

Adobe Flash CS5 Introduction

Course length

2 days

Why come on this course?

In this course you will learn how to create and manipulate a wide variety of objects ranging from simple graphic designs to complex animation sequences using the Adobe Flash CS5 application.

Who is it for?

This course is designed for designers and developers who are new to Flash. You should be familiar with the basic functions of a Windows operating system and a web browser, have a basic frame of reference for graphic and design applications, and have a desire to know the basic terminologies and components of ActionScript and its role as a Flash programming language.

What will I learn?

By the end of this course delegates will know how to:

- Get started with Flash CS5
- Add shapes, color, and lines with drawing and painting tools
- Create symbols and instances
- Identify and compare image types
- Manipulate objects
- Create and modify text and convert text to shapes
- Identify animation tools and features and create an animation
- Enter simple code in ActionScript and add a code snippet to Flash

Course style

The course will be highly interactive, encouraging participation and making use of exercises. There will be the opportunity for skills practice and review in each section.

Course materials

Course manuals are provided to support the topics covered. Certificates of attendance will be presented to each delegate after the training has been completed.

Course contents

Getting Started with Flash CS5

- Identify Components of the Flash CS5 Interface
- Customize the Flash CS5 Interface
- Introduce Rich Media Design Principles

Adding Shapes, Colors, and Lines with Drawing and Painting Tools

- Identify Flash Drawing and Painting Components
- Apply and Customize Colors
- Use Drawing and Painting Tools
- Work with Interacting Objects

Creating Symbols and Instances

- Create Symbols
- Create Symbol Instances

Identifying Image Types

- Identify Copyright and Citation Requirements
- Compare Vector and Bitmap Images
- Optimize Bitmap Images for Flash

Manipulating Objects

- Select Objects Using the Selection Tools
- Transform Objects
- Organize Objects with Layers

Working with Text

- Add Text to a Document
- Create Text Fields

Using Animation Basics to Create Animations

- Create Animations with Frames and Keyframes
- Create Tween Animations

Getting Started with ActionScript

- An Introduction to ActionScript
- Coding with Basic ActionScript
- Use Code Snippets

Extra topics if required and time allows

- Adobe Flash CS5 New Features Mapping

How do I book?



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Email us at admin@alphatraining.com



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