



Using Flash Catalyst CS5 to Design Rich User Experiences

Hands-on Lab
MAX 2010



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Setup and Configuration

This hands-on lab requires that you have the following installed:

- Illustrator CS5
- InDesign CS5
- Photoshop CS5
- Fireworks CS5
- Flash Catalyst CS5

The project files should already be unzipped on your desktop. The project are also hosted at http://files.garthdb.com/adobe/max2010/lab_project_files.zip

This lab also uses Beautiful Rectangles, a UX template library, and PWActionSet2, a set of Photoshop actions, which are included in the project files.

Resources

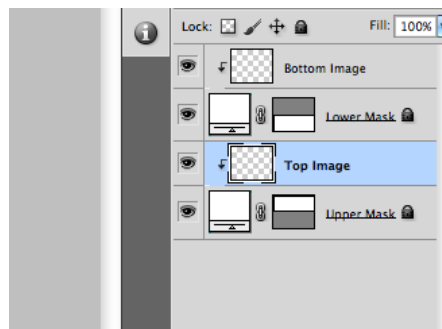
- Beautiful Rectangles (<http://www.beautifulrectangles.com>)
- Persona Diptychs, by Jason Travis, <http://www.flickr.com/photos/jasontravis/sets/72157603258446753/>
- Pioneer Woman Action Set, by Ree Drummond, <http://thepioneerwoman.com/photography/2010/03/actions-update-2/>

Lab 1: Creating Personas with Photoshop CS5 and InDesign CS5

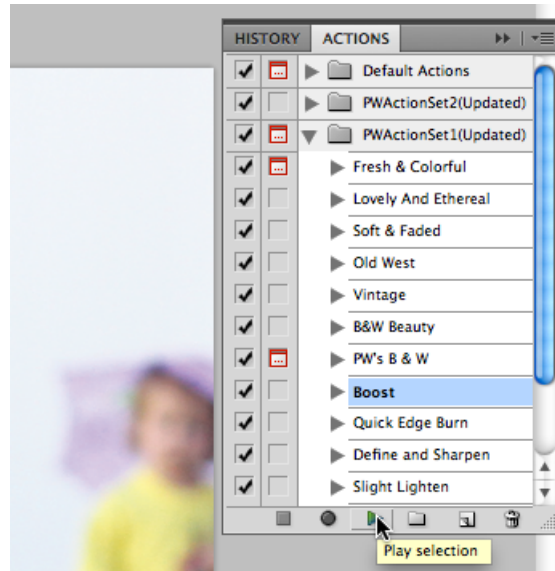
This lab will steps through organizing the pieces needed to make a complete persona.

Create a Persona Diptych Image

1. Copy Beautiful Rectangles/Personas/PersonaDiptychTemplate.psd to the main lab01 folder and rename it “Lindsey.psd”
2. Open the pwactionset2updated.atn by double clicking it
3. Place IMG_3590.JPG
 - 3.1. In Photoshop make sure the “Top Image” layer is selected



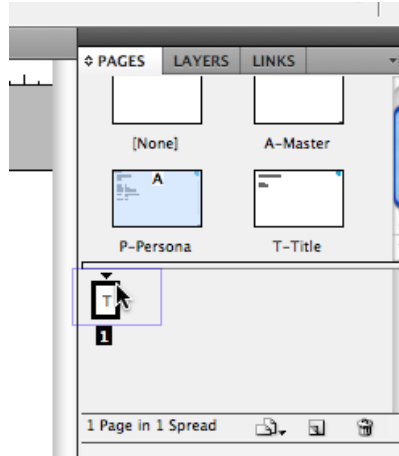
- 3.2. File menu -> Place
 - 3.3. Navigate and select IMG_3590.JPG
 - 3.4. Resize and position the image to fit the white rectangle
 - 3.5. Hit the enter key to accept transform
4. Repeat and place IMG_3617.JPG on the “Bottom Image” layer
5. Run the “Boost” action
 - 5.1. Select the Boost action in the PWActionSet1(updated)



- 5.2. Click the Run button
6. Save the PSD
 - 6.1. File menu -> Save

Finish the Persona

1. Double click Beautiful Rectangles/Personas/Personas.indt to create a new InDesign file from the template
2. In InDesign apply the P-Persona Master to page 1



