

# Adobe Flash CS3 Advanced



Duration: **1 Day** Course Code: **A-12261**

***This course is designed to showcase advanced features and functionality available in this amazing package, Flash CS3!***

## Learning Outcomes

By the end of this course students will be able to create Vector Paths using the Pen Tool, Modify Vector Paths, Use Paths to Mask Layers, Add Timeline Effects to Create Transitions and Animation, Animate Masks to selectively Hide Moving areas, Create a Motion Path to Move Objects along Curves, Apply Shape Tweening, Morph one Shape into Another, Control Easing to Apply Acceleration and Deceleration of Multiple Animation Properties, Adjust Movie Clip properties with ActionScript, Make a MovieClip move in response to a Button Click, Convert Code for a Movie Clip to Modular Code, Add Form Components such as Check Boxes, Radio Buttons and Text Input Boxes to Allow Users to Enter Data, Write Form Validation Scripts to Ensure Users Enter Appropriate Data, use ActionScript to Style Components, Customise Themes, Create Global and Class Styles, Apply Dynamic Content via Components, Use the Flash 8 Video Encoder to Convert DV content, Import a Video File, Adjust Component Parameters and Create Code to respond to Cue Points.

## Prerequisites

This course is designed for students who have completed out Flash CS3 Introduction (A-12260) course or have equivalent knowledge.

## Vector Illustration

- Creating and working with Vector Paths
- Modifying Vector Paths
- Creating Mask Layers

## Advanced Timeline Animation

- Timeline Effects
- Animating Masks
- Creating and Editing Motion Paths
- Shape Tweening and Morphing
- Filter Animation

## ActionScript Animations

- The Basics of Programming
- Smooth Motion Coding
- Creating Modular Code

## Working with Components

- Adding Form Components
- Writing Component Scripts
- Applying and Building Component Styles
- Using Dynamic Content

## Working with Video

- Video Encoding Basics
- Using Video in Flash Files

