



Adobe Flash Professional CS5

Rich Content Creation

Duration: 3 days | 24 hrs

Rich Content Creation is an introductory course for designers and budding developers new to the Flash environment. In this course, students will produce an engaging interface using text, graphics, animations, video, and sound. Simple user interactions are added using built in ActionScript behaviors and Script Assist. Adobe (formerly Macromedia) Flash CS5: Rich Content Creation focuses on the essentials, and emphasizes best practices throughout the course.

Audience :

This course is for beginners: Designers and Developers new to Flash who want to learn the interface and commonly used features.

To gain the most from this class, students should:

- Be familiar with Windows
- Be familiar with the Web and its terminology



Course Outline

Unit 1: Getting Acquainted

- Starting Flash and opening a file
- Getting to know the workspace
- Working with the Library panel
- Understanding the Timeline
- Organizing the layers in a Timeline
- Using Property Inspector
- Using Tools Panel
- Undoing steps in Flash
- Previewing your movie
- Publishing your movie
- Saving your Movie
- Finding Resources for Using Flash
- Checking for updates

Unit 2: Working with Graphics

- Getting Started
- Understanding Strokes and Fills
- Creating Shapes
- Making selections
- Editing Shapes
- Using Gradients and Bitmap Fills
- Making Patterns and Decorations
- Creating Curves
- Creating Transparencies
- Creating and Editing Text

Unit 3: Creating and Editing Symbols

- Getting started
- Importing Illustrator files
- About symbols
- Creating Symbols
- Importing Photoshop files
- Editing and Managing Symbols
- Changing the Size and position of Instance
- Understanding Blend Effects
- Applying Filters for Special Effects
- Positioning in 3D Space



Unit 4: Adding Animations

- Getting started
- About animation
- Understanding the project file
- Animating position
- Changing the pacing and Timing
- Animating the Transparency
- Animating Filters
- Animating Transformations
- Changing the Path of Motion
- Swapping Tween Targets
- Creating Nested Animations
- Fading objects in
- Using the Motion Editor
- Easing
- Animating 3D Motion
- Previewing the Animation

Unit 5: Articulated Motion and Morphing

- Getting started
- Articulated Motion with Inverse Kinematics
- Constraining Joints
- Inverse Kinematics with Shapes
- Armature Options
- Morphing with Shape Tweens
- Using Shape Hints
- Simulating Physics with Inverse Kinematics

Unit 6: Creating Interactive Navigation

- Getting started
- About interactive Movies
- Creating Buttons
- Understanding ActionScript 3.0
- Preparing the Timeline
- Adding a Stop Action
- Creating Event Handlers for Buttons
- Creating a Home Button
- Playing Animation at the Destination
- Animated Buttons



Unit 7: Using Text

- Getting Started
- Understanding TLF Text
- Adding Simple Text
- Adding Multiple Columns
- Wrapping Text
- Hyperlinking Text
- Creating User-input Text
- Loading External Text

Unit 8: Working with Sound and Video

- Getting started
- Understanding the Project File
- Using Sound
- Understanding Flash Video
- Using Adobe Media Encoder
- Understanding Encoding Options
- Playback of External Video
- Working with Video and Transparency
- Using Cue Points
- Embedding Flash Video

Unit 9: Loading and Controlling Flash Content

- Getting started
- Loading External Content
- Removing External Content
- Controlling Movie Clips
- Creating Masks

Unit 10: Publishing Flash Documents

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