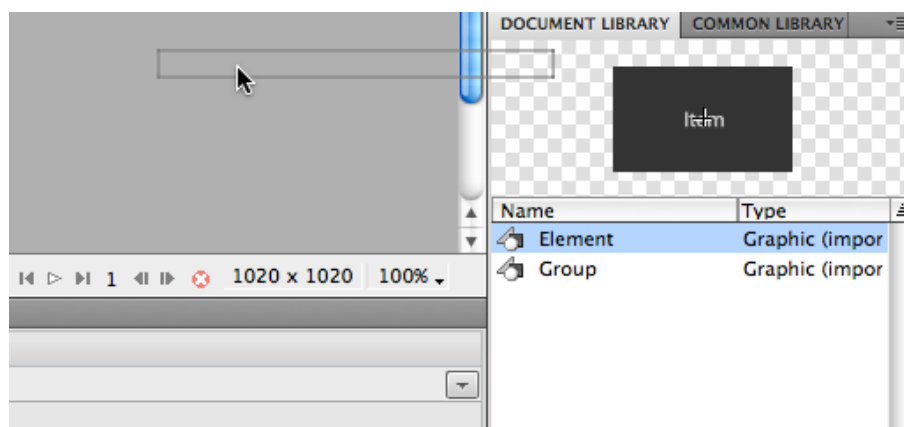
- 2.1. In the Pages Panel, drag the P-Person Master onto page 1
- 2.2. Break the image placeholder from the Master by holding (shift + command) and clicking it
 - 2.2.1. A bounding box will appear when it is unlocked
- 2.3. Place Lindsey.psd
 - 2.3.1. Make sure the image placeholder is selected
 - 2.3.2. File -> Place
3. Fill in the remaining information
 - 3.1. Break the existing text areas from the master and change the information
4. Save as Personas.indd

Lab 2: Creating Sitemaps using Fireworks

This lab will demonstrate a simple way to quickly create Sitemaps with a template and set of Rich Symbols in Fireworks CS5.

Create a Sitemap

1. Open Fireworks CS5
2. Create a new file from the sitemap template
 - 2.1. File -> New From Template
 - 2.2. Open Beautiful Rectangles/Sitemap/Sitemap.png
3. Clear the stage
 - 3.1. Select All
 - 3.1.1. command + a
 - 3.2. Delete
4. Place instance of Element on the stage
 - 4.1. Select the Elements layer
 - 4.2. Drag Element from the Document Library Panel to the stage



5. Change the symbol properties

5.1. Change Level to Level 1

5.2. Change Label to Feedbag

GIF (Document)	
PROPERTIES	SYMBOL PROPERTIES
Name	Value
Level	Level 1
Label	Feedbag

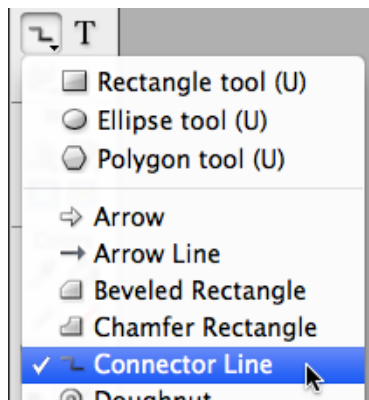
6. Add a few more elements

6.1. Level 2 (all items, unread items, starred items)

7. Add connectors

7.1. Switch to Connectors layer

7.1.1. Select Connector Line Tool



7.1.2. Click and drag to draw connectors

7.1.2.1. (rotate after drawing, use yellow diamonds to adjust)

7.2. Save as sitemap.png

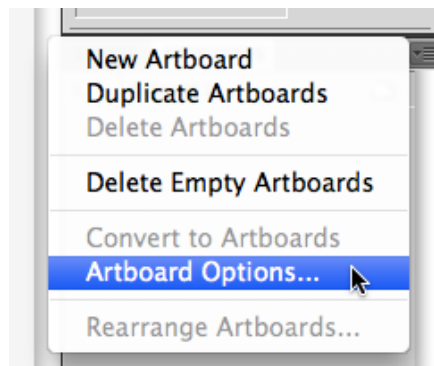
Lab 3: Wireframe with Illustrator CS5

This lab will demonstrate a simple way to quickly wireframe with a set of templates and symbols in Illustrator CS5.

Create New View

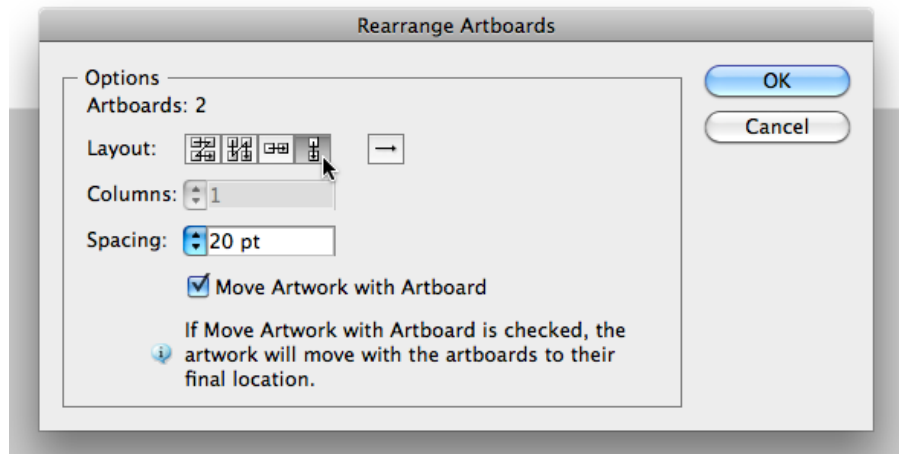
To create a new project from a template perform the following steps:

1. Open Illustrator CS5
2. Open wireframe_start.ai
 - 2.1. File was created from the wireframe template: Beautiful Rectangles/
Web/Website Wireframes.ait
3. Rename artboard
 - 3.1. Select Artboard 1
 - 3.2. In the Artboards Panel options select Artboard Options
 - 3.3. Change name to Home

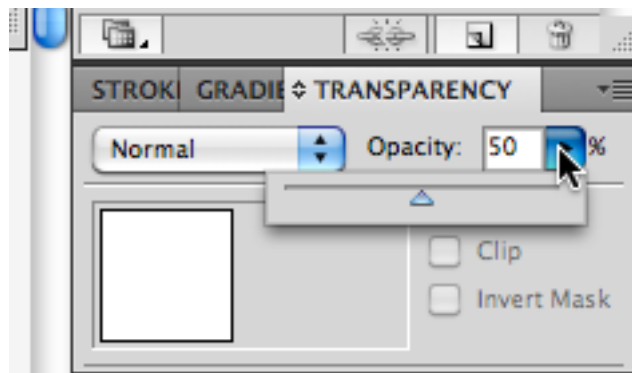


4. Duplicate Artboard
 - 4.1. Select Home artboard
 - 4.2. In the Artboards Panel options select Duplicate Artboards

5. Rename Home copy to Settings
6. Rearrange Artboards
 - 6.1. In the Artboards Panel options select Rearrange Artboards
 - 6.2. Select the Arrange by Column



7. Draw settings panel wireframe
 - 7.1. Draw white rectangle overlay
 - 7.2. In the transparency panel change the Opacity to 50%



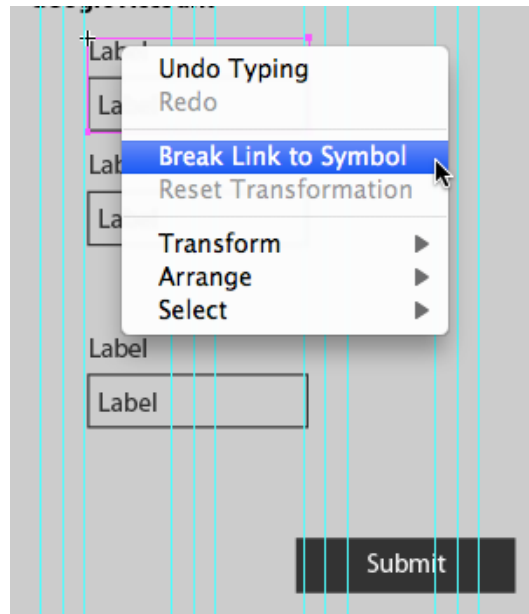
- 7.3. Draw grey settings container

7.4. Drag elements from the Symbols panel to wireframe the form

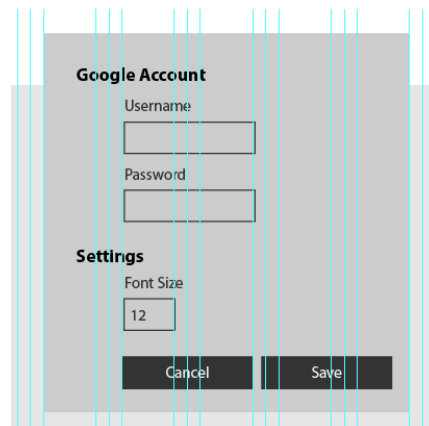
7.5. Break link to symbol to edit instances

