

ADOBE FLASH CS4 – INTRODUCTION COURSE OUTLINE

COURSE	ADOBE FLASH CS4
LEVEL	INTRODUCTION
DURATION	TWO DAYS

INTRODUCTION

This course is designed to teach a wide spectrum of software professionals how to design and deliver cross-platform, low-bandwidth animations, presentations, and Web applications using Adobe Flash CS4. It is a task-based course, with students learning by doing. In addition to covering the basics of Adobe Flash, the course focuses on best practices, stressing the importance of usability, accessibility, optimisation, and performance.

COURSE OBJECTIVES

Upon completion of this course, delegates will be able to develop efficient, compact Flash movies; Create, import, and work with graphics; Import graphics from other applications; Work with text; Use layers and frames; Use masks; Create and use symbols, libraries, and instances; Build frame-by-frame animations; Motion tween; Shape tween; Work with motion guides; Create navigation buttons; Work with simple ActionScript commands; Use components; Add sounds to documents; Import Video; Publish a Flash document; Implement basic principles of optimisation and performance.

PREREQUISITES

To gain the most from this course, delegates should already possess experience with the Windows operating system and be familiar with Web terminology

COURSE CONTENT

Learning the Basics	Introduction to Flash; Examine Rich Internet Applications; Explore the Adobe Flash environment; Produce a Flash application file
Working with Graphics	Using graphics; Importing graphics; Creating vector graphics; Organising content with layers; Modifying colours; Converting graphics to symbols; Creating a mask effect
Managing Text	Adding text to a Flash document; Setting font options; Adding input text using Flash components; Adding a skin to a component
Adding Animation	Creating frame-by-frame animation; Creating motion tween animation; Creating a complex motion tween; Controlling the timeline with ActionScript; Creating a shape tween animation; Animating using time like effects
Adding Interactivity to Buttons	Creating buttons; Controlling movies with button behaviours; Creating navigation systems
Working with Movies clips	Adding interactivity with movie clips; Creating a Flash slide presentation; Applying effects to movie clips
Adding Audio to a Movie	Importing audio; Controlling sound playback; Adding sounds with behaviors
Adding Video to a Movie	Encoding a video object; creating a video object
Publishing Flash Documents	Publishing a Flash document, detecting the Flash Player version