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ADOBE® FLASH® CS4: LEVEL 1 **2**

ADOBE® FLASH® CS4: LEVEL 2 **5**

Adobe® Flash® CS4: Level 1

Course Specifications

Course number: 084038
Software: Adobe® Flash® CS4
Course length: 2.0 day(s)

Course Description

A website can be made to look more inviting with interactive graphics and animations. The tools present in Adobe® Flash® CS4 can be used to create and manipulate a wide variety of objects ranging from a simple graphic design to a complex animation sequence. In this course, you will familiarize yourself with the basic tools and features of Flash CS4, and gain the skills necessary for creating basic animations.

Course Objective: You will create and manipulate a wide variety of objects ranging from simple graphic designs to complex animation sequences using the Adobe® Flash® CS4 application.

Target Student: This course is intended for designers and developers new to Flash.

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.

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

Performance-Based Objectives

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

- explore the Flash environment, interface, and panels.
- use Flash drawing and painting tools.
- work with objects and images.
- import bitmap images, use compressions, and trace bitmap features.
- create and modify text and convert text to shapes.
- create and edit symbols and instances.
- become familiar with animation tools and features and create an animation.
- work with multiple layers and create a layer mask animation.
- explore the ActionScript language.

Course Content

Lesson 1: Exploring the Adobe® Flash® CS4 Environment

- Topic 1A: Define Flash
- Topic 1B: Explore the Flash CS4 Welcome Screen
- Topic 1C: Explore the Flash CS4 Interface
- Topic 1D: Explore and Customize the Panels in Flash CS4

Lesson 2: Working with Drawing and Painting Tools

- Topic 2A: Compare the Drawing Modes of Flash
- Topic 2B: Use Drawing and Painting Tools
- Topic 2C: Use the Pen Tool

Lesson 3: Manipulating Objects

- Topic 3A: Use the Selection Tools
- Topic 3B: Overview of Layers
- Topic 3C: Work with Interacting Objects
- Topic 3D: Transform Objects

Lesson 4: Understanding Vector and Bitmap Images

- Topic 4A: Vector Images and Bitmap Images
- Topic 4B: Work with Bitmap Images

Lesson 5: Working with Text

- Topic 5A: Overview of Text Fields and Attributes
- Topic 5B: Create Text Fields
- Topic 5C: Convert Text into Shapes

Lesson 6: Working with Symbols and Instances

- Topic 6A: Create a Symbol
- Topic 6B: Create a Symbol Instance

Lesson 7: Using Animation Basics to Create Animations

- Topic 7A: Create Animations with Frames and Keyframes
- Topic 7B: Work with Frames
- Topic 7C: Create a Motion Tween Animation
- Topic 7D: Create a Shape Tween Animation

Lesson 8: Working with Multiple Layers

- Topic 8A: Work with Multiple Layers
- Topic 8B: Create a Mask Layer



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Lesson 9: Using ActionScript™

Topic 9A: Basics of ActionScript

Topic 9B: ActionScript Elements

Appendix A: Adobe® Flash® CS4 New Features

Adobe® Flash® CS4: Level 2

Course Specifications

Course number: 084079
Software: Adobe® Flash® CS4
Course length: 2.0 day(s)

Course Description

You created basic Flash animations. You may now need to work on Flash projects that require implementation of advanced functionality. In this course, you will use the advanced features of Adobe® Flash® CS4 to plan, design, and develop complex Flash projects.

Course Objective: You will plan, design, and develop complex Flash projects using the Adobe® Flash® CS4 application.

Target Student: This course is intended for students who want to expand their introductory skills in developing animations and their knowledge of ActionScript™ 3.0.

Prerequisites: To ensure your success in this course, it is recommended that you first take the following Element K course (or have equivalent knowledge): Adobe® Flash® CS4: Level 1. Students should also have a desire to expand their knowledge of ActionScript™ 3.0.

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

Performance-Based Objectives

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

- plan a Flash project.
- design a project.
- manage symbols.
- create advanced animations.
- add audio to a movie.
- work with ActionScript 3.0.
- publish a movie in different file formats.
- extend Flash.

Course Content

Lesson 1: Planning a Flash Project

Topic 1A: Understand a Workflow

Topic 1B: Translate Workflow Plans to Flash

Lesson 2: Designing a Project

Topic 2A: Initiate a Project

Topic 2B: Create Design Patterns

Lesson 3: Managing Symbols

Topic 3A: Use Movie Clips

Topic 3B: Organize Movie Assets

Topic 3C: Use Buttons

Lesson 4: Creating Advanced Animations

Topic 4A: Work with Inverse Kinematics

Topic 4B: Add Motion to Animations

Topic 4C: Apply 3-D Transformation to an Object

Topic 4D: Apply Effects to an Object

Lesson 5: Adding Audio to a Movie

Topic 5A: Import Audio

Topic 5B: Control Audio

Lesson 6: Working with ActionScript™ 3.0

Topic 6A: Understand ActionScript

Topic 6B: Add Interactivity Using ActionScript Elements

Topic 6C: Use Dynamic Mask

Topic 6D: Work with Components

Lesson 7: Publishing a Movie in Different Formats

Topic 7A: Add Metadata to SWF Files

Topic 7B: Ensure Accessibility

Topic 7C: Create Multiple Outputs

Lesson 8: Extending Flash

Topic 8A: Understand JSFL

Topic 8B: Understand Adobe® Extension Manager CS4