

Flash CS5

RICH CONTENT CREATION

SDF approved

Fee: \$480 (before SDF funding) • **Duration:** 2 days (9am - 6pm)

Course synopsis

Adobe Flash Professional is the most advanced authoring environment for creating rich and engaging content. In this course, participants will learn to embed rich and crisp text, stunning graphics, and compelling animations to produce a impressive multimedia experience. Participants will also learn to deploy music and video to complete the experience.

Target audience

This course is targeted for web enthusiasts or anyone who is interested in animation and creating interactive projects.

What you are going to learn

Getting started with Flash CS5

- Learning the new Flash work area
- Working with panels and panel layouts
- Working with Properties Inspector
- Setting stage dimensions and customizing workspaces

Working with Graphics

- Import both vector and bitmap images into Flash
- Separating content by using layers
- Understanding the different drawing modes in Flash
- Customizing gradients using the Color panel
- Utilizing symbols to create multiple objects with ease
- Creating variety by using Color Effect in symbols
- Importing Illustrator files to animate in Flash
- Using masking technique to crop unwanted edges
- Adding pattern creation using Deco Tool

Adding Animation

- Changing pacing and timing of Flash project
- Creating animation using the new Object-based animation
- Customizing the path of animation
- Appreciating movie-clips in Flash animation
- Creating a simple web banner advertisement
- Applying pre-built animations using Motion Presets

Embedding Sound and Video

- Importing sound and change properties to reduce the file-size
- Understanding the Flash Video format
- Convert to Flash Video format to embed content into the website
- Using the FLVPlayback component to control the video

Creating Engaging Content

- Creating and manipulating buttons
- Introduction to the new Code Snippets panel
- Embedding stop command to frames
- Embedding event handlers for buttons
- Inserting frame labels

Publishing Flash Documents

- Exporting to different formats for compatibility
- Understanding the Bandwidth Profiler

VALUE PACKS

- **Flash Package for Designers (CS5) - SAVE \$180**
- includes Flash CS5 - Rich Content Creation & ActionScript 3.0 for Designers

Normal Fee: \$1000 **Bundled Fee:** \$820 (before SDF funding)

- **Flash 2-in-1 Bundle (CS5) - SAVE \$180**
- includes Flash CS5 - Rich Content Creation & Flash MasterClass

Normal Fee: \$760 **Bundled Fee:** \$580 (before SDF funding)

With ACE, there's Never a Dull Moment

Flash CS5

ACTIONSRIPT 3.0 FOR DESIGNERS

SDF approved

Fee: \$520 (before SDF funding) • **Duration:** 2 days (9am - 6pm)

Course synopsis

This class is designed for the intermediate level Flash designers that would like to create a powerful yet highly interactive digital content for the web with Flash and ActionScript. Learn how to use some of Actionscript's powerful features, from manipulating movieclips, responding to user actions to writing functions and conditional operators. Participants should benefit greatly as the lessons are on a learn-by-doing basis.

Target audience

This course is targeted at users who are interested in embedding interactive elements in a Flash project.

What you are going to learn

Introduction to ActionScript 3.0 Fundamentals

- Understanding ActionScript 3.0 elements
- Learning programming good habits
- Appreciating on commenting codes
- Storing values using variables
- Understanding importance of calling functions
- Understanding on Listener-based objects with event modelling
- Utilizing common properties used with ActionScript
- Checking on syntactical errors using Trace statements
- Creating repetitive actions using ENTER_FRAME event
- Utilizing filter property to programmatically add in effects like drop-shadows

Decision Making in ActionScript

- Using conditional statements for multiple scenarios
- Having compound statements using or/and commands
- Detecting collisions in ActionScript

Creating and Using Loops

- Iteration to generate multiple instances
- Positioning visual elements dynamically

Creating Preloaders

- Using loader information to calculate progress of download
- Changing the scaling ratio of a preloader

Creating Classes in ActionScript 3.0

- Creating classes dynamically using Linkage command
- Writing customized classes
- Using new Document class to place codes externally
- Instantiating an object from a class

Putting it all together

- Creating a flash site
- Learning to load external assets within a movieclip
- Easily re-parent objects to change stacking order

VALUE PACK

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