Adobe Certified Associate in Multiplatform Animations using Adobe Animate CC (2016) Exam Objectives

Adobe conducted research to identify the foundational skills students need to effectively communicate using digital media tools. Based on feedback from educators, design professionals, businesses, and educational institutions around the world, the objectives cover entry-level skill expectations for interactive media communication.

Individuals who have earned an Adobe Certified Associate certification in Multiplatform Animations using Adobe Animate CC (2016) have demonstrated mastery of the following skills:

Domain 1.0 Setting Project Requirements

1.1   Identify the purpose, audience, and audience needs for preparing rich animated media.
1.2   Summarize how designers make decisions about the type of content to include in a project, including considerations such as copyright, project fit, permissions, and licensing.
1.3   Demonstrate knowledge of project management tasks and responsibilities.
1.4   Communicate with others (such as peers and clients) about design plans.

Domain 2.0 Understanding Rich Animated Media

2.1   Understand key terminology related to rich animated media design.
2.2   Demonstrate knowledge of basic design principles and best practices employed in the interactive media design industry, such as symmetry, consistency, and accessibility.
2.3   Demonstrate knowledge of typography and its use in visual design.
2.4   Demonstrate knowledge of ActionScript 3.0, JavaScript for HTML5 Canvas and WebGL platforms.

Domain 3.0 Understanding Adobe Animate CC

3.1   Identify elements of the Animate interface and demonstrate knowledge of their functions, including Panels, the Timeline, the Property Inspector, and Document Properties dialog.
3.2   Define the functions of commonly used tools, including selection tools, the Pen tool, other drawing tools, and shape tools.
3.3   Navigate, organize, and customize the workspace.
3.4   Use design tools in the interface, such as rulers and guides.
3.5   Use the Motion Editor.
3.6   Demonstrate knowledge of layers and masks.
3.7   Understand symbols and the Library.

Domain 4.0 Creating Rich Animated Media Content Using Animate CC

4.1   Create a new project.
4.2   Import and modify graphics.
4.3   Create static, dynamic and input text and adjust text properties.
4.4   Work with symbols and instances.
4.5   Create animations (changes in shape, position, size, color, and transparency).
4.6   Add simple controls through ActionScript 3.0, JavaScript for HTML5 Canvas and WebGL.
4.7   Create masks.
4.8   Import and use sound.
4.9   Add and export video.

Domain 5.0 Testing, Publishing, and Evaluating Rich Animated Media Elements Using Animate CC

5.1   Conduct basic technical and usability tests.
5.2   Understand Animate file types and file sizes.
5.3   Make an Animate document accessible.
5.4   Publish and export Animate documents.