

Flash CS5 - Level 1

Days of Training: 2

Overview

In this course, students will create and manipulate a wide variety of objects ranging from simple graphic designs to complex animation sequences using the Adobe® Flash® CS5 application.

Prerequisites

To gain the most from this class, students should be familiar with the Windows environment (XP for ILT and Vista for online), be familiar with the Web and its terminologies, have a basic frame of reference for graphic and design applications—identify programs designed for graphics and web, have a desire to know the basic terminologies and components of ActionScript™ and its role as a Flash programming language.

Next Steps

Flash CS5 - Level 2

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Lesson 1: Getting Started with Flash CS5

- Identify Components of the Flash CS5 Interface
- Customize the Flash CS5 Interface
- Introduce Rich Media Design Principles

Lesson 2: Add Shapes, Colors, and Lines with Drawing and Painting Tools

- Identify Flash Drawing and Painting Components
- Apply and Customize Colors
- Use Drawing and Painting Tools
- Work with Interacting Objects

Lesson 3: Creating Symbols and Instances

- Create Symbols
- Create Symbol Instances

Lesson 4: Identifying Image Types

- Identify Copyright and Citation Requirements
- Compare Vector and Bitmap Images
- Optimize Bitmap Images for Flash

Lesson 5: Manipulating Objects

- Work with Selections
- Transform Objects
- Organize Objects with Layers

Lesson 6: Working with Text

- Add Text to a Document
- Create Text Fields

Lesson 7: Using Animation Basics to Create Animations

- Create Animations with Frames and Keyframes
- Create Tween Animations

Lesson 8: Using ActionScript™

- Understand the Basics of ActionScript
- Use Code Snippets

Flash CS5 - Level 2

Days of Training: 2

Overview

In this course, students will plan, design, and develop complex Flash projects using the Adobe® Flash® CS5 application.

Prerequisites

Flash CS5 - Level 1

Next Steps

Flash CS5 - Level 3

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Lesson 1: Planning a Flash Project

- Understand a Workflow
- Translate Workflow Plans to Flash
- Identify Elements of a Project Plan

Lesson 2: Designing a Project

- Initiate a Project
- Create Design Patterns

Lesson 3: Managing Symbols

- Use Movie Clips
- Use Buttons

Lesson 4: Laying Out Text

- Lay Out Text in a Flash Movie
- Embed Text Fonts in a Movie

Lesson 5: Creating Advanced Animations

- Work with Inverse Kinematics
- Add Motion to Animations
- Apply 3D Transformation to an Object
- Apply Effects to an Object

Lesson 6: Adding Audio to a Movie

- Import Audio
- Control Audio

Lesson 7: Working with ActionScript™ 3.0

- Understand Additional ActionScript Concepts
- Add Interactivity Using ActionScript Elements
- Use Dynamic Mask
- Work with Pre-Built Components

Lesson 8: Publishing a Movie in Different Formats

- Add Metadata to SWF Files
- Ensure Accessibility
- Create Multiple Outputs

Lesson 9: Extending Flash

- Understand JSFL
- Understand Adobe® Extension Manager CS5

Flash CS5 - Level 3

Days of Training: 1

Overview

In this course, students will build Flash applications using advanced features of Flash CS5 and ActionScript 3.0.

Prerequisites

Flash CS5 - Level 1
Flash CS5 - Level 2

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Lesson 1: Building an Application

- Importing Assets for an Animation
- Edit Animations
- Build a Navigation Structure

Lesson 2: Using Videos in Flash

- Encode a Video Object
- Add Videos to a Movie

Lesson 3: Programming with

Advanced ActionScript

- Introduction to Object Oriented Programming
- Use ActionScript for Animations
- Load Data from an External Source
- Create Custom Classes

Lesson 4: Deploying a Flash

Application

- Create a Preloader
- Publish a Flash Application