for the E animation to select all transitions.

41 Press Ctrl+C (Win) or ⌘+C (Mac) to copy it.

42 Select the **G** element on the Stage, move the **Playhead** to 0:01, and then press press Ctrl+V (Win) or ⌘+V (Mac) to paste it.

43 Select the **D** element on the Stage, and then press press Ctrl+V (Win) or ⌘+V (Mac) to paste it.

44 Select the **E2** element on the Stage, and then press press Ctrl+V (Win) or ⌘+V (Mac) to paste it.

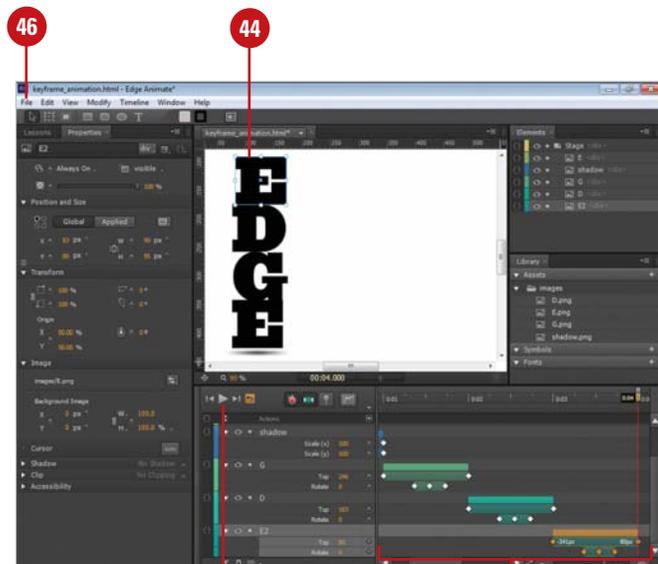
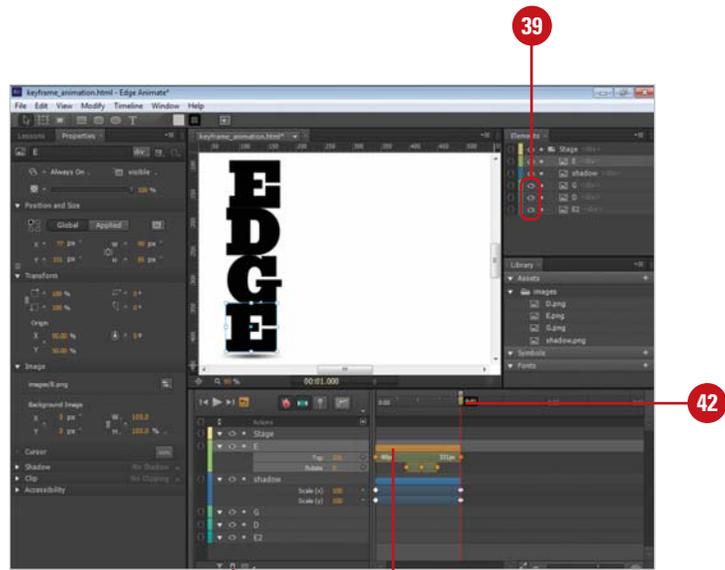
45 Click the **Play** button or press Space to play back the animation.

Each letter bounces in, one after the other.

The lesson is complete.

46 Click the **File** menu, click **Save As**, navigate to a folder, create a folder, enter a name for the composition, and then click **Save**.

47 To open a finished version of the lesson, click the **Click to open the finished sample** link.



Pasted animation for G, D, and E2

Taking the Animate with the Pin Lesson

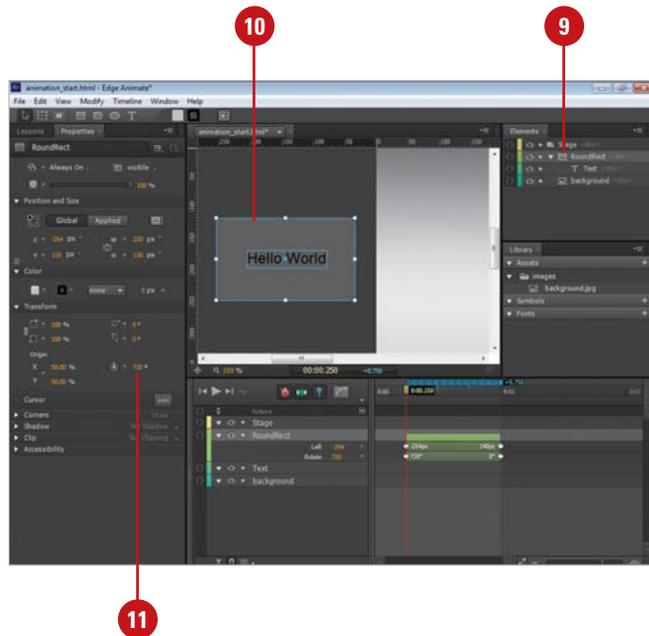
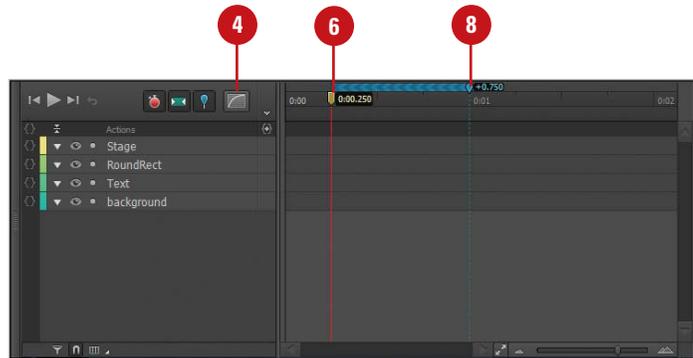
Take the Animate with the Pin Lesson

- 1 From the Welcome screen under Getting Started or the Lessons panel, click the **Animate II: The Pin** lesson tile to start it.

