

Introduction to Adobe® Flash® CS3 Professional

Learn to create animations using Flash CS3 Professional! This *one-day* class will introduce you to the essentials of this very powerful application. Learn to create simple animations using keyframes and then explore the time-saving features of tweening. Create graphic, button, and movie clip symbols. Finally, determine the best output format for your animation.

This is an introduction to Flash animation, ActionScript is not covered in this class.

Objectives:

- Describe the Flash features and products
- Navigate the Flash workspace
- Use the drawing and color tools
- Create basic animations
- Use shape and motion tweening
- Create graphic and button symbols
- Create a movie clip symbol
- Understand publishing and exporting

Outline:

Overview of Flash

- Explore the features of Flash

Navigating the Workspace

- Explore the Timeline and the Stage
- Control panels and panel groups
- Explore the Property Inspector

Using the Drawing and Color Tools

- Draw with the drawing tools
- Understand the Merge Drawing and Object Drawing models

Creating Basic Animations

- Work with the Timeline
- Understand frames and keyframes
- Insert and delete frames
- Use onion skinning

Using Shape and Motion Tweening

- Create a shape tween
- Create a basic motion tween

Creating Symbols

- Create graphic symbols
- Create and edit symbols and symbol instances
- Create button symbols

Creating a Movie Clip Symbols

- Understand the benefits of movie clip symbols
- Create a movie clip symbol

Publishing and Exporting

- Publish vs. Export
- Output file types