

# Adobe Flash Course Syllabus

## A Quick Flash Demo

- Introducing the Flash Interface
- Adding Elements to the Stage
- Duplicating Library Items
- Introducing Keyframes, the Transform Tool & Tweening
- Creating Animations
- Adding Audio, Swapping Symbols & Testing a Movie
- Using Graphic Symbols
- Combining Animations into One Project
- Creating & Arranging Buttons
- Adding & Labeling Action Keyframes
- Adding Behaviors to Buttons
- Using the Publish Preview Command

## Meet Flash: Fundamentals

- Navigating the Stage Area
- Accessing & Organizing Panels
- Saving, Exporting & Testing
- Selecting a Flash Player Version for a New Project
- Introducing Layers
- Creating New Layers & Moving Items Between Layers
- Customizing Keyboard Shortcuts & Locking Layers
- Using Outline Mode, Layer Folders & Properties

## Drawing with Vectors

- Comparing Vectors & Bitmaps
- Working with the Pen Tool
- Drawing a Heart Shape with the Pen Tool
- Where to Put Points & How Far to Drag Handles
- Practicing Your Vector Drawing Skills

## Flash Natural Drawing Tools

- Setting Up the Drawing Preferences
- Exploring the Pencil Tool Options
- Using the Line & Paint Bucket Tools
- Distinguishing Between Strokes & Fills
- Modifying Vectors Using the Selection Tool
- Snapping & Modifying Curves with the Selection Tool
- Altering Drawings with the Selection Options
- Using the Brush & Paint Bucket Tools to Fill
- Painting Using the Various Brush Modes.
- Working with a Stylus & a Tablet
- Drawing with the Rectangle Tool
- Drawing with the Oval Tool
- Drawing with the PolyStar Tool
- Working with the Eye Dropper Tool
- Working with the Ink Bottle Tool
- Working with the Eraser Tool

## **Advanced Vector Drawing**

- Intersecting Shapes within a Single Layer
- Using the Selection Tool
- Creating Complex Shapes with Intersecting Lines
- Combining Tools to Create Detailed Curves
- Vector Drawing Techniques
- Grouping Vector Shapes
- Creating & Arranging Groups
- Object-Based Drawing

## **Setting Colors in Flash**

- Introducing Advanced Color Selection
- Working with the Color Mixer
- Creating Transparency & Sampling Colors
- Using the Color Swatches Palette
- Applying & Stylizing Strokes
- Adjusting Cap, Join & Other Stroke Properties
- Applying & Transforming Gradients
- Saving & Locking Gradients
- Choosing a Gradient Overflow
- Adding Transparency to a Gradient

## **Bitmaps in Flash**

- Importing Files to the Stage & Library
- File Compression Settings, Size Report & Use Count
- Compressing Individual Files
- Importing an Image with a Transparent Background
- Using Trace Bitmap to Change a Background to Vectors
- Changing a Foreground Item to Vectors
- Using the Optimize Curves Command
- Grouping an Image & Using the Transform Tools
- Performing Transformations Numerically
- Working with the Free Transform Options
- Working with Bitmap Fills inside a Vector Shape
- Using the Break Apart Command & the Magic Wand Tool

## **Using Text in Flash**

- Auto-Sizing, Auto-Wrapping & Selecting Text
- Changing a Font, Picking a Color & Checking Spelling
- Using Rulers, Guides, Grids & Snapping
- Aligning, Distributing & Spacing Text
- Working with Device Fonts
- Editing Files with Missing Fonts
- Anti-Aliasing Text for Better Quality & Readability
- Paragraph & Character Formatting
- Using Text as a Design Element. Text on a Path, Guide Layers & the Transform Panel

## **Symbol**

- Introducing Symbols
- Creating & Reusing a Symbol
- Editing a Symbol in Place

- Editing a Symbol in the Library
- Modifying an Instance of a Symbol
- Nesting Elements inside a Symbol
- Adjusting the Color & Opacity of a Symbol
- Deconstructing & Reordering Symbol Parts
- Taking Advantage of Logically Ordered Layers
- Organizing the Library
- Looking at Symbols as a Movie inside of a Movie

### **Symbol Effects: Filters & Blends**

- Applying Fader Gradients
- Adding Text & Graphics to a Background
- Converting Text to Symbols
- Using Drop Shadows with Text
- Using Drop Shadows with Symbols
- Applying the Blur Filter to Text & Symbols
- Customizing Glow & Bevel
- Disabling Filters & Using the Gradient Bevel Filter
- Stacking Order & Other Filters & Settings
- Saving & Using Filter Presets
- Understanding Blend Modes
- Using the Normal, Darken & Multiply Blend Modes
- Using the Lighten & Screen Blend Modes
- Using the Overlay & Hard Light Blend Modes
- Using the Add, Subtract, Difference & Invert Blends
- Building a Mask without Blend Modes
- Building a Mask Using Alpha, Blend & Layer Modes

### **Introduction to the Timeline**

- Introducing Frame-Based Animation
- The Timeline Window
- Understanding Keyframes
- Animating Your Elements Using Keyframes
- Practicing Your Animation Techniques
- Using Onion Skin View
- Facial Animation
- Replacement Animation
- Rotoscoping

### **Shape Tweening**

- Doing a Simple Shape Tween
- Getting Your Tween to Behave Properly
- Distributive & Angular Blending
- Working with Shape Hints
- Modifying a Graphic for a Better Tween
- Choosing Shape Hint Location for a Complex Graphic
- Segmenting a Graphic for Smoother Tweening
- Tweening Facial Expressions