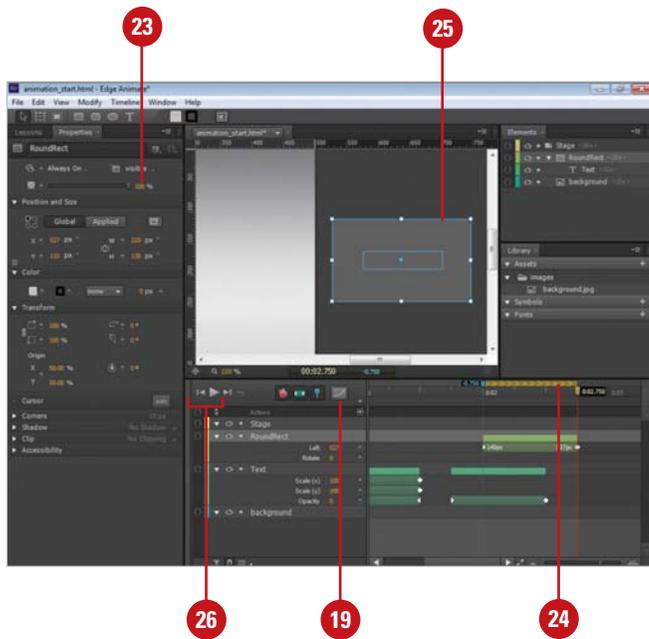
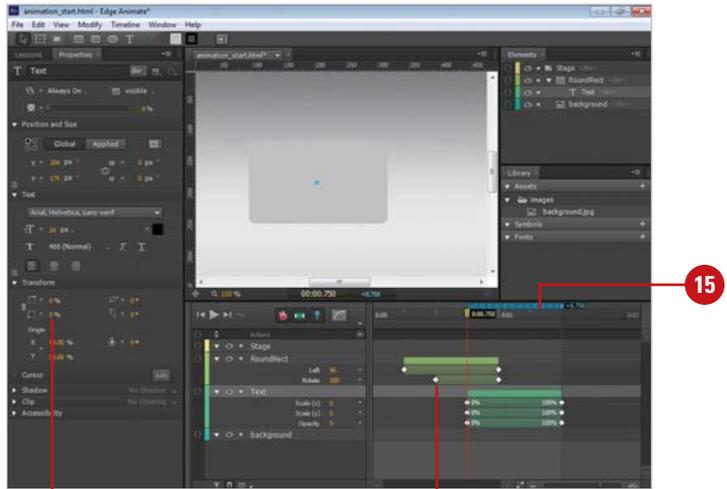
The Welcome screen closes, Edge Animate creates a new Untitled project, and the Lessons panel displays the start of the lesson.
- 2 Click the **Click to open the sample link**.

The animation_start.html file opens, displaying *Hello World*.
- 3 Click the **Next Step** link to add easing (Step 2 of 5).
- 4 Click the **Easing** button in the Timeline, select **Ease Out**, select **Quad**, and then press Enter (Win) or Return (Mac).
- 5 Click the **Next Step** link to add an entrance animation (Step 3 of 5).
- 6 Move the **Playhead** to 0:00.250 (0.25 seconds).
- 7 Double-click the **Playhead** to display a blue pin on top.
- 8 Drag the **Pin** (blue) to 0:00.750 (0.75 seconds). This displays a blue region for the animation.
- 9 In the Elements panel, select the **RoundRec <div>** element.
- 10 Shift-drag the shape element off the Stage to the left.
- 11 In the Properties pane, set the **Rotate** value to 720, and then click the Stage.

With the Animate II: The Pin lesson, you can quickly create an animation by using the Pin to help you create keyframes. You'll learn how to work with the Playhead and the Pin to create an animation region. You'll use the completed file from the Create lesson (*Hello World*) and then add an entrance and exit animation to it.



- 12 Click the **Next Step** link to add an entrance animation (Step 4 of 5).
 - 13 Drag the left Rotate keyframe right to 0:00.500 (0.5 seconds).
 - 14 Press Enter (Win) or Return (Mac) to activate the blue region.
 - 15 Drag the blue region right to 0:00.750 (0.75 seconds).
 - 16 Select the *Hello World* text element on the Stage.
 - 17 In the Properties panel, set the **Scale X** or **Y** value to 0, and set the **Opacity** value to 0.
 - 18 Click the **Next Step** link to add an exit animation (Step 5 of 5).
 - 19 Click the **Easing** button in the Timeline, select **Ease In**, select **Quad**, and then press Enter (Win) or Return (Mac).
 - 20 Drag the **Pin** (blue) to 0:01.75 (1.75 seconds).
 - 21 Drag the **Playhead** (gold) to 0:02.250 (2.25 seconds).
 - 22 Select the *Hello World* text element on the Stage.
 - 23 In the Properties panel, set the **Opacity** value to 0.
 - 24 Drag the Yellow region to 0:00.500 (0.5 seconds) so the pin is at 0:02.
 - 25 Select the **RoundRect** element on the Stage, and then Shift-drag it off the Stage to the right.
 - 26 Click the **Go to Start** button, and then click the **Play** button or press Space to play back the animation.
- The lesson is complete.
- 27 Click the **File** menu, click **Save**, navigate to a folder, create a folder, enter a name for the composition, and then click **Save**.

