



Prerequisites:

Basic computer and mouse skills. Some familiarity with graphic concepts such as: grouping, layers, strokes & fills would be extremely helpful.

Who Should Attend:





This course is designed for designers and developers looking to get started with Flash to create web animations, presentations, websites, web video and branding.

Course Duration:

3 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: Timeline & Animation Techniques
-  Adobe Flash CS5: ActionScript 3 Foundations
-  Adobe Flash Catalyst CS5
-  Adobe Dreamweaver CS5

Adobe Flash CS5: Mastering the Essentials

This course provides students with no prior Flash experience the knowledge and hands-on practice they need to create rich media containing animation, sound, and video. This course is for people new to Flash that want to use it to build rich media applications that effectively use animation, sound, and video.

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.



Animation Basics

- Using the Flash Workspace
- Understanding the Document Library
- Using Symbols and Instances
- Understanding Main Stage vs. Symbol Workspace
- Using 2 Basic Rules of Flash
- Working with Timeline Layers
- Using the New Object animation model
- Animating with Motion Tweening
- Inserting Automatic Keyframes
- Differentiating Object Keyframes / Property Keyframes
- Modifying Tween Spans

Motion Paths

- Transforming Motion Paths
- Creating Custom Motion Paths
- Orient to Path as Keyframes Sequences
- Trading Tween Targets on Animations

Content & Drawing Tools Overview

- Explaining Various Selection methods & tools
- Comparing Detailed drawing vs. Natural drawing tools
- Exploring Merge, Object, and Primitive Drawing Modes
- Customizing Ink Bottle and Strokes
- Using the Spray Brush Tool
- Using the Deco Tool

Flash Color Controls

- Working with Color / Gradients / Transparency
- Using the Gradient Transform Tool
- Introducing Kuler Online and the Kuler panel
- Working with Swatches & Palettes
- Understanding Locked Fills
- Using Bitmap Fills

Shape Tweening / Morphing

- Tweening Basic Shapes
- Applying Shape Hints
- Morphing Complex Shapes
- Animating Gradients with Shape Tweens

ActionScript 3

- ActionScript 3 introduced – player compatibility
- Frame Scripts vs. Object Scripts
- Writing Custom Functions
- Working with Listeners
- Using the Actions Panel
- Writing both Frame and Object scripts

Code Snippets

- Built-In Snippets
- Creating Custom Snippets
- Import / Export

MovieClips Explained

- Compare Graphic animation to MC animation
- Changing instance behavior vs symbol behavior
- Working with MovieClips

Button Symbols

- Defining Button States
- Explaining Default hit
- Creating Buttons
- Embedding Button Sounds
- Using Text as Buttons

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Working with Text

- Defining TLF Text
- Point and Area Text
- Creating Columns
- Flow Containers
- Ligatures and Swashes
- Fonts and Embedding
- Text Hyperlinks
- Scrollbars
- Classic Text

Timeline Control with AS3

- Working with Frame Labels
- Importing Illustrator files
- Additional ActionScript practice

Importing Photoshop & Illustrator Files

- Photoshop Considerations & Setup for Flash
- Importing Options for Animation
- Animating PSD Layers
- Illustrator Setup and Symbol Creation

Masking in Flash

- Masking to reveal animations
- Animating Masks as Symbols
- Masks in MovieClips

Publishing Flash Content

- Understanding Formats
- Detecting the Flash Player
- Using Projectors

Flash Video

- Understanding Streaming vs Progressive Delivery
- Importing and Video Formats
- Using Adobe Media Encoder CS5
- Using the FLVPlayback Component
- Adjusting Component Parameters

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