

Course Description: This course is intended for Flash designers and developers who want to master the skills required to develop robust applications using Flash CS4 with ActionScript 3.0.

Course Objective: In this course, you will build Flash applications using advanced features of Flash CS4 and ActionScript 3.0.

Prerequisites: To gain the most from this course, students should have taken the following Element K courses: Adobe® Flash® CS4: Level 1 and Adobe® Flash® CS4: Level 2, or have equivalent knowledge. They must also have a desire to expand their knowledge of ActionScript 3.0.

Course Length: 1-day

Performance-Based Objectives

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

- build a robust application using Flash.
- use videos in Flash.
- program using advanced ActionScript code.
- deploy a Flash application.

Course Content

Lesson 1: Building an Application

Import Assets for an Animation XFL
How to How to Import Assets for an Animation
Edit Animations
The MOTION EDITOR Panel
How to How to Edit Animations
Build a Navigation Structure
Menu Structures
Scene Navigation
How to How to Build a Navigation Structure

Lesson 2: Using Videos in Flash

Encode a Video Object Adobe® Media Encoder CS4
How to How to Encode a Video Object
Add Videos to a Movie
The Import Video Wizard
Linked Videos
Embedded Videos
Video Streaming from Server
The FLVPlayback Component
Video Masking
How to How to Add Videos to a Movie

Lesson 3: Programming with Advanced ActionScript

Introduction to Object-Oriented Programming
OO, Classes, Objects
Inheritance, Encapsulation
Polymorphism, Abstraction
Interfaces, Packages
Use ActionScript for Animations
The import Directive
The Tween Class
How to Use ActionScript for Animations
Load Data from an External Source
The Loader Class
XML Objects
XML Data Access
Shared Objects
How to Load Data from an External Source
Create Custom Classes
Document Classes
How to Create Custom Classes

Lesson 4: Deploying a Flash Application

Create a Preloader

Preloaders

How to Create a Preloader

Publish a Flash Application

AIR

Adobe Device Central

How to Publish a Flash Application

Appendix A: Localizing Content in Flash

Appendix B: Testing and Debugging a Flash Application

Appendix C: Exporting a Flash Application