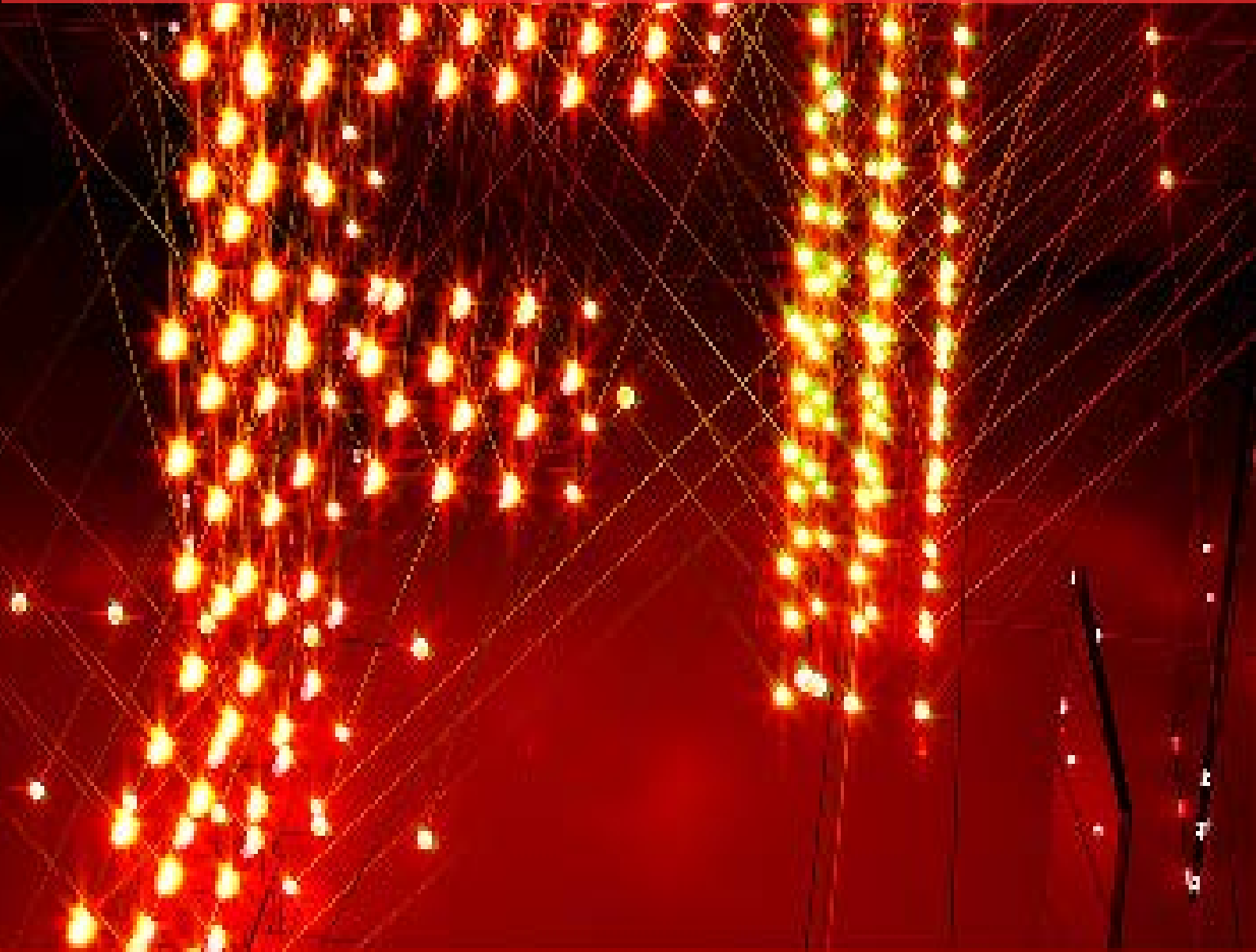




Flash Professional CC Course Outline



TM



Duration: 3 Days

Related Courses:

Adobe Flash ActionScript3, Adobe Photoshop, Adobe Illustrator, Adobe Dreamweaver

Generate sprite sheets for enhanced game development workflow and deliver apps with a prepackaged Adobe AIR® captive runtime for better user experience.

Access device-specific capabilities with prebuilt native extensions, simulate common mobile application interactions, and reach devices that run on Android™ and iOS platforms.

Target the latest Adobe Flash Player and AIR runtimes to take advantage of performance gains with Stage3D via the Starling framework.

Pre Requisites:
Basic computer skills.

