Outline for

UCLAE Flash 1: Session #1

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| TITLE | Introduction to Adobe Flash CS3 |
| DATE | Thursday 7pm – 10pm, June 26th, 2008 |
| INSPRIRATION | Dead Man Walking - <http://www.albinoblacksheep.com/flash/wireframe>  Pandora – <http://www.pandora.com/>  30 Second Bunny Theater – <http://www.angryalien.com/>  Laser Envy – <http://www.fuelarcade.com/laserenvy/>  MTV.com – <http://www.mtv.com/>  Nike Air – <http://www.nike.com/nikeair/us/>  Nike Air Visualizer – <http://labs.bigspaceship.com/blog/>  The YuYu – <http://www.biteycastle.com/theYuyu.html>  YouTube – <http://www.youtube.com/>  Flickeur – <http://incubator.quasimondo.com/flash/flickeur.php>  Anavision - <http://www.anavision.net/>  Gallery Incomplete – <http://incomplet.gskinner.com> |

1. INTRODUCTION

* Administrative issues
  + Review the syllabus
* What is Adobe Flash?
  + Flash Player
  + Flash authoring tool
  + Showcase examples
  + Many other tools; Adobe Flex, Microsoft Silverlight, AJAX/HTML
* About Your Instructor
* About The Class
  + Overview the course and its scope; breadth and depth
  + Overview the learning styles and teaching styles for the course
* About The Students
  + Introductions. Your…
    - Name
    - Profession
    - One of your subjects of expertise
    - Current Flash skills
    - Flash 1 learning objectives
  + Create duos (Student pairs for help & coverage of any missed material)
    - Chat and get to know each other
    - Travel from class to parking lot together when you leave
  + Quiz for Session #1: Send email to instructor
    - Your current Flash skills (Rate yourself)
    - Your course learning objectives
    - Your duo’s contact info
      * Name, Email, Phone

1. OUTLINE

Introduction

About Flash

* History
* Vectors vs. Bitmaps
* What Makes Flash a Special Web-Design Tool?
  + Vector
  + Streaming
* How Flash Animates
* Flash File Formats
  + FLA
  + SWF
  + FLV
* How Flash Delivers
  + HTML Embed
  + Flash
* Flash CS3: What’s New?
* Interface Improvements
  + Docking for All
  + Panel Icons
  + Photoshop and Illustrator import
* Animation Enhancements
  + Reusable motion tweens
  + Motion tweens translated to script
* ActionScript 3.0 and More
* Design Enhancements
  + Bezier-tool revisions
  + Primitives shapes
  + Bounding boxes reveal object types
  + 9-slice visibility
  + Reusable filters

Chapter  1. The Flash Authoring Tool

* Working with Flash Documents
  + Preferences
  + Touring the Welcome Screen
  + To create a new Flash document
  + To open an existing document
* Working with Template Documents
  + To create a template document
  + To open a new document from a template document
  + The Mystery of the Configuration Folder
* About the Flash Authoring Environment
  + Touring the Workspace
    - To save a custom workspace
    - To restore the default workspace
  + Touring a Document
  + Touring the Timeline
    - To undock the Timeline window
* About Document Properties
  + The Mystery of SWF Metadata
  + To open the Document Properties dialog
  + To create SWF metadata
  + To set the size of the stage
  + To set the background color
  + Touring the Edit Bar
* Using Rulers, Grids, and Guides
  + To show/hide grids, guides, and rules
  + To set grid parameters
  + To work with guides
  + Working with Snapping
    - To turn snapping options on and off
    - To set parameters for snapping to grid
    - To set snap-align options
* Viewing at Various Magnifications
  + To zoom in or out on the Stage
  + To reduce or enlarge specific areas
* Using Panels
* Touring a Panel Window
  + To open (or close) panel windows via menu
  + To reposition panel windows
  + Combining and Docking Panels
    - To group panels as tabs in one window
    - To stack single-panel windows vertically
    - To separate grouped panels
    - To separate stacked panel windows
    - To create a “new” dock
* About the Property Inspector

Chapter  2. Creating Simple Graphics

* About Strokes and Fills
* Hex Color
  + e.x. #000000 (Black), #FF0000 (Red), #00FF00 (Green), #0000FF (Blue), #FFFFFF (White)
  + <http://www.webelfin.com/webelfindesign/counthex.html>
* Touring the Tools
  + Tools
  + Options
* Creating Solid Colors and Gradients
  + To assign solid-color attributes in the Color panel
  + To define a new color visually in the Color panel
  + To define a new color numerically in the Color panel
  + To define a color’s transparency
  + To create a linear gradient
  + About Using the System Color Pickers
    - RGB/HSB
    - CMYK
* Working with Swatches
  + To add a color or gradient to the Swatches panel
* Creating Color Sets
  + To define a new set of colors
  + To load a set of colors
* Setting Fill Attributes
  + To assign fill colors from the Tools panel
  + To assign fill colors from the Properties tab of the Property inspector
  + The Mystery of Color Controls
* Setting Stroke Attributes
  + To set stroke properties
  + Drawing Modes / New gestures on the stage…
    - Merge Drawing / … combine with old gestures
    - Object Drawing / … make new *distinct* editable shapes and lines
    - Primitive-Shapes / … make new *distinct* shapes. This one just means you used oval- or rectangle-type tools.
* Making Geometric Shapes
  + To create geometric outlines
    - Select geometry
    - Set stroke on
    - Set fill off
  + What makes primitives different?
    - Primitives reference a master-shape and forever have editable properties ((such as Start Angle, End Angle, and Inner Radius)
    - Create a primitive then ‘break it’ (Menu: Modify->Break Apart) and it is no longer a primitive and those properties are not accessible.
    - To create geometric fills
      * Select geometry
      * Set stroke off
      * Set fill on
    - To set rectangle properties
    - To set oval properties
* Creating Free-form Shapes
  + Straighten mode
  + Smooth mode
  + Tolerance settings (Menu: Flash -> Preferences (Mac) or Menu: Edit-> Preferences (Window) )
  + To draw free-form strokes with the pencil tool
  + To draw free-form stokes with the pen tool
  + To create free-form solid fills with the brush tool
  + To paint with gradients
* Adding Strokes and Fills
* To add strokes to fills
  + Use the Ink Bottle
* To fill outline shapes with unlocked gradients
* To edit gradients
* Select the Gradient Transform Tool (within the Free Transform Tool)

NOTES

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