

# Adobe Flash CS4 Level 1

- **Course Length:** 1 Day

## Course Overview

This instructor-led course will familiarize students with the basic tools and features of Adobe Flash CS4, and gain the skills necessary for creating basic animations. Students will explore many concepts including the difference between various color and image modes, managing objects and text, and how to use Flash specific features such as Onion Skinning and Tweening. Through live demonstrations the instructor creates and manipulates a wide variety of objects ranging from simple graphic designs to complex animation sequences using the Adobe Flash CS4 application.

## Audience/ Prerequisites

This course is intended for designers and developers new to Flash. There is no prerequisite.

## Course Outline

### Course Introduction

3 min

Course Introduction

### Lesson 01 - Exploring the Flash CS4 Environment

32m

Exploring the Flash CS4 Environment

What is Flash?

Flash "Flavors"

Flash File Formats

The Flash Welcome Screen

Create New Options

All the World is a Stage

The Stage

The Timeline

Types of Frames

The TIMELINE Panel

The PROPERTIES Panel

The Edit Bar

Demo: Exploring the Interface and Views

Flash Panels

Library and Tools Panels

Demo: Customizing Flash Panels

Lesson 01 - Review

## **Lesson 02 - Working with Drawing and Painting Tools**

55m

Working with Drawing and Painting Tools  
Merge Drawing Mode  
Object Drawing Mode  
Demo: Comparing Drawing Modes  
Location, Location, Location  
Drawing and Painting Tools  
Brush Tool Modifiers  
Miscellaneous Notes  
Color Models  
RGB and CMYK Color Models  
HSB and Hexadecimal Models  
The COLOR Panel  
Color Swatches  
The Gradient Transform Tool  
Demo: Using the Drawing and Painting Tools  
The Pen Tool  
Demo: Creating Lines and Shapes Using the Pen Tool  
Lesson 02 - Review

## **Lesson 03 - Manipulating Objects**

37m

Manipulating Objects  
Selection Tools  
Other Selection Tools  
Layers  
Layer Types  
Working with Layers  
Demo: Selection Tools  
Interacting Objects  
Stacking Order  
Demo: Working with Interacting Objects and Layers  
Transforming Objects  
Transform Example  
Demo: Transforming Objects  
Lesson 03 - Review

## **Lesson 04 - Understanding Vector and Bitmap Images**

26m

Understanding Vector and Bitmap Images  
Raster Graphics  
Vector Graphics  
Raster Example  
Vector Example  
Another Raster Graphic  
Another Vector Graphic  
Working with Raster Images  
The Trace Bitmap Feature  
Trace Bitmap Options  
Demo: Comparing Image Types and Working with Bitmaps  
Lesson 04 - Review

## **Lesson 05 - Working with Text**

33m

Working with Text  
Review of Text Attributes  
Text Properties  
Variable and Fixed-Width Text  
Font Types  
Font Rendering  
Demo: Creating Text Fields  
The Break Apart Text Feature  
Text Conversion  
Demo: Converting Text into Shapes  
Lesson 05 - Review

## **Lesson 06 - Working with Symbols and Instances**

45m

Working with Symbols and Instances  
What is a Symbol?  
Symbol Types  
The Library  
Symbol Preview  
Demo: Creating a Symbol  
Instances  
Instances on the Stage  
Demo: Creating an Instance  
Lesson 06 - Review

## **Lesson 07 - Using Animation Basics to Create Animations**

1h 3m

Using Animation Basics to Create Animations  
Animation  
The Concept of Frames  
Frames and Keyframes  
Frame-by-Frame Animation  
The Onion Skinning Feature  
Working with Frames  
Demo: Working with Frames and Keyframes  
What is Tweening?  
Motion Tweens  
Motion Paths  
Tweening Example  
Motion Path Example  
Demo: Creating a Motion Tween  
Shape Tweening  
Demo: Creating a Shape Tween  
Lesson 07 - Review

## **Lesson 08 - Working with Multiple Layers**

24m

Working with Multiple Layers  
Layer Organization  
Distributing Objects to Layers  
Demo: Working with Multiple Layers

Mask Layers  
Demo: Creating a Mask Layer  
Lesson 08 - Review

**Lesson 09 - Using ActionScript**

1h 3m

Using ActionScript  
Programming Primer  
OOP Basics  
What Does it Mean?  
Scripting  
ActionScript Basics  
ActionScript  
The ActionScript Environment  
The ActionScript Authoring Environment  
Demo: Reviewing the Basics of ActionScript  
ActionScript Elements  
Data Types  
Complex Data Types  
Operators  
Functions and Methods  
Conditionals  
Conditional Statements  
Conditionals Code  
Events and Event Handlers  
Demo: Using Conditional Statements in ActionScript  
Lesson 09 - Review  
Course Closure

**Total Duration: 6h 19m**