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**Course Description:** In this course, you will familiarize yourself with the basic tools and features of Flash CS4, and gain the skills necessary for creating basic animations.

**Course Objective:** You will create and manipulate a wide variety of objects ranging from simple graphic designs to complex animation sequences using the Adobe® Flash® CS4 application.

**Prerequisites:** Students should be familiar with the web and its terminologies, have a basic frame of reference for graphic and design applications, identify programs designed for graphics and web, have a desire to know the basic terminologies and components of ActionScript™ and its role as a Flash programming language.

**Course Length:** 2-day

### Performance-Based Objectives

Upon successful completion of this course, students will be able to

- explore the Flash environment, interface, and panels.
- use Flash drawing and painting tools.
- work with objects and images.
- import bitmap images, use compressions, and trace bitmap features.
- create and modify text and convert text to shapes.
- create and edit symbols and instances.
- become familiar with animation tools and features and create an animation.
- work with multiple layers and create a layer mask animation.
- explore the ActionScript language.

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### Course Content

#### Lesson 1: Exploring the Adobe®Flash® CS4 Environment

Define Flash  
Explore the Flash CS4 Welcome Screen  
Explore the Flash CS4 Interface  
Explore and Customize the Panels in Flash

#### Lesson 2: Working with Drawing and Painting Tools

Compare the Drawing Modes of Flash  
Use Drawing and Painting Tools  
Use the Pen Tool

#### Lesson 3: Manipulating Objects

Use the Selection Tools  
Overview of Layers  
Work with Interacting Objects  
Transform Objects

#### Lesson 4: Understanding Vector and Bitmap Images

Vector Images and Bitmap Images  
Work with Bitmap Images

#### Lesson 5: Working with Text

Overview of Text Fields and Attributes  
Create Text Fields  
Convert Text into Shapes

#### Lesson 6: Working with Symbols and Instances

Create a Symbol  
Create a Symbol Instance

# FLASH CS4 LEVEL 1

## **Lesson 7: Using Animation Basics to Create Animations**

Create Animations with Frames and Keyframes

Work with Frames

Create a Motion Tween Animation

Create a Shape Tween Animation

## **Lesson 8: Working with Multiple Layers**

Work with Multiple Layers

Create a Mask Layer

## **Lesson 9: Using ActionScript™**

Basics of ActionScript

ActionScript Elements

## **Appendix A: Adobe® Flash® CS4 New Features**