



Adobe® Flash® CS4: Level 2

Course Description

You created basic Flash animations. You may now need to work on Flash projects that require implementation of advanced functionality. In this course, you will use the advanced features of Adobe® Flash® CS4 to plan, design, and develop complex Flash projects.

Course Objective:

You will plan, design, and develop complex Flash projects using the Adobe® Flash® CS4 application.

Performance Based Objectives

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

- plan a Flash project.
- design a project.
- manage symbols.
- create advanced animations.
- add audio to a movie.
- work with ActionScript 3.0.
- publish a movie in different file formats.
- extend Flash.

Course Content

Lesson 1: Planning a Flash Project

Topic 1A: Understand a Workflow

Topic 1B: Translate Workflow Plans to Flash

Lesson 2: Designing a Project

Topic 2A: Initiate a Project

Topic 2B: Create Design Patterns

Lesson 3: Managing Symbols

Topic 3A: Use Movie Clips

Topic 3B: Organize Movie Assets

Topic 3C: Use Buttons

Lesson 4: Creating Advanced Animations

Topic 4A: Work with Inverse Kinematics

Topic 4B: Add Motion to Animations

Topic 4C: Apply 3-D Transformation to an Object

Topic 4D: Apply Effects to an Object

Lesson 5: Adding Audio to a Movie

Topic 5A: Import Audio

Topic 5B: Control Audio

Lesson 6: Working with ActionScript™ 3.0

Topic 6A: Understand ActionScript

Topic 6B: Add Interactivity Using ActionScript Elements

Topic 6C: Use Dynamic Mask

Topic 6D: Work with Components

Lesson 7: Publishing a Movie in Different Formats

Topic 7A: Add Metadata to SWF Files

Topic 7B: Ensure Accessibility

Topic 7C: Create Multiple Outputs

Lesson 8: Extending Flash

Topic 8A: Understand JSFL

Topic 8B: Understand Adobe® Extension Manager CS4