

Adobe® Flash® CS4: Level 3



Course Specifications

Course number: 084095

Course length: 1.0 day(s)

Course Description

Course Objective: You will build Flash applications using advanced features of Flash CS4 and ActionScript 3.0.

Target Student: This course is intended for Flash designers and developers who want to master the skills required to develop robust applications using Flash CS4 with ActionScript 3.0.

Prerequisites: To gain the most from this course, students should have taken the following Element K courses: Adobe® Flash® CS4: Level 1 and Adobe® Flash® CS4: Level 2, or have equivalent knowledge. They must also have a desire to expand their knowledge of ActionScript 3.0.

Course Objectives

Upon successful completion of this course, students will be able to:

- build a robust application using Flash.
- use videos in Flash.
- program using advanced ActionScript code.
- deploy a Flash application.

Course Content

Lesson 1: Building an Application

Topic 1A: Import Assets for an Animation

XFL

How to How to Import Assets for an Animation

Topic 1B: Edit Animations

The MOTION EDITOR Panel

How to How to Edit Animations

Topic 1C: Build a Navigation Structure

Menu Structures

Scene Navigation

How to How to Build a Navigation Structure

Lesson 2: Using Videos in Flash

Topic 2A: Encode a Video Object
Adobe® Media Encoder CS4
How to How to Encode a Video Object

Topic 2B: Add Videos to a Movie
The Import Video Wizard
Linked Videos
Embedded Videos
Video Streaming from Server
The FLVPlayback Component
Video Masking
How to How to Add Videos to a Movie

Lesson 3: Programming with Advanced ActionScript

Topic 3A: Introduction to Object-Oriented Programming
OOP
Classes
Objects
Inheritance
Encapsulation
Polymorphism
Abstraction
Interfaces
Packages
How to

Topic 3B: Use ActionScript for Animations
The import Directive
The Tween Class
How to How to Use ActionScript for Animations

Topic 3C: Load Data from an External Source
The Loader Class
XML Objects
XML Data Access
Shared Objects
How to How to Load Data from an External Source

Topic 3D: Create Custom Classes
Document Classes
How to How to Create Custom Classes

Lesson 4: Deploying a Flash Application

Topic 4A: Create a Preloader
Preloaders
How to How to Create a Preloader

Topic 4B: Publish a Flash Application
AIR
Adobe Device Central
How to How to Publish a Flash Application

Appendix A: Localizing Content in Flash
Appendix B: Testing and Debugging a Flash Application
Appendix C: Exporting a Flash Application