



Prerequisites:

Students who have taken the Flash Level 1 Essentials course or equivalent experience.

Who Should Attend:




This course is designed for Flash users looking to go further with their skills - working on the timeline, rather than coding. Animation tips and tricks as well as interface construction are covered, all on the timeline.

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: ActionScript 3 Foundations
-  Adobe Flash Catalyst CS5
-  Adobe Dreamweaver CS5

Adobe Flash CS5: Timeline and Animation Techniques

Instructor's Note: As I've taught Flash over the years, I've had students excited about working with Flash and looking forward to the next class. However, not everyone is looking to become a programmer or use Flash to deliver video. We created this class for those students. If you're looking for additional Flash training but want more timeline work and animation exposure, this is the class. I promise to keep the programming to a minimum.

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.



Seamless Animation Loops

- Using Tile Systems
- Working with Floating Objects and Variation
- Building Seamless loops as MovieClips
- Frame-By-Frame Animation / Creating Keyframe Sequences

Flash Filters

- Using Flash Filters
- Motion Blurs
- Working with Blend Modes

Text Animation

- Converting Text to Shapes
- Distribute to Layers
- Swapping Symbols

Working with Sound

- Timeline-based Sound Types
- Syncing Sound to an Animation
- Using Flash Sound Editing Controls
- Editing Sound in Adobe Soundbooth CS5

Animated Slideshows

- Creating an Animated Mask
- Copying Motion Spans / Duplicating Animation
- Creating Navigation Controls
- Syncing Text Descriptions to Images
- Timeline Navigation

Inverse Kinematics

- Using the Bone Tool
- Creating and Removing Poses
- Range of Motion - Constraining Rotation
- XY Constraints
- Speed and Spring for Bones
- Creating Walk Cycles

Motion Editor

- Understanding the Motion Editor
- Understanding Ease types
- Animating in the Motion Editor
- Creating Custom Easing
- Working with Motion Presets

Motion Animation

- Creating Animation Jitter
- Video Transitions between Pages
- Creating Custom Motion Presets
- Motion Presets vs Duplicate Symbol
- Using Alpha to create Lighting Effects

Flash 3D Basics

- Using the 3D Rotation tool
- Using the 3D Translation tool
- Moving Objects in 3D Space
- Working with the Vanishing Point
- Understanding Perspective Angle

Master - Detail Interface

- Building Animated Thumbnails
- Create a Fade-in / Fade-out Details view
- Duplicating Symbols to Speed up Workflow

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