



Flash CS5: Intermediate

Overview: Students will plan, design, and develop complex Flash projects using the Adobe Flash CS5 application.

Prerequisites: To ensure your success in this course, it is recommended that you first take the following CMC course (or have equivalent knowledge): Adobe Flash® CS5: Introduction.

Course Length: One Day

Course Content

Lesson 1: Planning a Flash Project

Understand a Workflow
Translate Workflow Plans to Flash
Identify Elements of a Project Plan

Lesson 2: Designing a Project

Initiate a Project
Create Design Patterns

Lesson 3: Managing Symbols

Use Movie Clips
Use Buttons

Lesson 4: Laying Out Text

Lay Out Text in a Flash Movie
Embed Text Fonts in a Movie

Lesson 5: Creating Advanced Animations

Work with Inverse Kinematics
Add Motion to Animations
Apply 3D Transformation to an Object
Apply Effects to an Object

Lesson 6: Adding Audio to a Movie

Import Audio
Control Audio

Lesson 7: Working with ActionScript™ 3.0

Understand Additional ActionScript Concepts
Add Interactivity Using ActionScript Elements
Use Dynamic Mask
Work with Pre-Built Components

Lesson 8: Publishing a Movie in Different Formats

Add Metadata to SWF Files
Ensure Accessibility
Create Multiple Outputs

Lesson 9: Extending Flash

Topic 9A: Understand JSFL

Topic 9B: Understand Adobe® Extension Manager CS5