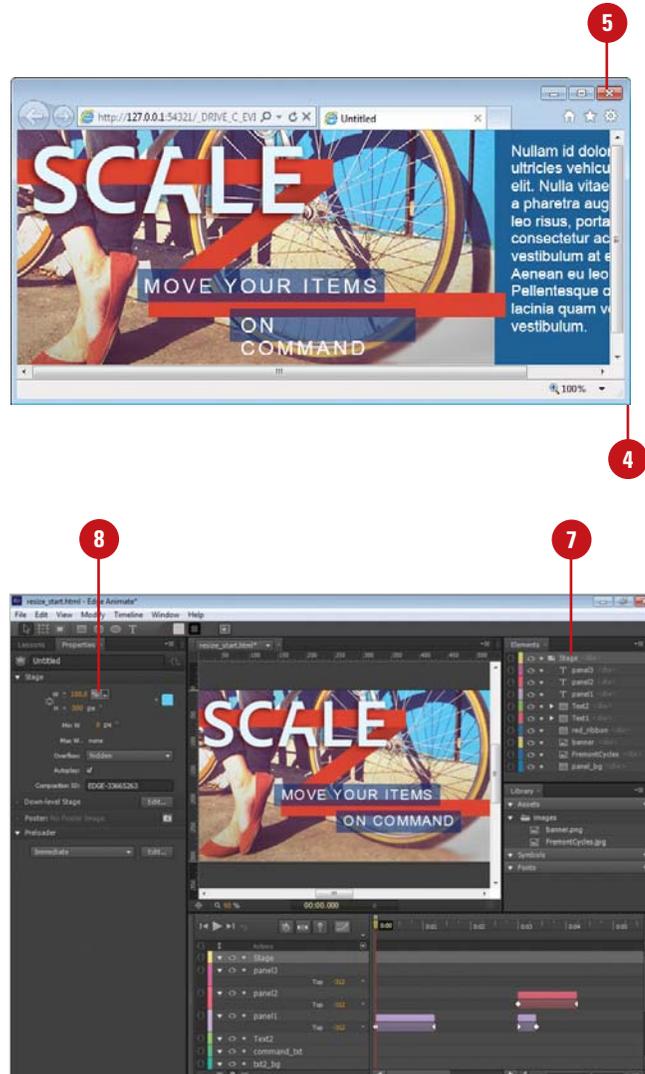


Taking the Resize Lesson

Take the Resize Lesson

- 1 From the Welcome screen under Getting Started or the Lessons panel, click the **Resize** lesson tile to start it.
The Welcome screen closes, Edge Animate creates a new Untitled project, and the Lessons panel displays the start of the lesson.
- 2 Click the **Click to open the sample** link.
The `resize_start.html` file opens, displaying an animation.
- 3 Click the **File** menu, and then click **Preview In Browser** or press `Ctrl+Enter` (Win) or `⌘+Return` (Mac).
The animation doesn't respond to changes in the windows size.
- 4 Resize the browser window to see how it responds.
- 5 Click the **Close** button to exit your browser.
- 6 Click the **Next Step** link to % resize the Stage (Step 2 of 8).
- 7 In the Elements panel, select the **Stage <div>** element.
- 8 In the Properties panel, point to the units for **W**, and then change from pixels (px) to percentage (%).
- 9 Click the **File** menu, and then click **Preview In Browser** or press `Ctrl+Enter` (Win) or `⌘+Return` (Mac).

With the Resize lesson, you can create an animation that is responsive to the size of the screen. For example, when you resize your browser window, the composition resizes too. You can make the Stage and individual elements responsive to the screen size by changing their units from pixels (fixed) to percentage (adjustable). In addition, you can change the relative change position to any corner of an element. Instead of testing changes to your composition in your browser, you can quickly check them on the Stage in Edge Animate.



- 10 Resize the browser window to see how it responds, and then click the **Close** button to exit.

The Stage fills the width of the browser with its light blue background to the right of the animation.

- 11 Click the **Next Step** link to % resize on the Stage (Step 3 of 8).
- 12 Move the Stage adjustment handle on the top ruler back and forth to preview, and then return it to its original position at 800 px.
- 13 Click the **Next Step** link to % resize object's location on the Stage (Step 4 of 8).

- 14 In the Elements panel, select the **Text1 <div>** element.

- 15 Hold down Shift, and then select the **Text2 <div>** element.

- 16 In the Properties panel, point to the units for **X**, and then change from pixels (px) to percentage (%).

- 17 Move the Stage adjustment handle on the top ruler back and forth to preview, and then return it to its original position at 800 px.

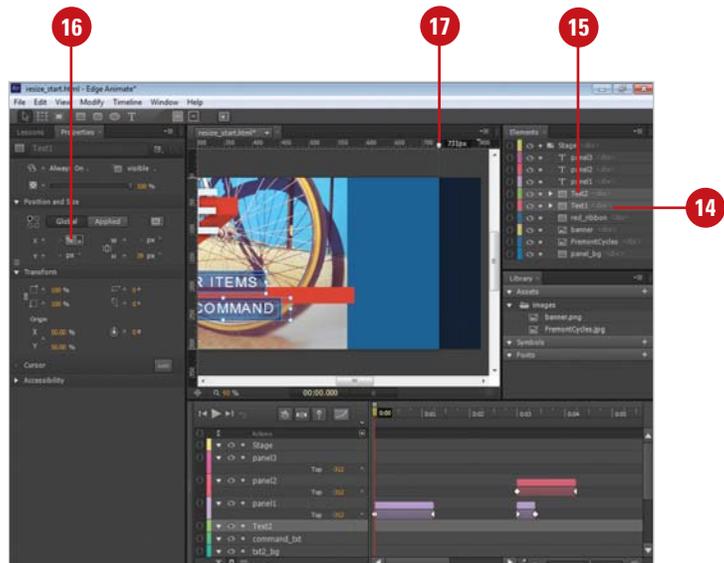
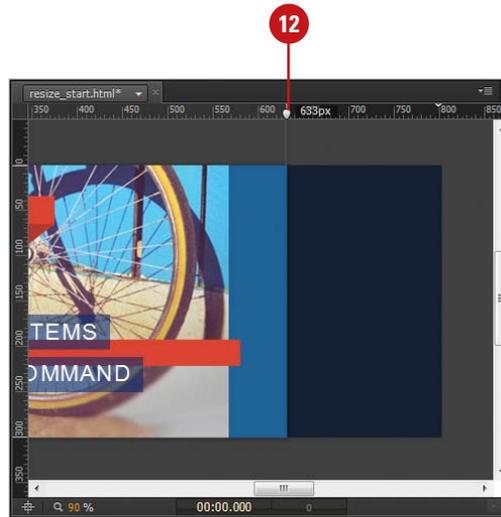
The text boxes adjust as the Stage is resized.

- 18 Click the **Next Step** link to resize objects of the parents (Step 5 of 8).

- 19 In the Elements panel, select the **red_ribbon <div>** element.

- 20 In the Properties panel, point to the units for **W**, and then change from pixels (px) to percentage (%).

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21 Move the Stage adjustment handle on the top ruler back and forth to preview, and then return it to its original position at 800 px.

22 Click the **Next Step** link to resize the relative position of objects their parents (Step 6 of 8).

By default, objects are positions relative to the upper-left corner of their parent. You can change the relative position to any corner using the Coordinate Space Picker in the Properties panel.

