Adobe Edge level 1 beginner course outline (2-day)

Introduction
- What is Adobe Edge?
- Animation on the web: the role of JavaScript and CSS
- Understanding animation basics

The Adobe Edge interface
- Selection tools and techniques
- Drawing tools
- Working with text
- The Stage
- Using the Elements panel
- Using the Properties panel
- Using the Timeline panel
- Workspaces

Creating animations
- Frame based animation
- Using Auto-generation

Working with the Timeline
- Timeline controls
- Adding movement
- Reversing movement
- Creating transitions and fades
- Working with keyframes
- Playing your animation
- Using the Marker
- Using and understanding Triggers

Animation techniques

- Applying Easing to your animations
- Creating Smooth transitions
- Animating content on an existing web page
- Controlling the timing of your animations
- Preview the animation
- Preview in a browser

Importing graphics

- Different graphics formats
- Importing SVG, GIFs and JPGs
- The Adobe creation workflow

Projects and interactivity

- Editing content: skew, rotate, size
- Creating an image gallery
- Adding animations to a web page
- Creating web adverts
- Creating hotspots
- Creating hyperlinks/web links
- Adding Events for mouse interactions
- Adding Triggers
- Creating mask effects
- Creating pop-ups
- Saving and publishing your project

END