



Adobe Flash CS4 Professional

Duration: 2 days

Course Synopsis:

All-new Adobe Flash Professional software is the most advanced authoring environment for rich, interactive content creation. This course, introduces the students to creating interactive websites, rich media advertisements, and engaging presentations. Over the two day course students will build a Flash based website with interactivity, video, components, and minimal ActionScript. Learn the fundamentals of Adobe Flash fast with a fluid workflow and best practices. This is an introductory course, no prior knowledge of Adobe Flash is necessary.



Who Should Attend:

This course is for Flash designers 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:

- Flash Interface and Panels
- Using the Timeline and Layers
- Using Filters and Blend Modes
- Working with Sound and Video
- Drawing and Color Basics
- Learning the basics of Symbols and the Flash Library
- Animation with the Timeline in Flash
- Exporting and Publishing From Flash

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, 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.

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



We teach the cool stuff!

Course Outline



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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