

## Flash CS4 Professional: Basic

2 days

### Description

This course introduces the basic elements and features of Flash CS4 Professional so that students can begin creating Flash applications for delivery on the Web. Students will learn how to use the Stage and the Library, create and format text, and work with basic shapes. In addition, students will learn the fundamentals of working with the Timeline. They will learn how to format objects by using custom colors and gradients and by applying filters and soft edges. Next, students will create frame-by-frame, motion tween, and movie clip animations. Students will also work with interactive components such as buttons and audio controls. Finally, students will learn about accessibility options for Flash content, test the download performance of a Flash file, and publish a Flash file.

### Prerequisites

Windows XP: Basic, Windows Vista: Basic, or equivalent experience

### Course Outline

#### ***Unit 1: Getting started***

Topic A: Flash overview  
Topic B: The Flash interface  
Topic C: Getting help

#### ***Unit 2: Basic objects***

Topic A: New file settings  
Topic B: Library items  
Topic C: Using text  
Topic D: Basic shapes  
Topic E: Freeform drawing and editing

#### ***Unit 3: The Timeline***

Topic A: Layers  
Topic B: Timeline basics

#### ***Unit 4: Formatting objects***

Topic A: Custom colors and gradients  
Topic B: Soft edges

#### ***Unit 5: Timeline animation and interactive buttons***

Topic A: Frame-by-frame animation  
Topic B: Motion tweening  
Topic C: Movie clip animation  
Topic D: Interactive buttons

#### ***Unit 6: Publishing***

Topic A: Accessibility  
Topic B: Testing  
Topic C: Publishing