



Adobe® Flash Catalyst CS5

Duration: 2 Days

Course Objective

This course is for beginning and intermediate Flash Catalyst users who want to produce beautifully designed and highly interactive content for the web or desktop without authoring any code.

Pre Requisites

Intermediate computer skills are a pre-requisite.

Course Content

Day 1

What is Flash Catalyst
Flash Catalyst design workflow
Opening a new Flash Catalyst project
The Workspace Environment
Design workspace
Code workspace
Adjusting panels
Zooming and Panning
Previewing a project in a browser

Preparing, Importing, And Placing Artwork

Preparing a design document
Plan the structure of your application
Group complex objects
Flatten artwork with filters and effects
Name everything
Embed images in the design document
Manage fonts when sharing files
Identify duplicate component assets
Set component properties in Flash Catalyst
Create sample artwork for a list of images or text
Hide, show, and lock layers
Importing artwork
Optimize artwork

Managing The Library

Viewing the Library panel
Add assets to the Library panel
Preview files in the Library panel
Deleting assets from the project
Compressing Library images
Adobe® Flash Catalyst CS5
Renaming project assets.
Using assets in the Library panel
Sharing project libraries
Exporting and Importing library packages

Managing Layers

- Exploring the Layers panel
- Grouping objects
- Renaming objects in the Layers panel
- Optimizing complex groups
- Adding and deleting layers
- Stacking artwork using layers
- Hiding and Showing Layers

Working With Pages And States

- Page and component states
- Duplicating and modifying page states
- Save time by duplicating page states
- Give page states descriptive names
- Show and hide artwork in each page state
- Adding and deleting states
- Add a blank page state
- Add objects to blank page states
- Delete objects from specific states
- Delete page states

Creating Interactive Components

- The building blocks of RIAs
- Components
- Interactions
- Using wireframe components
- Add and modify wireframe buttons
- Add wireframe text input fields
- Add wireframe radio buttons
- Add a wireframe check box
- Add wireframe scroll bars
- Converting artwork to built-in components
- Convert artwork to buttons
- Create a reusable navigation button
- Enable and disable buttons
- Create next and previous buttons
- Create a custom toggle button
- Convert artwork to scroll bars
- Work with text
- Create a scroll panel from artwork
- Creating custom components
- Adding interactivity
- Add page navigation
- Create conditional interactions
- Link to external content

Creating Transitions And Action Sequences

- Transitions and action sequences
- Inspecting default transition effects
- Adding smooth transitions
- Fine-tuning transitions
- Adjust transition duration
- Change transition timing.
- Ease transitions
- Adding and changing effects
- Swap one effect for another
- Add multiple effects to the same object
- Adding action sequences
- Flash Catalyst helper effects

Adding And Controlling Video And Sound

- Preparing video for the web
- Import video and sound
- Preview video and sound
- Adding video to an application
- Add video to the artboard
- Set video player properties
- Controlling video playback
- Attach controls to the video
- Add interactions to control video playback
- Reset the video after playing
- Adding sound effects

Integrating Swf Content From Other Creative Suite Tools

- SWF files
- Creating SWF files for Flash Catalyst
- Using SWF files in Flash Catalyst
- Adding SWF files to Flash Catalyst
- Import a SWF file to the artboard
- Preview a SWF animation
- Controlling the playback of SWF files

Designing With Data

- Flash Catalyst data lists
- A list is not always a list
- What is design-time data?
- Preview a data list
- Creating a Data List component
- Design a sample record
- Convert the sample record into a Data List component
- Define the repeated item
- Setting data list properties
- Size and position the bounding box
- Edit the repeated item layout
- Edit the repeated item states
- Using design-time data
- Replace design-time images
- Edit design-time text
- Add and delete design-time data
- Add and remove elements in the repeated item
- Using a wireframe data list

Drawing And Editing Artwork

Flash Catalyst drawing tools

Using the rulers, guides, and grid

Show and hide rulers

Edit grid and guide settings

Set guides for precise drawing

Drawing basic shapes and lines

Preview a drawing example

Draw rectangles

Draw rounded rectangles

Draw ellipses

Draw basic lines

Changing stroke and fill

Change the fill color

Change stroke color and weight

Add and modify gradient fills

Grouping and transforming

Group objects

Transform shapes

Size and position objects

Applying and removing filters

Add and modify a bevel

Add and modify a drop shadow

Round-trip editing with Adobe Illustrator and Adobe Photoshop

Publishing A Project

Delivery options

Publishing your application

Accessibility

Embedding fonts

Before you publish

Publish to SWF

Viewing the published files

Publishing to the web with Adobe Dreamweaver CS5

Create a local root folder and site structure

Connect to a remote site

Upload files