



Duration : 3 days

Related Courses:

Adobe Flash ActionScript3, Adobe Photoshop, Adobe Illustrator, Adobe Dreamweaver

Course Overview and Objectives

Generate sprite sheets for enhanced game development workflow and deliver apps with a prepackaged Adobe AIR® captive runtime for better user experience.

Access device-specific capabilities with prebuilt native extensions, simulate common mobile application interactions, and reach devices that run on Android™ and iOS platforms.

Target the latest Adobe Flash Player and AIR runtimes to take advantage of performance gains with Stage3D via the Starling framework.

Pre Requisites:

Basic computer skills.

Adobe Flash Professional CC Course Outline

Work environment

- Setting Stage dimensions & preferences
- Working with panels and panel layouts
- Properties Inspector

Layers and timeline

- Working with layers (Lock, Visibility & Outline)
- Organizing Layers
- Guide Layers
- Working with the Timeline

Creating Graphic assets

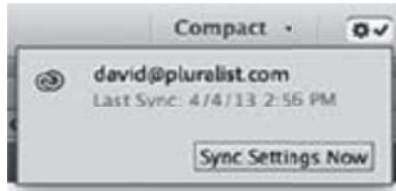
- Using the drawing tools (Oval, Rectangle, Poly Star, Line, Pen)
- Making Selections
- Using object and merge drawing
- Working with the colours & gradients
- Aligning & manipulating objects
- 3D Transformation
- Decorative drawing with the Deco tool

Importing Graphics

- Working with different graphic formats
- Importing bitmap graphics
- Tracing Bitmaps
- Using Bitmaps as Fills
- Deprecated File Formats

Using text effectively

- Using the Text tool (Classic & TLF)
- Adding and formatting static text
- Changing font rendering methods
- Embedding fonts in input text fields
- Using font best practices
- Paragraph and Text settings
- Creating Hyperlinks
- Reshaping Text
- Distributing Text to Layers



New Sync Settings - Work the way you like on any of your computers — Mac or PC. Synchronize your workspace settings to Creative Cloud — including Illustrator preferences, presets, brushes, and libraries — so they go where you go.



New Simplified Interface - Focus clearly on your content with a streamlined user interface. Dialog boxes and panels are more intuitive and easier to navigate. Choose between a light or dark user interface.

Creating symbols

- Importing vector graphics from Illustrator
- Using the Library & explain elements is can contain
- Differentiate between Graphic Symbols & Movie clips & Buttons
- Converting objects to symbols
- Creating and using Movie Clip symbols
- Nesting Symbols
- Adding Transparency
- Blends and Filters

Working with animations

- Using animation best practices
- Organizing a Movie Clip Timeline
- Using keyframes, blank keyframes, and frames
- Creating Frame By Frame Animation
- Creating motion tweens (with & without Guide Layers)
- Creating shape tweens (morphing)
- Fading Objects
- Shape Hints
- Creating transition effects
- Tween Properties
- Motion Tween Presets
- Animating with Masks
- Object-based animation
- Motion Editor panel
- Inverse Kinematics with the Bone tool

Interactive files

- About Interactive files
- Creating Additional Scenes
- Creating & Editing Buttons symbols
- Sample Buttons
- Using frame labels, Comments & Anchors
- Activating Buttons

Adding ActionScript with script assist and behaviors

- Working with ActionScript 3.0
- Using Code Snippets, Script Assist & Behavior's Panel
- Adding actions to a frame
- Loading external SWFs
- Working with Events
- Using Events to script a button

Improved HTML Publishing
- Be more creative with enhanced HTML5 support using the updated Toolkit for CreateJS, which includes new functionality for buttons, hit areas, and motion curves.



Adding sound and video

- Importing sound
- Sounds library
- Changing sound properties
- Adding sound to a Timeline
- Media Encoder with H.264 support
- Sound Editing
- Importing Video & Editing options
- Embedding video in a Timeline
- Video with alpha channels
- Using the FLVPlayback component

Loading and optimizing flash

- Assembling & Animating a Preloader elements
- Loading the movie
- Changing visibility of movie clips
- Caching bitmaps
- Project Panel
- XFL import

Wide platform and device support

- Deliver to desktop computers
- Deliver to mobile devices
- Deliver to tablets
- Deliver to Internet-enabled televisions

Publishing flash documents

- Testing a flash document
- Adding Metadata
- Using different publishing formats
- Adding Flash Player detection
- Optimising Movies
- Bandwidth Profiler
- Creating Stand alone players



Skillz Middle East FZ LLC

Dubai Media City
P.O.Box 75299
Dubai, United Arab Emirates
adobe@skillzme.com
www.skillzme.com