



Adobe® Flash® CS4: Level 1

Course Description

A website can be made to look more inviting with interactive graphics and animations. The tools present in Adobe® Flash® CS4 can be used to create and manipulate a wide variety of objects ranging from a simple graphic design to a complex animation sequence. In this course, you will familiarize yourself with the basic tools and features of Flash CS4, and gain the skills necessary for creating basic animations.

Course Objective:

You will create and manipulate a wide variety of objects ranging from simple graphic designs to complex animation sequences using the Adobe® Flash® CS4 application.

Performance-Based Objectives

Upon successful completion of this course, students will be able to:

- explore the Flash environment, interface, and panels.
- use Flash drawing and painting tools.
- work with objects and images.
- import bitmap images, use compressions, and trace bitmap features.
- create and modify text and convert text to shapes.
- create and edit symbols and instances.
- become familiar with animation tools and features and create an animation.
- work with multiple layers and create a layer mask animation.
- explore the ActionScript language.

Course Content

Lesson 1: Exploring the Adobe® Flash® CS4 Environment

Topic 1A: Define Flash

Topic 1B: Explore the Flash CS4 Welcome Screen

Topic 1C: Explore the Flash CS4 Interface

Topic 1D: Explore and Customize the Panels in Flash CS4

Lesson 2: Working with Drawing and Painting Tools

Topic 2A: Compare the Drawing Modes of Flash

Topic 2B: Use Drawing and Painting Tools

Topic 2C: Use the Pen Tool

Lesson 3: Manipulating Objects

Topic 3A: Use the Selection Tools

Topic 3B: Overview of Layers

Topic 3C: Work with Interacting Objects

Topic 3D: Transform Objects

Lesson 4: Understanding Vector and Bitmap Images

Topic 4A: Vector Images and Bitmap Images

Topic 4B: Work with Bitmap Images

Lesson 5: Working with Text

Topic 5A: Overview of Text Fields and Attributes

Topic 5B: Create Text Fields

Topic 5C: Convert Text into Shapes

Lesson 6: Working with Symbols and Instances

Topic 6A: Create a Symbol

Topic 6B: Create a Symbol Instance

Lesson 7: Using Animation Basics to Create Animations

Topic 7A: Create Animations with Frames and Keyframes

Topic 7B: Work with Frames

Topic 7C: Create a Motion Tween Animation

Topic 7D: Create a Shape Tween Animation

Lesson 8: Working with Multiple Layers

Topic 8A: Work with Multiple Layers

Topic 8B: Create a Mask Layer

Lesson 9: Using ActionScript™

Topic 9A: Basics of ActionScript

Topic 9B: ActionScript Elements

Appendix A: Adobe® Flash® CS4 New Features