



COMPLETE COMPUTING, INC.

Adobe® Flash® CS4: Level 1

Course Specifications

Length: 2.0 day(s)

Course Description

A website can be made to look more inviting with interactive graphics and animations. The tools present in Adobe® Flash® CS4 can be used to create and manipulate a wide variety of objects ranging from a simple graphic design to a complex animation sequence. In this course, you will familiarize yourself with the basic tools and features of Flash CS4, and gain the skills necessary for creating basic animations.

Course Objective

You will create and manipulate a wide variety of objects ranging from simple graphic designs to complex animation sequences using the Adobe® Flash® CS4 application.

Prerequisites

To gain the most from this class, students should be familiar with the Windows environment (XP for ILT and Vista for online), be familiar with the web and its terminologies, have a basic frame of reference for graphic and design applications—identify programs designed for graphics and web, have a desire to know the basic terminologies and components of ActionScript™ and its role as a Flash programming language.

Performance-Based Objectives

Upon successful completion of this course, students will be able to:

- explore the Flash environment, interface, and panels.
- use Flash drawing and painting tools.
- work with objects and images.
- import bitmap images, use compressions, and trace bitmap features.
- create and modify text and convert text to shapes.
- create and edit symbols and instances.
- become familiar with animation tools and features and create an animation.
- work with multiple layers and create a layer mask animation.
- explore the ActionScript language.



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Course Content

Lesson 1: Exploring the Adobe® Flash® CS4 Environment

- Topic 1A: Define Flash
- Topic 1B: Explore the Flash CS4 Welcome Screen
- Topic 1C: Explore the Flash CS4 Interface
- Topic 1D: Explore and Customize the Panels in Flash CS4

Lesson 2: Working with Drawing and Painting Tools

- Topic 2A: Compare the Drawing Modes of Flash
- Topic 2B: Use Drawing and Painting Tools
- Topic 2C: Use the Pen Tool

Lesson 3: Manipulating Objects

- Topic 3A: Use the Selection Tools
- Topic 3B: Overview of Layers
- Topic 3C: Work with Interacting Objects
- Topic 3D: Transform Objects

Lesson 4: Understanding Vector and Bitmap Images

- Topic 4A: Vector Images and Bitmap Images
- Topic 4B: Work with Bitmap Images

Lesson 5: Working with Text

- Topic 5A: Overview of Text Fields and Attributes
- Topic 5B: Create Text Fields
- Topic 5C: Convert Text into Shapes

Lesson 6: Working with Symbols and Instances

- Topic 6A: Create a Symbol
- Topic 6B: Create a Symbol Instance

Lesson 7: Using Animation Basics to Create Animations

- Topic 7A: Create Animations with Frames and Keyframes
- Topic 7B: Work with Frames
- Topic 7C: Create a Motion Tween Animation
- Topic 7D: Create a Shape Tween Animation

Lesson 8: Working with Multiple Layers

- Topic 8A: Work with Multiple Layers
- Topic 8B: Create a Mask Layer

Lesson 9: Using ActionScript™

- Topic 9A: Basics of ActionScript
- Topic 9B: ActionScript Elements