



Adobe® Flash CS4 Design

Duration: 3 Days

Overview:

Students will produce an engaging interface using text, graphics, animations, video, and sound. Simple user interactions are added using built in ActionScript behaviours and Script Assist. In addition to teaching essentials, the course focuses on teaching best practices for creating Flash content.

Pre Requisites:

Intermediate computer skills are a pre-requisite

Day 1

Work Environment

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

Layers & 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

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Day 2

Using Text Effectively

- Using the Text tool
- 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 it 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

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

Day3

Interactive Files

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

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Adding ActionScript with Script Assist and Behaviours

- Working with Actionscript 3.0
- Using Script Assist & Behaviours Panel
- Adding actions to a frame
- Loading external SWFs
- Conditional Statements
- Using Variables
- Downloading Data from a URL
- Working with Events
- Using Events to script a button

Components

- About Components
- Adding a text component
- Creating interactivity

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

Loading & Optimising Flash

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

Publishing Flash Documents

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