23 In the Elements panel, select the **panel_bg <div>** element.

24 In the Properties panel, select the **Bottom Right** square in the Coordinate Space Picker.

25 Point to the units for **W**, and then change from pixels (px) to percentage (%).

26 In the Elements panel, select the **panel1 <div>** element.

27 Hold down Shift, and then select the **panel3 <div>** element.

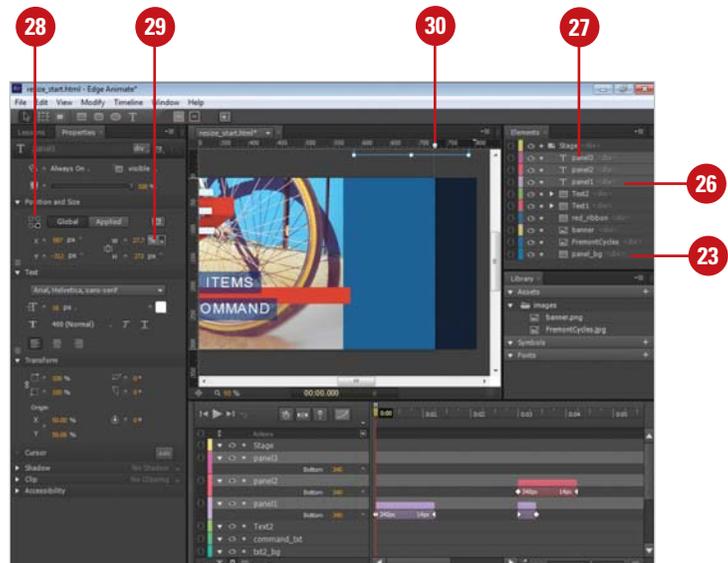
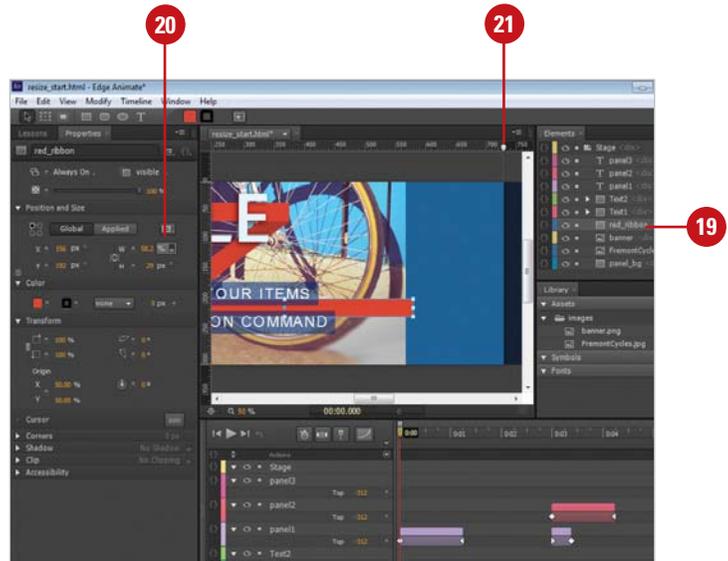
This selects panel1, panel2, and panel3.

28 In the Properties panel, select the **Bottom Right** square in the Coordinate Space Picker.

29 Point to the units for **W**, and then change from pixels (px) to percentage (%).

30 Move the Stage adjustment handle on the top ruler back and forth to preview, and then return it to its original position at 800 px.

This keeps the blue panel and the animated text relative to the right side of the Stage.



31 Click the **Next Step** link to apply layout presets to objects (Step 7 of 8).

32 In the Elements panel, select the **FremontCycles <div>** element.

33 In the Properties panel, click the **Layout Presets** button, click the **Center Background Image** preset, and then click **Apply**.

34 Move the Stage adjustment handle on the top ruler back and forth to preview, and then return it to its original position at 800 px.

This makes the element resize on both X and Y axis while keeping the image centered.

35 Click the **Next Step** link to set resize constraints of objects their parents (Step 8 of 8).

36 In the Elements panel, select the **Stage <div>** element.

37 In the Properties panel, set the **Min W** value to 650 px.

38 Click **Max W**, and then deselect **None**.

39 Set the **Max W** value to 1280 px.

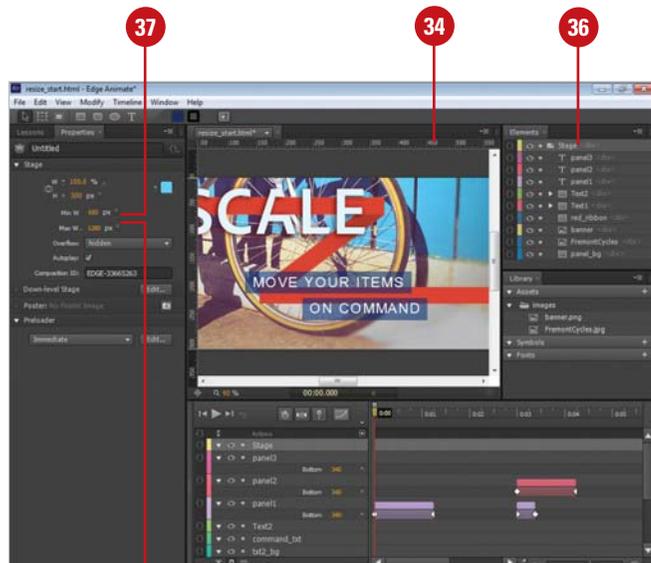
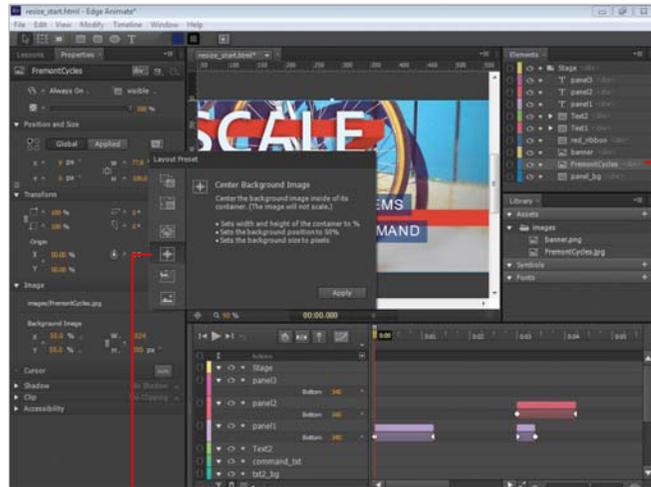
40 Click the **File** menu, and then click **Preview In Browser** or press **Ctrl+Enter (Win)** or **⌘+Return (Mac)**.

