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Flash CS4
4 Sessions -
10 Hours of
Interactive Training

Flash CS4 is a course that provides designers, animators, and developers with the knowledge and hands-on practice they need to create rich Flash content. This course will teach you how to produce an engaging interface using text, graphics, animations, video, and sound. Simple user interactions are added using built in ActionScript behaviors and Script Assist. In addition to teaching essentials, the course focuses on teaching best practices for creating Flash content.

Benefits

- Create and deliver rich interactive content
- Develop simple and engaging animations in a few steps
- Library of pre-built animations to jump start your project

About The Author

Jason Pearson has

Session 1

Section A: Welcome to Flash CS4

- What Is Flash?
- Terminology
- Starting Flash
- Working with Workspaces
- Managing Workspaces

Section B: Working with Flash

- Creating Files
- Save and Compact
- Managing Files
- The Stage
- Document Properties
- Frames per Second
- Vector vs. Raster
- Object Drawing
- Merge Drawing
- Shaping Objects

Section C: Drawing Tools

- Zoom and Pan Tools
- Rectangle Tool
- Rectangle Primitive Tool
- Oval Tool
- Polygon Drawing
- Star Drawing
- Line Tools
- Pencil Tool
- Line Interaction
- Pen Tool
- Art Deco Tool
- Art Deco Tool Options

Section D: Painting Tools

- Brush Tool
- Spray Brush Tool
- Paint Bucket
- Eyedropper Tool
- Eraser Tool

Section E: Modifying Objects

- Scaling Objects
- Using Free Transform Tool
- Object Interaction
- Grouping
- Drawing Complex Shapes
- Using the Color Panel
- Swatches
- Setting Transparency
- Gradients
- Gradient Transform Tool
- Aligning Objects
- Align to Stage

Section F: Working with Text

- Text Types
- Static Text
- Text Wrapping
- Adding Hyperlinks
- Convert Text to Shape

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over 10 years of experience in teaching everything from individualized person to person content to large classroom environments, at-work education, video training, and short webinar conferencing. Jason has taught everything both Microsoft and Adobe have to offer such as; graphics, web design, print design, HTML, XML, CSS coding, reporting and even 3D modeling and animation. He is certified in Microsoft Office Specialist (MOS), Microsoft Certified Applications Specialist (MCAS), Adobe, and Certified Technical Trainer Plus (CTT+).

Session 2

Section A: Working with Layers

- Creating Layers
- Paste in Place
- Lasso Tool
- Layer Interactions
- Layer Options
- Layer Folders

Section B: Symbols, Instances, and Animation

- Symbols and Instances
- Creating Symbols and Instances
- The Library
- Types of Animation

Section C: Animation Control

- Inserting Frames
- Motion Tweening
- Motion Guides
- Customizing Motion Guide
- Rotating and Easing Intro
- Rotating
- Easing
- Motion Editor

Section D: Preview and Publish

- Preview and Publish
- Preview
- Publishing

Section E: Working with Photos

- Importing Photos
- Position and Size
- Photo Sequencing
- Trace Bitmap

Section F: Working with Timeline

- Frame-by-Frame Animation
- Onion Skinning
- Edit Multiple Layers
- Masking
- Outlining Masks
- Animating Masks

Section G: Movie Clips

- Creating Movie Clips
- Create A Sign
- Distributing to Layers
- Nested Timelines
- Nested Shadow

Section H: Shape Tweening and Bone Structure

- Create Shape Tween
- Shape Hinting
- Bone Structures
- Animating Bone Structures

Session 3

Section A: Buttons

- Basic Buttons
- Animated States
- Animating a Button
- Hit States
- Hot Spots

Section B: Basic ActionScript

- ActionScript 3.0 Overview
- Adobe Documentation
- Play and Pause Buttons
- Writing Play/Pause Code
- Event Listener
- Preview Play/Stop Code

Section C: Frame Labels and ActionScript

- Using Frame Labels
- ActionScripting Frame Labels
- Preview Frame Label Scripting
- Finished Frame Label Scripting

Section D: Video

- Media Encoder
- Export Settings
- Multiple Conversions
- Import Video
- Choosing Skin
- Customizing Video
- File Types
- ActionScripting Video
- Scripting the Buttons
- Scripting the Listener
- Command Codes
- Chapter Buttons

Section E: Audio

- Importing Sound
- Sound Compression
- Sync Settings
- Embedding within a Movie Clip

Section F: Filters And Blend Modes

- Color Effects
- Filters
- Animating Filters
- Blend Modes
- Overlay

Section G: ActionScript 3.0

- Commenting Code
- Comment Block
- Dynamic Text Field
- Target Paths
- Variables
- Functions and Event Listeners
- Create a Variable
- Create a Function
- Create Event Listeners

	<p>Session 4</p> <p>Section A: Using Interactive Components</p> <ul style="list-style-type: none"> • Using Components • Component Properties • Radio Button • Radio Button Properties <p>Section B: Dynamically Load Components</p> <ul style="list-style-type: none"> • Dynamically Load • Create Name Variable • Create a Placement Function • Create Event Listener • Create a Calculation Function • Arithmetic of the Function • Function Activation and Placeholders • Change Event Listener • Embedding Characters <p>Section C: Conditional Statements</p> <ul style="list-style-type: none"> • Creating Conditional Statements • Event Listener for Radio Button • Creating Multiple Conditions • Duplicate Buttons <p>Section D: Working with Movie Clips</p> <ul style="list-style-type: none"> • Utilizing Movie Clips • Start Drag Function • Stop Drag Function • Hit Test Point • Establishing Coordinates • Exporting for ActionScript • Hit Test Target • Determining Target Position <p>Section E: Calculation Control</p> <ul style="list-style-type: none"> • Calculations • Reset Command • Troubleshooting ActionScript • Tying Up the Code 	<p>Section F: Dynamic Flash Files</p> <ul style="list-style-type: none"> • Dynamic Text File • Loading Text File • Loading Text Function • Event Listener for Data Loader • Previewing Data Loader Code • Loading XML Files • Predefined Classes • Loading XML to the Bucket • Loading Combo Box Function • Adding a Loop • Event Listener for Combo Box • Fixing Errors • Loading Detail Text • Addition Event Listener <p>Section G: Navigation System</p> <ul style="list-style-type: none"> • External Loader • SWF Loader • Main Page Loader • Events Button • Additional Buttons • Needed Event Listener • Troubleshooting Errors • Clear Children Function • Clear Stage Function <p>Section H: Creating Preloader</p> <ul style="list-style-type: none"> • Preloaders • Basic Preloader Components • Percentage Load Function • Remove Event Listener • Show Image Function • Show Loader Information • Preview Program
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