

intro to Flash CS4

School of Visual Concepts
Wednesdays, 1/13 - 2/10
6:30 - 9:30pm

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syllabus

Course Description

Flash has become the industry standard for the delivery of high-impact, rich interactive content on the web. This introductory course provides an overview of the fundamentals of creating web content using Adobe Flash CS4 Professional.

Course Objectives

- Become familiar with the Flash authoring environment and Flash terminology
- Gain understanding of fundamental Flash paradigms (Stage, Symbols, Library, Timeline)
- Create simple, tasteful animation effects
- Use Buttons and ActionScript to enable basic user interaction
- Learn to export and deploy Flash content on the Web

Reading

Flash CS4 Professional: Visual Quick Start Guide by Katherine Ulrich

course schedule

Week 1: Creating Graphics

- Introducing Flash
- The Authoring Environment
- Drawing tools
- Symbols and the Library

Homework: Draw Scene for Animation

Reading: Chapters 1 - 7

Week 2: Animation

- The Timeline
- Frames and Keyframes
- Tweens and Guides
- Nested Timelines

Homework: Animated Car Scene

Reading: Chapters 8 - 11

Week 3: Advanced Animation

- Complex Timeline Control
- Mask Layers
- Color Settings, Filters, and Blend Modes
- Adding Sound
- Importing Graphic Files
- Timeline ActionScript

Homework: 10 Second Music Video

Reading: Chapters 12, 16, 17

Week 4: Interaction

- Buttons
- Button ActionScript
- Instance Names
- Controlling Nested Objects

Homework: Simple Slideshows

Reading: Chapters 14 - 15

Week 5: On to the Web

- Optimizing Your Work
- Publishing Flash Content to the Web
- Where to Go From Here

Reading: Chapter 18