

# Bring Your eLearning to Life

Embed Animate CC (HTML5) Projects into Adobe Captivate

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## Overview

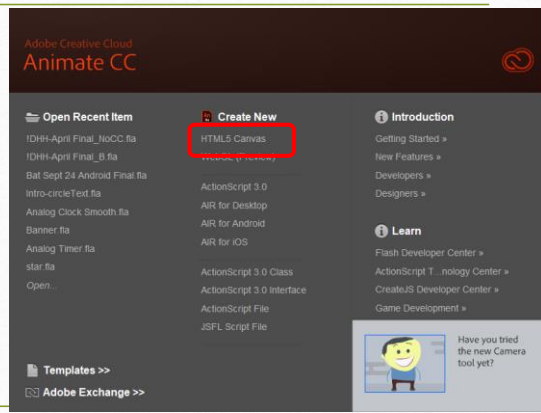
- Introduction
- How to Create
- More than Animation
- Captivate and Animate Communications
- Interactions in Animate
- Summary

# Phil's Intro

- 2:30 Minutes in Length

# How to Create

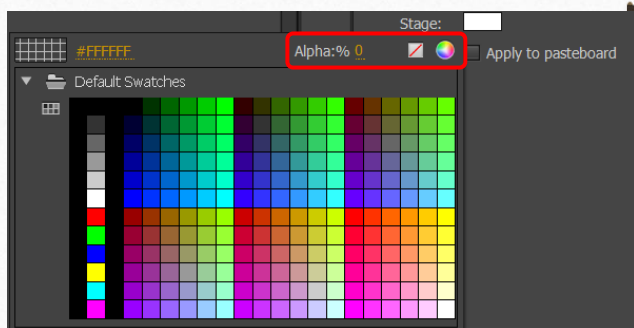
- Step 1 of 6 – Create a HTML Canvas Project in Adobe Animate



## How to Create

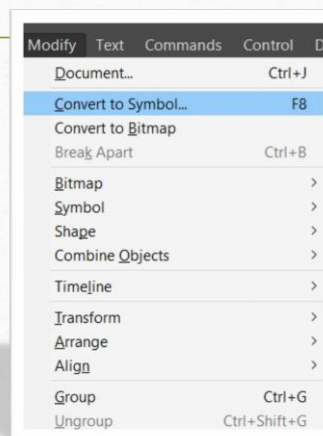
- Step 2 of 6 – Make Background Transparent

- Click in the Work Space
- Click on the Stage Colour Icon
  - Located in Properties Panel
- Change the Alpha to 0



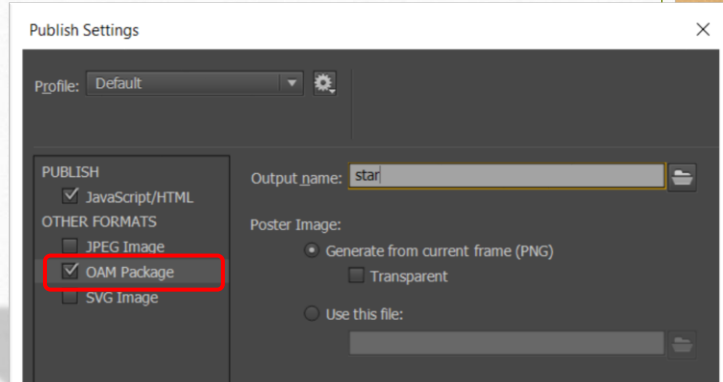
## How to Create

- Step 3 of 6 - Create Animation
- Timeline Animations Easiest
- Use Movie Clips
  - **Modify > Convert Symbol > Movie Clip**



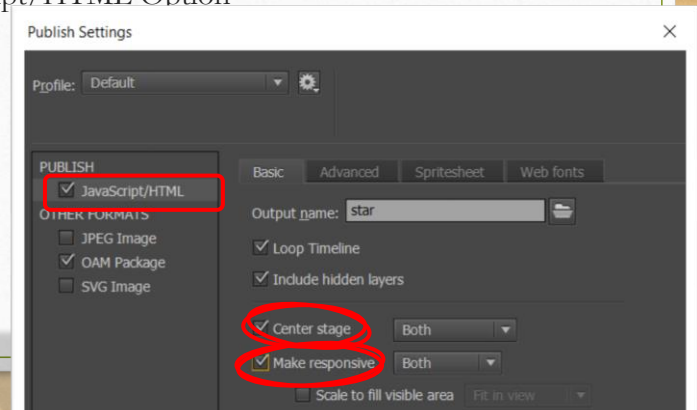
## How to Create

- Step 4 of 6 – Package
  - **File > Publish Settings**
  - Click the OAM Package Option



