

# Flash CS5: Essentials

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## COURSE OVERVIEW

Flash CS5: Essentials is an introductory course that provides the basic but necessary skills in Flash rich content development. Participants will learn how Flash can integrate graphics, text, sound and video to create engaging interface.

Participants will learn through step by step tutorials and examples and at the end of the course, the skills learnt can be applied to interactive websites and presentations.

## WHO SHOULD ATTEND

This course is designed for new users to Flash, who would like to create and publish multimedia files over the web.

**DURATION** 2 Days

**TIME** 9.00am - 6.00pm

## COURSE OUTLINE

### Getting Acquainted

- Workspace overview
- Using the Application Bar
- Working with the Stage
- Learning about the Timeline
- Managing the Property inspector
- Using Library Panel
- Undoing steps in Flash
- Previewing your movie

### The Drawing Tools

- Working with graphic objects & drawing modes
- Creating rectangles & ovals
- Learning how shapes interact with each other
- Breaking objects apart
- Using Lasso Tool
- Drawing with the Pen, Pencil & Brush tools
- Making selections

### Manipulating Objects

- Using the Paint Bucket & Ink Bottle Tools
- Learning about the Eye Dropper Tool
- Transforming & erasing objects
- Working with Tools panel
- Learning about the Color Panel
- Working with Gradients & the Gradient Transform Tool
- Understanding grouping & the Isolation mode
- Knowing how to align objects
- Importing bitmap images
- Masking Objects

### Working with Text

- Creating Text
- Learning about Anti-Alias Text options
- Exploring the text settings & options
- Linking text blocks to URLs
- Breaking text apart
- Using Text Layout Framework

### Creating and Editing Symbols

- About symbols
- Converting objects to symbols
- Importing symbols
- Adding bitmaps to a movieclip symbol
- Working with buttons
- Modifying symbols
- Sharing symbols

### Adding Animation

- About Frames and Keyframes
- Different types of animation
- Motion Tweening
- Animation Effects
- Stage and Symbol Timeline

### Working with Sounds & Videos

- Adding & working with sounds
- Creating sound buttons
- Including background music
- Prepare Flash video content using component

### Publishing Flash Documents

- Optimizing Flash files
- Testing a Flash document
- Publish settings for SWF
- Publishing a movie for the web
- Alternative publishing options