



# Adobe Flash CS4 Professional Bootcamp

Duration: 5 days **Value Package**

## Course Synopsis:

Adobe Flash CS4 Professional software is the most advanced authoring environment for rich, interactive content creation. During this five day bootcamp course, students will build a Flash CS4 based website with interactivity, video, components, and animation. This class also introduces the students to the fundamentals of using ActionScript for intermediate to advanced techniques. This is an introductory course and no prior knowledge of Adobe Flash is necessary. This class is a discounted combination of the Flash Intro and Advanced classes. For cancellation purposes, each separate component is treated as a separate class.



## Who Should Attend:

This course is for Flash designers and developers who need to create professional animations, design interactive websites, and incorporate audio and video into self-contained presentations. The training covers using the drawing and color tools, mastering the essentials of animation, and working with type, graphics, sound, and video.

## Prerequisites:

Because of the amount of material we cover in class, we do require students to be comfortable using a mouse, opening and saving files, and the general operations of computers. While we will make every reasonable effort to help, students with insufficient skills may be required to observe the class lessons or do their best to keep up without slowing down the rest of the class.

## What You Will Learn:

- Drawing and Color Tool Basics
- Using the Timeline and Layers
- Using Filters and Blend Modes
- Working with Sound and Video
- Writing a Custom Class
- Creating and Editing Symbols
- Learning the Basics of Symbols and the Flash Library
- Animation with the Timeline in Flash CS4
- Introduction to ActionScript 3.0
- Using Advanced Graphics and Animation Tools

## Time:

Class time is 9:00 a.m.- 4:00 p.m.  
Breaks are scheduled throughout the day and lunch is typically scheduled 12-1. Students provide their own lunch.

## Course Materials:

Course materials are provided. Our goal is to make sure your class meets your objectives, not ours. Therefore, all of our outlines are treated as guides to help steer the workshop. We may change or alter course topics to best suit the classroom situation.

## Locations:

We have company-operated facilities in Atlanta, Chicago, Denver, San Diego and Washington DC. We also work with a network of rental facilities to offer our classes regularly across the United States and in Canada. Please double-check the location of your class with our office to make sure you get to the right location.

## Related Courses:

We recommend the following courses that relate to this class: Adobe Fireworks and Adobe Illustrator. Please take a look at our other course outlines at our web site, <http://www.ledet.com>.

## Goals:

Sterling Ledet and Associates realizes the importance of education and we take pride in being able to offer you classes that are more custom fit to your needs. Call us at (770) 414-5007 if you have any special questions or e-mail us at [sales@ledet.com](mailto:sales@ledet.com).

## Registration:

Please fill out our registration form and fax it to us at (312) 896-9094.

URL: <http://www.ledet.com> • Local: (770) 414-5007 • Toll Free: 1-877-819-COOL



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## LESSON PLANS

### LESSON 1

Getting To Know the Work Area  
Working with the Library Panel  
Understanding the Timeline  
Organizing Layers in a Timeline  
Using the Property Inspector  
Using the Tools Panel  
Undoing Steps in Flash  
Previewing your Movie  
Publishing your Movie  
Resources for Using Flash  
Checking for Updates

### LESSON 2

Working with Graphics  
Understanding Strokes and Fills  
Creating Rectangles  
Using a Gradient Fill  
Making Selections  
Drawing Ovals  
Making Patterns  
Creating Curves  
Creating Transparencies  
Creating and Editing Text

### LESSON 3

Creating and Editing Symbols  
Importing Illustrator Files  
About Symbols  
Creating Symbols  
Importing Photoshop Files  
Editing and Managing Symbols  
Changing Size and Position of Symbol Instances  
Changing the Color Effect  
Understanding Blend Effects  
Applying Filters for Special Effects  
Positioning in 3D Space

### LESSON 4

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

### LESSON 5

Articulated Motion and Morphing  
Inverse Kinematics  
Constraining Joints  
Inverse Kinematics with Shapes  
Armature Options  
Morphing with Shape Tweens  
Using Shape Hints

### LESSON 6

Creating Interactive Navigation  
About Interactive Movies  
Designing a Layout  
Creating Buttons  
Introduction to ActionScript 3.0  
Adding a Stop Action  
Creating Event Handlers for Buttons  
Creating Destination Keyframes  
Playing Animation at the Destination  
Animated Buttons

