

Adobe® Flash® CS6: Part 1 [ACA & ACE Certification]

Course Specifications

Course Number: ELK92-041_rev2.1n

Course Length: 1.0 day(s)

Course Description

The tools available in Adobe® Flash® CS6 can be used to create and manipulate a variety of graphics and animations ranging from simple designs to complex animated sequences. In this course, you will learn to navigate the Flash CS6 interface, and gain knowledge in using the tools and features necessary for drawing graphics and creating a website that contains an animated introduction.

This course also is designed to cover the Flash CS6 Adobe Certified Associate (ACA) and Adobe Certified Expert (ACE) certification exam objectives.

Course Objective: In this course, you will be introduced to the Adobe Flash CS6 application and interface and develop an animated website.

You will:

- Get oriented with Flash.
- Plan a Flash project.
- Create illustrations in Flash.
- Organize objects contained within a Flash project.
- Import assets into a Flash project.
- Create animations in Flash.
- Add basic ActionScript to a Flash project.

Target Student: The target student for this course is a designer or developer who is new to Flash. The student may be a graphic designer, website developer, multimedia designer, or game designer. This course, combined with the Logical Operations Adobe® Flash® CS6: Part 2 course, covers the Adobe Rich Media Communication using Adobe Flash CS6 objectives, and is intended to help prepare students to take the Adobe Certified Associate exam.

Prerequisites: To ensure your success in this course, you should be familiar with the Windows environment, have a strong sense of the Web and its terminologies, have a basic frame of reference for graphic and design applications, and have a desire to know the basic terminologies and components of ActionScript and its role as a Flash programming language. You can obtain this level of skill and knowledge by taking the following Logical Operations course: Introduction to Personal Computers Using Windows® 7.

Hardware Requirements

For this course, you will need one computer for each student and one for the instructor. Each computer will need the following minimum hardware configurations:

- Intel® Pentium® 4 or AMD Athlon® 64 processor
- 2 GB of RAM (3 GB recommended)
- 3.5 GB of available hard-disk space for installation; additional free space required during installation
- 1,024 x 768 display (higher resolution recommended, if available)
- DVD-ROM drive
- Broadband Internet connection required for software activation and access to online services

Additionally, the instructor will require a projection system to display the instructor's computer screen.

Software Requirements

Each student and instructor computer require the following:

- Each computer (students and instructor) will require Flash® Professional CS6.
- Microsoft® Windows® XP with Service Pack 3 or Windows 7 (Windows 7 recommended)
- Apple® QuickTime® 7.6.6 software required for multimedia features
- Java™ Runtime Environment 1.6 (included)

The instructor computer (but not student computers) will require Microsoft® PowerPoint® to present the course slides.

Course Content

Lesson 1: Getting Started with Flash CS6

- Topic A: Identify Components of the Flash CS6 Interface
- Topic B: Identify Elements of a Flash Project
- Topic C: Customize the Flash CS6 Interface

Lesson 2: Planning a Flash Project

- Topic A: Establish Project Requirements and Documentation
- Topic B: Implement Best Practices in Rich Media Design

Lesson 3: Creating Illustrations in Flash

- Topic A: Start a New Project
- Topic B: Draw Basic Shapes
- Topic C: Draw Advanced Shapes
- Topic D: Add Static Text

Lesson 4: Organizing the Project

- Topic A: Use Folders to Organize the Library
- Topic B: Use Symbols to Organize for Reuse
- Topic C: Use Layers to Create Visual Depth

Lesson 5: Importing Assets into Flash

- Topic A: Use Copyrighted Material
- Topic B: Import Bitmap and Vector Images
- Topic C: Optimize Bitmap Images for Flash

Lesson 6: Creating Animation

- Topic A: Create Frame-by-Frame Animation
- Topic B: Create Tweens and Embedded Animation
- Topic C: Create Motion Tween Animations
- Topic D: Animate a Mask
- Topic E: Create a Button Rollover
- Topic F: Work with Motion Paths

Lesson 7: Adding Basic ActionScript

- Topic A: Use ActionScript to Control Animation
- Topic B: Add Button Actions

Appendix A: Adobe Flash CS6 ACA Certification Exam Objectives

Appendix B: Adobe Flash CS6 ACE Certification Exam Objectives