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

Course Specifications

Course Number: ELK92–042sg_rev2.1
Course length: 1.0 day(s)

Course Description

This course is designed for students who want to expand their Flash skills beyond developing simple animations, to use extended capabilities of Flash, including ActionScript, importing external multimedia content (graphics, video, and audio), and publishing options to customize the presentation of a finished movie. The target student will have experience using Flash, and will have used frame scripts to control Flash animations. This course provides an intensive introduction to object-oriented programming in ActionScript. It is beneficial for students to have some programming experience and understanding of programming concepts before taking this course. This course, combined with the Logical Operations Adobe® Flash® CS6: Part 1 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.

Course Objectives
> In this course, you will learn to use advanced Flash development capabilities to produce complex Flash projects using Adobe Flash CS6. You will:
> - Identify and describe fundamental elements of the ActionScript programming language.
> - Extend a MovieClip through an ActionScript class that incorporates a constructor function, properties, methods, and event listeners.
> - Write ActionScript code to access complex data structures and XML.
> - Develop a user interface using Flash components.
> - Incorporate external media in Flash movies.
> - Make rich media content accessible.
> - Publish a movie in various formats.

Target Student This course is designed for students who want to expand their Flash skills beyond developing simple animations, to use extended capabilities of Flash, including ActionScript, importing external ultimedia content (graphics, video, and audio), and publishing options to customize the presentation of a finished movie.

Prerequisites:
To ensure your success in this course, it is recommended that you first take the following
Logical Operations course (or have equivalent knowledge): Adobe® Flash® CS6: Part 1.

Delivery Method: Instructor led, group-paced, classroom-delivery learning model with structured hands-on activities.

Course Content

Getting Started with an ActionScript Programming Project
Lesson Objectives
Extending the Behavior of Flash Objects
Accessing Structured Data
Using Components for Display and User Input
Using Media Content from External Sources
Making Rich Media Content Accessible

Publishing a Movie
Appendix A: Advanced Animation Techniques
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