41 Resize the browser window to see how it responds, and then click the **Close** button to exit.

This keeps the size range of the composition between 650 px and 1280 px.

The lesson is complete.

42 Click the **File** menu, click **Save**, navigate to a folder, create a folder, enter a name for the composition, and then click **Save**.



Taking the Extend Lesson

Take the Extend Lesson

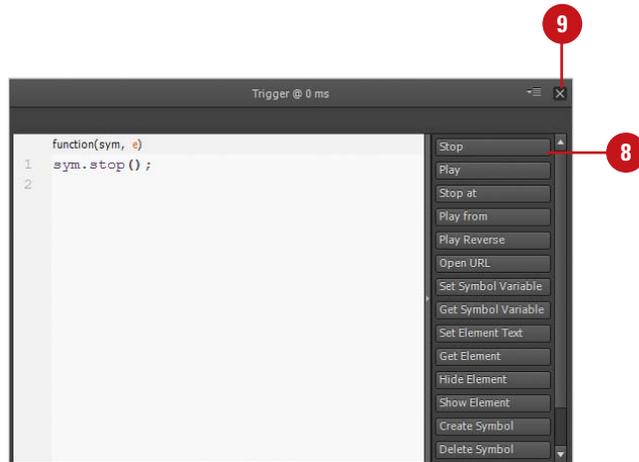
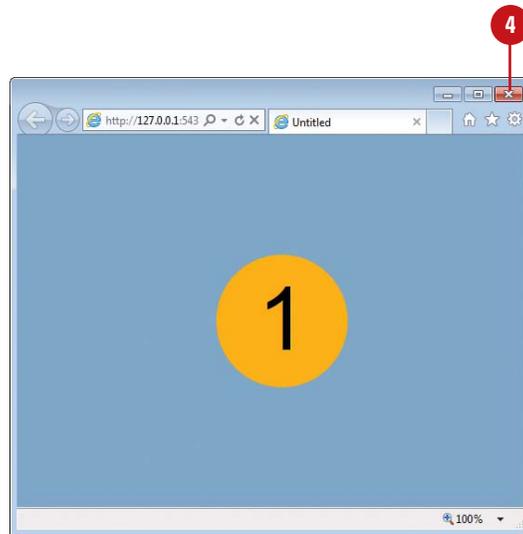
- 1 From the Welcome screen under Getting Started or the Lessons panel, click the **Extend** lesson tile to start it.

The Welcome screen closes, Edge Animate creates a new Untitled project, and the Lessons panel displays the start of the lesson.
- 2 Click the **Click to open the sample** link.

The interactivity_start.html file opens, displaying an animation.
- 3 Click the **File** menu, and then click **Preview In Browser** or press Ctrl+Enter (Win) or ⌘+Return (Mac).

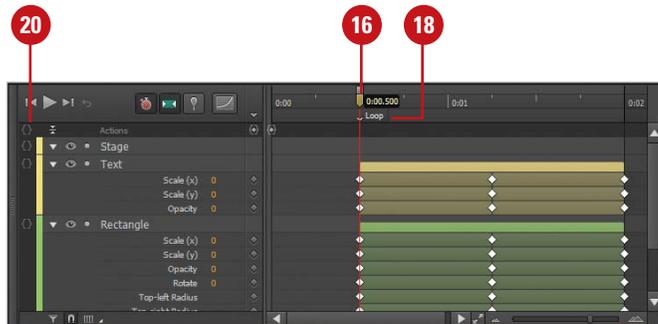
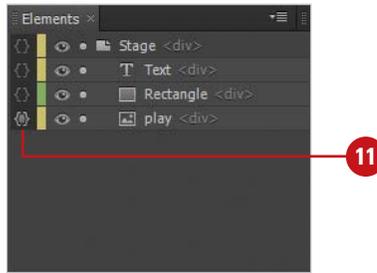
The animation plays in your browser.
- 4 Click the **Close** button to exit your browser.
- 5 Click the **Next Step** link to add a trigger (Step 2 of 7).
- 6 Move the **Playhead** to 0:00 in the Timeline.
- 7 Click the **Timeline** menu, and then click **Insert Trigger** or press Ctrl+T (Win) or ⌘+T (Mac).
- 8 In the Snippets list, click the **Stop** button.
- 9 Click the **Close** button to exit.
- 10 Click the **Next Step** link to add an action (Step 3 of 7).

With the Extend lesson, you can code to your composition to extend the functionality of your animation. With the code you can add interactivity to animation. For example, you can add code to start an animation when you click a button. When you click the button, it triggers an event to take place. With Edge Animate, you don't have to be a programmer to add interactivity. It comes with Code snippets, segments of code, that you can quickly insert to perform a task.



- 11 In the Elements panel, click the **Open Actions** button for the play <div> element.
- 12 Select **click** from the menu.
- 13 In the Snippets list, click the **Play** button.
- 14 Click the **Close** button to exit.
- 15 Click the **Next Step** link to add a label on the Timeline (Step 4 of 7).
- 16 Move the **Playhead** to 0:00.500 (0.5 seconds).
- 17 Click the **Timeline** menu, and then click **Insert Label** or press Ctrl+L (Win) or ⌘+L (Mac).
- 18 Type **Loop** for the label, and then press Enter (Win) or Return (Mac).
- 19 Click the **Next Step** link to add a timeline action (Step 5 of 7).
- 20 In the Timeline, click the **Timeline Actions** button to the left of the Actions row.
- 21 Select **complete** from the menu.
- 22 In the Snippets list, click the **Play** button.
- 23 Replace 1000 with **loop**.
- 24 Click the **Close** button to exit.
- 25 Click the **File** menu, and then click **Preview In Browser** or press Ctrl+Enter (Win) or ⌘+Return (Mac).
- 26 Click the **Play** button to start the animation in your browser, and then click the **Close** button to exit.
- 27 Click the **Next Step** link to open the Code window (Step 6 of 7).

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- 28 Click the **Window** menu, and then click **Code**.

