



Foundation Adobe Edge Animate: for HTML5, CSS3, and JavaScript Development

Tom Green, Michael Clawson

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Foundation Adobe Edge Animate is a project-oriented book that will walk you through the features of Edge Animate - Adobe's exciting new motion and interaction tool for web standards development. Edge Animate is an application that allows web designers and developers to make full use of many of the features of CSS3, JavaScript, and HTML5.

Edge Animate enables you to animate graphics without the need to hand code everything using canvas or SVG. It exports well-formed, standards-compliant code that you can either use to create new web products, or add directly into existing projects. It also features full JavaScript and DOM manipulation, enabling you to get under the hood and create fantastic interactive experiences.

Using a unique project-oriented focus you will be creating carefully developed projects designed to give you the skills and confidence necessary to undertake interactive and web design experiences aimed at devices ranging from smart phones to the TV set in your living room. Along the way you will discover how many of the tools in the Adobe Web Design CS6 collection can be fully utilized to create expressive and engaging web applications. This includes:

- Building interactive projects using the Edge Animate timeline and coding tools.
- Learning how Fireworks, Photoshop, and Illustrator are used for Edge Animate content creation.
- Discovering how pages created in Dreamweaver and Muse can become fully interactive and contain motion graphics in Edge Animate.

What you'll learn

- Use Edge Animate to create web sites and applications
- Create web graphics without the need to hand code in canvas
- Add JavaScript animation and interactivity to your projects
- Integrate Edge Animate content with your own HTML5 projects
- Easily handle DOM events
- Combine Edge Animate with Dreamweaver and Muse

Who this book is for

Web standards developers needing a simple tool to create interactive experiences in HTML5, CSS3, and JavaScript.

Flash developers transitioning over to web standards development will also find this book invaluable.

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