Adobe Flash level 1 beginner course outline (2-day)

Lesson 1: Getting Acquainted

- Starting Flash and Opening a File

- Getting to Know the Workspace

- Working with the Library Panel

- Understanding the Timeline

- Organizing Layers in a Timeline

- Using the Properties Inspector

- Using the Tools Panel

- Undoing Steps in Flash

- Previewing Your Movie

- Publishing Your Movie

- Saving Your Movie

- Finding Resources for Using Flash

- Checking for Updates

Lesson 2: Working with Graphics

- Getting Started

- Understanding Strokes and Fills

- Creating Shapes

- Making Selections

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- Editing Shapes

- Using Gradient and Bitmap Fills

- Making Patterns and Decorations

- Creating Curves

- Creating Transparencies

- Creating and Editing Text

Lesson 3: Creating and Editing Symbols

- Getting Started

- Importing Illustrator Files

- About Symbols

- Creating Symbols

- Importing Photoshop Files

- Editing and Managing Symbols

- Changing the Size and Position of Instances

- Changing the Color Effect of Instances

- Understanding Blend Effects

- Applying Filters for Special Effects

- Positioning in 3D Space

Lesson 4: Adding Animation

- Getting Started

- About Animation

- Understanding the Project File

- Animating Position

- Changing the Pacing and Timing

- Animating Transparency

- Animating Filters

- Animating Transformations

- Changing the Path of the Motion

- Swapping Tween Targets

- Creating Nested Animations

- Using the Motion Editor

- Easing

- Animating 3D Motion

- Previewing the Animation

Lesson 5: Articulated Motion and Morphing

- Getting Started

- Articulated Motion with Inverse Kinematics

- Constraining Joints

- Inverse Kinematics with Shapes

- Armature Options

- Morphing with Shape Tweens

- Using Shape Hints

- Simulating Physics with Inverse Kinematics

Lesson 6: Creating Interactive Navigation

- Getting Started

- About Interactive Movies

- Creating Buttons

- Understanding ActionScript 3.0

- Preparing the Timeline

- Adding a Stop Action

- Creating Event Handlers for Buttons

- Creating Destination Keyframes

- Creating a Home Button

- Playing Animation at the Destination

- Animated Buttons

Lesson 7: Using Text

- Getting Started

- Understanding TLF Text

- Adding Simple Text

- Adding Multiple Columns

- Wrapping Text

- Hyperlinking Text

- Creating User-input Text

- Loading External Text

Lesson 8: Working with Sound and Video

- Getting Started

- Understanding the Project File

- Using Sounds

- Understanding Flash Video

- Using Adobe Media Encoder

- Understanding Encoding Options

- Playback of External Video

- Working with Video and Transparency

- Using Cue Points

- Embedding Flash Video

Lesson 9: Loading and Controlling Flash Content

- Getting Started

- Loading External Content

- Removing External Content

- Controlling Movie Clips

- Creating Masks

Lesson 10: Publishing Flash Documents

- Getting Started

- Testing a Flash Document

- Understanding the Bandwidth Profiler

- Adding Metadata

- Publishing a Movie for the Web

- Alternative Publishing Options

Adobe Flash level 2 advanced course outline (2-day)

Lesson 1: Using Code Snippets and Navigating the Flash Timeline

- Getting started

- Adding ActionScript using code snippets

- Placing code on the Flash Timeline

Lesson 2: Working with Events and Functions

- Working with event-handling functions

- Using code snippets to create navigation

- Creating event listeners

Lesson 3: Creating Animation with ActionScript

- Reviewing the starting file

- Controlling movie clip properties with ActionScript

- Creating animation using ActionScript tweens

Lesson 4: Creating ActionScript in External Files

- Creating an ActionScript file

- Creating instances of a course file in Flash

Lesson 5: Using ActionScript and Components to Load Content

- Creating a List component instance and setting its parameters

- Adding an instance of the UILoader component

- Adding a CHANGE event listener to the List component

- Loading SWF files into a UILoader component

- Creating the gallery file

- Adding a scroll bar to the text field

Lesson 6: Creating Preloaders in ActionScript 3.0

- Tools in the testing environment

- Creating a text field and progress bar to track loading

- Inserting ActionScript to track progress of the UILoader component

- Controlling the frames of a movie clip to reflect loading progress

Lesson 7: Using Arrays and Loops in ActionScript 3.0

- Examining the starting file

- Adding MovieClip instances to the Stage from the Flash Library

- Adding the initial variables

- Generating multiple instances with a for loop

- Generating drag-and-drop functionality

- Creating the game play in an ENTER_FRAME listener

- Using hitTestObject() to check for collisions

Lesson 8: Creating and Formatting Text with ActionScript

- Examining the starting file

- Creating a TLF text field with ActionScript

- Loading an external text file into a TLF text field

- Using the TextFormat course

- Giving the user a custom panel to format text

- Creating a scroll bar using ActionScript

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Lesson 9: Controlling Sound with ActionScript

- Examining the starting file

- Adding sliders to the project

- The Sound, SoundChannel, and SoundTransform courses

- Setting the song titles using a for loop

- Making the sliders invisible until needed

- Programming the buttons to select songs

- Controlling the visibility of the volume and pan controls

- Adding a listener for the ID3 tags of an MP3 file

- Adding a text format object

- Adding the slider controls

Lesson 10: Working with an XML Playlist

- Understanding the basic structure of an XML file

- Examining the starting file

- Replacing the songList array with an XML instance

- Loading an external playlist using the URLLoader course

- Responding to COMPLETE and IO_ERROR events

- Moving the event listeners into the xmlLoaded() function

- Updating the chooseSong() function

- Creating hyperlinks using XML data

- Navigating through the song list

Lesson 11: Using ActionScript and Components to Control Video

- Examining the Lesson11 folder contents

- Adding the FLVPlayback component

- Setting FLVPlayback properties in Flash

- Adding ActionScript control of FLVPlayback properties

- Working with color

- Using cue points with Flash video

- Adding the FLVPlaybackCaptioning component

- Playing multiple video files from an XML playlist

- Using the full-screen publish settings

Lesson 12: Delving Deeper into Graphics and Animation with ActionScript

- Inverse kinematics in Flash CS5/6

- Examining the starting files

- Working with IK animation in ActionScript

- Creating Sound and SoundChannel instances

- Accessing the user's webcam or video camera using ActionScript

- Using the Bitmap and BitmapData courses

- Examining the Pixel Bender Toolkit

- Suggestions to try on your own

Lesson 13: Printing and Sending Email with ActionScript 3.0

- Examining the starting file

- Adding a simple e-mail link

- Sending e-mail from Flash

- Adding printing capabilities with the PrintJob course

Lesson 14: Creating Adobe AIR Applications with Flash and ActionScript

- Using AIR-specific ActionScript

- Specifying Flash publish settings for an AIR project

- Creating an AIR application

- Examining the starting file

- Controlling printing with AIR

- Listening for drag events

Lesson 15: Using Third-Party Libraries to Extend ActionScript

- Downloading and installing third-party ActionScript libraries

- Examining the starting files

- Using the Papervision3D BasicView course

- Creating the constructor function for the Cube3D course

- Creating and modifying a 3D cube

- Animating the 3D cube

- Adding a movie clip as a material on a 3D object

- Adding video as a material on a 3D object

END