

Flash CS4 Professional: Level 2 + CertBlaster

ISBN-10: 1-4260-0533-4

Duration: One day

Description:

Along with the level 1 course, this Level 2 ILT Series course is designed to help your students pass the Adobe Certified Expert (ACE) exam for Flash CS4 Professional. Students will create and edit vector paths and mask layers. Students will also learn advanced animation techniques, such as inverse kinematics, shape and motion tweens, and animated masks. Students will then learn some basic programming principles while using ActionScript 3.0 to get more control over their Flash applications. Finally, students will incorporate audio and video into their Flash documents.

Prerequisites: Flash CS4 Professional: Level 1, ACE Edition, or equivalent experience

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

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 3.0

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

Appendix A : ACE exam objectives map

*Topic A: * Comprehensive exam objectives*