

# Adobe Flash CS5 Basic

- **Course Length:** 1 Day

## Course Overview

This basic level course introduces the basic elements and features of Flash Professional CS5 so that students can begin creating Flash applications for delivery on the Web. Students will learn how to use the Stage and the Library, create and format text, work with basic shapes, work with layers, and use the Timeline. They will learn how to format objects by using custom colors and gradients and by applying filters and soft edges. Next, students will create frame-by-frame, motion tween, and movie clip animations. Students will also work with interactive components such as buttons and audio controls. Finally, students will learn about accessibility options for Flash content, test the download performance of a Flash file, and publish a Flash file.

## Prerequisites/Audience

This is an entry-level course.

## Course Outline

<b><u>Course Introduction</u></b>	2m
<b><u>Unit 01 - Getting Started</u></b>	39m
<b>Topic A: Flash Overview</b>	
Use Flash to Create	
A-1: Discussing Flash Concepts and Applications	
Demo - A-2: Viewing Flash Files	
<b>Topic B: The Flash Interface</b>	
Pasteboard, Stage, and Timeline	
Property Inspector and Tools Panel	
Main Window Components	
The Timeline	
Imported Content	
Demo - B-1: Exploring Flash Elements	
Moving Items on the Stage	
Demo - B-2: Changing Elements on the Stage	
<b>Topic C: Getting Help</b>	
The Flash Help Window	
Demo - C-1: Using Flash Help	
Unit 01 Review	
<b><u>Unit 02 - Basic Objects</u></b>	1h 25m
<b>Topic A: New File Settings</b>	
Create a File from a Template	

Demo - A-1: Setting XMP Metadata and Stage Properties

**Topic B: Library Items**

Import an Image into the Library

Demo - B-1: Importing Images

**Topic C: Using Text**

Using Text

Demo - C-1: Creating an Expanding-width Text Block

Demo - C-2: Creating a Fixed-width Text Block

Text Formatting

Demo - C-3: Formatting Text

Demo - C-4: Toggling Between Text Block Types

**Topic D: Basic Shapes**

Color Indicators in Tools Panel

Demo - D-1: Drawing Objects

Fill and Stroke Settings

Stacking Order

Demo - D-2: Formatting Drawing Objects

Demo - D-3: Working with Shapes

Demo - D-4: Combining Shapes

Demo - D-5: Combining Drawing Objects

Demo - D-6: Creating Primitive Object Shapes

Demo - E-1: Creating Freeform Shapes

Demo - E-2: Moving and Reshaping with the Selection Tool

Anchor Points and Direction Handles

Demo - E-3: Reshaping with the Subselection Tool

Demo - E-4: Exploring Marquee and Lasso Selections

Unit 02 Review

**Unit 03 - Using the Timeline**

25m

**Topic A: Layers**

Create a Layer

Demo - A-1: Creating Layers

Move an Item to Another Layer

Demo - A-2: Moving Items to Other Layers

Group Layers into Folders

Demo - A-3: Arranging and Grouping Layers

**Topic B: Timeline Basics**

Frames and Keyframes

The Timeline

Demo - B-1: Adjusting a Layers Duration

Unit 03 Review

**Unit 04 - Formatting Objects**

26m

**Topic A: Custom Colors and Gradients**

Define Colors in Color Dialog Box  
Save a Custom Color  
Demo - A-1: Creating Custom Color Swatches  
Create a Custom Gradient  
Demo - A-2: Creating and Applying Gradients

**Topic B: Soft Edges**

Convert an Object to a Symbol  
Apply a Filter to an Object  
Demo - B-1: Applying Filters  
Demo - B-2: Softening Fill Edges  
Unit 04 Review

**Unit 05 - Timeline Animation and Interactive Buttons**

47m

**Topic A: Frame-by-Frame Animation**

Frame-by-Frame Animation  
Demo - A-1: Creating Frame-by-Frame Animation

**Topic B: Motion Tweening**

Create a Classic Tween  
Demo - B-1: Creating a Classic Tween  
Animate Color Effects  
Demo - B-2: Animating an Alpha Value  
Demo - B-3: Creating a Motion Tween  
Demo - B-4: Editing a Motion Path  
Demo - B-5: Using the Motion Editor to Scale an Animation

**Topic C: Movie Clip Animation**

Movie Clip Symbols  
Demo - C-1: Creating a Looping Animation

A Button Symbol's Timeline  
Demo - D-1: Creating a Button Symbol  
Swap Symbols  
Demo - D-3: Adding a Movie Clip to a Button State  
Unit 05 Review

**Unit 06 - Publishing Your Applications**

34m

**Topic A: Accessibility**

The Accessibility Panel  
Add Accessibility Information  
Demo - A-1: Creating Accessible Flash Content  
The Tab Index Box  
Demo - A-2: Setting the Tab Index

**Topic B: Testing**

Optimization Guidelines  
The Bandwidth Profiler  
Demo - B-1: Testing Document Download Performance

**Topic C: Publishing**

Publish an Application

Demo - C-1: Publishing a SWF File

Unit 06 Review

Course Closure

**Total Duration:** 4h 18m