



Adobe Flash CS4 Rich Content Creation

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Flash Professional is an introductory course for designers and budding developers new to the Flash environment. In this course, students will produce an engaging interface using text, graphics, animations, video and sound. Simple user interactions are added using ActionScript behaviors. In addition to teaching essentials, the course focuses on teaching best practices for creating Flash content.

Target Student: This course is for people who want to learn the Flash interface and commonly used features. It is designed for people who are new to Flash or who have only used it to build applications.

Prerequisites: Before taking this course, you should have a basic understanding of your computer's operating system. For example, you should know how to launch an application, create and save files, and copy files from CDs and other media.

Delivery Method: Instructor-led, classroom-delivery learning model with structured hands-on activities.

Benefits: After completing this course, you will know how to create custom Flash animations for use on the Web. You will create frame-by-frame, shape-tweened and motion-tweened animation using both custom and imported graphics as well as text. You will also be able to incorporate symbols and instances into your Flash projects and add interactivity and sound elements to your animations. Finally, you will know how to test and publish your Flash movies.

What's Next:

Flash ActionScript teaches fundamental programming techniques, by introducing core concepts including instance names, variables, functions, properties, and methods; then proceeds through conditions, loops, event handling, and animating with ActionScript.

Dreamweaver Website Development Learn to create websites using Dreamweaver. The course focuses on best practices and design, stressing the importance of usability.

Flash Advanced ActionScript provides the knowledge and hands-on practice required to build more flexible and dynamic design-based Flash pieces, focusing on more advanced ActionScript topics that will remove a reliance on timeline-based visual tools.

Acrobat/PDF Create and secure PDFs for document distribution on the Web.

Performance-Based Objectives

Upon successful completion of this course, you will be able to:

- Create and set up a Flash document.
- Import and create graphics.
- Use Flash drawing tools.
- Create and use symbols.
- Produce motion and shape animations.
- Add simple interactivity with ActionScript.
- Import sound and video.
- Publish a Flash document in varying formats.



Adobe Flash CS4 Rich Content Creation 2 days

Getting Started	Custom Easing
The New CS4 Workspace	The New Motion Editor
Customizing Your Workspace	Inverse Kinematics with the Bones Tools
Reorganizing Panels	
Maximize Mode	Working with Text in Flash
	Working with Text in Flash
Drawing Essentials	Controlling Text Appearance
Drawing Tool Basics	Simple Text Effects Through Tweening
Drawing with the Pencil Tool	Adding Text to a Project File
The Quick Color Tools	Spell-checking and Find and Replace
Manipulating Lines and Fills	New Metadata (XMP) Support
Painting with Brushes	
Erasing Content	Using Filters and Blend Modes
Color Essentials	Using Filters
Using the Color Mixer	Special Filter Options
	Animating Filters
Symbols Essentials	Adding Filters to a Project File
Symbols	Using Blend Modes
Creating and Editing Symbols	Flash-Specific Blend Modes
Nesting and Breaking Apart Symbols	Procedural Modeling with Deco and Spray Brush
Working with Buttons	
Working with Movie Clips	Using Components
Working with Graphics	Components Overview
Using the Library	Adding a UIScrollBar Component
Transformation Tools	Using a Loader Component
Transformation Panels	
Transformation Menus	Working with Sound and Video
	Adding Sound to the Timeline
Timeline Essentials	Adding Basic Effects to Sounds
Using Layers	Sound Sync Options
Adding, Deleting, and Grouping Layers	Adding Sound to Buttons
What is a Keyframe?	Sound Compression Basics
Using Frames and Keyframes	The New H.264 Compression Support
Working with Multiple Frames	Playing External Videos with the FLVPlayback Component
Copying and Pasting Frames	New 3D Transformation Options
Understanding Scenes	
Motion Presets	Introduction to Action Script
	Overview and Interface Elements
Image Essentials	Frame Scripts, Tracing, and Comments
Importing Images and Image Compression	Variable Basics
Importing Photoshop Files	Function Basics
Importing Illustrator Files	Buttons and EventListeners
Tracing Bitmaps	Scripting Components
Breaking Apart Bitmaps	New XFL Support in Flash
Procedural modeling with Deco and Spray Brush	New CS4 Authoring for Adobe AIR
Animation Essentials	
Shape Tweening	
Using Shape Hints	
Motion Tweening	
Motion Guides	

