

Adobe® Flash® CS6: Part 1

Course Specifications

Course Number:

092041

Course Length:

1 day

Course Description

Overview:

The tools available in Adobe® Flash® CS6 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 CS6 interface, and gain knowledge in using the tools and features necessary for drawing graphics and creating a website that contains an animated introduction.

This course also is designed to cover the Flash CS6 Adobe Certified Associate (ACA) and Adobe Certified Expert (ACE) certification exam objectives.

Course Objectives:

In this course, you will be introduced to the Adobe Flash CS6 application and interface and develop an animated website.

You will:

- Get oriented with Flash.
- Plan a Flash project.
- Create illustrations in Flash.
- Organize objects contained within a Flash project.
- Import assets into a Flash project.
- Create animations in Flash.
- Add basic ActionScript to a Flash project.

Target Student:

The target student for this course is a designer or developer who is new to Flash. The student may be a graphic designer, website developer, multimedia designer, or game designer. This course, combined with the Logical Operations *Adobe® Flash® CS6: Part 2* course, covers the Adobe Rich Media Communication using Adobe Flash CS6 objectives, and is intended to help prepare students to take the Adobe Certified Associate exam.

Prerequisites:

To ensure your success in this course, you should be familiar with the Windows environment, have a strong sense of the Web and its terminologies, have a basic frame of reference for graphic and design applications, and have a desire to know the basic terminologies and components of ActionScript and its role as a Flash programming language. You can obtain this level of skill and knowledge by taking the following Logical Operations course: *Introduction to Personal Computers Using Windows® 7*.

Course-specific Technical Requirements

Hardware

For this course, you will need one computer for each student and one for the instructor. Each computer will need the following minimum hardware configurations:

- Intel® Pentium® 4 or AMD Athlon® 64 processor
- 2 GB of RAM (3 GB recommended)
- 3.5 GB of available hard-disk space for installation; additional free space required during installation
- 1,024 x 768 display (higher resolution recommended, if available)
- DVD-ROM drive
- Broadband Internet connection required for software activation and access to online services

Instructor Hardware

Additionally, the instructor will require a projection system to display the instructor's computer screen.

Software

Each student and instructor computer require the following:

- Each computer (students and instructor) will require Flash® Professional CS6.

- Microsoft® Windows® XP with Service Pack 3 or Windows 7 (Windows 7 recommended)
- Apple® QuickTime® 7.6.6 software required for multimedia features
- Java™ Runtime Environment 1.6 (included)

Instructor Software

The instructor computer (but not student computers) will require Microsoft® PowerPoint® to present the course slides.

Course Content

Lesson 1: Getting Started with Flash CS6

Topic A: Identify Components of the Flash CS6 Interface

Topic B: Identify Elements of a Flash Project

Topic C: Customize the Flash CS6 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: Use Folders to Organize the Library

Topic B: Use Symbols to Organize for Reuse

Topic C: Use Layers to Create Visual Depth

Lesson 5: Importing Assets into Flash

Topic A: Use 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: Use ActionScript to Control Animation

Topic B: Add Button Actions

Appendix A: Adobe Flash CS6 ACA Certification Exam Objectives

Appendix B: Adobe Flash CS6 ACE Certification Exam Objectives