

MEDIARROOTS
Adobe Flash CS4 & CS3 : Core Training

Table of Contents

Introduction

Welcome

Getting Started

The CS3 Interface

The CS4 Interface

Setting up a Productive Workspace

Modifying a Documents Properties

The Stage and Pasteboard

The Timeline and Layers

Scenes

Drawing Tools

Object and Merge Drawing

Drawing Basics: Rectangle Tool

Sphere and Oval Tools

Primitive Shapes

Pencil and Line Tools

Pen Tool

Selecting and Deleting Content

Modifying Content

The Free Transform Tool

Advanced Drawing Techniques

The Deco Tool

Colour

Colour and Swatches Palettes

Working with Gradients

Text Tools

Text Boxes

Text Types

Text Formatting

Spellchecking

Working with Images

Different Types of Images

Tracing and Breaking Apart Bitmaps

Ensuring Best Quality for Export

Symbols and Instances

- Creating Symbols
- Button Symbol Type and Button States
- Symbol Editing
- Overview of the Library
- Organising the Library
- 9-Slice Scaling
- Filters and Blends
- Components

Concepts of Animation

- Understanding Flash Animation
- Frame by Frame Animation
- Onion Skinning
- Multiple Frames Tool
- Frame Rate
- Ways to Copy Animation

Shape Tweens

- Creating a Shape Tween
- Creating Shape Hints
- Multiple Shape Tweens

Motion Tweens

- The New Tween Model
- Creating a Motion Tween
- Using Motion Paths - Part 1
- Using Motion Paths - Part 2
- Using the Motion Editor
- Built in Motion Presets
- Saving Motion Presets
- Nesting Animations

Masks

- Creating a Mask
- Animating a Mask

Overview of Actionscript

- Comparing Actionscript 1, 2 and 3
- The Actions Panel
- Linking to Specific Frame and Frame Labels
- Linking to a Website

Working with Sound

- Importing Sound

Sound Types and Editing

Working with Video

Embed vs External Video

Using the Adobe Media Encoder

Working with the Bone Tool

Inverse Kinetics with the Bone Tool

Creating Bones

Bone Animation

Working with 3D

3D Rotation and Translation Tools

Animating in 3D

Integration

Direct Import of Photoshop Files

Direct Import of Illustrator Files

The Concept Behind XFL Files

Integration with Adobe Products

Previewing

Testing your Movie

Bandwidth Profiler

Publishing

Publish Settings

Publishing Flash and HTML

Publishing to a Projector File

Exporting to Adobe Air

Exercises (Case Studies)

Web Banner Introduction

Web Banner - Part 1

Web Banner - Part 2

Web Banner - Part 3

Web Banner - Part 4

Web Banner - Part 5

Web Banner - Part 6

Cross Fading Pictures

Importing External Dynamic Text

Using a Custom Cursor