## How to Create

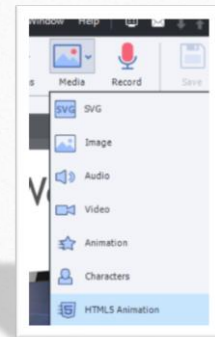
- Step 5 of 6 – Click on JavaScript/HTML Option
- Check the following Boxes:
  - Center on Stage
  - Make Responsive





## How to Create

- Step 6 of 6 - Import Into Captivate
- Media > HTML5 Animation > Choose the OAM file
- Sample:



## More than Animation

- Designing Mobile using Flash/Animate Since 1999
- Production Focus Changed Around 2011
  - Mobile Application Development
    - iOS (IPA)
    - APK (Android)
    - Blackberry (BAR)
    - Windows (EXE)
    - Apple (APP)

### D.O.P.E Development

**D**evelop  
**O**nce  
**P**lay  
**E**verywhere

## More than Animation

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- Started Playing with HTML5/JavaScript Around 2014
- Demonstrated Animate Projects in Captivate in Last Year's eLearning Conference
  - Showed how Captivate can Control Animate Project

## More than Animation

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- After Creating a Number of Animate Projects, It's no Longer about Animation
- It's more About Inserting a Widget
- For Example, The Clock
  - I can Email you an OAM file
  - You Import that OAM file in Your Project
  - You Have a Working Analog Clock that is in HTML5 and Requires No Plugin

## Captivate and Animate Communication

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- Captivate and Animate can “Talk” to Each Other
- Use the Common Language of JavaScript
- Banner Sample:
  - Banner Animation Won’t Play Until Captivate Tells it to
  - Banner gets Text from Captivate

## Captivate and Animate Communication

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- Create a Custom Timer for the Screen
- Duration Set by Captivate
- Captivate Sets
- Sample:

## Captivate and Animate Communication

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- Create a More Dynamic Quiz Application
- Marks are Passed Back to Captivate
- Sample:

## Captivate and Animate Communication

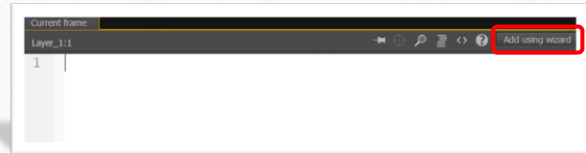
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- You can Still Make Excellent Animation
- Setup and Create Parallax Animations within Animate
  - Things Closer to you Move Faster
- Sample:



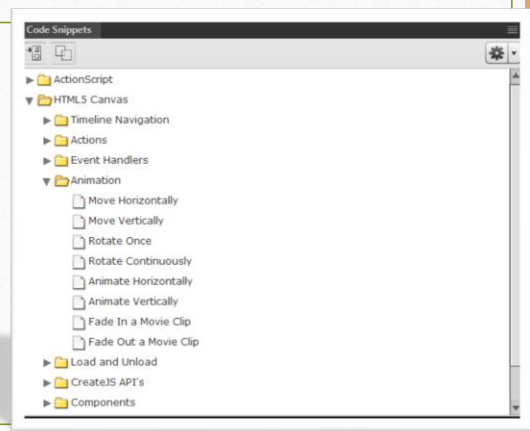
## Interactions in Animate

- To Create Interactions, Need to Code in JavaScript
- Two Ways Animate Helps
- One) Action Wizard
- Sample:



## Interactions in Animate

- Second Method of Assistance:
- Code Snippets
  - Window > Code Snippets > HTML5 Canvas
- Sample:



## Summary

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- Animate Projects are More than Animations
  - Think of them as Web Widgets or HTML5 Plugins
- Captivate and Animate Communicate
  - Need to Know JavaScript
- Use Code Snippets or Action Wizard to Write Code
  - Good way to Learn JavaScript Code
  - Modifying is Easier than Writing from Scratch

## Summary

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- May be Teaching a Full Day Hands-on Workshop at DevLearn/Adobe eLearning Summit
  - Learn how to Create/Design and Publish Animate files
  - Learn the Basics of Coding

# Questions

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