

Adobe Flash CS4 Introduction

All-new Adobe Flash Professional software is the most advanced authoring environment for rich, interactive content creation.

Duration: 3 days

Time: 10am - 6pm. Breaks are scheduled throughout the day and lunch is typically scheduled between 12-1pm

Course Materials: Vendor Authorized Courseware provided

Related Courses: ActionScript - Photoshop - InDesign - Illustrator - Fireworks - AIR

Locations: Reston, VA / On-Site

Course Synopsis

This course, introduces the students to creating interactive websites, rich media advertisements, and engaging presentations. Over the two day course students will build a Flash CS4 based website with interactivity, video, components, and minimal ActionScript. Learn the fundamentals of Adobe Flash CS4 fast with a fluid workflow and best practices. This is an introductory course, no prior knowledge of Adobe Flash is necessary.

Who Should Attend

This course is for Flash designers who need to create professional animations, design interactive websites, and incorporate audio and video into self-contained presentations. The training covers using the drawing and color tools, mastering the essentials of animation, and working with type, graphics, sound, and video.

Prerequisites

Because of the amount of material we cover in class, we do require students to be comfortable using a mouse, opening and saving files, and the general operations of computers. While we will make every reasonable effort to help, students with insufficient skills may be required to observe the class lessons or do their best to keep up without slowing down the rest of the class.

What You Will Learn

- Customizing Your Workspace
- Drawing and Color Basics
- Using the Timeline and Layers
- Learning the basics of Symbols and the Flash Library
- Using Filters and Blend Modes
- Animation with the Timeline in Flash CS4
- Working with Sound and Video
- Exporting and Publishing From Flash CS4

Lesson 1: What's New in Adobe Flash CS4?

- * Starting up
- * Testing the waters
- * New animation engine
- * Motion Presets
- * The Motion Editor
- * New easing behaviors
- * New drawing tools: The Deco and Spray Brush tools
- * The 3D Rotation and 3D Translation tools
- * Inverse Kinematics: The new Bone and Bind tools
- * New CS4 interface
- * New F4V video format
- * Adobe Media Encoder

Lesson 2: Flash CS4 Jumpstart

- * Starting up
- * What is Flash?
- * About Flash Player
- * Flash file types
- * Creating a new document
- * Setting up your new document 2
- * Saving your Flash document
- * Opening documents
- * The Flash workspace
- * The Stage and work area
- * The Flash Tools panel
- * The Property Inspector
- * Panels and panel groups
- * The Timeline
- * Practicing with the Flash tools
- * The drawing and selection tools in action
- * Using gradient and color tools
- * Animation in action
- * Getting help
- * Support forums
- * Moving forward
- * Self study
- * Review

Lesson 3: Getting Started with the Drawing Tools

- * Starting up
- * Drawing in Flash
- * Using the Merge Drawing model
- * Creating artwork in Merged Drawing mode
- * Working with Drawing Objects
- * Putting it all together
- * Using the Line tool
- * Using the Pen tool
- * Using the Add and Delete Anchor Point tools
- * Using the Combine Objects menu
- * Using the Primitive tools (Smart Shapes)
- * Using the Oval Primitive tool
- * The Rectangle Primitive tool
- * Adding text to your artwork
- * Adding filters
- * Working with colors
- * Getting set up
- * Creating gradients
- * Using opacity with gradient colors
- * Creating custom colors
- * Saving a custom color set
- * Organizing and layering graphics
- * Working with layers
- * Arranging, locking, and hiding layers
- * Creating layer folders
- * Transforming graphics
- * The Transform menu and Free Transform tool
- * The Transform panel
- * Transforming gradients
- * Self study
- * Review

Lesson 4: Using Symbols and the Library

- * Starting up
- * What are symbols?
- * A look at the Library panel
- * Creating symbols
- * Converting a graphic to a symbol Creating blank symbols
- * Building artwork with symbol instances
- * Positioning and snapping in symbol instances
- * Editing and duplicating symbols
- * Editing symbols in place
- * Modifying individual symbol instances
- * Modifying instance color
- * Fine-tuning your background
- * Duplicating symbols
- * Adding graphics and text to your banner
- * Swapping symbols
- * Managing the Library
- * Organizing symbols with folders
- * The Move To command
- * Deleting items from the library
- * Controlling library views
- * Wrapping up
- * Self study
- * Review

Lesson 5: Advanced Tools

- * Starting up
- * Working with gradients
- * Adjusting gradients with the Gradient Transform tool
- * New Flash CS4 tools for advanced drawing
- * Spraying symbols Masking
- * Introducing the Deco tool
- * Advanced Deco tool techniques
- * Introduction to IK tools
- * Self study
- * Review

Lesson 6: Creating Basic Animation

- * Starting up
- * Introducing keyframes and the Timeline
- * Layers
- * Frames and keyframes
- * Building animation: Enter the tween
- * New: Tween layers and automatic keyframing
- * Tweening multiple objects
- * Previewing animation with Test Movie
- * Moving and transforming tween paths
- * Incorporating color effects and scaling
- * New: Introducing the Motion Editor
- * Modifying the animation using the Motion Editor
- * Tweening rotation
- * Controlling animation paths
- * Where did Motion Guide layers go?
- * What happens to my existing Flash files that use Motion Guide layers?
- * How do I create a motion guide if I still want to?
- * Morphing graphics and colors with shape tweens
- * Shape tween basics
- * Legacy techniques: Creating classic tweens
- * Adding color effects and scaling to a classic tween
- * (Re)creating motion guides for classic tweens
- * Troubleshooting Motion Guides
- * Adjusting animation with onion skinning
- * Looking ahead
- * Self study
- * Review

