

Flash CS3: Level 1

1 Day

Description

In this course, participants are introduced to the basic elements and features of Flash CS3 Professional. They will learn how to use the Stage and the Library, how to create text blocks and format text, and how to work with basic shapes. In addition, participants will learn the fundamentals of working with the Timeline. They will learn how to format objects by using custom colors and gradients, and by applying filters and soft edges. Next, they will apply frame-by-frame, motion tweening, and looping animation techniques. They will work with interactive components such as buttons and audio controls. Finally, participants will learn about accessibility options for Flash content, test download performance of a Flash file, and publish a Flash file.

Prerequisites

- None

Objectives

After completing this course, participants should know how to:

- ✓ Use the Stage and the Library
- ✓ Create text blocks and format text
- ✓ Work with basic shapes
- ✓ Format objects by using custom colors and gradients
- ✓ Loop animation techniques
- ✓ Publish a Flash file

Unit 1: Getting started

Topic A: Flash overview
Topic B: The Flash interface
Topic C: Getting help

Unit 2: Basic objects

Topic A: New file settings
Topic B: Library items
Topic C: Using text
Topic D: Basic shapes
Topic E: Freeform drawing and editing

Unit 3: The Timeline

Topic A: Layers
Topic B: Timeline basics

Unit 4: Formatting objects

Topic A: Custom colors and gradients
Topic B: Soft edges

Unit 5: Timeline animation

Topic A: Frame-by-frame animation
Topic B: Motion tweening
Topic C: Movie clip animation

Unit 6: Interactive components

Topic A: Buttons
Topic B: ActionScript fundamentals
Topic C: Scripting sound control

Unit 7: Publishing

Topic A: Accessibility
Topic B: Testing
Topic C: Publishing