

[AFCS6]: Adobe Flash CS6 Pro

Length : 3 Days
Delivery Method : Instructor-led (Classroom)

Course Synopsis

This course will prepare the new and existing Adobe Flash user for an Adobe Certified Associate Exam. After the course, the user is able to develop creative designs. For those seeking employment that requires demonstrating the ability to use digital media needed to plan, design, build, and maintain effective communications, Adobe Certified Associate is a certification program that validates the skills of job seekers.

In an increasingly competitive work world, employers need more than familiar users of digital communications technology to drive successful business outcomes—they need proficient users. With certification, hiring managers will know that work similar to the excellent portfolio they just reviewed can be accomplished efficiently.

Course Outline

Module 1: Setting project requirements

Lessons

- Purpose, audience, and audience needs
- Identify relevant rich media content
- Produce accessible rich media content
- Knowledge of copyright rules
- Understand project management tasks
- Communicate on design and content plans

Module 2: Identifying rich media design elements

Lessons

- Best practices for designing media content
- Knowledge of design elements and principles
- Identify techniques to create rich media elements that are accessible and readable
- Produce media elements with storyboard

Module 3: Understanding Adobe Flash Professional CS6

Lessons

- Identify elements of the Flash interface
- Use property inspector and Timeline
- Use Motion Editor
- Understand Flash file types
- Identify best practices for managing the file size of a published Flash document
- Use Flash guides and rulers

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Module 4: Evaluating rich media elements**Lessons**

- Conduct basic technical tests
- Identify techniques for basic usability tests

Module 5: Building rich media elements**Lessons**

- Make media content decisions based on design specifications
- Adjust document properties
- Create text and adjust text properties
- Use tools on the Tools panel to select, create, and manipulate graphics and text
- Import and modify graphics
- Create objects and convert to symbols
- Understand symbols and the library
- Edit symbols and instances
- Create masks
- Create animations (changes in shape, position, size, color, and transparency)
- Add simple controls with ActionScript 3.0
- Import and use sound
- Add and export video
- Make a document accessible
- Publish Flash documents

Bonus Topics

- New features for Flash Professional CS6

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