7.5.1. Select Symbol instance

7.5.2. Right click -> Break Link to Symbol



7.6. Complete form to match screenshot:



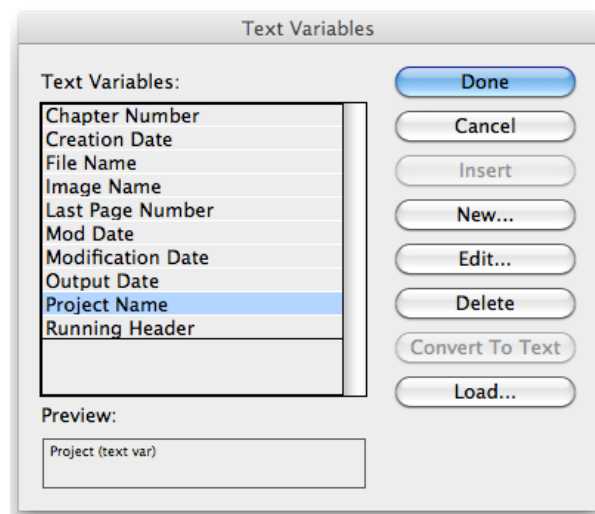
8. Save file as wireframes.ai

Lab 4: Making Wireframes Presentable with InDesign CS5

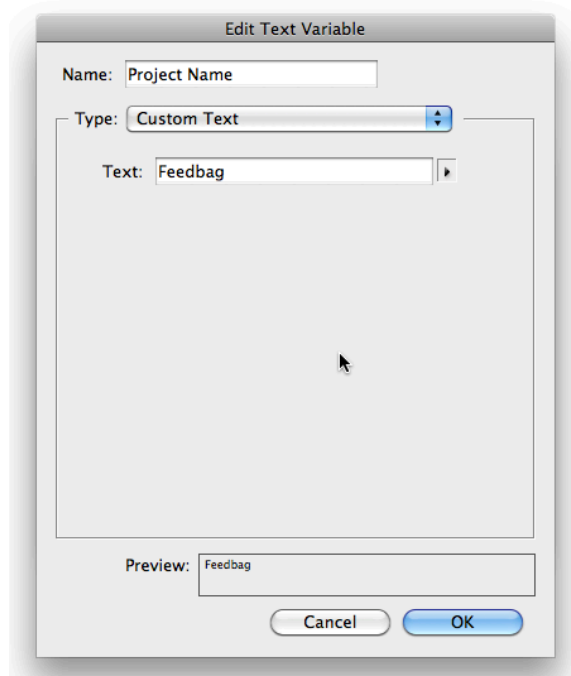
This lab will demonstrate how to use InDesign to organize and explain wireframes created in Illustrator.

Create Title Page

1. Open wireframes_start.indd
2. Edit Project (text var)
 - 2.1. Type menu -> Text Variables -> Define



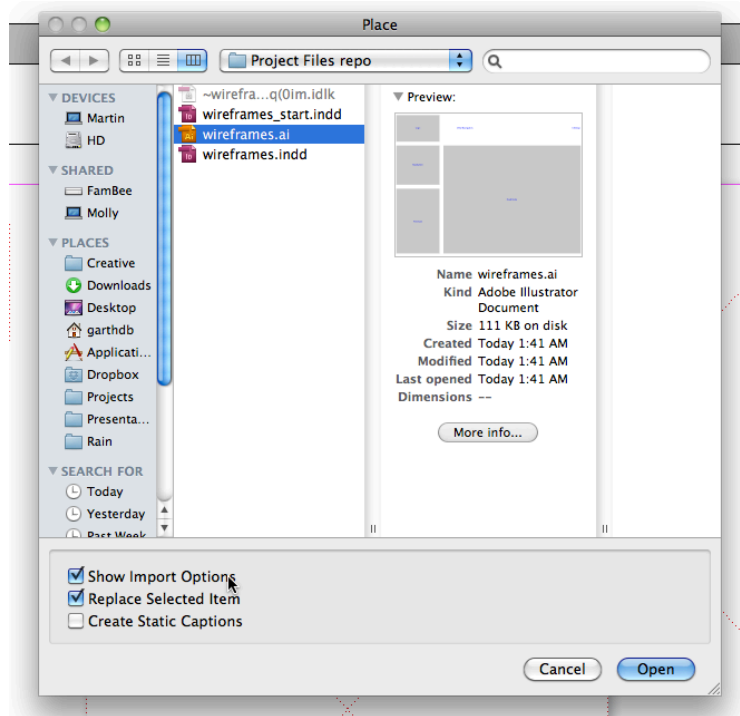
- 2.2. Select "Project Name"
- 2.3. Click Edit
- 2.4. Change "Text" to Feedbag



- 2.5. Click OK
- 2.6. Click Done
3. Save file as Wireframes.indd
4. Press the “w” key twice to refresh view and update the file name variable on the title page

