

Ruth Stryker Training



CERTIFIED EXPERT
CERTIFIED INSTRUCTOR

Flash CS4 (3 days)

Recommended prerequisite: some web experience

Getting Acquainted

- Starting Flash and Opening a File
- Getting to Know the Work Area
- Working with the Library Panel
- Understanding the Timeline
- Organizing Layers in a Timeline
- Using the Property Inspector
- Using the Tools Panel
- Undoing Steps in Flash
- Previewing your Movie
- Publishing your Movie
- Finding Resources for Using Flash
- Checking for Updates

Working with Graphics

- Understanding Strokes and Fills
- Creating Rectangles
- Using a Gradient Fill
- Making Selections
- Drawing Ovals
- Making Patterns
- Creating Curves
- Creating Transparencies
- Creating and Editing Text

Creating and Editing Symbols

- Importing Illustrator Files
- About Symbols
- Creating Symbols
- Importing Photoshop Files
- Editing and Managing Symbols
- Changing the Size and Position of Instances

- Changing the Color Effect of Instances
- Understanding Blend Effects
- Applying Filters for Special Effects
- Positioning in 3D Space

Adding Animation

- About Animation
- Understanding the Project File
- Animating Position
- Changing the Pacing and Timing
- Animation Transparency, Filters and Transformations
- Changing the Path of the Motion
- Swapping Tween Targets
- Creating Nested Animations
- Using the Motion Editor
- Easing
- Animating 3D Motion
- Previewing Animation

Articulated Motion and Morphing

- Articulated Motion with Inverse Kinematics
- Constraining Joints
- Inverse Kinematics with Shapes
- Armature Options
- Morphing with Shape Tweens
- Using Shape Hints

Creating Interactive Navigation

- About Interactive Movies
- Designing a Layout
- Creating Buttons

- Understanding ActionScript 3.0
- Adding a Stop Action
- Creating Event Handlers for Buttons
- Creating Destination Keyframes
- Playing Animation at the Destination
- Animated Buttons

Working Sound and Video

- Understanding the Project File
- Using Sounds
- Understanding Flash Video
- Using the Adobe Media Encoder
- Understanding Encoding Options
- Playback of External Video
- Working with Video and Transparency
- Embedding Flash Video

Publishing Flash Documents

- Testing a Flash Document
- Understanding the Bandwidth Profiler
- Adding Metadata
- Publishing a Movie for the Web
- Alternative Publishing Options