



# Adobe Flash Catalyst CS5

**Duration: 2 days | 16 hrs**

Adobe Flash Catalyst is a tool for designers who want to create Rich Application Interfaces and Interactive content without authoring a single line of code. Flash Catalyst allows designers to design the functional user experience and then provide the project file to developers who use Flash Builder for additional functionality.

## **Audience :**

This course is for any designer who produces interactive content for the web or desktop.



## Course Outline

### Unit 1: Getting to know Adobe Flash Catalyst CS5

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- Lesson overview
- About Flash Catalyst
- Is Flash Catalyst the right tool for you?
- Key features
- Additional benefits for designers
- Opening a new Flash Catalyst Project
- Finding your way around
- Design workspace
- Code workspace
- Opening an existing Flash Catalyst project
- Exploring the Design Workspace
- Moving around the workspace
- Adjusting panels
- Zooming the artboard
- Panning the artboard
- Previewing a project in browser
- Getting Flash Catalyst Help

### Unit 2: Preparing, Importing, and placing artwork

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- Lesson overview
- Preparing a design document
- Choose your design application
- Plan the structure of your application
- Group complex objects
- Flatten artwork with filters and effects
- Name everything
- Embed images in the design document
- Manage fonts when sharing files
- Identify duplicate component assets
- Set component properties in Flash Catalyst
- Create sample artwork for list of images or text
- Hide, show and lock layers
- Exporting an FXG file from Adobe Fireworks
- Importing artwork
- Import a design document
- Import additional images
- Position images in the artboard
- Optimizing artwork



## Unit 3: Managing the Library

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- Lesson overview
- Viewing the library panel
- How do assets get into the Library Panel?
- Add assets to the Library Panel
- Preview files in the Library Panel
- Deleting assets from the project
- Compressing images in the Library panel
- Sharing project libraries
- Export a library package
- Import a library package

## Unit 4: Managing Layers

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- Lesson overview
- Exploring the Layers panel
- Expand and collapse layers
- Show and hide layers
- Lock and unlock layers
- Grouping objects
- Renaming objects in the Layers panel
- Optimizing complex groups
- Adding and deleting layers
- Stacking artwork using layers

## Unit 5: Working with pages and states

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- Lesson overview
- Page and component states
- Duplicating and modifying page states
- Save time by duplicating page states
- Give page states descriptive names
- Show and hide artwork in each page states
- Adding and deleting state
- Add a blank page state
- Add objects to blank page state
- Delete objects from specific states
- Delete page states



## Unit 6: Creating interactive components

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- Lesson overview
- The building blocks of RIA's
- Components
- Interactions
- Using wireframe components
- Add and modify wireframe buttons
- Add wireframe text input fields
- Add wireframe radio buttons
- Add a wireframe checkbox
- Add wireframe scroll bars
- Converting artwork to built-in components
- Convert artwork to buttons
- Create a reusable navigation button
- Enable and disable buttons
- Creating next and previous buttons
- Create a custom toggle button
- Convert artwork to scroll bars
- Work with text
- Create a scroll panel from artwork
- Creating custom components
- Adding interactivity
- Add page navigation
- Create conditional interactions
- Link to external content

## Unit 7: Creating transitions and action sequences

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- Lesson overview
- Inspecting default transition effects
- Adding smooth transitions
- Fine-tuning transitions
- Adjust transition duration
- Change transitions timing
- Ease transitions
- Adding and changing effects
- Swap one effect for another
- Add multiple effects to the same object
- Adding action sequences
- Add an action sequence interaction
- Edit an action sequence in the Timeline
- Flash Catalyst helper effects



## Unit 8: Adding and controlling video and sound

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- Lesson overview
- Preparing video for the web
- What is encoding?
- What is a video codec?
- How do I encode my video?
- Importing and previewing video and sound
- Import video and sound
- Preview video and sound
- Adding video to an application
- Add video to the artboard
- Set video player properties
- Controlling video playback
- Attach controls to the video
- Add interactions to control video playback
- Reset the video after playing
- Adding sound effects

## Unit 9: Integrating SWF content from other

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- Lesson overview
- creative suite tools
- SWF files
- Creating SWF files for Flash Catalyst
- Using SWF files in Flash Catalyst
- Adding SWF files to Flash Catalyst
- Import a SWF file to the artboard
- Preview a SWF animation
- Controlling the playback of SWF files
- Play or stop a SWF file
- Play the SWF movie from a specific frame
- Adding a SWF file to a component
- Position a SWF file
- Add effects to play the animation



## Unit 10: Designing with Data

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- Lesson overview
- Flash Catalyst data lists
- What is design-time data?
- Preview a data list
- Creating a Data List component
- Design a sample record
- Convert the sample record into a Data List component
- Define the repeated item
- Setting data list properties
- Size and position the bounding box
- Edit the repeated item layout
- Edit the repeated item states
- Using design-time text
- Add and delete design-time data
- Add and remove elements in the repeated item
- Using a wireframe data list

## Unit 11: Drawing and editing artwork

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- Lesson overview
- Flash Catalyst drawing tools
- Using the rulers, guides and grid
- Show and hide rulers
- Edit grid and guide settings
- Set guides for precise drawing
- Drawing basic shapes and lines
- Preview a drawing example
- Draw rectangles
- Draw rounded rectangles
- Draw ellipses
- Draw basic lines
- Changing stroke and fill
- Change the fill color
- Change stroke color and weight
- Add an modify gradients fills
- Grouping and transforming
- Group objects
- Transform shapes
- Size and position objects
- Applying and removing filters
- Add and modify a bevel



## Adobe Flash Catalyst CS5



- Add and modify and drop shadow
- Round-trip editing and Adobe Illustrator and Adobe Photoshop
- Launch and edit in Adobe Illustrator
- Download and install the Adobe FXG extensions for Photoshop
- Launch and edit in Adobe Photoshop

### Unit 12: Publishing a project

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- Delivery options
- Publishing your application
- Accessibility
- Embedding fonts
- Before you publish
- Publish to SWF
- Viewing the published files
- Publishing to the web with Adobe Dreamweaver CS5
- Create a local root folder and site structure
- Connect to a remote site
- Upload files

### Unit 13: Extending your project using Adobe Flash Builder

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- Extending your application
- Bind components to a data source
- Create, Read, Update, and Delete (CRUD)
- Provide a keyword search
- Collect user input
- Use sliders to set values
- Create printer controls
- Exploring designer-developer workflows
- Linear workflow
- Iterative workflow
- Preparing files for a developer
- Use data lists and design-time data
- Name everything
- Delete unused assets
- Opening a Flash Catalyst project in Flash Builder
- Review the final Flash Catalyst project file (FXP)
- Import FXP into Flash Builder
- Import and edited FXP file into Flash Builder



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## Adobe Flash Catalyst CS5



Know Tomorrow Today

- Compare and integrate code between projects
- Importing a Flash Catalyst library file (FXPL)
- Import the FXPL
- Associate the FXPL with your application



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