Outline for

UCLAE Flash 1: Session #2

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| TITLE | Introduction to Adobe Flash CS3 |
| DATE | Thursday 7pm – 10pm, July 3rd, 2008 |
| INSPRIRATION | FlashType examples - <http://blogs.flashsupport.com/robert/?p=24>  Pixel Fonts – <http://www.fontsforflash.com/>  Flash Drawing application - <http://bomomo.com/> |

1. INTRODUCTION

* Administrative issues
  + Attendance, assignment collection, etc.
* About Your Guest Instructor
* About The Session

1. OUTLINE

Chapter  3. Working with Text

* Using the Text Tool
  + To create a single line of text for use as a graphic element
  + To create a text field with set width and word wrap
* Setting Text Attributes
  + Context sensitive Properties tab of the Property Inspector contains most every text property available.
  + To select text to apply character attributes
  + To choose an installed font
  + To set font size
  + To set the font rendering method
    - ON text tab of property inspector
      * Device fonts
      * bitmap text (no anti-alias)
      * anti-alias for animation
      * anti-alias for readability
      * custom anti-alias”
  + To choose a text color
  + To choose a style
  + To apply tracking
    - Discuss difference between tracking and kerning
* Setting Paragraph Attributes
  + To select paragraphs to modify
  + To set paragraph alignment
  + To set margins
  + To set a first line indent
  + To set line spacing

Chapter  4. Modifying Simple Graphics

* Setting Selection Preferences
  + To set selection methods for the selection tools
  + Choose your own Highlight
* Making Selections
  + To make selections by clicking
  + To use a contact-sensitive selection rectangle
  + To use a non-contact-sensitive selection rectangle
  + Use the lasso tool to draw irregular selection areas
  + To deselect individual items
  + To deselect everything
* Using the Clipboard
  + To perform basic editing operations
  + To paste the Clipboard’s contents in the center of the window
  + To paste the Clipboard contents in their original location
  + To quickly duplicate
    - Duplicate does not modify Clipboard
* Resizing Graphic Elements
  + To resize a graphic element interactively
  + To resize an element via the transform panel
  + To resize an element via the property inspector
* Positioning Graphic Elements
  + To reposition an element via the Property inspector
  + How Flash Tracks Element
* Flipping, Rotating, and Skewing
  + To Flip a graphic element
  + To rotate an element in 90-degree increments
  + To rotate an element by a user-specified amount
  + To skew an element by a user-specified amount
  + To rotate or skew an element interactively
* Distorting Graphic Elements
  + To distort an element freely
  + To distort a graphic element symmetrically
* Modifying Fills and Strokes
  + To change fill color with the paint-bucket tool
  + Using Panels to change selected strokes and fills
  + To change stroke with the ink-bottle tool
  + To change gradient fill’s center point
  + To change radial gradient’s focal point
  + To resize a gradient in a fill or stroke
  + To control overflow
  + To rotate a gradient fill
* Modifying Shapes: Natural Drawing Tools
  + About Curve and Corner points
  + To activate the end of a segment
  + To reshape a curve with the selection tool
  + To Turn a straight list segment into a curve segment with the selection tool
  + To create a new corner point with the selection tool
  + Fill paths
* Modifying Shapes Bezier Tools
  + To view a path and anchor points
  + To select an anchor point
  + To move a corner point
  + To move a curve point
  + To reshape a curve with the Bezier handles
  + The Pen Tool and it’s modes
  + To convert a corner point to a curve point
  + To convert a curve point to a corner point
  + To delete an anchor point
  + To add a point within a path
  + To extend a path
* Modifying Primitive-Shape Paths
  + To change a rectangle-primitive’s properties interactively
  + To change a rectangle-primitive’s properties precisely
  + To change an oval-primitive’s properties interactively
  + To change an over-primitive’s properties precisely
  + Modifying shapes with the Eraser Tool
* Converting Shape Types
  + To convert a stroke to a fill
  + Text fills
  + To convert a merge-shape or a primitive to drawing-object
  + Breaking Apart
    - To convert a drawing-object or a primitive to a merge-shape
    - To divide a text block into single-letter text fields
    - To transform letters into merge-shapes

Chapter  5. Complex Graphics on a Single Layer

* How merge-shapes interact
  + When merge-shape Lines intersect
  + When merge-shape lines and fills intersect
  + When merge-shape fills intersect
* Working with Groups
  + To create a group
  + To return objects to ungrouped status
  + Preventing Interactions
  + To prevent interaction between merge-shapes on one layer
* Editing Groups
  + To edit the contents of a group
  + Editing inside the drawing object container
* Controlling Stacking Order
  + Stack order
  + To change the position in a stack by one level
  + To move an element to the top of bottom of the stack
* Combining Drawing-Objects and Primitives
  + To unite multiple drawing-objects or primitives
  + To use one drawing object to remove part of another