

Flash CS5 Introduction

Length: 1 Day

Summary: You will create and manipulate a wide variety of objects ranging from simple graphic designs to complex animation sequences using the Adobe® Flash® CS5 application.

COURSE CONTENT

GETTING STARTED WITH FLASH CS5

- Identify Components of the Flash CS5 Interface
- Customize the Flash CS5 Interface
- Introduce Rich Media Design Principles

ADDING SHAPES, COLORS, AND LINES WITH DRAWING AND PAINTING TOOLS

- Identify Flash Drawing and Painting Components
- Apply and Customize Colors
- Use Drawing and Painting Tools
- Work with Interacting Objects

CREATING SYMBOLS AND INSTANCES

- Create Symbols
- Create Symbol Instances

IDENTIFYING IMAGE TYPES

- Identify Copyright and Citation Requirements
- Compare Vector and Bitmap Images
- Optimize Bitmap Images for Flash

MANIPULATING OBJECTS

- Select Objects Using the Selection Tools
- Transform Objects
- Organize Objects with Layers

WORKING WITH TEXT

- Add Text to a Document
- Create Text Fields

USING ANIMATION BASICS TO CREATE ANIMATIONS

- Create Animations with Frames and Keyframes
- Create Tween Animations

GETTING STARTED WITH ACTIONSCRIPT™

- An Introduction to ActionScript
- Coding with Basic ActionScript
- Use Code Snippets

APPENDIX A: ADOBE FLASH CS5 NEW FEATURES MAPPING