

## Adobe Flash Version CS5

<b>General Description</b>	The skills and knowledge acquired in Adobe Flash CS5 are sufficient to be able to create new movie files complete with photos, movies, sounds, and a wide range of drawing elements.
<b>Learning Outcomes</b>	At the completion of Adobe Flash Version CS5 you should be able to: <ul style="list-style-type: none"> <li>• start Flash and work with its environment and features</li> <li>• use the feature rich drawing tools in Flash CS5</li> <li>• create a drawing using the various drawing tools in Flash</li> <li>• work with layers and frames</li> <li>• create animations using motion tweening in Flash</li> <li>• create shape tweens in Flash</li> <li>• create motion tweens in Flash</li> <li>• use the Pen and Pencil tools to create an intricate drawing</li> <li>• use symbols and libraries to create efficient and effective animations</li> <li>• work with text in your movie files</li> <li>• publish Flash animations to a variety of sources</li> </ul>
<b>Target Audience</b>	Adobe Flash CS5 is designed for users who are keen to extend their understanding and knowledge of using Flash to create a wide range of movie and animation files.
<b>Prerequisites</b>	Adobe Flash Version CS5 assumes little or no knowledge of the software. However, it would be beneficial to have a general understanding of personal computers and the Windows operating system environment.
<b>Pages</b>	142 pages
<b>Approx* Duration</b>	12-16 hrs
<b>Course Disk</b>	Many of the topics in Adobe Flash Version CS5 require you to open an existing file with data in it. These files can be downloaded free of charge from our web site at <a href="http://www.watsoniapublishing.com">www.watsoniapublishing.com</a> . Simply follow the student files link on the home page. You will need the product code for this course which is INF535.
<b>Methodology</b>	The In Focus series of publications have been written with one topic per page. Topic sheets either contain relevant reference information, or detailed step-by-step instructions designed on a real-world case study scenario.
<b>Companion Publications</b>	There are a number of other complimentary titles in the same series as this publication. Information about other relevant publications can be found on our web site at <a href="http://www.watsoniapublishing.com">www.watsoniapublishing.com</a> .

*\* Approximate duration should be used as a guide only. Actual duration will vary depending upon the skills, knowledge, and aptitude of the participants. This information sheet was produced on Thursday, March 10, 2011 and was accurate at the time of printing. Watsonia Publishing reserves its right to alter the content of the above courseware without notice.*

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### Getting To Know Flash CS5

- Starting Flash
- Understanding The Flash Screen
- Working With The Flash Window
- Floater And Dockers
- Using Shortcut Menus
- Using Flash Toolbars
- Understanding Panels
- Working With Panels
- Working With Workspaces
- Running A Flash Movie
- Exiting Flash

### Learning To Draw In Flash

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- Understanding Merge Drawing
- Understanding Object Drawing
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- Drawing And Sizing Circles
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- Removing Frames
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- Applying Filters To Text
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- Motion Animating Text
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- Converting Text To 3D
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### Publishing Flash Animations

- Understanding The Publishing Process
- Publishing A Flash File
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- Publishing As An Animated GIF
- Publishing As An Image
- Publishing To Windows Projector

### Concluding Remarks