

Adobe Flash CC Introduction

Length: 1 Day

Summary: The tools available in Adobe® Flash® CC can be used to create and manipulate a variety of graphics and animations ranging from simple designs to complex animated sequences. In this course, you will learn to navigate the Flash CC interface and gain knowledge in using the tools and features necessary for drawing graphics and creating a website that contains an animated introduction.

COURSE CONTENT

Lesson 1: Getting Started with Flash CC

Topic A: Identify Components of the Flash CC Interface

Topic B: Identify Elements of a Flash Project

Topic C: Customize the Flash CC Interface

Lesson 2: Planning a Flash Project

Topic A: Establish Project Requirements and Documentation

Topic B: Implement Best Practices in Rich Media Design

Lesson 3: Creating Illustrations in Flash

Topic A: Start a New Project

Topic B: Draw Basic Shapes

Topic C: Draw Advanced Shapes

Topic D: Add Static Text

Lesson 4: Organizing the Project

Topic A: Organize the Library

Topic B: Create Visual Depth Using Layers

Topic C: Use Symbols to Organize for Reuse

Lesson 5: Importing Assets into Flash

Topic A: Import Copyrighted Material

Topic B: Import Bitmap and Vector Images

Topic C: Optimize Bitmap Images for Flash

Lesson 6: Creating Animation

Topic A: Create Frame-by-Frame Animation

Topic B: Create Tweens and Embedded Animation

Topic C: Create Motion Tween Animations

Topic D: Animate a Mask

Topic E: Create a Button Rollover

Topic F: Work with Motion Paths

Lesson 7: Adding Basic ActionScript

Topic A: Apply ActionScript to Control Animation

Topic B: Add Button Actions