



# Adobe® Flash CS4 Design

**Duration:** 4 Days

## **Overview:**

Students will produce an engaging interface using text, graphics, animations, video, and sound.

Simple user interactions are added using built in ActionScript behaviours and Script Assist. In addition to teaching essentials, the course focuses on teaching best practices for creating Flash content.

## **Pre Requisites:**

Intermediate computer skills are a pre-requisite

## **Work Environment**

Setting Stage dimensions & preferences

Working with panels and panel layouts

Properties Inspector

## **Layers & Timeline**

Working with layers (Lock, Visibility & Outline)

Organising Layers

Guide Layers

Working with the Timeline

## **Creating Graphic Assets**

Using the drawing tools (Oval, Rectangle, Poly Star, Line, Pen)

Making Selections

Using object and merge drawing

Working with the colours & gradients

Aligning & manipulating objects

Masking

## **Importing Graphics**

Working with different graphic formats

Importing bitmap graphics

Tracing Bitmaps

Using Bitmaps as Fills



## **Using Text Effectively**

- Using the Text tool
- Adding and formatting static text
- Changing font rendering methods
- Embedding fonts in input text fields
- Using font best practices
- Paragraph and Text settings
- Creating Hyperlinks
- Reshaping Text
- Distributing Text to Layers

## **Creating Symbols**

- Importing vector graphics from Illustrator
- Using the Library & explain elements it can contain
- Differentiate between Graphic Symbols & Movie clips & Buttons
- Converting objects to symbols
- Creating and using Movie Clip symbols
- Nesting Symbols
- Adding Transparency
- Blends and Filters

## **Animations**

- Using animation best practices
- Organizing a Movie Clip Timeline
- Using keyframes, blank keyframes, and frames
- Creating Frame By Frame Animation
- Creating motion tweens (with & without Guide Layers)
- Creating shape tweens (morphing)
- Fading Objects
- Shape Hints
- Creating transition effects
- Tween Properties
- Animating with Masks

## **Interactive Files**

- About Interactive files
- Creating Additional Scenes
- Creating & Editing Buttons symbols
- Sample Buttons
- Using frame labels, Comments & Anchors
- Activating Buttons



## **Adding ActionScript with Script Assist and Behaviours**

Working with Actionscript 3.0

Using Script Assist & Behaviours Panel

Adding actions to a frame

Loading external SWFs

Conditional Statements

Using Variables

Downloading Data from a URL

Working with Events

Using Events to script a button

## **Components**

About Components

Adding a text component

Creating interactivity

## **Adding Sound and Video**

Importing sound

Changing sound properties

Adding sound to a Timeline

Importing Video & Editing options

Embedding video in a Timeline

Video with alpha channels

Using the FLVPlayback component

## **Loading & Optimising Flash**

Assembling & Animating a Preloader elements

Loading the movie

Changing visibility of movie clips

Caching bitmaps

## **Publishing Flash Documents**

Testing a flash document

Adding Metadata

Using different publishing formats

Using publishing profiles

Adding Flash Player detection

Optimising Movies

Bandwidth Profiler

Creating Stand alone players



Adobe  
Workshop