Flash Professional CC Course Outline

Work environment

- Setting Stage dimensions & preferences
- Working with panels and panel layouts
- Properties Inspector

Layers and timeline

- Working with layers (Lock, Visibility & Outline)
- Organising Layers
- Guide Layers
- Working with the Timeline

Creating Graphic assets

- Using the drawing tools (Oval, Rectangle, Poly Star, Line, Pen)
- Making Selections
- Using object and merge drawing
- Working with the colours & gradients
- Aligning & manipulating objects
- 3D Transformation
- Decorative drawing with the Deco tool

Importing Graphics

- Working with different graphic formats
- Importing bitmap graphics
- Tracing Bitmaps
- Using Bitmaps as Fills
- Deprecated File Formats

Using text effectively

- Using the Text tool (Classic & TLF)
- Adding and formatting static text
- Changing font rendering methods
- Embedding fonts in input text fields
- Using font best practices
- Paragraph and Text settings
- Creating Hyperlinks
- Reshaping Text
- Distributing Text to Layers

Creating symbols

- Importing vector graphics from Illustrator
- Using the Library & explain elements is can contain
- Differentiate between Graphic Symbols & Movie clips & Buttons
- Converting objects to symbols
- Creating and using Movie Clip symbols
- Nesting Symbols
- Adding Transparency
- Blends and Filters



Improved HTML Publishing
- Be more creative with
enhanced HTML5 support
using the updated Toolkit for
CreateJS, which includes new
functionality for buttons, hit
areas, and motion curves.

Working with animations

- Using animation best practices
- Organizing a Movie Clip Timeline
- Using keyframes, blank keyframes, and frames
- Creating Frame By Frame Animation
- Creating motion tweens (with & without Guide Layers)
- Creating shape tweens (morphing)
- Fading Objects
- Shape Hints
- Creating transition effects
- Tween Properties
- Motion Tween Presets
- Animating with Masks
- Object-based animation
- Motion Editor panel
- Inverse Kinematics with the Bone tool

Interactive files

- About Interactive files
- Creating Additional Scenes
- Creating & Editing Buttons symbols
- Sample Buttons
- Using frame labels, Comments & Anchors
- Activating Buttons



New Sync Fonts - part of
Creative Cloud — will change
the way you work with type.
Quickly find the perfect font
from the growing library of
Adobe® Typekit® fonts, sync
it to your system, and have it
immediately available for use.

Adding ActionScript with script assist and behaviours

- Working with ActionScript 3.0
- Using Code Snippets, Script Assist & Behaviours Panel
- Adding actions to a frame
- Loading external SWFs
- Working with Events
- Using Events to script a button

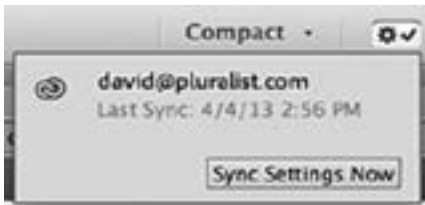
Adding sound and video

- Importing sound
- Sounds library
- Changing sound properties
- Adding sound to a Timeline
- Media Encoder with H.264 support
- Sound Editing
- Importing Video & Editing options
- Embedding video in a Timeline
- Video with alpha channels
- Using the FLVPlayback component



tel 011 782 4297
fax 086 511 3343
109 3rd street, linden, 2195
po box 44007, linden, 2104

e-mail: msd@imsd.co.za
website: www.imsd.co.za



New Sync Settings - Work the way you like on any of your computers — Mac or PC. Synchronize your workspace settings to Creative Cloud — including Illustrator preferences, presets, brushes, and libraries — so they go where you go.

Loading and optimizing flash

- Assembling & Animating a Preloader elements
- Loading the movie
- Changing visibility of movie clips
- Caching bitmaps
- Project Panel
- XFL import

Wide platform and device support

- Deliver to desktop computers
- Deliver to mobile devices
- Deliver to tablets
- Deliver to Internet-enabled televisions

Publishing flash documents

- Testing a flash document
- Adding Metadata
- Using different publishing formats
- Adding Flash Player detection
- Optimising Movies
- Bandwidth Profiler
- Creating Stand alone players



New Simplified Interface - Focus clearly on your content with a streamlined user interface. Dialog boxes and panels are more intuitive and easier to navigate. Choose between a light or dark user interface.

What's New

- NEW Improved HTML publishing
- NEW Sync Settings
- NEW Simplified user interface
- NEW Testing and debugging via USB
- NEW Timeline time-savers
- NEW Unlimited pasteboard size
- NEW Powerful code editor
- NEW Real-time drawing
- NEW Code profiling in Adobe Scout CC
- NEW Custom metadata APIs

*Please note that we offer free electronic support to clients on content covered on our courses.