

Adobe Flash Catalyst CS5 - Essentials

This two-day interactive training course provides designers with the tools necessary to create interactive projects, using artwork from Adobe Illustrator, Photoshop and Fireworks and publish as SWF or Adobe AIR files without writing code. This course focuses on the creation of real-world applications and introduces best practice concepts.

Topics covered in this course

Getting to know Adobe Flash Catalyst CS5

- Introduction to key features and benefits of Adobe Flash Catalyst
- Starting a new project and exploring the workspace
- Previewing the project in a browser

Preparing, Importing and Placing Artwork

- Preparing the design and structure of an application
- Importing and optimizing assets
- Working with fonts, layers and FXG files from Fireworks

Managing the Library

- Managing library assets
- Sharing project libraries

Managing Layers

- Working with layers

Working with Pages and States

- Page and component states
- Duplicating and modifying page states
- Adding objects to blank page states
- Deleting page states

Creating Interactive Components

- Components and Interactions
- Using wireframe components
- Converting artwork to built-in components and buttons
- Adding interactivity and page navigation
- Creating conditional interactions and linking to external content

Creating Transitions and Action Sequences

- Adding transition effect
- Adding multiple effects to the same object
- Adding action sequences
- Flash Catalyst Helper Effects

Adding and Controlling Video and Sound

- Preparing video for the web
- Importing and adding video and sound
- Attaching video controls
- Adding sound effects

Integrating SWF Content from other Creative Suite Tools

- Creating SWF files for Flash Catalyst
- Controlling SWF playback

Designing with Data

- Creating a Data List component
- Setting Data List Properties
- Defining the repeated item
- Using Design-time data

Drawing and Editing Artwork

- Using Flash Catalyst drawing tools
- Changing fill, stroke, colour and gradient properties
- Round-trip editing with Adobe Illustrator and Adobe Photoshop
- Using the Adobe FXG extensions for Photoshop

Publishing a Project

- Publishing an application
- Accessibility
- Embedding Fonts
- Publishing to SWF

Extending your Project Using Adobe Flash Builder

- This section shows how to integrate Catalyst projects with Adobe Flash Builder and includes:
 - Binding components to a data source
 - Collecting user input
 - Using sliders to set values
 - Preparing files for a developer
 - Importing and editing Flash Catalyst project files (FXP) in Flash Builder
 - Compare and integrate code between projects

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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