

Adobe Flash CS5 Professional - Essentials

Adobe Flash CS5 Professional - Essentials is an introductory course that provides designers and developers new to the Flash environment with the knowledge and hands-on practice they need to create rich Flash content. In addition to teaching the fundamentals, the course focuses on teaching best practices for creating Flash content.

Topics covered in this course

Getting Started

- Getting to Know the Work area
- Working with the Library Panel
- Understanding the Timeline
- Organising Layers in a Timeline
- Using the Property Inspector
- Using the Tools Panel
- Previewing your Movie

Working with Graphics

- Understanding Strokes and Fills
- Creating Rectangles
- Using a Gradient Fill
- Making Selections
- Creating Transparencies
- Creating and Editing Text

Creating and Editing Symbols

- Creating Symbols
- Importing Photoshop Files
- Editing and Managing Symbols
- Changing the Size and Position of Instances
- Applying Filters for Special Effects
- Positioning in 3D Space

Adding Animation

- About Animation
- Animating Position
- Changing the Pacing and Timing
- Animating Transparency
- Animating Filters
- Animating Transformations
- Changing the Path of the Motion
- Creating Nested Animations
- Using the Motion Editor
- Easing
- Animating 3D Motion

Articulated Motion and Morphing

- Articulated Motion with Inverse Kinematics
- Morphing with Shape Tweens
- Using Shape Hints

Creating Interactive Navigation

- About Interactive Movies
- Designing a Layout
- Creating Buttons
- Creating Event Handlers for Buttons
- Creating Destination Keyframes
- Animated Buttons

Working with Sound and Video

- Using Sounds
- Understanding Flash video
- Using the Adobe Media Encoder
- Understanding Encoding Options
- Playback of External Video
- Working with Video and Transparency
- Embedding Flash Video

Using Components

- About Components
- Adding a Text Component
- Using Components to Create Interactivity

Loading and Controlling Flash Content

- Loading External Content
- Removing External Content
- Controlling Movie Clips
- Creating Masks

Publishing Flash Documents

- Testing a Flash Document
- Understanding the Bandwidth Profiler
- Adding Metadata
- Publishing a Movie for the Web
- Alternative Publishing Options

Course Information

Course Prerequisites

Before taking this course, students should be familiar with the use of their computer's operating system.

Additional Information

Courses can be run on Windows and Macintosh platforms and can be tailored to meet customers' requirements. Courses are run in Edinburgh and Glasgow and at client's sites throughout the UK

Course Duration

2 Days



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