

Flash CS5: Level 2, ACE Edition + Certblaster

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Course Length: One Day
Prerequisites: Flash CS5: Level 1

What's in Flash CS5: Level 2:

Building on the skills and concepts taught in the Basic course, this Advanced ILT Series course presents techniques for creating more complex Flash applications. Students will create and edit vector paths and mask layers. Students will also learn how to use advanced animation techniques, such as inverse kinematics, shape and motion tweens, and animated masks and filters. Students will then work with movie clips, use ActionScript 3.0 code to better control their Flash applications, and incorporate audio and video. Finally, students will learn some basic principles of project management, discuss issues related to image use and copyrights, and learn how to plan a Flash application.

Why Flash CS5: Level 2

- Adobe Approved Content

Topic-Level Outline

Unit 1 : Vector illustration

Topic A: Creating vector paths

- A-1: Creating paths with the Pencil tool
- A-2: Creating paths with the Pen tool

Topic B: Editing vector paths

- B-1: Adjusting anchor points
- B-2: Adding and removing anchor points

Topic C: Using mask layers

- C-1: Masking a layer with a vector path

Topic D: Pattern Tools

- D-1: Using pattern tools

Unit 2 : Advanced animation techniques

Topic A: Inverse kinematics

- A-1: Animating shapes by using the Bone tool

Topic B: Shape tweens and animated masks

- B-1: Creating a shape-tween animation
- B-2: Adding shape hints and a mask

Topic C: Filter animation

- C-1: Animating a filter and other effects

Topic D: The Motion Editor

- D-1: Using the Motion Editor
- D-2: Reusing an animation as a motion preset

Unit 3 : ActionScript animation

Topic A: Programming principles

- A-1: Discussing ActionScript 3.
- A-2: Exploring a scripted application
- A-3: Preparing symbol instances
- A-4: Reading instance property values
- A-5: Storing values by using variables

Topic B: Event listeners and event handlers

- B-1: Implementing continuous motion
- B-2: Controlling speed with a variable
- B-3: Stopping motion when a condition is met
- B-4: Making a clip move when clicked

Topic C: Modular code

- C-1: Creating modular code

Topic D: Special classes

- D-1: Creating a Document class
- D-2: Extending the MovieClip class
- D-3: Associating a custom class with an object

Topic E: The Debugger

- E-1: Using the Debugger

Unit 4 : Interactive techniques

Topic A: Adding audio

- A-1: Adding sound with ActionScript

Topic B: Scripting a link to a Web page

- B-1: Adding a hyperlink

Topic C: Loading dynamic content

- C-1: Loading text from an external file

Unit 5 : Video

Topic A: Flash video basics

- A-1: Discussing video encoding
- A-2: Converting DV content to FLV

Topic B: Video in Flash files

- B-1: Importing video
- B-2: Changing FLVPlayback component parameters
- B-3: Creating code to respond to cue points

Unit 6 : Managing your Flash project

Topic A: Image copyright

- A-1: Discussing copyright

Topic B: Project management

- B-1: Discussing project management

Topic C: Application planning

- C-1: Discussing application planning

Appendix A : ACA exam objectives map

Topic A: Comprehensive exam objectives