



# Flash Catalyst 101: Rookie

**Level:** Introduction  
**Duration:** 2 Days  
**Time:** 10 AM - 5 PM  
**Cost:** £547 ex VAT

## Overview

Exploring the Design workspace  
Preparing, Importing and Placing Artwork  
Managing the Library  
Managing Layers  
Working with Pages and States  
Creating Interactive Components  
Creating Transitions and Action Sequences  
Adding and Controlling Video and Sound  
Integrating SWF Content from other Creative Suite Tools  
Designing with Data

## Description

Adobe Flash Catalyst CS5 software is an approachable new interaction design tool. Transform Adobe Photoshop, Illustrator, and Fireworks artwork into expressive, fully interactive projects without writing code, and leverage the reach and consistency of the Adobe Flash Platform

## Who is this course for?

Adobe Flash Catalyst is a new professional interaction design tool for rapidly creating expressive interfaces and interactive content without writing code. Create interactive portfolios, product guides, microsites, site navigation, interfaces for RIAs and more.

- \* Transform artwork created in Adobe Photoshop, Adobe Illustrator, and Adobe Fireworks into interactive designs.
- \* Rapidly create interactive prototypes with the ability to leverage them in the final product
- \* Publish a finished project as a SWF file ready for distribution
- \* Work more efficiently with developers who use Adobe Flash Builder™ 4 to create rich Internet applications (RIAs). Designers use Flash Catalyst to create the functional user experience then provide the project file to developers who use Flash Builder to add functionality and integrate with servers and services.

## Assumed Knowledge

Please contact us to discuss this.

## What you will learn

Please see the course outline.

## Outline

### Exploring the Design workspace

- Moving around the workspace
- Adjusting panels
- Zooming and Panning the artboard
- Previewing a project in a browser
- Getting Flash Catalyst Help

### Preparing, Importing and Placing Artwork

- Preparing a design document
- Choose your design application
- Plan the structure of your application
- Grouping complex objects
- Flattening artwork with filters and effects
- Naming conventions
- Embedding images in the design document
- Managing fonts when sharing files
- Identifying duplicate component assets
- Setting component properties
- Creating sample artwork for a list of images or text
- Hiding, showing, and locking layers
- Exporting an FXG file from Adobe Fireworks
- Importing artwork
- Import a design document
- Import additional images
- Positioning images in the artboard
- Optimising artwork

### Managing the Library

- Viewing the library panel
- Previewing files in the Library panel
- Deleting assets from the project
- Compressing images in the Library panel
- Renaming project assets
- Using assets in the Library panel
- Sharing project libraries
- Exporting and importing a library package

### Managing Layers

- Exploring the Layers panel
- Expand and collapse layers
- Show, hide, lock and unlock layers
- Grouping objects

- Renaming objects in the Layers panel
- Optimizing complex groups
- Adding and deleting layers
- Stacking artwork using layers

#### Working with Pages and States

- Page and component states
- Duplicating and modifying page states
- Descriptive names for page states
- Show and hide artwork in each page state
- Adding and deleting states
- Add a blank page state
- Add objects to blank page states
- Delete objects from specific states

#### Creating Interactive Components

- The building blocks of Rich Internet Applications (RIAs)
- Components and Interactions
- Using wireframe components
- Add and modify wireframe buttons and text input fields
- Add wireframe scroll bars
- Converting artwork to built-in components and buttons
- Create a reusable navigation button
- Enable and disable buttons
- Create next and previous buttons
- Create a custom toggle button
- Convert artwork to scroll bars
- Working with text
- Create a scroll panel from artwork
- Creating custom components
- Adding interactivity and page navigation
- Create conditional interactions
- Link to external content

#### Creating Transitions and Action Sequences

- Understanding transitions and action sequences
- Inspecting default transition effects
- Adding smooth transitions
- Fine-tuning transitions
- Change transition timing
- Ease transitions
- Adding and changing effects
- Swap one effect for another
- Add multiple effects to the same object
- Add an action sequence interaction
- Edit an action sequence in the Timeline

- Flash Catalyst helper effects

#### Adding and Controlling Video and Sound

- Preparing video for the web
- Understanding encoding and video codes
- How to encode video
- Importing and previewing video and sound
- Adding video to an application
- Add video to the artboard
- Set video player properties
- Controlling video playback
- Attach controls to the video
- Reset the video after playing
- Adding sound effects

#### Integrating SWF Content from other Creative Suite Tools

- Understanding SWF files
- Creating and using SWF files for Flash Catalyst
- Import a SWF file to the artboard
- Preview a SWF animation
- Controlling the playback of SWF files
- Play the SWF movie from a specific frame
- Adding a SWF file to a component
- Position a SWF file
- Add effects to play the animation

#### Designing with Data

- Flash Catalyst data lists
- Understanding design-time data
- Preview a data list
- Creating a Data List component
- Design a sample data record
- Convert the sample record into a Data List component