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Adobe Flash Essentials Course (2 days)

Course Outline

Getting acquainted

- Getting to know the workspace
- Working with the Library Panel
- Understanding the Timeline
- Organizing Layers
- Using Properties Inspector & Tools Panel
- Undoing and Previewing your movie

Working with Graphics

- Understanding Strokes and Fills
- Creating and Editing Shapes
- Using Gradient and Bitmap Fills
- Making Patterns and Decorations
- Creating Curves
- Creating and Editing Text

Creating and Editing Symbols

- Importing Photoshop and Illustrator Files
- Creating Symbols
- Editing and Managing Symbols
- Changing Size and Position of Instances
- Changing Colour Effects of Instances
- Applying Filters for Special Effects
- Positioning in 3D Space

Adding Animation

- Understanding Animation
- Animating Position and Transparency
- Changing the Pacing and Timing
- Animating Filters and Transformations
- Changing the Path of the Motion
- Swapping Tween Targets
- Creating Nested Animations
- Using Motion Editor, Easing and 3D Motion

Articulated Motion and Morphing

- Articulated Motion with Inverse Kinematics
- Constraining Joints
- Inverse Kinematics with Shapes
- Armature Options
- Morphing with Shape Tweens, Shape Hints
- Simulating Physics with Spring feature

Creating Interactive Navigation

- Understanding Interactive Movies
- Creating Buttons
- Understanding ActionScript 3.0,
- Adding a Stop Action
- Creating Event Handlers for Buttons
- Creating Destination Keyframes
- Animating Buttons

Using Text

- Understanding TFL Text
- Adding Multiple Columns
- Wrapping Text
- Hyperlinking Text
- Working with Vertical Text

Working with Sound and Video

- Using Sounds
- Understanding Flash Video
- Using Adobe Media Encoder
- Playback of External Video
- Incorporating Videos into Flash
- Using Cue Points
- Embedding Flash Video

Publishing Flash documents

- Testing a Flash Document
- Understanding the Bandwidth Profiler
- Adding Metadata
- Publishing a Movie for the Web
- Creating standalone applications



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Flash® Professional