### **Motion Tweening**

- Differences in Structure of Shape & Motion Tweens

- Converting an Object to Symbol & Motion Tweening
- Scaling & Rotating Motion Tweening
- Adding a Background Color & Making a Cloud Layer
- The Problems with Motion Tweening a Shape
- Problems with Using the Create Motion Tween Option
- Setting Up the Traveling Cloud Animation
- Simulating the Camera Flying Down to the Ground
- Animating the Airship Landing
- Creating an Elastic Landing Effect
- Replacing Grouped Ship with Ship & Canopy
- Animating the Alien Hopping out of the Ship
- Motion Tweening Individual Text Characters
- Adding Randomness to Text Animations

### **Advanced Animation Techniques**

- Fading In a Background
- Animating a Banner with Filters & Text
- Animating a Title with a Blur Effect
- Animating Navigation Buttons into View
- Fading In a Block of Text
- Tweaking the Timing of Animations
- Setting Up a Motion Guide Path
- Orienting an Object to a Motion Guide Path
- Controlling Speed, Snapping & Registration Point
- Reconfiguring Your Workspace
- Adding & Swapping Facial Expression Symbols.
- Modifying Elements to React with One Another
- Creating a Stretch & Squash Effect
- Tweening & Shifting Keyframes to Exaggerate Motion

### **Simulating Speed in your Animations**

- Understanding Speed in Flash
- Introducing Ease
- Easing In & Out of Motion Tweens
- Improving Animations with Subtle Ease
- Using the Custom Ease In / Ease Out Dialog Box
- Easing within a Motion Guide Layer
- Customizing Ease for Position
- Customizing Ease for Rotation & Color
- Using a Gradient to Simulate Speed
- Applying a Motion Blur to Simulate Speed

### **Nesting Symbols for Complex Animation**

- Introducing Timeline Effects
- Reviewing & Preparing for Animation
- Working with Groups & Symbols
- Symbols, Nesting & Motion Tweening

- Creating Nested Animations
- Building Multi-Layered Animations
- Creating Motion along a Path
- Packaging Symbols
- Understanding Graphic & Movie Clip Symbols
- Creating Character Animations
- Managing Character Animations with Nesting & Symbols

### **Animated Masks and Filters**

- Using Open External Library to Copy Assets
- Animating a Mask Using a Shape Tween
- Creating a Magnifying Glass Effect
- Animating a Signature Using Stage Reveal
- Working with Complex, Layered Vector Artwork
- Reproducing an Adobe® Illustrator® Gradient
- Animating a Gradient to Create a Shimmer Effect
- Combining Filters, Blends & Motion Tweening
- Creating a Kaleidoscope Effect
- Creating a Realistic Drop Shadow
- Using Blend Options to Create a Soft Mask

### **Sound and Video**

- Importing & Adding Sound to the Timeline
- Working with Audio File Sizes
- Adding Effects to Sound & Customizing Settings
- Syncing Up the Sound with the Action
- Working with Speech Compression
- Streaming Audio
- Working with Frame Labels
- Adjusting the Animation to the Voice Over Track
- Setting Up Audio for Lip Sync
- Adding a Looping Mouth Movie
- Fine-Tuning Specific Mouth Movements
- Changing Facial Expressions to Match Words
- Importing Video
- Editing Video Prior to Bringing it into the Timeline
- Selecting Video Compression Settings
- Adding Effects & Motion Tweens to Video
- Using Progressive Download & Selecting the Skin
- Using the Flash 8 Video Encoder

### **Flash Buttons**

- Making a Simple Button
- Using a Hit State
- Making Animated Buttons
- Adding Sounds to Buttons
- Applying a Drop Shadow

- Making Buttons Using Bitmaps
- Using Blend Effects to Spice Up Your Buttons
- Adding a Message with the Status Bar Feature
- Using Buttons from the Common Libraries
- Using Rollovers to Display Images & Text

### **Scripting Basics**

- Setting Up to Use Action Script
- Introducing the Actions Window & Script Assist
- Creating Buttons to Activate Action Script
- Labeling Buttons in the Properties Window
- Assigning Play & Stop Actions to Buttons
- Organizing & Arranging Buttons
- Using the Behaviors Window to Stop All Sounds
- Using the Goto and Play Behavior
- Modifying a Behavior & Adding an Action Layer.
- Duplicating & Modifying Sequences in the Timeline
- Using Advanced Goto Behavior Options
- Linking a Button to a Web

### **Basic Navigation Systems**

- Dividing Movies into Scenes
- Arranging & Adding Scenes in the Scene Panel
- Creating a New Scene from a Copy
- Adding Stop Action Scripts to Flash Scenes
- Setting Up a Basic Navigation System
- Using a Generic Action Script for More Flexible Navigation
- Creating a Non-Linear Navigation System
- Navigating with Keyframe Labels
- Navigating with Separate Flash Files
- Loading an External Movie inside of a Symbol
- Loading External Images inside of a Symbol

### **Flash Screens**

- Setting Up a Slide Presentation
- Adding Content & Creating New Slides
- Nesting, Navigating, Arranging & Naming Slides
- Adding Filters & Text to Slides
- Adding & Resizing Navigation Buttons from the Library
- Assigning Behaviors to Screen Buttons
- Exploring & Editing Button Layers
- Using Transitions with Screens
- Screens vs. Forms. Setting Form Parameters & Navigation.
- Introducing Templates
- Using the Quiz Style Template
- Publishing Movie

