



Flash CS4: Introduction

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

Course Length: 2 Days

Lesson 1: Exploring the Adobe Flash CS4 Environment

Define Flash
Explore the Flash CS4 Welcome Screen
Explore the Flash CS4 Interface
Explore and Customize the Panels in Flash CS4

Lesson 2: Working with Drawing and Painting Tools

Compare the Drawing Modes of Flash
Use Drawing and Painting Tools
Use the Pen Tool

Lesson 3: Manipulating Objects

Use the Selection Tools
Overview of Layers
Work with Interacting Objects
Transform Objects

Lesson 4: Understanding Vector and Bitmap Images

Vector Images and Bitmap Images
Work with Bitmap Images

Lesson 5: Working with Text

Overview of Text Fields and Attributes
Create Text Fields
Convert Text into Shapes

Lesson 6: Working with Symbols and Instances

Create a Symbol
Create a Symbol Instance

Lesson 7: Using Animation Basics to Create Animations

Create Animations with Frames and Keyframes
Work with Frames
Create a Motion Tween Animation
Create a Shape Tween Animation

Lesson 8: Working with Multiple Layers

Work with Multiple Layers
Create a Mask Layer

Lesson 9: Using ActionScript™

Topic 9A: Basics of ActionScript

Topic 9B: ActionScript Elements

Appendix A: Adobe® Flash® CS4 New Features

Coding with Basic ActionScript

Use Code Snippets