

# Adobe® Flash® CS4: Level 2

## Course Specifications

Course number: 084079

Software: Adobe® Flash® CS4

Course length: 2.0 day(s)

## Course Description

You created basic Flash animations. You may now need to work on Flash projects that require implementation of advanced functionality. In this course, you will use the advanced features of Adobe® 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.

**Target Student:** This course is intended for students who want to expand their introductory skills in developing animations and their knowledge of ActionScript™ 3.0.

**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.

**Delivery Method:** Instructor led, group-paced, classroom-delivery learning model with structured hands-on activities.

## Hardware Requirements

- 1 GHz or faster processor
- 1 GB of RAM or above
- 3.5 GB of available hard-disk space for software installation; additional free space required during installation (cannot install on flash-based storage devices) and an additional 500 MB to run the course
- Color monitor with 1024 x 768 resolution and a 32-bit video card
- DVD-ROM drive
- Internet connection

## Platform Requirements

- Microsoft® Windows® XP with Service Pack 2

## Software Requirements

- Adobe® Flash® CS4 Professional
- Adobe® Flash® Player 10
- Microsoft® Internet Explorer® 6.0 or above

## 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**

Topic 1A: Understand a Workflow

Topic 1B: Translate Workflow Plans to Flash

### **Lesson 2: Designing a Project**

Topic 2A: Initiate a Project

Topic 2B: Create Design Patterns

### **Lesson 3: Managing Symbols**

Topic 3A: Use Movie Clips

Topic 3B: Organize Movie Assets

Topic 3C: Use Buttons

### **Lesson 4: Creating Advanced Animations**

Topic 4A: Work with Inverse Kinematics

Topic 4B: Add Motion to Animations

Topic 4C: Apply 3-D Transformation to an Object

Topic 4D: Apply Effects to an Object

### **Lesson 5: Adding Audio to a Movie**

Topic 5A: Import Audio

Topic 5B: Control Audio

### **Lesson 6: Working with ActionScript™ 3.0**

Topic 6A: Understand ActionScript

Topic 6B: Add Interactivity Using ActionScript Elements

Topic 6C: Use Dynamic Mask

Topic 6D: Work with Components

### **Lesson 7: Publishing a Movie in Different Formats**

Topic 7A: Add Metadata to SWF Files

Topic 7B: Ensure Accessibility

Topic 7C: Create Multiple Outputs

**Lesson 8: Extending Flash**

Topic 8A: Understand JSFL

Topic 8B: Understand Adobe® Extension Manager CS4