The Code panel opens in a separate window.

- 29 Click the **Next Step** link to create a loop counter (Step 7 of 7).

- 30 In the tree, select **play.click**.

- 31 Click to place the insertion point below the code: `sym.play()`;

- 32 Click the **Code Snippets** button to display the Snippets panel.

- 33 Click **Set Symbol Variable** from the Snippets list.

- 34 Modify the code to the following:
`sym.setVariable("count", 1);`

This stores a value that you'll use to count the number of loops.

- 35 In the tree, select **Timeline.complete**.

- 36 Click to place the insertion point before the code: `sym.play(loop)`;

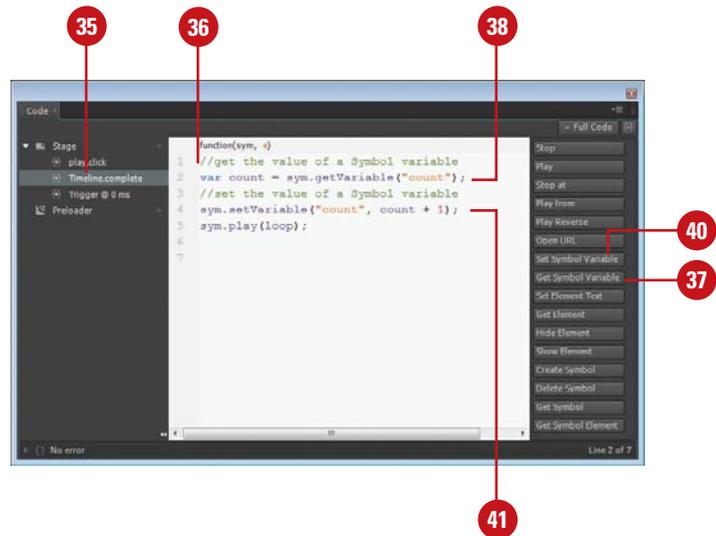
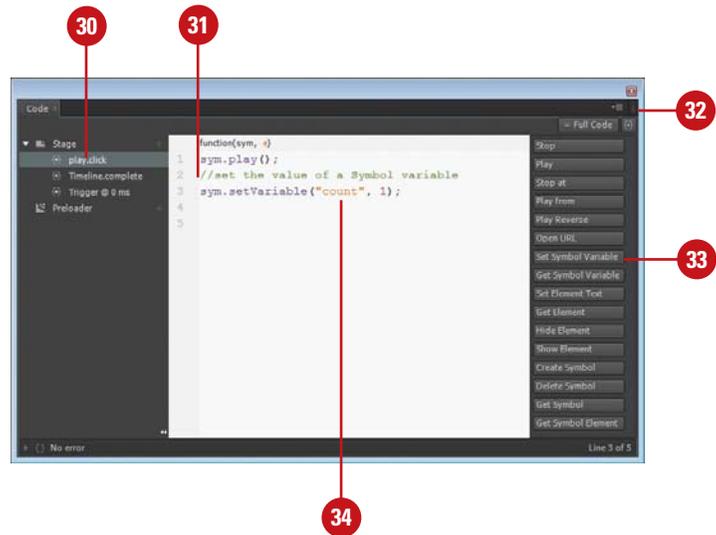
- 37 Click **Get Symbol Variable** from the Snippets list.

- 38 Modify the code to the following:
`var count = sym.getVariable("count");`
`sym.setVariable("count", count + 1);`

- 39 Click to place the insertion point on the line after the code: `var count = sym.getVariable("count");`

- 40 Click **Set Symbol Variable** from the Snippets list.

- 41 Modify the code to the following:
`sym.setVariable("count", count + 1);`



42 Move the **Playhead** to 0:00.500 in the Timeline.

43 Click the **Timeline** menu, and then click **Insert Trigger** or press Ctrl+T (Win) or ⌘+T (Mac).

44 In the Snippets list, click the **Get Symbol Variable** button.

45 Modify the code to the following:
var count = sym.getVariable
("count");

This displays the count.

46 Click to place the insertion point on the line after the code:
sym.getVariable ("count");

47 Click **Set Element Text** from the Snippets list.

Set Element Text uses jQuery code to modify the text of an element.

48 Modify the code to the following:
sym.\$("Text").html("" + count);

49 Click the **Close** button to exit.

50 Click the **File** menu, and then click **Preview In Browser** or press Ctrl+Enter (Win) or ⌘+Return (Mac).

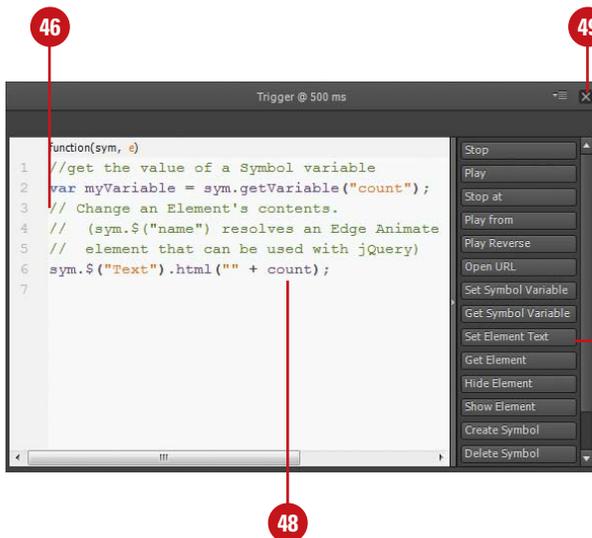
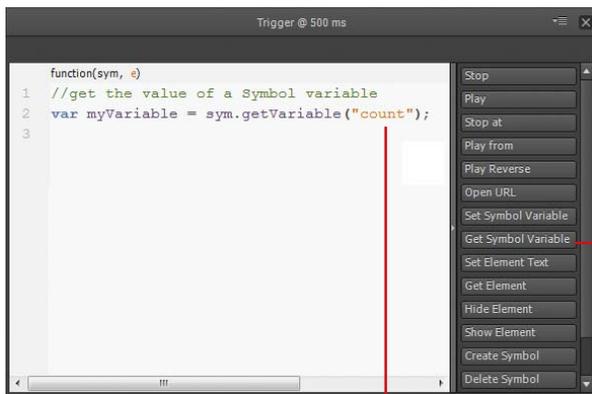
51 Click the **Play** button to start the animation in your browser.