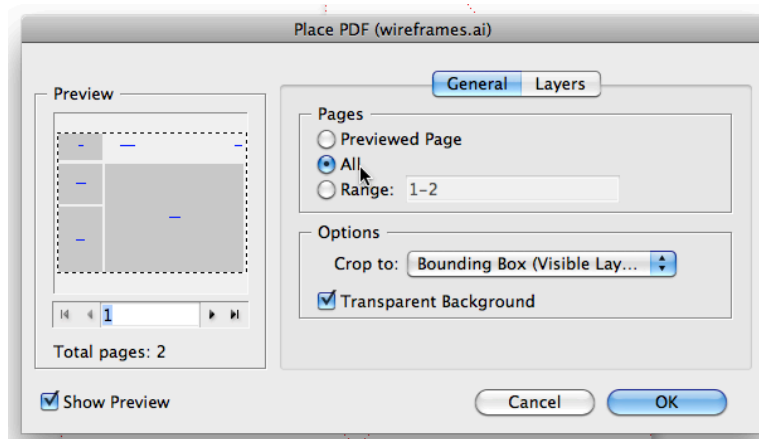
Place Multipage Wireframes

1. Open Page 2
2. File -> Place
 - 2.1. Select wireframes.ai
 - 2.2. Check “Show Import Options”



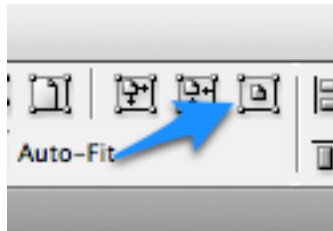
2.3. Click “Open”

3. Under Pages Select “All”



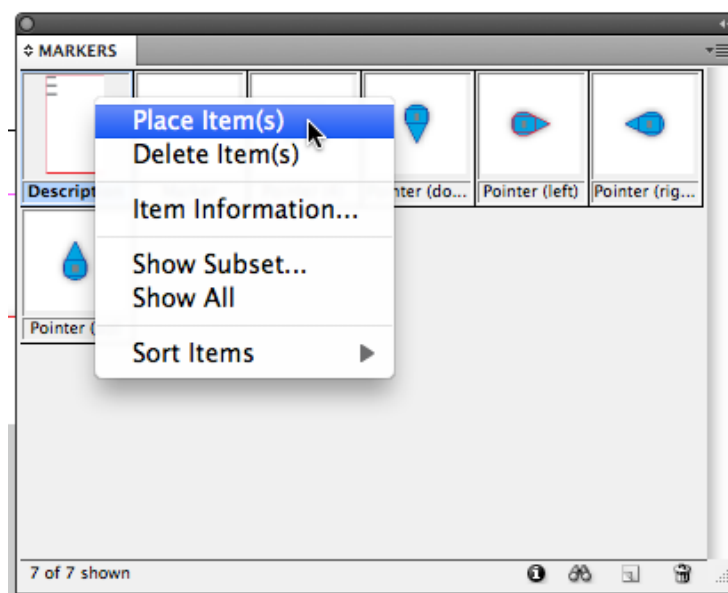
4. Hold (shift) while clicking the first placeholder, and then the second

5. Select each placeholder and click the “Fit Frame to Content” button in the control bar



Add Markers and Descriptions

1. Open the Markers Library
 - 1.1. File menu -> Open
 - 1.2. Open Markers.indl
2. Place Description text box
 - 2.1. Right Click Description in the Markers Panel



- 2.2. Select “Place Item(s)”
3. Also place “Marker”
4. Place (Pointer Left)
5. Add description
 - 5.1. “Clicking the settings link will bring up the settings menu”
6. Save file

Lab 5: Flash Catalyst CS5 Project Basics

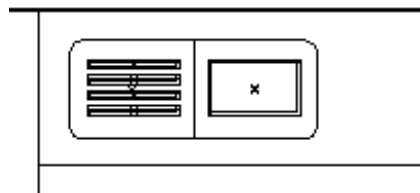
Prepare Illustrator File

Grouping objects before in Illustrator CS5 before importing them into Flash Catalyst CS5 is often easier to do then after.

1. Open `Feedbag_artwork.ai`
2. Switch to Outline View
 - 2.1. View menu -> Outline (at the top)
3. Select all parts of the “All Items” button



4. Group them
 - 4.1. Object menu -> Group
5. Repeat for Unread Items and Starred Items buttons
6. Group the block and line toggle bar buttons.



