Outline for

UCLAE Flash 1: Session #1

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| TITLE | Introduction to Adobe Flash CS3 |
| DATE | Thursday 7pm – 10pm, June 26th, 2008 |
| PREREQUISITE | Textbook Chapter(s):   * Introduction * Chapter 1: The Flash Authoring Tool * Chapter 2: Creating Simple Graphics * Chapter 3: Working with Text   Online Reading(s):   * None |
| QUIZ | Yes |
| 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
  + 1st day things
    - -ice breaker
    - -everyone email me and I confirm right then I’ve whitelisted them (or am I using blackboard?)
* About Your Instructor
* What is Flash?
  + Flash Player
  + Flash Authoring Tool
  + Many Other Tools
  + Showcase of Examples

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

* Touring the Tools
* Creating Solid Colors and Gradients
* Working with Swatches
* Creating Color Sets
* Setting Fill Attributes
* Setting Stroke Attributes
* Making Geometric Shapes
* Creating Free-form Shapes
* Adding Strokes and Fills

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

NOTES

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