Adobe Flash Catalyst CS: Mastering the Essentials
Course Outline

Digital Training & Designs, Inc.

Prerequisites:

Skills with Adobe design tools such as Illustrator, Photoshop, or Fireworks are a must. For Catalyst to work as intended, these tools that are the source of your artwork and the drawing tools included in Catalyst are basic by comparison. An understanding of structuring artwork using layers and groups will improve your Flash Catalyst workflow.

Who Should Attend:

This course is for Designers who are looking to take their existing knowledge of Illustrator, Photoshop, or Fireworks and convert those designs to interactive Flash movies. There is no coding or keyframing in the course.

Course Duration:

2 days. Class time is 9:00 am – 4:30 pm.

There is an hour for lunch, and two scheduled breaks during the day. Students provide their own lunch.

Related Training:

Adobe Flash CS5

Adobe Dreamweaver CS5

Adobe Flash Catalyst CS5: Mastering the Essentials

Use Adobe Flash Catalyst CS5 for creating rich application interfaces and interactive content without writing code. Learn how to use Flash Catalyst to create interactive portfolios, product guides, microsites, site navigation, interfaces for RIAs and more.

Instructor:

Our instructor, Tom Edgar, has a Bachelor of Science degree in Advertising Art Direction. With over ten years of Flash instruction behind him, Tom has unmatched expertise in Adobe Flash. In June of 2008 Tom was ranked as the number one Adobe trainer worldwide based on student evaluations. Tom has been with us for ten years, His uncommon and oft-praised rapport with students helps to put them at ease with subject material that otherwise might be imposing. Tom is certified by Adobe to teach any and all Flash, Flex, Fireworks, and Captivate classes currently on our schedule.

This outline is flexible and may change to accommodate student skills and interests.

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Flash Platform overview
- Introducing the Adobe Flash Platform
- What is Flex?
- Flash Builder and Flash Catalyst
- Defining Adobe AIR
- Output options
- Flash Player support
- Defining MXML

Flash Catalyst overview
- Flash Catalyst overview
- Defining States and Pages
- Understanding the Library
- Defining components
- Component types
- Available Interactions
- Transitions and the Timeline

Illustrator artwork setup
- Structuring Illustrator artwork
- Artboards and color modes
- Working with layers
- Designing for interactions
- Defining States in Illustrator CS5

Importing Illustrator artwork
- Importing AI files
- Converting to components
- Creating button states
- Adding Interactions
- Creating transitions
- Publishing your Project
- Inserting into HTML with Dreamweaver CS5

Importing complex Illustrator artwork
- Creating Scrollbar components
- Creating Scrollpane components
- Component reuse
- Using Button labels
- Working with the Library
- Exploring Code View
- Optimizing vector graphics
- Roundtripping to Illustrator CS5

Building Data Lists
- Defining Data Lists
- Setting up Repeating Items
- Building components
- Workign with design time data
- Transitions
- Creating an FXP file

Transitions and the Timeline
- Using Smooth Transitions
- Move transitions
- Scale transitions
- 3D transitons
- Defining Easing
- Timing animations
- Action Sequences

FXG Format
- Defining the FXG format
- FXG as a transport layer
- Importing Fireworks files

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Importing Photoshop files

- Installing the FXG extension for Photoshop CS5
- Structuring PSD files for Interactions
- Creating Text Input Components
- Creating Slider Components
- Layer Effects and Rasterizing
- Roundtripping to Photoshop CS5
- Simplifying Layers for FXG.

Working with Media

- Working with Video / Supported Formats
- Using the Adobe Media Encoder CS5
- Importing Video
- Controlling Video Playback
- Importing sound files
- Attaching Sounds

Wireframing and Prototyping

- Working with wireframes
- Creating Flash Catalyst Library packages
- Component matchup
- Interactive Prototypes

Integrating with Flash Builder

- Considerations for Developer handoffs
- Spark Components Defined
- Skinning
- Data Sources

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