

Flash CS4 Fundamentals

Description: 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.

Days: 1

Prerequisites: Windows XP: Basic, Windows Vista: Basic, or equivalent experience

Unit 1: Getting started

Topic A:Flash overview

- Discussing Flash concepts and applications
- Viewing Flash files

Topic B:The Flash interface

- Exploring Flash elements
- Changing elements on the Stage
- Topic C:Getting help
- Using Flash Help

Unit 2: Basic objects

Topic A:New file settings

- Setting XMP metadata and Stage properties

Topic B:Library items

- Importing images

Topic C:Using text

- Creating an expanding-width text block

- Creating a fixed-width text block
- Formatting text
- Toggling between text block types

Topic D:Basic shapes

- Drawing objects
- Formatting drawing objects
- Working with shapes
- Combining shapes
- Combining drawing objects
- Creating Primitive Object shapes

Topic E:Freeform drawing and editing

- Creating freeform shapes
- Moving and reshaping with the Selection tool
- Reshaping with the Subselection tool
- Exploring marquee and lasso selections

Unit 3:The Timeline

Topic A:Layers

- Creating layers
- Moving items to other layers
- Arranging and grouping layers

Topic B:Timeline basics

- Adjusting a layer's duration

Unit 4:Formatting objects

Topic A:Custom colors and gradients

- Creating custom color swatches
- Creating and applying gradients

Topic B:Soft edges

- Applying filters

- Softening fill edges

Unit 5:Timeline animation and interactive buttons

Topic A:Frame-by-frame animation

- Creating frame-by-frame animation

Topic B:Motion tweening

- Creating a classic tween
- Animating an alpha value
- Creating a motion tween
- Editing a motion path
- Using the Motion Editor to scale an animation

Topic C:Movie clip animation

- Creating a looping animation

Topic D:Interactive buttons

- Creating a button symbol
- Adding sound to a button
- Adding a movie clip to a button state

Unit 6:Publishing

Topic A:Accessibility

- Creating accessible Flash content
- Setting the tab index

Topic B:Testing

- Testing document download performance

Topic C:Publishing

- Publishing a SWF file

Upcoming Classes

Sorry, there are no upcoming classes. Feel free to contact us if you're interested in us putting a class together.