### LESSON 7

Working with Sound and Video  
Using Sounds in Flash  
Understanding Flash Video  
Using the Adobe Media Encoder  
Encoding Options  
Playback of External Video  
Working with Video and Transparency  
Embedding Flash Video

### LESSON 8

Using Components  
The Components Panel  
Adding a Text Component  
Using Components for Interactivity

### LESSON 9

Loading and Controlling Flash Content  
Loading External Content  
Removing External Content  
Controlling Movie Clips  
Creating Masks

### LESSON 10

Publishing Flash Documents  
Testing a Flash Document  
Understanding the Bandwidth Profiler  
Adding Metadata  
Publishing a Movie for the Web  
Alternative Publishing Options

### LESSON 11

Introduction to ActionScript 3.0  
A Brief History of Flash ActionScript  
ActionScript for New Programmers  
Moving from Version 1.0 and 2.0



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## LESSON PLANS

### LESSON 12

Navigating the Flash Timeline  
Placing Code in the Flash Timeline  
Programming Best Practices  
Working with Events and Functions  
Creating Event Listeners and Event Handlers  
Creating Navigation with a Button

### LESSON 13

Creating Animation with ActionScript  
Reviewing the Starting File  
Controlling MovieClip Properties  
Creating Animation with ActionScript  
Creating ActionScript in External Files  
Creating Instances of a Class File

### LESSON 14

Using ActionScript Components to Load Content  
Creating an Instance of the List Component  
Setting Component Parameters  
Using the UI Loader Component  
Adding a CHANGE Event Listener  
Loading SWF Files into a UI Loader  
Creating the Gallery File  
Adding a Scroll Bar to the Text Field

### LESSON 15

Creating Preloaders in ActionScript  
Tools in the Testing Environment  
Creating a Progress Bar for Loading  
UI Loader Progress Tracking  
Controlling Frames of a MovieClip

### LESSON 16

Using Arrays and Loops in AS 3.0  
Adding MovieClip Instances to Stage  
Generating Multiple Instances with a Loop  
Adding Event Listeners to the Block Instances  
Animation Using ENTER\_FRAME  
Adding the testDone() Function

### LESSON 17

Creating a Radio Button Quiz  
Creating a New ActionScript File  
Setting Up the RadioButton Quiz Class  
Adding Variables  
Creating the Quiz Functionality  
Formatting Text with AS 3.0  
Creating the Quiz  
Creating the Final Function  
Integrating Your New Class in the Main Project File

### LESSON 18

Controlling Sound with AS 3.0  
Adding Sliders to the Project  
Sound, SoundChannel, and SoundTransform Classes  
Setting the Song Titles Using a Loop  
Making the Sliders Visible  
Programming Buttons with AS 3.0  
Volume and Pan Controls  
ID3 Tags of an MP3 File  
Adding a Text Format Object  
Adding the Slider Controls

### LESSON 19

Working with an XML Playlist  
Understanding XML  
Replacing the SongList Array with an XML Instance  
Loading with the URLLoader Class  
Responding to COMPLETE and IO\_ERROR Events  
Moving the Event Listeners into a Function  
Creating Hyperlinks Using XML Data  
Navigating Through the Song List

### LESSON 20

Using ActionScript and Components to Control Video in Flash  
Adding the FLVPlayback Component  
Setting the FLVPlayback Properties  
Controlling the Video Playback  
Working with Color  
FLVCaptioning Component  
Playing Multiple Video Files from an XML Playlist  
Using the Full-Screen Publish Settings

### LESSON 21

Inverse Kinematics in Flash CS4  
Working with IK Animation in AS 3.0  
Creating Sound and SoundChannel Instances  
Playing and Stopping the Sound Effects  
Accessing the User's Webcam or Video Camera Using ActionScript  
Using the Bitmap and BitmapData Classes  
Examining the Pixel Bender Toolkit



*We teach the cool stuff!*

*Course Outline*



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## LESSON PLANS

### LESSON 22

- Printing and Sending Email with ActionScript
- Adding a Simple Email Link
- Sending Email from Flash
- Adding Printing Capabilities with the PrintJob Class

### LESSON 23

- Creating Adobe AIR Applications with Flash and ActionScript 3.0
- AIR-Specific ActionScript
- Flash Publish Settings for an AIR Project
- Including a File in the AIR Application
- Creating an AIR Application
- Listening for Drag Events