



## Course Outline

### Adobe Flash Fundamentals - 2 days

#### Contents

#### Getting To Know Flash CS5

- Starting Flash
- Understanding The Flash Screen
- Working With The Flash Window
- Floater And Dockers
- Using Shortcut Menus
- Using Flash Toolbars
- Understanding Panels
- Working With Panels
- Working With Workspaces
- Running A Flash Movie
- Exiting Flash

#### Learning To Draw In Flash

- Understanding The Tools Panel
- Preparing A New Flash File
- Understanding Merge Drawing
- Understanding Object Drawing
- Drawing Shapes
- Working With Shapes
- Drawing Objects
- Understanding The Selection Tools
- Selecting In Merge Mode
- Selecting In Object Mode

#### Creating A Drawing

- Drawing And Sizing Rectangles
- Drawing And Sizing Circles
- Positioning And Aligning Objects
- Saving Your Work
- Applying Gradients
- Applying Solid Fills
- Changing The Stroke
- Grouping Objects
- Rotating And Skewing Objects
- Flipping Objects
- Adding Primitives
- Arranging Objects

#### Layers And Frames

- Understanding Layers And Frames
- Working With A Layer
- Inserting More Layers
- Importing Photos
- Placing Library Items On The Stage
- Working With Multiple Layers
- Moving Layers
- Creating A Layer Folder
- Understanding Frames
- Inserting Frames
- Playing Your Movie
- Moving Keyframes
- Removing Frames
- Copying Frames
- Adding Sounds
- Colouring The Stage

#### Animation

- Understanding Animation In Flash
- Preparing For Motion Animation
- Creating A Motion Tween
- Testing Animations
- Creating A Fade In Effect
- Creating A Grow In Effect
- Rotating An Animation
- Changing The Motion Path
- Changing Animation Duration
- Adding Keyframes
- Converting Bitmaps To Symbols
- Creating Additional Motion Tweens
- Copying Motion Tweens
- Repositioning The Final Tweens

#### Shape Tweening

- Understanding Shape Tweening
- Creating The Starting Shape
- Creating The Ending Shape
- Creating The Shape Tween
- Morphing With Motion
- Creating The Illusion Of Bounce
- Adding More Shape Tweens
- Adding More Elements
- Tweening Complex Shapes

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## Classic Tweening

- Understanding Classic Tweening
- Creating A Straight Line Tween
- Adding A Motion Layer Path
- Drawing A Motion Path
- Formatting A Motion Path
- Modifying The Motion Path
- Creating A Masking Layer
- Applying The Mask
- Running A Mask

## Pens And Pencils

- Understanding The Pen And Pencil Tools
- Using The Pen Tool
- Modifying A Penned Image
- Copying And Flipping An Image
- Images With Several Arcs
- Filling A Pen Shape
- Making Cutouts With Beziers
- Applying Stroke Effects
- Assembling The Parts
- Arranging And Grouping Objects
- Using The Pencil And Brush Tools
- Creating Joined Freeform Objects

## Symbols And Libraries

- Understanding Symbols And Libraries
- Converting Objects To Symbols
- Converting Complex Images To Symbols
- Using Symbols From The Library
- Changing Instances On The Stage
- Editing Symbols
- Using An External Library
- Creating A Movie Symbol
- Creating A Movie Instance
- Editing A Movie Symbol Instance
- Duplicating A Movie Symbol
- Changing The Duration Of Movie Symbols

## Working With Text

- Adding Text
- Adding More Text
- Applying Filters To Text
- Copying Filters
- Simple Animations With Text
- Motion Animating Text
- Applying Motion Presets
- Modifying Preset Settings
- Converting Text To 3D
- Animating 3D Text

## Publishing Flash Animations

- Understanding The Publishing Process
- Publishing A Flash File
- Publishing As A Web Page
- Publishing As An Animated GIF
- Publishing As An Image
- Publishing To Windows Projector

## Concluding Remarks