7. Save Feedbag_artwork.ai

7.1. File menu -> save

Start a Flash Catalyst Project from Illustrator CS5 File

1. Switch to Flash Catalyst CS5

2. Create a new project from artwork

2.1. File menu -> New Project from Design File...

2.2. Select Feedbag_artwork.ai

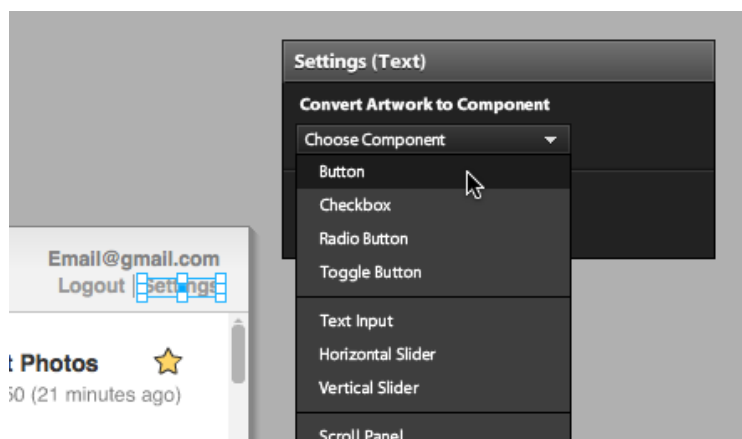
3. Choose the default import options

4. Save As Feedbag.fxp

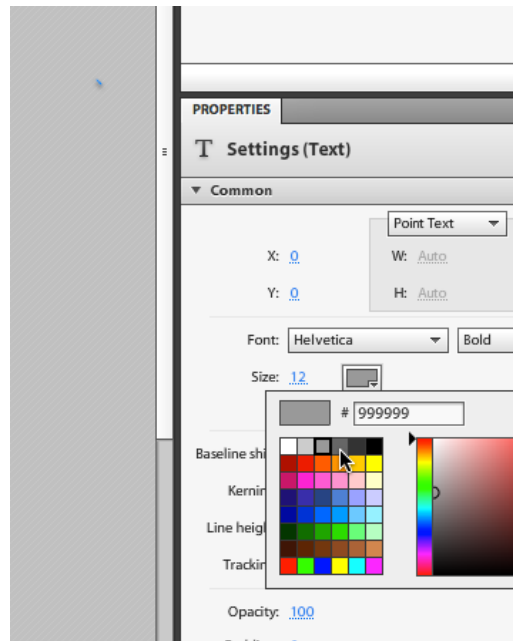
Lab 6: Creating Basic Components in Flash Catalyst CS5

Convert Artwork to Button

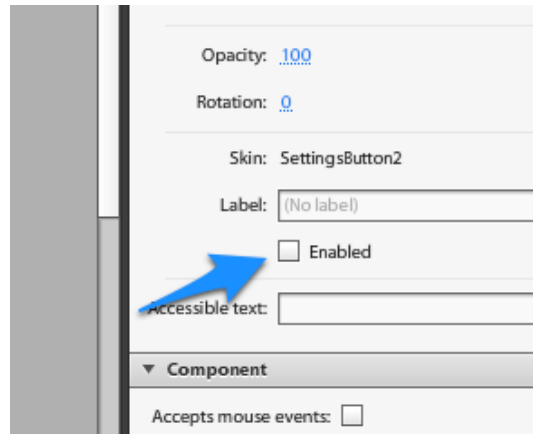
1. Select “Settings” Link
2. In the heads up display (HUD) select “Convert Artwork to Component” and choose “Button”



3. Enter isolation mode to edit button states
 - 3.1. Double click the Settings text
4. Edit the Over state
 - 4.1. Change text color to #666666

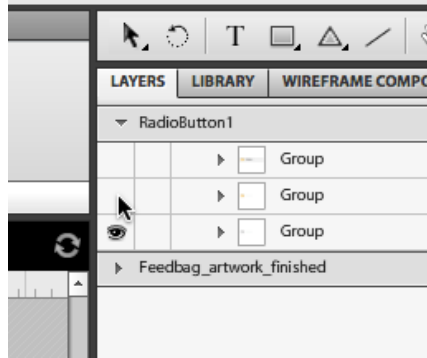


5. Edit the Down state
 - 5.1. Change text color to #333333
6. Edit the Disabled state
 - 6.1. Change text color to #CCCCCC
7. Run project to test changes
8. To view the Disabled state uncheck the Enabled checkbox in the properties panel.



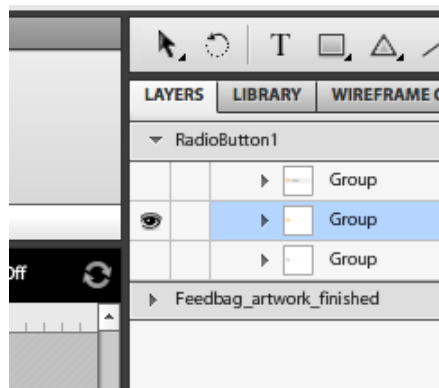
Convert Artwork to Radio Button

1. Select “All Items” Button
2. In the heads up display (HUD) select “Convert Artwork to Component” and choose “Radio Button”
3. Enter isolation mode to edit button states
 - 3.1. Double click the “All Items” Button
4. Ungroup the button states
 - 4.1. Select the button
 - 4.2. Modify menu -> Ungroup
5. Edit Up State
 - 5.1. In the layers panel hide the first two groups



6. Edit Over State

6.1. In the layers panel hide the first and last groups

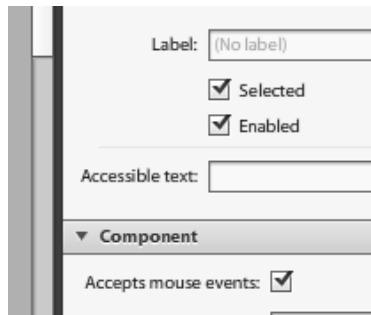


7. Edit Down State

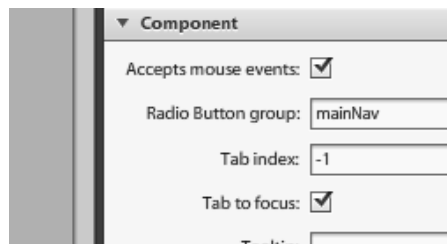
7.1. In the layers panel hide the second and last groups

