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Presentation and Application Design Using Adobe Flash

Overview

Adobe Flash is the leading software for the creation of online-based, interactive media. In this Training you learn the tools and concepts of this program and its many interactive possibilities, including drawing, image, text, animation, sound, and basic action scripting integration. Also, you explore the steps in creating Flash productions from start-to-finish, including site map and navigation building, button making, output, optimization, and testing.

This Training is designed to creating presentation design with Adobe Flash and also to help participants prepare for the Adobe Certified Expert Flash examination. This Training available as a public or inhouse at our Xsis Training centre, or can be tailored to your team's requirements and delivered onsite as a bespoke, customized training Training.

1. Adobe Flash CS4 Basics Training (Duration : 5 days)

Participants will also learn how to format objects by using custom colors and gradients and by applying filters and soft edges and will create frame-by-frame, motion tween, and movie clip animations.

Participants will also work with interactive components such as buttons and audio controls. Finally, Participants will learn about accessibility options for Flash content, test the download performance of a Flash file, and publish a Flash file.

Getting Started

The following topics are covered: Flash overview; The Flash interface; and Getting help.

Basic Objects

The following topics are covered: New file settings; Library items; Using text; Basic shapes; and Freeform drawing and editing.

The Timeline

The following topics are covered: Layers; and Timeline basics.

Formatting Objects

The following topics are covered: Custom colors and gradients; and Soft edges.

Timeline Animation & Interactive Buttons

The following topics are covered: Frame-by-frame animation; Motion tweening; Movie clip animation; and Interactive buttons.

Publishing

The following topics are covered: Accessibility; Testing; Publishing and Prepare ACE Exam Objectives.

Project

The following topics are covered: Designing and developing the interactive presentation with the basic Flash tools.

Training Objectives

After completing this Training you should be able to:

- Explain the difference between bitmap and vector graphics
- Describe the qualities of a Flash created site and identify usability components
- Understand the differences of Flash's 3 graphic states - stage, overlay(group), and symbols.
- Move around the Flash interface
- Utilize the drawing and editing tools in Flash
- Create symbols and manipulate their instances
- Import optimized images into Flash
- Understand basic animation principles
- Effectively use the Flash timeline
- Create motion, path and shape tweens
- Create a simple frame-by-frame animation
- Create an animation in a movie clip

2. Adobe Flash CS4 Advanced Training (Duration : 5 days)

Participants will create and edit vector paths and mask layers and will also learn advanced animation techniques, such as inverse kinematics, shape and motion tweens, and animated masks.

Participants will then learn some basic programming principles while using ActionScript to get more control over their Flash applications. Finally, Participants will incorporate audio and video into their Flash documents.

Vector Illustration

The following topics are covered: Flash overview; The Flash interface; and Getting help.

Basic Objects

The following topics are covered: Creating vector paths; Editing vector paths; and Using mask layers.

Advanced Animation Techniques

The following topics are covered: Inverse kinematics; Shape tweens and animated masks; Filter animation; and The Motion Editor.

ActionScript Animation

The following topics are covered: Custom colors and gradients; and Soft edges.

Interactive Techniques

The following topics are covered: Adding audio; Scripting a link to a Web page; and Loading dynamic content.

AP Elements

The following topics are covered: Flash video basics; Video in Flash files; and ACE Exam Objectives.

Project

The following topics are covered: Designing and developing more complex non-linear Presentation with video and creating application.

Training Objectives

After completing this Training you should be able to:

- Create a mask
 - Describe the differences between graphic, button and movie clip behaviors
 - Create a complex animated scene
 - Describe the steps of web site planning and implementation
 - Understand when to use scenes and load movie Flash structures
 - Describe the difference between user-defined and timeline-defined actions
 - Create rollover buttons with sound
 - Apply simple actionscripting to execute navigational components in a Flash movie
 - Apply simple actionscripting to control objects within a Flash movie
 - List the steps to optimize a Flash movie
 - Publish and post a Flash movie online
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