



Introduction to Adobe® Flash® CS4

Learn to create animations using Flash CS4 Professional. This *one-day* class will introduce you to the essentials of this very powerful application. Create simple animations using the new object-based animation model and motion tweens. Modify your tween using the Motion Editor. Create and edit symbols, use the Bone tool, and create shape tweens. Work with sound and video. Finally, publish your animation for the web.

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

Objectives:

- Navigate the Flash workspace
- Use the drawing tools
- Create and edit symbols
- Animate position with motion tweens
- Refine tweens with the Motion Editor
- Create articulated motion
- Work with sound and video
- Publish your animation

Outline:

Navigating the Workspace

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

Working with Graphics

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

Creating and Editing Symbols

- Understand symbols
- Edit symbol instances
- Import Photoshop and Illustrator files

Animating Position

- Create a motion tween
- Animate transparency
- Change the path of the motion
- Use the Motion Editor
- Animate 3D motion

Articulated Motion

- Use the bone tool

Working with Sound and Video

- Import sounds
- Understand Flash Video
- Use the Adobe Media Encoder

Publishing Flash Documents

- Test a Flash Document
- Publish an animation for the web