

## Adobe Flash CS3 - Advanced Design

### Objectives

This course focuses on teaching delegates more advanced ActionScript topics that removes their reliance on timeline-based visual tools. It also introduces them to other ActionScript code that will allow them to generate dynamic design and navigation elements that cannot be created without ActionScript. Delegates will learn:

- \* Object Drawing Model
- \* Loading Graphics Dynamically
- \* Attach Movie Clips Dynamically
- \* Advanced Flash Text and CSS
- \* Loading XML
- \* Advanced Styling with CSS
- \* Blend Modes in Flash CS3
- \* Animation with ActionScript

### Content

#### Flash CS3 Overview

Exploring the Finished Photo Gallery  
Reviewing the Beginning Template

#### Working with Graphics

Understanding the Object Drawing Model  
Using Gradients  
Using Strokes  
Using Scale  
Understanding Filters  
Understanding Blend Modes

#### Importing Content Using XML

Reviewing the Text Controls, Static, Dynamic, Input  
Understanding XML  
Introducing the XML Class  
Retrieving Text Nodes  
Parsing XML Data into Flash Data

#### Working with Text

Introducing Anti-Alias Rendering  
Using the TextFormat Object for Styles  
Using Cascading Styles Sheets with text

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#### Advanced Graphic Loading

Loading JPG/GIF/PNG formats with AS, LoadMovie, MovieClipLoader  
Image Caching (issues/benefits)  
Attaching movie clips dynamically  
Creating a pre-loader  
Displaying Random Images  
Creating Position-Aware Elements  
Build out grid of images  
Load in the popUp Image

#### Reviewing Animation Basics with ActionScript

Reviewing Animation on the Timeline  
Introducing Custom Easing  
Masking with ActionScript  
Animating with ActionScript  
Organising a Movie Clip timeline  
Using setInterval  
Understanding Bitmap Caching

#### Advanced Animation with ActionScript

Introducing the Tween Class/Penner formulae  
Advanced Tweening with ActionScript  
Introducing the Transition Class  
Transitions in Flash CS3

#### Customising Components

Using styles  
Implementing setStyle on the ComboBox component  
Modifying component graphics/skins

**Training Method:** Hands-on training in an instructor-led environment. One workstation per delegate and exercises to consolidate learning.

**Prerequisites:** Delegates should have some knowledge Flash CS3 and ActionScript, and the Mac OSX or Windows operating systems.

**Designed for:** Flash designers who have some experience of the Flash environment and ActionScript, but want to learn more advanced topics and features to enhance their designs.

**Duration:** Two days



- \* Public Courses
- \* Private Courses
- \* Customised Courses
- \* On site training available