

Flash CS3: Level 2 + CertBlaster

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Course Length: 1-day (6+ hours)

Prerequisites: Flash CS3: Level 1 or equivalent experience

What's in Flash CS3: Level 2 + CertBlaster:

This ILT series course builds on the fundamentals taught in Flash CS3: Level 1. Students will learn how to create vector paths with anchor, curve, and corner points to mask layer content; create time-line effects with dynamic and static effects, animated masks, motion-guide layers, and shape and motion tweens; use ActionScript code to change a movie clip's properties; write event handler functions; use operators to change variable values; create conditional code with if blocks; convert code to functions; nest function calls; move functions into external ActionScript files; add user interface components; apply form components; write scripts to respond to user entries; learn the basics of creating dynamic content; import text and XML content; use XML class to import and manipulate XML content; use Flash Video Encoder to convert DV content to FLV; adjust FLV playback component parameters; write ActionScript to make items appear on the Stage in response to cue points.

Topic-Level Outline

Unit 1 : Vector illustration

*Topic A: * 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: Changing the number of anchor points

*Topic C: * Mask layers*

C-1: Masking a layer with a vector path

Unit 2 : Advanced timeline animation

*Topic A: * Timeline effects*

A-1: Creating a wipe transition

A-2: Editing and adding additional timeline effects

A-3: Creating an explosion effect

*Topic B: * Animated masks*

B-1: Animating a mask

*Topic C: * Motion paths*

C-1: Animating a motion path

*Topic D: * Shape tweens*

D-1: Creating a shape-tweened animation

D-2: Adjusting a shape tween with hints

*Topic E: * Filter animation*

E-1: Animating a filter

E-2: Custom easing multiple properties

Unit 3 : ActionScript animation

*Topic A: * Programming principles*

A-1: Exploring a scripted application

A-2: Preparing symbol instances

A-3: Manipulating instance property values

A-4: Storing values by using variables

*Topic B: * Continuous motion*

B-1: Slowing down a movie clip

B-2: Controlling speed with a variable

B-3: Stopping motion when a condition is met

B-4: Making a clip move when clicked

B-5: Duplicating a movie clip

*Topic C: * Modular code*

C-1: Setting up a script for reusability

C-2: Creating functions with arguments

C-3: Moving code to an external ActionScript file

Unit 4 : Components

*Topic A: * Form components*

A-1: Applying label and TextInput components

A-2: Applying the Button component

A-3: Applying CheckBox and RadioButton components

A-4: Applying the ComboBox component

*Topic B: * Component scripts*

B-1: Creating a script to respond to Button clicks

B-2: Testing if a RadioButton is selected

B-3: Testing if a CheckBox is selected

B-4: Concatenating a TextInput entry

B-5: Testing if a ComboBox is selected

B-6: Creating a form validation script

*Topic C: * Component styles*

C-1: Exploring skins, styles, and themes

C-2: Assigning styles to a component instance

C-3: Applying global and class styles

*Topic D: * Dynamic content basics*

D-1: Exploring dynamic content

D-2: Importing content into a dynamic text field

D-3: Importing data from an XML file

D-4: Importing data by using the XML class

Unit 5 : Video

*Topic A: * Video encoding*

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