

Course Outline

Macromedia Flash CS4

Duration: 3 days (18 hours)

Learning Objectives:

This course introduces the basic elements and features of Flash CS4 Professional 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, and work with basic shapes. In addition, students will learn the fundamentals of working with 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. Students will create and edit vector paths and mask layers. Students will also learn advanced animation techniques, such as inverse kinematics, shape and motion tweens, and animated masks. Students will then learn some basic programming principles while using ActionScript 3.0 to get more control over their Flash applications. Finally, students will incorporate audio and video into their Flash documents.

Target Audience:

Those who want to design animation for the Web.

Topics Covered:

- Getting started
 - Flash overview
 - The Flash interface
 - Getting help
- Basic objects
 - Basic objects
 - Library items
 - Using text
 - Basic shapes
 - Freeform drawing and editing
- The Timeline
 - Layers
 - Timeline basics
- Formatting objects
 - Custom colors and gradients
 - Soft edges
- Timeline animation and interactive buttons
 - Frame-by-frame animation
 - Motion tweening
 - Movie clip animation

- Interactive buttons
- Publishing
 - Accessibility
 - Testing
 - Publishing
- Vector illustration
 - Creating vector paths
 - Editing vector paths
 - Using mask layers
- Advanced animation techniques
 - Inverse kinematics
 - Shape tweens and animated masks
 - Filter animation
 - The Motion Editor
- ActionScript animation
 - Programming principles
 - Event listeners and event handlers
 - Modular code
 - Special classes
 - The Debugger
- Interactive techniques
 - Adding audio
 - Scripting a link to a Web page
 - Loading dynamic content
- Video
 - Flash video basics
 - Video in Flash files