

Adobe Flash Version CS5

General Description	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.
Learning Outcomes	At the completion of Adobe Flash Version CS5 you should be able to: <ul style="list-style-type: none"> • start Flash and work with its environment and features • use the feature rich drawing tools in Flash CS5 • create a drawing using the various drawing tools in Flash • work with layers and frames • create animations using motion tweening in Flash • create shape tweens in Flash • create motion tweens in Flash • use the Pen and Pencil tools to create an intricate drawing • use symbols and libraries to create efficient and effective animations • work with text in your movie files • publish Flash animations to a variety of sources
Target Audience	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.
Prerequisites	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.
Pages	142 pages
Approx* Duration	12-16 hrs
Course Disk	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 www.watsoniapublishing.com . Simply follow the student files link on the home page. You will need the product code for this course which is INF535.
Methodology	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.
Companion Publications	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 www.watsoniapublishing.com .

** 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.*

Adobe Flash Version CS5

Contents

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

- Understanding The Tools Panel
- Preparing A New Flash File
- Understanding Merge Drawing
- Understanding Object Drawing
- Drawing Shapes
- Working With Shapes
- Drawing Objects
- Understanding The Selection Tools
- Selecting In Merge Mode
- Selecting In Object Mode

Creating A Drawing

- Drawing And Sizing Rectangles
- Drawing And Sizing Circles
- Positioning And Aligning Objects
- Saving Your Work
- Applying Gradients
- Applying Solid Fills
- Changing The Stroke
- Grouping Objects
- Rotating And Skewing Objects
- Flipping Objects
- Adding Primitives
- Arranging Objects

Layers And Frames

- Understanding Layers And Frames
- Working With A Layer
- Inserting More Layers
- Importing Photos
- Placing Library Items On The Stage
- Working With Multiple Layers
- Moving Layers
- Creating A Layer Folder
- Understanding Frames
- Inserting Frames
- Playing Your Movie
- Moving Keyframes

- Removing Frames
- Copying Frames
- Adding Sounds
- Colouring The Stage

Animation

- Understanding Animation In Flash
- Preparing For Motion Animation
- Creating A Motion Tween
- Testing Animations
- Creating A Fade In Effect
- Creating A Grow In Effect
- Rotating An Animation
- Changing The Motion Path
- Changing Animation Duration
- Adding Keyframes
- Converting Bitmaps To Symbols
- Creating Additional Motion Tweens
- Copying Motion Tweens
- Repositioning The Final Tweens

Shape Tweening

- Understanding Shape Tweening
- Creating The Starting Shape
- Creating The Ending Shape
- Creating The Shape Tween
- Morphing With Motion
- Creating The Illusion Of Bounce
- Adding More Shape Tweens
- Adding More Elements
- Tweening Complex Shapes

Classic Tweening

- Understanding Classic Tweening
- Creating A Straight Line Tween
- Adding A Motion Layer Path
- Drawing A Motion Path
- Formatting A Motion Path
- Modifying The Motion Path
- Creating A Masking Layer
- Applying The Mask
- Running A Mask

Pens And Pencils

- Understanding The Pen And Pencil Tools
- Using The Pen Tool
- Modifying A Penned Image
- Copying And Flipping An Image
- Images With Several Arcs
- Filling A Pen Shape
- Making Cutouts With Beziers
- Applying Stroke Effects
- Assembling The Parts
- Arranging And Grouping Objects

- Using The Pencil And Brush Tools
- Creating Joined Freeform Objects

Symbols And Libraries

- Understanding Symbols And Libraries
- Converting Objects To Symbols
- Converting Complex Images To Symbols
- Using Symbols From The Library
- Changing Instances On The Stage
- Editing Symbols
- Using An External Library
- Creating A Movie Symbol
- Creating A Movie Instance
- Editing A Movie Symbol Instance
- Duplicating A Movie Symbol
- Changing The Duration Of Movie Symbols

Working With Text

- Adding Text
- Adding More Text
- Applying Filters To Text
- Copying Filters
- Simple Animations With Text
- Motion Animating Text
- Applying Motion Presets
- Modifying Preset Settings
- Converting Text To 3D
- Animating 3D Text

Publishing Flash Animations

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

Concluding Remarks