**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**](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)**

**Chapter  3. Working with Text**

* **Using the Text Tool**
* **Setting Text Attributes**
* **Setting Paragraph Attributes**

**Chapter  4. Modifying Simple Graphics**

* **Setting Selection Preferences**
* **Making Selections**
* **Using the Clipboard**
* **Resizing Graphic Elements**
* **Positioning Graphic Elements**
* **Flipping, Rotating, and Skewing**
* **Distorting Graphic Elements**
* **Modifying Fills and Strokes**
* **Modifying Shapes: Natural Drawing Tools**
* **Modifying Shapes Bezier Tools**
* **Modifying Primitive-Shape Paths**
* **Converting Shape Types**

**Chapter  5. Complex Graphics on a Single Layer**

* **Working with Groups**
* **Editing Groups**
* **Controlling Stacking Order**
* **Combining Drawing-Objects and Primitives**

**Chapter  6. Graphics on Multiple Layers**

* **Touring the Timelines Layer Features**
* **Creating and Deleting Layers and Folders**
* **Controlling Layers and Folders**
* **Setting Layer Properties via the Timeline**
* **Organizing with Layers and Folders**
* **Working with Graphics on Different Layers**
* **Cutting and Pasting Between Layers**
* **Distributing Graphic Elements to Layers**
* **Working with Guide Layers**
* **Working with Mask Layers**

**Chapter  7. Working with Symbols**

* **Understanding the Library Panel Understanding Library Hierarchy**
* **Converting Graphics to Symbols**
* **Creating Symbols from Scratch**
* **Using Symbol Instances**
* **Modifying Symbol Instances**
* **Swapping One Symbol Instance for Another**
* **Editing Master Symbols**
* **Duplicating Master Symbols**
* **Deleting Master Symbols**
* **Converting Symbol Instances to Graphics**

**Chapter  8. Frame- by-Frame Animations**

* **Using the Timeline**
* **Creating Keyframes**
* **Creating In-Between Frames**
* **Selecting Frames**
* **Manipulating Frames in One Layer**
* **Removing Frames**
* **Making a Simple Frame-by-Frame Animation**
* **Previewing the Action**
* **Smoothing the Animation by Adding Keyframes**
* **Using Onion Skinning**
* **Editing Multiple Frames**
* **Setting the Frame Rate**
* **Varying the Speed of Animations**

**Chapter  9. Animation with Motion Tweening**

* **Creating a Bouncing Ball with Motion Tweening**
* **Adding Keyframes to Motion Tweens**
* **Animating Color Effects**
* **Animating Graphics That Change Size**
* **Rotating and Spinning Graphics**
* **Moving Graphics in Straight Lines**
* **Moving Graphics Along a Path**
* **Orienting Graphics to a Motion Path**
* **Changing Tween Speed**
* **Re-creating Motion Tweens**

**Chapter 10. Animation with Shape Tweening**

* **Creating a Bouncing Ball with Shape Tweening**
* **Morphing Simple Lines and Fills**
* **Shape-Tweening Multiple Shapes**
* **Transforming a Simple Shape into a Complex Shape**
* **Creating Shapes That Move As They Change**

**Chapter 11. More-Complex Animation Tasks**

* **Understanding Scenes**
* **Manipulating Frames in Multiple Layers**
* **Animating Multiple Motion Tweens**
* **Animating Shape Tweens in Multiple-Shape Graphics**
* **Reversing Frames**
* **Combining Tweening with Frame-by-Frame Techniques**
* **Saving Animations As Graphic Symbols Using Animated Graphic Symbols**
* **Saving Animations As Movie-Clip Symbols**
* **Using Movie-Clip Symbols**
* **Using Animated Masks**
* **Using Filters**

**Chapter 12. Building Buttons for Interactivity**

* **Creating a Basic Button Symbol**
* **Creating Shape-Changing Button Symbols**
* **Creating Fully Animated Button Symbols**
* **Using Button Components**
* **Modifying Button Components**
* **Creating Movie-Clip Buttons**

**Chapter 13. Basic Interactivity**

* **Touring the Actions Panel**
* **Customizing the Actions Panel Organizing Frame Actions**
* **Adding Frame Actions**
* **Programming Buttons with Frame Scripts**
* **Previewing Actions at Work**
* **Modifying and Extending Button Scripts**
* **Choosing Events**
* **Button Components**
* **Using One Event Handler for Multiple Events**
* **Scripting Movie Clips to Act As Buttons**
* **Using Buttons to Control Timelines**
* **Linking to Other Web Pages**
* **Transforming Timeline Animations into Code**
* **Using Buttons to Control Graphic-Objects**

Chapter 14. Using Non-Flash Graphics

* Importing Bitmaps
* Importing Photoshop Files
* Importing Adobe Illustrator Files
* Importing Fireworks Files
* Importing from FreeHand

Chapter 15. Adding Sound

* Importing Sounds
* Adding Sounds to Frames
* Adding Sounds to Buttons
* Using Event Sounds
* Using Start Sounds
* Repeating Sounds
* Editing Sounds

Chapter 16. Adding Video

* Importing Video for Progressive Download or Streaming
* Importing Embedded Video
* Setting Encoding Options
* Working with Embedded Video
* Working with the FLVPlayback Component

Chapter 17. Delivering Movies to Your Audience

* Preparing Your Movie for Optimal Playback
* Publishing
* Working with Flash Player Settings
* Publishing HTML for Flash Player Files
* Using Alternate Image Formats
* Using Version Detection
* Printing From Flash