

Course Overview:

Adobe Flash CC is a professional authoring environment used to create animations, advertisements and design elements, multimedia content and to develop Rich Internet Applications. This course will provide you with a solid foundation to the world of interactivity by exploring the various approaches to planning and developing animation sequences, slideshows, and assets for use in HTML5.

Course Content:

- Working with the Adobe Flash CC Interface
- Using the Tool box
- Understanding File formats
- Working with Layers, Frames and Library Assets
- Vector vs. Bitmap
- Creating and editing vector images
- Creating Object based animation
- Creating Fine-tune animations
- Using Pre-built animations
- Working with Chain-like animations
- Introduction to 3D motion
- Creating and editing Motion tweens, shape tweens and classic tweens
- Using Timeline timesavers
- Working with Symbols: Graphic, Button and Movie Clip
- Creating and animating masks
- Using the Adobe Color Themes panel (formally Adobe Kuler panel)
- Utilizing Adobe Photoshop, and Adobe Illustrator integration
- Importing and exporting
- Working with audio
- ActionScript basics
- Configuring and publishing Flash projects
- Hands on project: basic slide show and/or website