
Course Description: In this course, you will use advanced features of Flash CS4, to plan, design, and develop complex Flash projects.

Course Objective: You will plan, design, and develop complex Flash projects using the Adobe® Flash® CS4 application.

Prerequisites: To ensure your success in this course, it is recommended that you first take the following Element K course (or have equivalent knowledge): Adobe® Flash® CS4: Level 1. Students should also have a desire to expand their knowledge of ActionScript™ 3.0.

Course Length: 2-day

Performance-Based Objectives

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

- plan a Flash project.
- design a project.
- manage symbols.
- create advanced animations.
- add audio to a movie.
- work with ActionScript 3.0.
- publish a movie in different file formats.
- extend Flash.

Course Content

Lesson 1: Planning a Flash Project

Understand a Workflow
Translate Workflow Plans to Flash

Lesson 2: Designing a Project

Initiate a Project
Create Design Patterns

Lesson 3: Managing Symbols

Use Movie Clips
Organize Movie Assets
Use Buttons

Lesson 4: Creating Advanced Animations

Work with Inverse Kinematics
Add Motion to Animations
Apply 3-D Transformation to an Object
Apply Effects to an Object

Lesson 5: Adding Audio to a Movie

Import Audio
Control Audio

Lesson 6: Working with ActionScript™ 3.0

Understand ActionScript
Add Interactivity Using ActionScript Elements
Use Dynamic Mask
Work with Components

Lesson 7: Publishing a Movie in Different Formats

Add Metadata to SWF Files
Ensure Accessibility
Create Multiple Outputs

Lesson 8: Extending Flash

Understand JSFL
Understand Adobe® Extension Manager CS4