8. Edit the Unread Items and Starred Items to match the All Item Radio Button

9. Select the “All Items” button and check the Selected option in the Properties Panel



10. Change the Radio Button Group on all three to “mainNav”.



Lab 7: Adding Interactions to Flash Catalyst CS5 Projects

Creating a New State

1. Duplicate the existing state
 - 1.1. Click Duplicate State in the Pages/States Panel
2. Name States
 - 2.1. “Home”
 - 2.2. “Settings”
3. Switch to the “Settings” state
4. Unhide the Settings layer

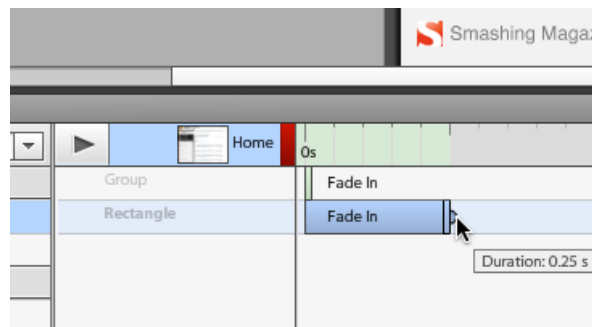
Switching Between States

1. Convert the x into a close button
2. Add Click interaction
 - 2.1. Add the + Add Interaction button
 - 2.2. Choose on Click
 - 2.3. Choose Play Transition to State
 - 2.4. Choose Home State
3. Add Click interaction to the Settings button to switch to the Settings State
4. Run project and test states

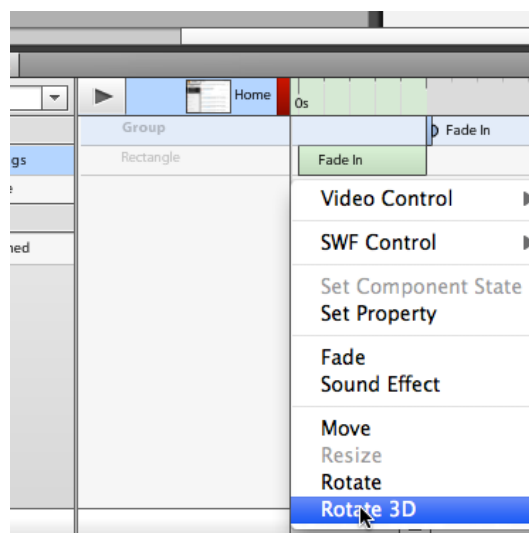
Lab 8: Playing Transitions in Flash Catalyst CS5 Projects

Transitioning Between States

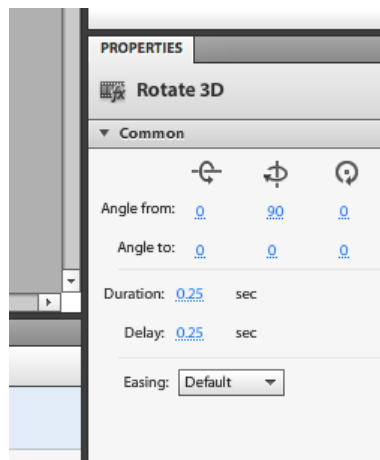
1. Open Feedbag_artwork.fxp
2. Open the Timelines Panel
3. Extend Fade In on the Rectangle to 1/4s



4. Move the Group Fade In to 1/4s
5. Add Rotate 3D action to Group
 - 5.1. Click +Add Action
 - 5.2. Select Rotate 3D

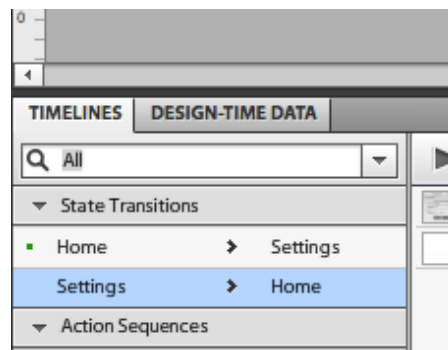


6. Move Rotate 3D out to 1/4s and pull it back to 1/2s
7. Set Y Angle From to 90
8. Set Y Angle To to 0



Transitioning Back

1. Switch to the Settings > Home State Transition



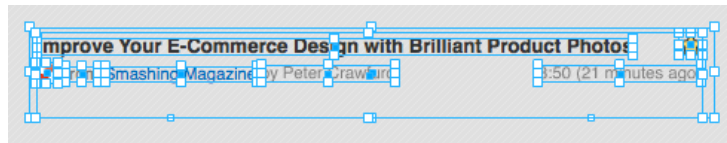
2. Fade Rectangle from 1/4-1/2s
3. Move Group Fade Out to 1/4s
4. Add Rotate 3D

