



# Introduction to Adobe Flash CS5

Two-Day Course

Windows and Macintosh

## Course Overview:

Flash is an integrated development environment (IDE) used to create animations, advertisements & design elements, add interactivity to Websites and to develop Rich Internet Applications. This course will provide you with a solid foundation to the world of interactivity by exploring the various approaches to planning and developing Websites, slideshows, and more. Please note we will also be learning some basic ActionScript 3.0.

## Course Content:

- Flash Authoring Environment
- Tool Box
- File formats
- Layers, Frames and Library Assets
- Vector vs. Bitmap
- Merge and Object Drawing Models
- Creating and Editing Vector Images
- Object based animation
- Fine-tune animations
- Frame-by-frame animations
- Pre-built animations
- Chain-like animations
- 3D motion
- Motion Tweens, Shape Tweens and Classic Tweens
- Symbols: Graphic, Button and Movie Clip
- Masks: Static and Animated
- Editing Text
- Adobe Photoshop, Adobe Illustrator integration
- Importing and exporting
- Using Audio
- ActionScript Basics
- Publishing and Protecting Flash Projects
- Hands on Project: Basic Slide Show and/or Website

Note: As of February 2011 DPA Communications will offer Adobe **Acrobat**, InDesign, Photoshop, Illustrator, Fireworks, Premiere, After Effects, Dreamweaver, Flash and Flash Catalyst courses on version CS5 (Creative Suite 5). If you are currently using previous versions see the CS4 version of this course outline for any differences in training course content.

Please contact DPA for more details or to have an instructor contact you.