

# Flash Introduction

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## Flash Introduction CS3 Training Overview

This workshop will enable you to learn the Flash environment and build your knowledge of best practice for hands on creation of Flash content.

## Flash Introduction CS3 Training Course Prerequisites

Experience with either the Windows or Mac interface.

Some experience with other computer graphic principles would be an advantage but not necessary.

## Introduction to Adobe Flash CS3 Course Outline

### Getting Started

- Introducing Adobe Flash CS3 Professional
- Why Use Flash CS3?
- What's New in Flash CS3?
- Flash, Flash Player, or Flash Lite?
- File Types Associated with Flash CS3
- Caution: Player Required!
- Beyond Flash CS3

### Understanding the Interface

- Exploring the Welcome Screen
- Interface Overview
- Exploring the Tools Panel
- Working with the Panels
- Creating a New Custom Keyboard Shortcut Set

### Using the Drawing and Color Tools

- About vector and bitmap graphics
- Drawing Tools Defined
- Lines, Strokes, and Fills Defined
- Drawing with the Pencil Tool
- Using the Oval and Rectangle Tools
- Using the Brush Tool
- Modifying Lines and Shapes
- Modifying Strokes and Fills
- What Is the Color Panel?
- Understanding the Flash Drawing Models
- Using the Merge and Object Drawing Models
- Grouping Objects
- Creating Gradients
- Drawing with the Pen Tool
- Modifying Paths

### Working with text

- Creating text
- Setting text attributes
- Choosing a font, point size, style, and color
- Setting character spacing, kerning, and

### character position

- Setting alignment, margins, indents, and line spacing
- Setting dynamic and input text options
- Breaking text apart

### Creating Symbols and Instances

- Understanding the Symbol and Instance Structure
- Symbol Naming Conventions
- Important Timeline Vocabulary Terms
- Creating Graphic Symbols
- Creating Symbol Instances
- Editing Symbols
- Editing Symbol Instances
- Using Color Styles
- Animating Graphic Symbols

### Using the library

- Working with library items
- Working with folders in the Library panel
- Sorting items in the Library panel
- Editing items in the library
- Renaming library items
- Deleting library items
- Finding unused library items
- Updating imported files in the Library panel
- Working with common libraries

### Using the Timeline

- Changing the appearance of the Timeline
- Moving the playhead
- Changing the display of frames in the Timeline
- Using frames and keyframes
- Working with frames in the Timeline
- Using the Property inspector to set frame attributes
- Creating frame labels and comments

### Using layers

- Creating layers and layer folders

- Viewing layers and layer folders
- Editing layers and layer folders
- Organizing layers and layer folders
- Using guide layers

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#### Animating in Flash

- Setting Document Properties
- Understanding Keyframes and Frames
- Creating Frame-by-Frame Animation with Keyframes
- What Is the Frame Rate?
- Recommended Frame Rates
- Inserting and Deleting Frames
- Copying and Reversing Frames
- Using Onion Skinning
- Testing Movies

#### Shape Tweening

- What Is Shape Tweening?
- Shape Tweening Basics
- Using Shape Hints
- Creating Multiple Shape Tweens
- Understanding Layer Properties
- Shape Hinting

#### Filters and Blend Modes

- What Are Blend Modes?
- Blend Mode Basics
- Working with Blend Modes
- What Are Filters?
- Working with Filters
- Colorizing a Grayscale Image

#### Motion Tweening and Timeline Effects

- Shape Tweening vs. Motion Tweening
- Understanding Basic Motion Tweening
- Using Tweening Effects
- Editing Multiple Frames
- Using a Motion Guide
- Using the Custom Ease Controls
- Animating Text
- Using Timeline Effect Assistants
- Animating with the Blur Filter
- Animating with the Drop Shadow Filter

#### Working with Bitmaps

- Understanding the Benefits of Bitmaps
- Understanding Compression in Flash CS3
- Importing and Compressing Bitmaps
- Importing Bitmap Sequences
- Converting Bitmaps to Vectors
- Using Basic Masking
- Using Animated Masks
- Animating Bitmaps

#### Buttons

- Understanding Button States
- Understanding Button Types
- Creating Rollover Buttons

- Creating Rollover Buttons with Text
- Duplicating and Aligning Buttons
- Adding Sound to Buttons
- Creating Invisible Buttons

#### Movie Clips

- What Is a Movie Clip?
- Creating a Movie Clip
- Using Animated Graphic Symbols Versus Using Movie Clip Symbols
- Creating an Animated Rollover Button
- Putting an Animated Rollover Button into Action

#### Sound

- Importing Sound
- Using Different Sound Events
- Adding Sound to a Button

#### ActionScript

- Learn basic actionscript for buttons, stop, play etc

#### Previewing and testing movies

- Previewing movies in the authoring environment
- Previewing movies with the test movie command
- Previewing movies in a web browser
- Saving Flash documents

#### Introduction to Adobe Flash CS3 Course Materials

Students will have the option of purchasing a prescribed booklet, which will serve as a guide for the class. For further information please contact Zise.