Information Technology

Adobe Flash

Course Introduction

This training course is designed to provide participants with the essential knowledge and techniques in using Adobe Flash CC. The tools available in Adobe Flash CC (2015) can be used to create and manipulate a variety of graphics and animations from simple designs to complex animated sequences. This course will enable participants to navigate the Flash CC interface and learn how to use the tools and features necessary for drawing graphics and creating a website that contains an animated introduction.

Target Audience

1. Software Developer
2. Web Developer
3. Game Developer
4. UI/UX Designer
5. IT Support Specialist
6. Multimedia Programmer
7. Application Developer
8. System Administrator
9. Front-End Developer
10. Full-Stack Developer
11. Cybersecurity Specialist
12. IT Project Manager
13. Cloud Engineer

Learning Objectives

- Gain a comprehensive understanding of the components and elements of Adobe Flash CC Interface and Project.
- Plan, organize and establish a flash project with illustrations.
- Create various types of animations for a project.
- Apply ActionScript to control animation.
- Learn how to access structured data.
- Prepare to publish a movie from Adobe Flash and to various formats.

Course Outline

- **Day 01**

  Getting Started with Flash CC

    ◦ Components of the Flash CC Interface
    ◦ Elements of a Flash Project
    ◦ Customize the Flash CC Interface

  Planning a Flash Project

    ◦ Establish Project Requirements and Documentation
    ◦ Implement Best Practices in Rich Media Design

  Creating Illustrations in Flash

    ◦ Start a New Project

- ◦ Draw Basic Shapes
  - ◦ Draw Advanced Shapes
  - ◦ Add Static Text
- **Day 02**

  Organizing the Project

  - ◦ Organize the Library
  - ◦ Create Visual Depth Using Layers
  - ◦ Use Symbols to Organize for Reuse

  Importing Assets into Flash

  - ◦ Import Copyrighted Material
  - ◦ Import Bitmap and Vector Images
  - ◦ Optimize Bitmap Images for Flash

  Creating Animation

  - ◦ Create Frame-by-Frame Animation
  - ◦ Create Tweens and Embedded Animation
  - ◦ Create Motion Tween Animations
  - ◦ Animate a Mask
  - ◦ Create a Button Rollover
  - ◦ Work with Motion Paths
- **Day 03**

  Adding Basic ActionScript

  - ◦ Apply ActionScript to Control Animation
  - ◦ Add Button Actions

Getting Started with an ActionScript Programming Project

- Plan a Programming Project
- Apply ActionScript Elements
- Perform Testing and Debugging

Extending the Behaviour of Flash Objects

- Extend MovieClip Behaviour
- Respond to Events

• **Day 04**

Accessing Structured Data

- Parse XML
- Apply Arrays

Adding Components for Display and User Input

- Add Components and Set Properties
- Populate Components with Content
- Respond to Item Selection in a Component
- Change the Appearance of Components

Loading Media Content from External Sources

- Load Image Content
- Load Video Content
- Embed Audio Content

• **Day 05**

Making Rich Media Content Accessible

- ◦ Improve Navigation for Accessibility
- ◦ Make Content Readable by a Screen Reader

Publishing a Movie

- ◦ Prepare to Publish from Flash
- ◦ Edit the HTML Host Page
- ◦ Publish to Various Formats

Confirmed Sessions

FROM	TO	DURATION	FEES	LOCATION
April 7, 2025	April 11, 2025	5 days	4250.00 $	UAE - Dubai
July 7, 2025	July 11, 2025	5 days	5950.00 $	Switzerland - Zurich
Nov. 10, 2025	Nov. 14, 2025	5 days	4250.00 $	UAE - Dubai