- 4.1. Set from 0-1/4s
- 4.2. Set Y Angle From to 0
- 4.3. Set Y Angle To to -90

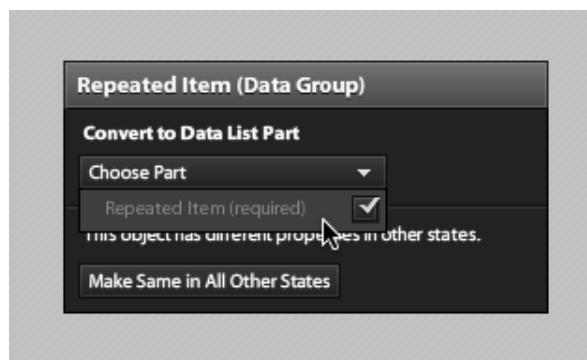
Lab 9: Adding Design-Time Data to a FC CS5 Project

Defining a Data List

1. Select the repeated elements
 - 1.1. Including the horizontal rule
2. Convert to Data List
 - 2.1. Using the Heads Up Display select Convert Artwork to Component and set to Data List
3. Isolate Data List to Edit Parts
 - 3.1. Double click Data List
4. Add Item Renderer
 - 4.1. Select the repeated portion



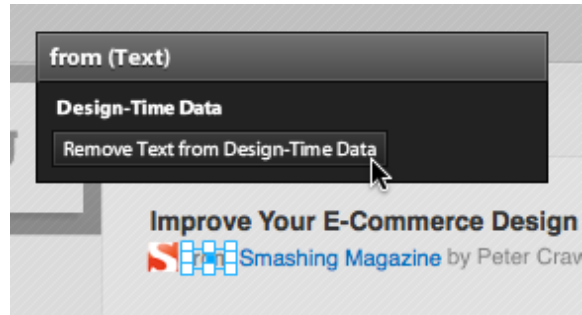
- 4.2. Using the Heads Up Display select Convert to Data List Part and choose Repeated Item (required)



Remove "from" from the Design Time Data List

4.3. Select From

4.4. Click “Remove Text from Design-Time Data” in the Heads Up Display



5. Add Additional Data

5.1. Open Design-Time Data Panel

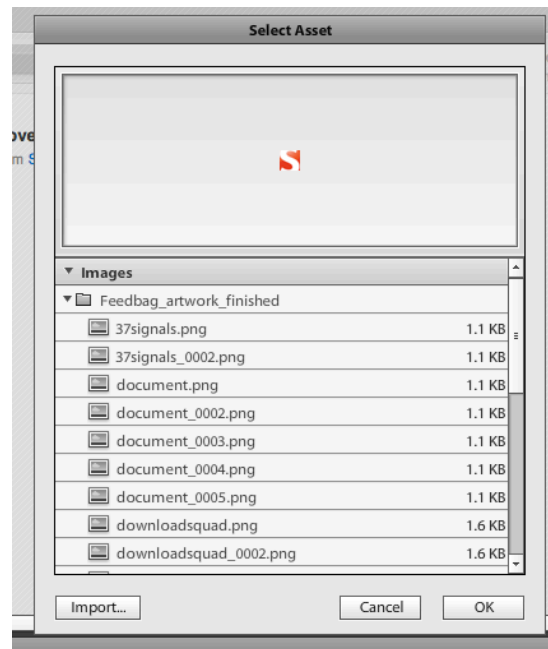
5.2. Add more rows (9 total)

5.2.1. Click the + Add Row until

5.3. Replace image

5.3.1. Double click the image field to open the Select Asset dialog box

5.3.2. Select different images for the different rows to help distinguish them.



Lab 10: Making Scrollbars Functional in FC CS5

Defining a Vertical Scrollbar

1. Select all the scrollbar parts
2. Using the Heads Up Display set Convert Artwork to Component to Vertical Scrollbar
3. On the Heads Up Display click the Edits Parts Button
4. Convert buttons, thumb, and track
 - 4.1. Select the parts
 - 4.2. Using the Heads Up Display assign them to corresponding scrollbar parts.

Associate Scrollbar with Data List

1. Select Scrollbar
2. Cut the Scrollbar
 - 2.1. Edit menu -> Cut
3. Isolate the Data List
 - 3.1. Double click the Data List
4. Paste the Scrollbar inside the Data List
5. Run the project to test it

Lab 11: What's new in Panini

Wireframe components

Constraints