



Mastering Adobe Flash CS6 Course Overview

Mastering Adobe Flash CS6

Course Duration:

14 Hours / 2 Days

1 Getting Acquainted

- Lesson Overview
- Starting Flash and Opening a File
- Creating a New Document
- Getting to Know the Workspace
- Choosing a new workspace
- Saving your workspace
- About the Stage
- Changing the Stage properties
- Working with the Library Panel
- About the Library panel
- Importing an item to the Library panel
- Adding an item from the Library panel to the Stage
- Understanding the Timeline
- Renaming a layer
- Adding a layer
- Inserting frames
- Creating a keyframe
- Moving a keyframe
- Organizing Layers in a Timeline
- Creating layer folders
- Adding layers to layer folders
- Changing the appearance of the Timeline
- Using the Properties Inspector
- Positioning an object on the Stage

2 Working with Graphics

- Using the Tools Panel
- Selecting and using a tool
- Undoing Steps in Flash
- Previewing Your Movie
- Modifying the Content and Stage
- Stage Resizing and Content Scaling
- Saving Your Movie
- Using Auto-Save
- Using Auto-Recovery for a backup
- Saving an XFL document
- Modifying an XFL document
- Publishing Your Movie
- Finding Resources for Using Flash
- Checking for Updates
- Lesson Overview
- Getting Started
- Understanding Strokes and Fills
- Creating Shapes
- Using the Rectangle tool
- Using the Oval tool
- Making Selections
- Selecting strokes and fills
- Editing Shapes
- Using the Free Transform tool
- Using Copy and Paste
- Changing shape contours
- Changing strokes and fills
- Using Gradient and Bitmap Fills
- Creating gradient transitions
- Using the Gradient Transform tool
- Adding a bitmap fill
- Grouping objects
- Making Patterns and

3 Creating and Editing Symbols

- Creating a symbol for a pattern
- Using the Deco tool Symmetry Brush
- Aligning objects
- Breaking apart and grouping objects
- Using the Deco tool Decorated Brush
- Using the Deco tool Flower Brush
- Converting Vector Art to Bitmap Art
- Creating Curves
- Using the Pen tool
- Editing curves with the Selection and Subselection tools
- Deleting or adding anchor points
- Creating Transparencies
- Modifying the alpha value of a fill
- Matching the color of an existing object
- Creating and Editing Text
- Using the Text tool
- Lesson Overview
- Getting Started
- Importing Illustrator Files
- About Symbols
- Creating Symbols
- Importing Photoshop Files
- Editing and Managing Symbols
- Adding folders and organizing the Library
- Editing a symbol from the Library
- Editing a symbol in place

4 Adding Animation

- Breaking apart a symbol instance
- Changing the Size and Position of Instances
- Using rulers and guides
- Changing the Color Effect of Instances
- Changing the brightness
- Changing the transparency
- Understanding Display Options
- Visible option for movie clips
- Blending effects
- Export as Bitmap
- Applying Filters for Special Effects
- Applying a blur filter
- Positioning in 3D Space
- Changing the 3D rotation of an object
- Changing the 3D position of an object
- Resetting the rotation and position
- Understanding the vanishing point and the perspective angle
- Lesson Overview
- Getting Started
- About Animation
- Understanding the Project File
- Animating Position
- Using the Controller to Preview the Animation
- Changing the Pacing and Timing
- Changing the animation duration
- Adding frames
- Moving keyframes



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- Animating Transparency
 - Animating Filters
 - Animating Transformations
 - Changing the Path of the Motion
 - Moving the path of the motion
 - Changing the scale or rotation of the path
 - Editing the path of the motion
 - Orienting objects to the path
 - Swapping tween targets
 - Creating Nested Animations
 - Creating animations inside movie clip symbols
 - Using the Motion Editor
 - Setting the Motion Editor display options
 - Changing property values
 - Inserting keyframes
 - Editing keyframes
 - Resetting values and deleting properties
 - Easing
 - Setting eases of a motion tween
 - Using preset eases
 - Animating 3D Motion
 - Testing Your Movie
- 5 Articulated Motion and Morphing**
- Lesson Overview
 - Getting Started
 - Articulated Motion with Inverse Kinematics
 - Defining the bones Inserting poses
 - Isolating the rotation of individual nodes
 - Pinning individual nodes
 - Constraining Joints
 - Constraining the rotation of joints
- 6 Creating Interactive Navigation**
- Lesson Overview
 - Getting Started
 - About Interactive Movies
 - Creating Buttons
 - Creating a button symbol
 - Duplicating buttons
 - Swapping bitmaps
 - Placing the button instances
 - Naming the button instances
 - Understanding ActionScript 3.0
- Constraining the translation of joints
 - Inverse Kinematics with Shapes
 - Defining bones inside a shape
 - Editing the shape
 - Editing the bones and armature
 - Armature Options
 - Authortime and runtime armatures
 - Controlling easing
 - Morphing with Shape Tweens
 - Establish keyframes containing different shapes
 - Apply the shape tween
 - Using Shape Hints
 - Adding shape hints
 - Removing shape hints
 - Simulating Physics with Inverse Kinematics
 - Define bones for your armature
 - Setting the spring strength for each bone
 - Insert the next pose
 - Adding damping effects
- About ActionScript
 - Understanding scripting terminology
 - Variable
 - Keyword
 - Arguments
 - Function
 - Objects
 - Methods
 - Properties
 - Using proper scripting syntax
 - Navigating the Actions panel
 - Preparing the Timeline
 - Adding a Stop Action
 - Creating Event Handlers for Buttons
 - Adding the event listener and function
 - Checking syntax and formatting code
 - Creating Destination Keyframes
 - Inserting keyframes with different content
 - Using labels on keyframes
 - Creating a Home Button with Code Snippets
 - Adding another button instance
 - Using the Code Snippets panel to add ActionScript
 - Code Snippets Options
 - Creating your own code snippet
 - Sharing your code snippet
 - Playing Animation at the Destination
 - Creating transition animations
 - Using the gotoAndPlay command
 - Stopping the animations
- Animated Buttons
 - Creating the animation in a movie clip symbol
- 7 Working with Sound and Video**
- Lesson Overview
 - Getting Started
 - Understanding the Project File
 - Using Sounds
 - Importing sound files
 - Placing sounds on the Timeline
 - Adding frames to the Timeline
 - Clipping the end of a sound
 - Changing the volume of a sound
 - Deleting or changing the sound file
 - Setting the quality of the sounds
 - Adding sounds to buttons
 - Understanding Flash Video
 - Using Adobe Media Encoder
 - Adding a video file to Adobe Media Encoder
 - Converting video files to Flash Video
 - Understanding Encoding Options
 - Cropping your video
 - Adjusting video length
 - Setting advanced video and audio options
 - Saving advanced video and audio options
 - Playback of External Video
 - Controlling the video playback
 - Working with Video and Transparency
 - Importing the video clip
 - Using a Green Screen



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- Using Cue Points
- Inserting cue points
- Detecting and responding to cue points
- Adding the synchronized Flash elements
- Finishing touches
- Embedding Flash Video
- Encoding the FLV for embedding
- Embedding an FLV on the Timeline
- Using embedded video