

Flash CS4

- Designed for:** This course is designed for those wishing to learn the industry standard application for developing Flash animations or movies.
- Prerequisites:** Ideally with experience of Dreamweaver CS4 and/or Adobe Photoshop CS4.
- Objectives:** To teach the Flash CS4 program to the level of the Adobe Certified Associate qualification.

Course Content

- Unit 1** - Starting Flash CS4 Professional, use the Flash CS4 professional screen/interface, increase screen magnification, create, open, save and revert Flash CS4 professional documents, creating new documents based on templates, customising the Flash CS4 interface
- Unit 2** - The Flash editor, select objects (and parts of objects) and merge standard objects, create and select basic shapes/objects and lines, select and apply stroke/fill colours, edit objects, apply colours, gradient and bitmap fills and borders, grouping objects, primitive objects, undo and redo editing actions
- Unit 3** - Enter and format text, creating hyperlinks, applying filters, breaking up text, spell-checking text
- Unit 4** - Create layers, create guide layers including hiding/locking layers, layer folders and copying between layers, create mask layers
- Unit 5** - The Flash library, create and edit symbols and add them to document libraries, insert copies of symbols into your documents as 'instances', creating and using library folders, inserting instances, edit and duplicate symbols
- Unit 6** - Overview of graphic formats, import bitmaps into flash and convert them to vectors, importing image sequences, converting bitmaps to vectors, fill objects with bitmaps
- Unit 7** - Use and customise the timeline, apply timeline effects, add frames and keyframes, use onion skinning to view frames more effectively, frame rates, create frame-by-frame animations, preview animations
- Unit 8** - Create animations using motion and shape tweens, editing motion paths, 3D animations, motion presets
- Unit 9** - Rollovers/hotspots, make rollovers more effective with shape hints
- Unit 10** - Simple ActionScript 3.0 code and components, create Actionscript 3.0 buttons, script formatting and checking code
- Unit 11** - Insert sounds into document libraries, add to animations, edit sounds, effects and sync settings
- Unit 12** - Turn movies into bitmaps and projectors, get your movies ready to be published
- Unit 13** - Identify purpose and audience needs for rich media content, options for producing accessible rich media content and standard copyright rules, project management tasks and responsibilities, design and content plans
- Unit 14** - Identify best practices for designing rich media content, design elements and principles, create accessible and readable rich media elements, use a storyboard to produce rich media elements
- Unit 15** - Conducting basic technical tests, identifying techniques for basic usability tests

Benefits

- Learn how to use this popular web video authoring program
- The flexibility and value of a self-study course designed to enable you to work at your own pace
- The opportunity to gain the widely recognised Pitman Training Certificate
- The opportunity to gain an Adobe Certified Associate qualification

Course duration: 100 hours