Lesson 7: Advanced Animation

- * Starting up
- * Copying, pasting, and saving animation
- * Using Copy and Paste Motion
- * New: Creating Motion Presets
- * Applying Advanced Easing Behavior
- * Animating Masks
- * Creating Animation with IK Poses
- * Sequencing Animation
- * Shifting, Moving, and Extending Tween Spans
- * New: Rendering and Animating in 3D
- * The 3D Rotation tool
- * The 3D Translation tool
- * Fine-Tuning Tweens with the Motion Editor
- * Adding shape tweens and shape hints
- * Creating Shape Hints
- * Self study
- * Review

Lesson 8: Customizing Your Workflow

- * Starting up
- * Customizing workspace layouts
- * Opening the completed file
- * Working with panels
- * Collapsing and storing panels
- * Managing workspaces
- * Setting preferences
- * Keyboard shortcuts
- * Visual aids for alignment
- * Rulers and guides
- * Guide layers
- * Advanced alignment
- * Refining your aligned objects
- * Self study
- * Review

Lesson 9: Working with Imported Files

- * Starting up
- * Import formats
- * Importing still images
- * Viewing the completed lesson file
- * Import a bitmap image
- * Adding text
- * Swapping out an imported file
- * Modifying imported artwork
- * Updating imported files
- * Importing Photoshop files
- * Importing a layered Photoshop file
- * Importing Illustrator artwork
- * Animating the bat
- * Self study
- * Review

Lesson 10: Introducing ActionScript

- * Starting up
- * Exploring the lesson file
- * What is ActionScript?
- * ActionScript 2.0 or 3.0: Which should you use?
- * An important note about Publish settings
- * The Actions panel at work
- * Standard (default) script editing mode
- * Using Script Assist
- * Adding & removing actions
- * Adding actions to frames
- * Using stop()
- * Using the goto action to navigate the Timeline
- * Controlling Movie Clip Timelines
- * Functions
- * Wrapping up
- * Self study
- * Review

Lesson 11: Creating Button Symbols

- * Starting up
- * Working with button symbols
- * Building buttons
- * Adding text to a button
- * Duplicating and modifying buttons
- * Creating text-based buttons
- * Creating frame labels for ActionScript
- * Adding ActionScript: Events and event handlers
- * Understanding events
- * Responding to events with event handlers
- * Tying it all together with event listeners
- * Linking buttons to specific frames
- * Adding an event listener to a button
- * Linking buttons to a web site
- * Introducing navigateToURL() and URLRequest()
- * Self study
- * Review

Lesson 12: Adding Sound to Your Movies

- * Starting up
- * Preparing sound files for Flash
- * Sample rate and bit depth
- * Editing your audio
- * Mono or stereo
- * Audio file formats
- * Importing sounds
- * Placing sounds on the Timeline
- * Adding sound to your slide show project
- * Adding the remaining narration
- * Adding sound effects to buttons
- * Placing Event sounds on button frames
- * Controlling sounds
- * Editing sounds
- * Trimming sound
- * Controlling sounds
- * Repeating and looping sounds
- * Looping sounds
- * Introducing the SoundMixer and stopAll()
- * More sync menu controls: stop and start
- * Start sounds
- * Stop sounds
- * Sound publishing options
- * Self study
- * Review

Lesson 13: Introducing Movie Clips

- * Starting up
- * About movie clips
- * Creating movie clips Laying the foundation: Your first movie clip
- * Previewing movie clip animation from the main Timeline
- * Creating the landing gear Combining movie clips and main Timeline animation
- * Nesting movie clips
- * Adding ActionScript to movie clip Timelines
- * Controlling movie clip playback
- * Adding some variation to the propellers
- * Tweening movie clips
- * Adding a second tween
- * Combining movie clips for complex animation
- * Adding filter effects to movie clips
- * Using the Filters panel
- * Creating a filter effect
- * Self study
- * Review

Lesson 14: Working with Video

- * Starting up
- * Video in Flash: formats and fundamentals
- * Understanding video
- * Embedded versus linked video
- * The Flash Video format
- * Understanding codecs
- * Understanding the Adobe Media Encoder
- * Converting video with the Adobe Media Encoder
- * Working with embedded video
- * Adding embedded video to the Timeline
- * Building controls for embedded video
- * The Bandwidth Profiler
- * Working with linked video
- * Adding cue points in the Adobe Media Encoder
- * Adding linked video to the Timeline
- * Working with the FLVPlayback component
- * Self study
- * Review

Lesson 15: Delivering Your Final Movie

- * Starting up
- * The publishing process
- * Publishing to the web
- * Customizing the Publish settings
- * CD-ROM delivery
- * Creating a standalone projector
- * Make a full-screen projector
- * Using Export Movie
- * An overview of FTP
- * Using Adobe Device Central in Flash
- * Self study
- * Review