

Foundation Course for Flash CS3

About this Training

This course provides a thorough introduction to the latest version of Flash, acknowledged to be the industry standard for online delivery of graphics, animation, multimedia, interactive content and basic actionsript. You will learn how to animate and work with a range of media, and create projects ranging from simple banners through to complete Flash based sites.

Content

Chapter 1: Learning the Flash CS3 Professional Interface

- The Start page and creating a Flash document
- Managing your workspace
- Setting document preferences and properties
- The Property inspector
- Zooming the stage
- Exploring the panels in the Flash interface
- The timeline
- Frames
- Using the Property inspector
- The Tools panel
- The library
- Where to get help
- Using layers
- Your turn: Building a Flash movie
- Adding the mountains and playing with color
- Using trees to create the illusion of depth
- Using a motion tween to create a twinkling star
- A moon over Lake Nanagook
- Breaking the stillness of the night at Lake Nanagook
- Testing your movie
- Your turn: Moonrise over Lake Nanagook

Chapter 2: Graphics in Flash CS3

- The Tools panel
- The Selection and Subselection tools
- The Free Transform tool
- The Gradient Transform tool
- Object Drawing mode
- Your turn: Moon rise at Lake Nanagook

Drawing in Flash CS3
The Pencil tool
The Brush tool
The Eraser tool
The Pen tool
Your turn: Trees grow at Lake Nanagook
Working with Color in Flash
Creating persistent custom colors
Your turn: Playing with color
Using bitmap images in Flash
Working with bitmaps inside Flash
Your turn: Tracing bitmaps in Flash
JPG files and Flash
Using GIF files in Flash CS3
Importing Fireworks CS3 documents into Flash CS3
Importing Illustrator CS3 documents into Flash CS3
Importing Photoshop CS3 documents into Flash CS3
Notes from the Photoshop File Importer front
Creating a banner ad

Chapter 3: Symbols and Libraries

Symbol essentials
Symbol types
Editing symbols
Symbols and 9-slice scaling
The 9-slice “gotchas”
Sharing symbols
Sharing libraries
Filters and blend modes
Applying a Drop Shadow filter
Playing with blends
Managing content on the stage
Aligning objects on the stage
Stacking order and using the Align panel
Masks and masking
A simple mask
Using text as a mask
Your turn: Creating a soft mask in Flash
Creating the cutout for the mask
A mask without a mask layer

Chapter 4: ActionScript Basics

The power of ActionScript
The Actions panel
ActionScript vs. behaviors

- Everything is an object
- Classes define objects
- Properties
- Methods
- Events
- Syntax
- Commenting code
- Dot notation
- Variables
- Data types
- Operators
- Conditional statements
- Class files
- Document class
- How to read the ActionScript 3.0 Language and Components Reference .
- Search tactics
- Checking syntax
- Your turn: Using ActionScript
- Pausing the main timeline
- Looping the timeline
- What you've learned

Chapter 5: Audio in Flash CS3

- Flash and the audio formats
- Bit depth and sample rates
- Flash and MP3
- Adding audio to Flash
- Using audio in Flash
- Your turn: Adding sound to a button
- Controlling audio with ActionScript 3.0
- Playing a sound from the library
- Using a movieclip to play a sound
- Playing a sound from outside of Flash
- Turning a remote sound on and off
- Your turn: Building an MP3 player

Chapter 6: Text in Flash CS3

- Fonts and typefaces
- Working with device fonts
- Types of text fields
- Static text
- Your turn: Playing with static text
- Dynamic text
- Input text
- HTML formatting

Hyperlinks and Flash text
Using HTML for hyperlinks
Using hyperlinks to trigger ActionScript
Embedding font outlines
Checking spelling
Your turn: A visit to the pond
Scrolling text

Chapter 7: Animation in Flash CS3

Shape tweening
Scaling and stretching
Shape tween modifiers
Altering shapes
Shape hints
Altering gradients
Motion tweening
Rotation
Motion tween properties
Scaling, stretching, and deforming
Easing
Custom easing
Using animation
A closer look at the Timeline panel
Onion skinning
Editing multiple frames
Combining timelines
Motion tween effects
Motion guides
Tweening a mask
Your turn: Making an animated button
An even cooler animated button
Copy motion as ActionScript 3.0

Chapter 8: Video in Flash

Video on the Web
Encoding an FLV
Playing an FLV in Flash CS3
Using the Import Video wizard
Using the FLVPlayback component
Playing video using ActionScript
Using the FLVPlayback control components
Using the FLVPlaybackCaptioning component
Timed text XML for captions
Preparing and using alpha channel video
Going full screen with video

When video is not video
Your turn: XML captions for video
Playing with alpha channel video

Chapter 9: Using the Flash UI Components to Build Interfaces

- Button component
- Using the Button component
- Changing the Button component's appearance
- Skinning
- Styling components
- CheckBox component
- ColorPicker component
- ComboBox component
- DataGrid component
- Label component
- List component
- NumericStepper component
- ProgressBar component
- RadioButton component
- ScrollPane component
- Slider component
- TextArea component
- TextInput component
- TileList component
- UILoader component
- UIScroller component

Chapter 10: CSS and Flash

- The power of CSS
- Element selectors vs. class selectors
- Custom tags
- Style inheritance
- Styling hyperlinks
- Embedded fonts
- Loading external CSS

Chapter 11: Dynamic Data (XML) and Flash

- The power of XML
- Writing XML
- Loading an XML file
- E4X
- E4X bonus round
- Your turn: Using XML to build a slideshow
- What you've learned

Chapter 12: Going Mobile in Flash

- Flash and devices
- Device Central CS3
- Creating a new Flash document using Device Central
- Testing a mobile movie
- Publishing a mobile movie
- Constructing a mobile application
- Adding the gallery
- “Wiring it up” with ActionScript
- What you’ve learned

Chapter 13: Optimizing Flash Movies

- Flash’s “love-hate” Internet relationship
- This “Internet” thing
- Enter the World Wide Web
- Bandwidth
- So who are these folks we call users?
- Streaming
- The Bandwidth Profiler
- Optimizing and fine-tuning your Flash movies
- Structure
- Optimizing elements in the movie
- Using the Loader class to display images and SWFs
- Your turn: Creating a preloader
- Optimizing Flash content for use in video

Chapter 14: Publishing Flash Movies

- Web formats
- Flash
- HTML
- Animated GIFs
- QuickTime
- It’s showtime!
- Publishing Flash movies containing linked files