

## Name of the Program

# Adobe Flash CS5

### Program Summary :

Flash Professional CS4 software is the industry-leading environment for interactive authoring and delivery of immersive experiences that present consistently across personal computers, mobile devices, and screens of virtually any size and resolution. Design expressive content, write code precisely and efficiently, and deliver superior-quality video to audiences practically everywhere.

A powerful new text engine, expanded support for mobile and consumer devices, and enhanced coding tools are among the new features in Adobe Flash Professional software, the industry-leading interactive authoring tool.

Flash Professional is the flagship product for designing and developing content for the Adobe Flash Platform, and is an integral part of Adobe Creative Suite Design

### Upon Completion of this program learners will be able to :

- Create and import graphic assets
- Create animations
- Add action script with script assist and behaviors
- Use movie clips
- Add sound and video

### Targeted Trainees:

**This program is for anyone who needs a solid foundation in Flash technology. This course will allow them to create fantastic visuals and then build in interactivity media with ActionScript**

### Criteria of acceptance and methods of measuring the skills of the trainees:

**Knowledge of your operating system and basic computer navigation is required**

### Duration in hours :

24 hours

### Exams:

Online Exam

### Certificate:

Adobe accredited certificate

## Course Outline :

### **Lesson 1: Getting Acquainted**

- Starting Flash and Opening a File
- Getting to Know the Workspace
- Working with the Library Panel
- Understanding the Timeline
- Organizing Layers in a Timeline
- Using the Properties Inspector
- Using the Tools Panel
- Undoing Steps in Flash
- Previewing Your Movie
- Publishing Your Movie
- Saving Your Movie
- Finding Resources for Using Flash
- Checking for Updates
- Review Questions
- Review Answers

### **Lesson 2. Working with Graphics**

- Getting Started
- Understanding Strokes and Fills
- Creating Shapes
- Making Selections
- Editing Shapes
- Using Gradient and Bitmap Fills
- Making Patterns and Decorations
- Creating Curves
- Creating Transparencies
- Creating and Editing Text
- Review Questions
- Review Answers

### **Lesson 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 Instances
- Changing the Color Effect of Instances
- Understanding Blend Effects
- Applying Filters for Special Effects

- Positioning in 3D Space
- Review Questions
- Review Answers

#### **Lesson 4. Adding Animation**

- Getting Started
- About Animation
- Understanding the Project File
- Animating Position
- Changing the Pacing and Timing
- Animating Transparency
- Animating Filters
- Animating Transformations
- Changing the Path of the Motion
- Swapping Tween Targets
- Creating Nested Animations
- Using the Motion Editor
- Easing
- Animating 3D Motion
- Previewing the Animation
- Review Questions
- Review Answers

#### **Lesson 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
- Review Questions
- Review Answers

#### **Lesson 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 Destination Keyframes

- Creating a Home Button
- Playing Animation at the Destination
- Animated Buttons
- Review Questions

### **Lesson 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
- Review Questions
- Review Answers

### **Lesson 8. Working with Sound and Video**

- Getting Started
- Understanding the Project File
- Using Sounds
- 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
- Review Questions
- Review Answers

### **Lesson 9. Loading and Controlling Flash Content**

- Getting Started
- Loading External Content
- Removing External Content
- Controlling Movie Clips
- Creating Masks
- Review Questions

### **Lesson 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
- Review Questions
- Review Answers