



FLASH CS6 INTRODUCTION (2-DAY COURSE)

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Exploring Adobe Flash

- A Flash Overview
- Exploring Flash Elements
- Changing Elements on The Stage
- Creating New Documents
- Setting XMP Metadata and Stage Properties
- Publishing a SWF File

Drawing in Flash

- Bitmap and Vector Graphics
- Discussing Graphics in Flash
- Flash Drawing Tools
- Formatting Drawing Objects
- Combining Shapes and Drawing Objects
- Creating Primitive Object Shapes
- Using the Pattern Tools
- Vector Paths
- Using the Pen And Pencil Tools
- Adding/Removing Anchor Points

Symbols and Imported Assets

- Symbols Overview
- Convert, Import and Share Symbols
- Adding Filters
- Importing Graphics

Layers and Frames

- Creating Layers
- Moving Items to Other Layers
- Arranging and Grouping Layers
- Timeline Basics
- Adjusting a Layers Duration

Animations

- Creating a Classic and Motion Tween
- Animating an Alpha Value
- Editing a Motion Path
- Using the Motion Editor to Scale an Animation
- Optimizing Graphics For Animation
- Testing Document Download Performance
- Movie Clip Animation
- Creating a Looping Animation