



RELATED TRAINING :

It isn't enough to know one piece of software. Most software utilize graphics or elements from other software. And now Adobe has made them easier than ever to work together. We'll show you how easy it is to make your project the best it can be. Here are a few additional classes you would benefit from.

Click for class details >>

Fl **Flash** ActionScript 3.0

Ps **Photoshop** Essential Skills I

Ai **Illustrator** Essential Skills I

Flash CS4/CS5 : Essential Skills II

The Flash Essential Skills II course focuses on building a complete Flash-driven user experience that is both engaging and easy to maintain. This class is intended for Flash designers that want to introduce ActionScript 3.0 into their workflow to create actions, such as event handlers and code-driven animations. You will learn how properly use functions, methods, and the basics for coding with Flash. You will build a custom preloader, learn to display in full screen, create navigation controls and utilize third party APIs that can add functionality using little code. Learn how to properly plan and implement large Flash project using multiple external files and manipulating code to communicate in-between these files.

Lumenbrite's instructors are Industry Experts as well as Adobe Experts. We use official Adobe training curriculum and add supplemental courseware and learning to offer you the practical, real world techniques that we use in our own projects. Courses are offered monthly at our regular locations, in addition we provide training to clients at their location across the United States. We can customize training for your organization to meet your specific needs. We encourage you to bring in your projects so that we can answer your specific questions.

Recommended Prerequisites: Flash Essential Skills I or Equivalent Knowledge

Duration: 3 Days

Adobe Flash CS4/CS5 : Essential Skills II Lesson Plan

NEW FEATURES OF CS5 COVERED

- New Text Engine
- Code Snippets Panel
- Improved Creative Suite Integration
- Video Improvements
- Flash Builder Integration
- Enhanced ActionScript Editor
- XML-based FLA Source Files

INTRODUCING THE COURSE

- Understanding the Course
- Reviewing the Course Objectives
- Reviewing the Course Prerequisites
- Reviewing the Course Format
- Outlining the Course Content
- Understanding Static Page Architecture

PREPARING YOUR FLASH PROJECT

- Understanding the Flash Environment for the Web
- Flash Player Options
- Using Multiple Flash Files for One Project
- Understand the Basics of AS3
- Understanding the Differences Between AS2 and AS3

DOCUMENT SETUP

- Importing Photoshop Files
- Importing Illustrator Files
- Utilizing Flash Symbols
- Timeline Organization
- Creating Liquid Layout

CREATING FLASH NAVIGATION

- Building Interactive Buttons with MovieClips
- Creating a Toggle Button
- Understanding Event Listeners
- Loading External Flash Files
- Working with ContentLoaderInfo
- Using MovieClip Symbols as Containers
- Using ProgressEvent Listener
- Find BytesTotal and BytesLoaded Value from Externally Loaded File
- Building a Custom Preloader Bar

TRANSITIONS AND ANIMATIONS

- New Motion Tween and Motion Editor
- Motion Presets
- Adding Animation with Actionscript w/ Teener
- Using the addTween Method
- Using the onComplete Event After Tweens
- Enter Frame Event
- Adding Transitions to Loading Pages
- FLASH 3D
- Understand Flash 3D Capabilities
- Using 3D Translation Tool
- Using 3D Rotation Tool
- Controlling 3D Properties with Actionscript
- Creating Parallax Effect
- Create Image Gallery Positioned in 3D

PUBLISHING TO THE WEB

- Use Dreamweaver to Create Custom HTML Page
- Deliver Flash Content with SWFObject API
- Adding Flash Params with SWFObject
- Enable Full Screen Display
- Using SWFAddress to Enable Browser Controls
- Using SWFAddress onChange Event

Adobe Flash CS4/CS5 : Essential Skills II
Lesson Plan

INTEGRATING AUDIO

- Understanding Supported Audio Files
- Importing Audio Directly to the Stage
- Importing Audion Via Actionscript
- Using the Sound Object
- Playing and Stopping Audio File
- Using the SoundChanel Object
- Controlling Audio with the SoundMixer Object
- Stopping Audio when SWF is Unloaded
- Creating a Volume Control Bar

AFTER EFFECTS FOR FLASH

- Introduction to After Effects Interface
- Creating a Video Composition
- Importing Video Content into After Effects
- Using Video Masking
- Green Screen Removal Using KeyLight
- Adding Video Marks for Flash Cue Points

WORKING WITH FLASH VIDEO

- Understanding Video Compression Settings
- On2VP6 and Alpha Transparency
- Importing Video into Flash
- Flash Cue Point Events
- Adding Timeline Transitions Using Event Cue Points
- Controlling Video Timeline Using Navigation Cue Points
- Create Custom Video Playback Skin