The animation continue to count until you close your browser.

52 Click the **Close** button to exit.

The lesson is complete.

53 Click the **File** menu, click **Save**, navigate to a folder, create a folder, enter a name for the composition, and then click **Save**.



Taking the Reuse Lesson

Take the Reuse Lesson

- 1 From the Welcome screen under Getting Started or the Lessons panel, click the **Reuse** lesson tile to start it.

The Welcome screen closes, Edge Animate creates a new Untitled project, and the Lessons panel displays the start of the lesson.

- 2 Click the **Click to open the sample** link.

The interactivity_start.html file opens, displaying an animation.

- 3 Click the **File** menu, and then click **Preview In Browser** or press Ctrl+Enter (Win) or ⌘+Return (Mac).

The animation plays in your browser.

- 4 Click the **Close** button to exit your browser.

- 5 Click the **Next Step** link to convert an object to a symbol (Step 2 of 5).

- 6 Move the **Playhead** to 0:01 (1 second).

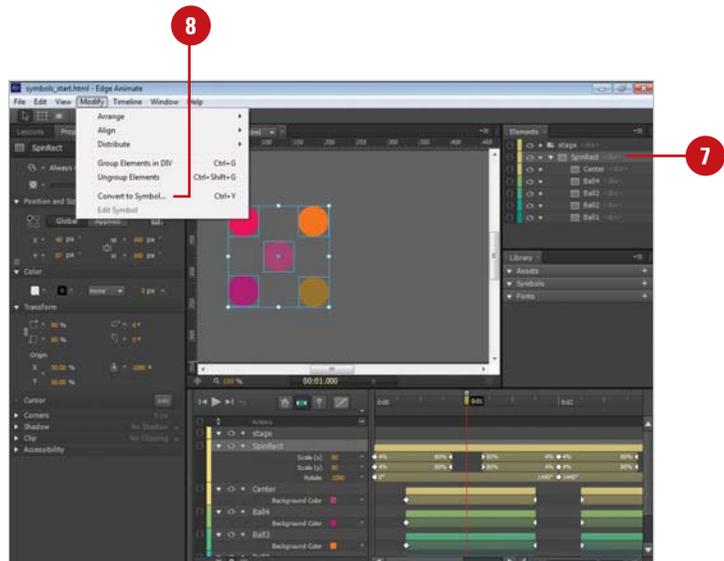
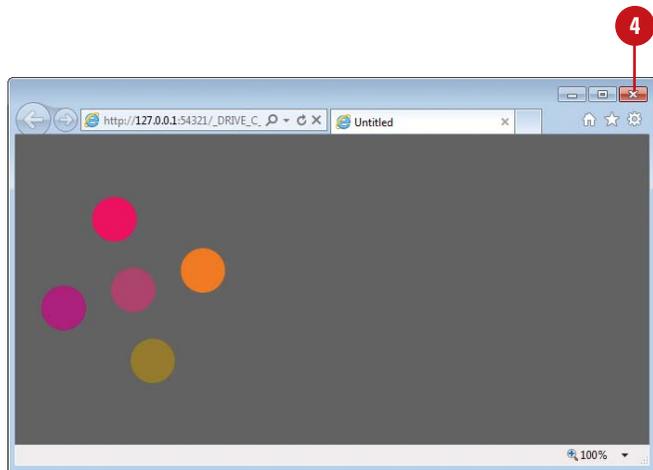
- 7 In the Elements panel, select the **SpinRect <div>** element.

- 8 Click the **Modify** menu, and then click **Convert to Symbol**.

- 9 Type **Spin**, and then click **OK**.

This creates a symbol, which you can reuse. These are known as instances.

With the Reuse lesson, you can create symbols of an element so that you can reuse it multiple times in you composition. When you import an asset as a symbol or convert an existing element to a symbol, it's known as a definition. When you use the symbol definition in your animation, it becomes an instance, which you can uniquely modify. You can add multiple instances of the same symbol and animate them differently. By using the same symbol definition, you're only using the asset once, which reduces time it takes to load it.



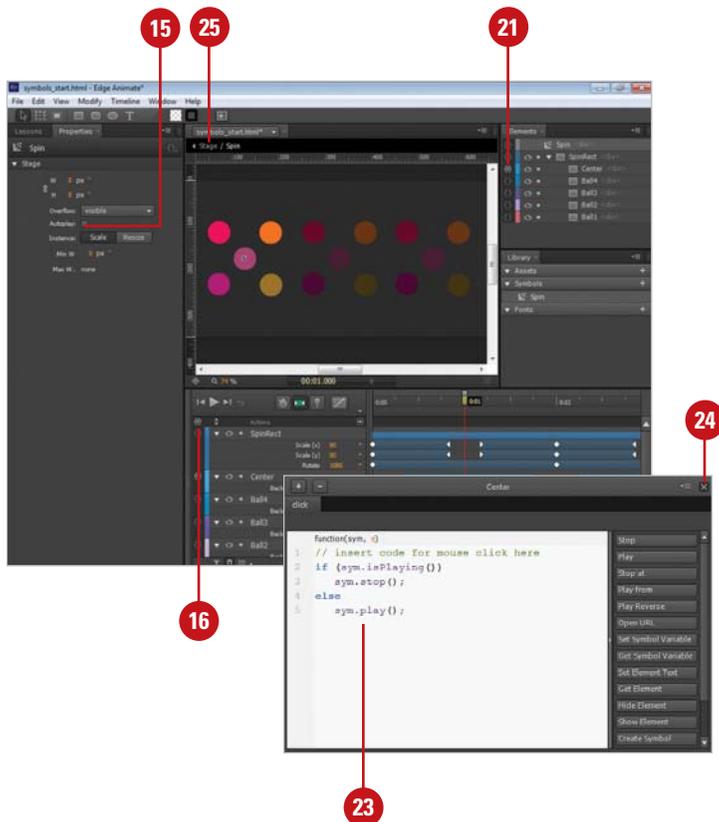
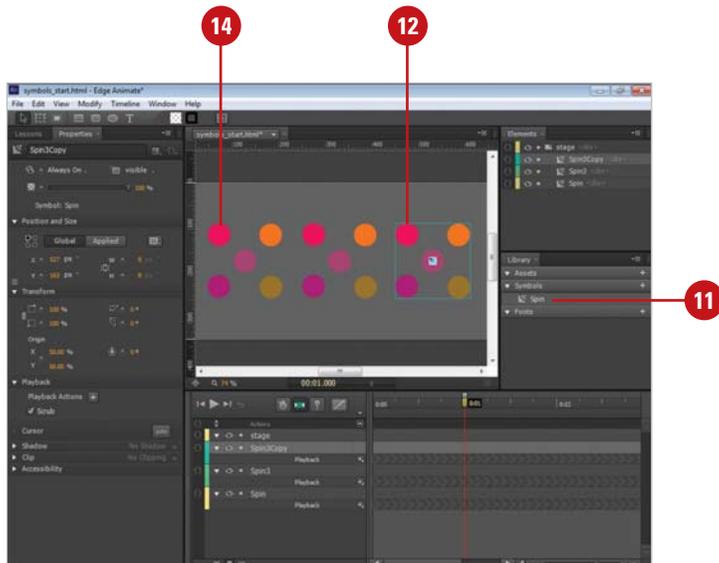
- 10 Click the **Next Step** link to create instances of a symbol (Step 3 of 5).
- 11 In the Library panel, drag the **Spin** icon from Symbols to the right of the first instance.
- 12 Alt-drag the second instance on the Stage to create another copy to the right of it.
- 13 Click the **Next Step** link to convert an object to a symbol (Step 4 of 5).
- 14 Double-click one of the instances on the Stage.

