

Course:**Adobe Flash CS5**

Course Details**Duration:** 3 days**Description:**

This course introduces the basic to advanced elements and features of Flash Professional CS5 so that students can begin creating Flash applications for delivery on the Web. Students will learn how to use the Stage and the Library, create and format text, work with basic shapes, work with layers, and use the Timeline. They will learn how to format objects by using custom colors and gradients and by applying filters and soft edges. Next, students will create frame-by-frame, motion tween, and movie clip animations. Students will also work with interactive components such as buttons and audio controls. Finally, students will learn about accessibility options for Flash content, test the download performance of a Flash file, and publish a Flash file.

This course will help students prepare for the Adobe Certified Associate (ACA) exam for Flash Professional CS5. For comprehensive certification training, students should complete the Basic and Advanced courses for Flash CS5.

Building on the skills and concepts taught in the Basic course, this Advanced ILT Series course presents techniques for creating more complex Flash applications. Students will create and edit vector paths and mask layers. Students will also learn how to use advanced animation techniques, such as inverse kinematics, shape and motion tweens, and animated masks and filters. Students will then work with movie clips, use ActionScript 3.0 code to better control their Flash applications, and incorporate audio and video. Finally, students will learn some basic principles of project management, discuss issues related to image use and copyrights, and learn how to plan a Flash application.

Unit 1: Getting started**Topic A:** Flash overview**Topic B:** The Flash interface**Topic C:** Getting help**Unit 2: Basic objects****Topic A: 0 New file settings****A-1:** Setting XMP metadata and Stage properties**Topic B: 0 Library items****B-1:** Importing images**Topic C: Using text****C-1:** Creating an expanding-width text block**C-2:** Creating a fixed-width text block**C-3:** Formatting text**C-4:** Toggling between text block types

Topic D: 0 Basic shapes

- D-1: Drawing objects
- D-2: Formatting drawing objects
- D-3: Working with shapes
- D-4: Combining shapes
- D-5: Combining drawing objects
- D-6: Creating Primitive Object shapes

Topic E: 0 Freeform drawing and editing**Unit 3: Using the Timeline****Topic A: 0 Layers**

- A-1: Creating layers
- A-2: Moving items to other layers
- A-3: Arranging and grouping layers

Topic B: 0 Timeline basics**Unit 4: Formatting objects****Topic A: 0 Custom colors and gradients**

- A-1: Creating custom color swatches
- A-2: Creating and applying gradients

Topic B: 0 Soft edges**Unit 5: Timeline animation and interactive buttons**

- Topic A: Frame-by-frame animation
- Topic B: Motion tweening
- Topic C: Movie clip animation
- Topic D: Interactive buttons

Unit 6: Publishing your applications

- Topic A: Accessibility
- Topic B: Testing
- Topic C: Publishing

Unit 7: Vector illustration

- Topic A: Creating vector paths
- Topic B: Editing vector paths
- Topic C: Using mask layers
- Topic D: Pattern Tools

Unit 8: Advanced animation techniques

- Topic A: Inverse kinematics
- Topic B: Shape tweens and animated masks
- Topic C: Filter animation
- Topic D: The Motion Editor

Unit 9: ActionScript animation

- Topic A: Programming principles
- Topic B: Event listeners and event handlers
- Topic C: Modular code
- Topic D: Special classes
- Topic E: The Debugger

Unit 10: Interactive techniques

- Topic A: Adding audio
- Topic B: Scripting a link to a Web page
- Topic C: Loading dynamic content

Unit 11: Video

- Topic A: Flash video basics
- Topic B: Video in Flash files

Unit 12: Managing your Flash project

- Topic A: Image copyright
- Topic B: Project management
- Topic C: Application planning