The symbol opens to in-place symbol editing mode.

- 15 In the Properties panel, deselect the **Autoplay** check box, so the symbol doesn't play automatically.
- 16 In the Timeline, click the **Timeline Actions** button to the left of the Actions row.
- 17 Select **complete** from the menu.
- 18 To loop, click the **Play from** button in the Snippets list.
- 19 Change the time of 1000 to 0. The time is in milliseconds.
- 20 Click the **Close** button to exit.

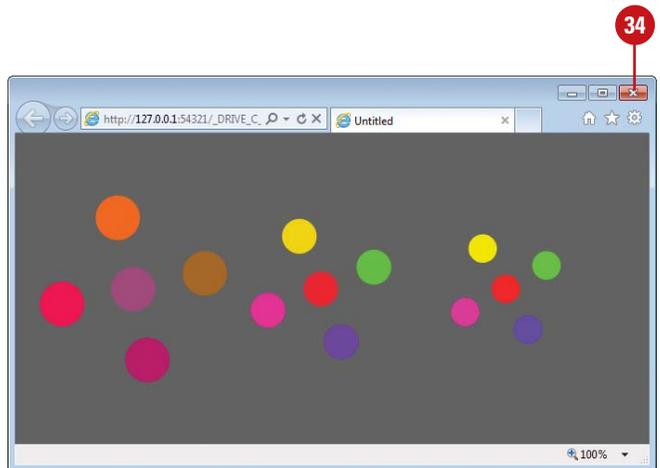
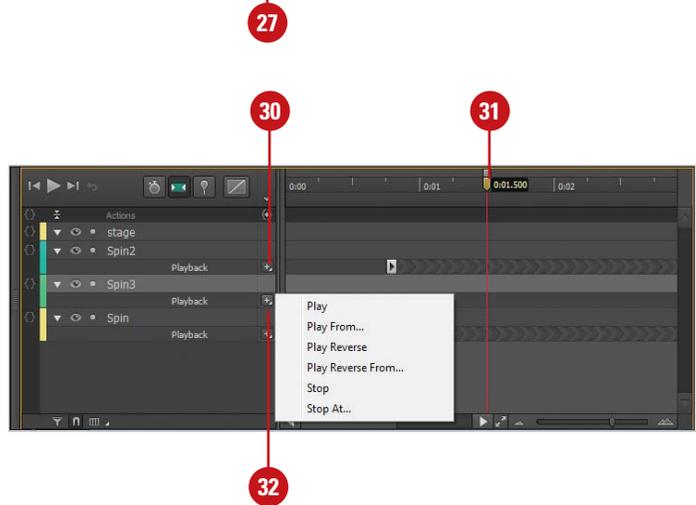
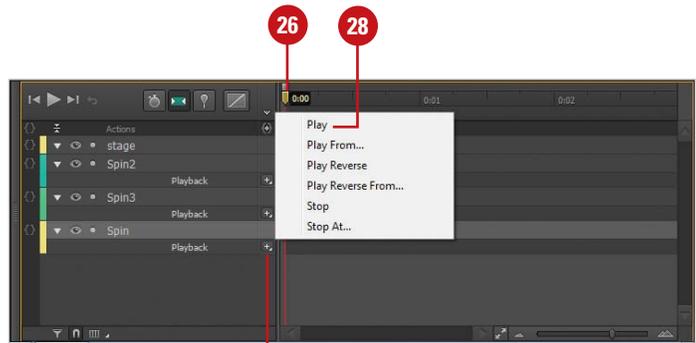
- 21 In the Elements panel, click the **Open Actions** button for the Center <div> element.
- 22 Select **click** from the menu.
- 23 Add the code from the illustration.
- 24 Click the **Close** button to exit.
- 25 Click **Back** button or **Stage** on the Edit bar to exit symbol editing mode.

Continue Next Page



Continue from Previous Page

- 26 Move the **Playhead** to 0:00 (0 seconds).
- 27 In the Timeline, click the **Add** button (+) in the Playback row for the Spin element.
- 28 Click **Play** from the menu.
- 29 Move the Playhead to 0:00.750 (0.75 seconds).
- 30 Click the **Add** button (+) in the Playback row for the Spin2 element, and then click **Play**.
- 31 Move the Playhead to 0:01.500 (1.5 seconds).
- 32 Click the **Add** button (+) in the Playback row for the Spin3 element, and then click **Play**.
- 33 Click the **File** menu, and then click **Preview In Browser** or press **Ctrl+Enter (Win)** or **⌘+Return (Mac)**.
- 34 Click the **Close** button to exit.
- 35 Click the **File** menu, click **Save**, navigate to a folder, create a folder, enter a name for the composition, and then click **Save**.



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