ACADEMY CLASS
FIRST CLASS TRAINING FOR
CREATIVES AND DEVELOPERS

Flash Certification Jumpstart

Level: Intro to Advanced
Duration: 10 Days
Time: 10 AM - 5 PM
Cost: £1497 ex VAT

Overview

Learn Flash and become an Adobe Certified Associate (ACA) AND a Flash Adobe Certified Expert (ACE).

this package of Flash courses includes

Flash 101: Rookie
Flash 201: HotShot + ACA
Flash 301: Actionscript
Flash 302: Actionscript + ACE

Description

The most intense and in-depth Adobe Flash training course of its kind in the UK
Immerse yourself in Adobe Flash. Learn Flash from beginners to an advanced level and Get Certified by Adobe by taking the Adobe Certified Associate (ACA) in Flash and also the Adobe Certified Expert (ACE) exam in Adobe Flash.

The Flash Certification Jumpstart training package includes the entire curriculum for total immersion into Adobe Flash. The Flash Certification Jumpstart package is a training program that features a combination of 4 Adobe Authorised Flash training courses for a discounted price. The package does not have a schedule of its own. Each class is scheduled separately and can be taken over a year's period so you can take the classes as quickly or as slowly as you desire.

Courses include

* Flash 101: Rookie (2 days)*
* Flash 201: Hot shot (3 days)*
* Flash 301: Actionscript Rookie (3 days)*
* Flash 302: Actionscript + ACE Prep (2 days)*
* Adobe Certified Associate (ACA) exam in Flash*
* Adobe Certified Expert (ACE) exam in Flash*

Not only will you know everything there is to know about Flash from zero to Super Hero but you'll also have the opportunity to prove your knowledge by take the Adobe Certified Expert Exam in Flash.

Adobe Certified Expert (ACE)

Demonstrate your Adobe product expertise by becoming an Adobe Certified Expert in Flash. Use Adobe Certification as a way for getting a pay increase, finding a job, or differentiating yourself by promoting your vast expertise.

Exams can be taken at Academy Class London or a Pearson Vue Prometric testing centre around the UK(Price of exams are included)

Who is this course for?

This course is aimed at designers and developers who are new to Flash and want to get to grips with the user interface and learn the basics of animation and interactivity right through to an advanced level of Actionscript. At the end of the Flash HotShot class you will also take the accredited Adobe ACA exam in Flash to become a Flash Adobe Certified Associate. At the end of the Flash 302: Actionscript + ACE Prep you will be prepared for the Adobe Certified Expert exams altjhough we'd recommend a further 2-3 months of Flash usage before attempting to take the exam.

Assumed Knowledge

To gain the most from this class, students should be familiar with Windows or Mac OS X and be familiar with the web and its terminology.

What you will learn

Everything there is to know about Flash from beginners to an advanced level.

All the content covered in the 4 Flash courses

* Flash 101: Rookie
* Flash 201: HotShot
* Flash 301: Actionscript Rookie
* Flash 302: Actionscript + ACE

You will also be prepared for and take the Flash Adobe Certified Associate (ACA) Exam. You will also be prepared for the Flash Adobe Certified Expert (ACE) Exam and will have an opportunity to take the exam at a later date once fully confident.

Outline

Introducing Flash

* Launching flash
* Resetting the workspace
* Exploring the welcome screen
* The flash files explained
* Creating our first flash file
* The panels

* Modifying the movie properties
* Saving the file

Getting to Grips with Drawing

* Strokes
* Fills
* Solving classic problems

Shape Interaction

* Working in a single layer causes its problems
* Accidental fill on fill (how it can be useful...)
* Stroke – fill interactions

Working in Layers

* Building new layers
* Locking previous layers to prevent modification
* Hiding and showing layers
* Outline view as an alternative to visibility
* Adding shadows to our design

Spelling it out

* The text tool
* Checking the properties before you type
* Adding our text
* Back to black
* Changing the properties
* Discussing the anti-alias options
* Working with large blocks of text
* An example of text orientation
* Breaking apart text and applying a stroke

Enhancing the Design with Images

* A simple import to stage
* Let's take a look at workflow
* A workflow for transparent content
* Working with 'vector' artwork

Being Symbolic

* The concept
* Convert to symbol

* Compare and discuss the symbol types
* Look at color effects
* Look at filters
* Re-use is the key
* Blend modes

Using the Mask

* Importing an image
* Creating a new layer
* Using the grid fill deco tool
* Turning it into a mask
* Locking layers and preview

Tweening Time

* Steps to happiness
• Tweening different properties
* Putting it into practise – let's build a banner
* The magic staircase
* Animating images
* 'cache as bitmap'
* Exploring easing and breaking up a tween

Publishing your Movie

* A quick look at publish settings
* Publishing the movie
* Reviewing the output

Getting all interactive

Back to Banners

* Banner advert sizes
* Let's build a banner to brush up our skills
* Alphas, movement, scale, blur
* Placing backgrounds and borders on our banner
* 'Advertisement' text
* 'Transparent' corners
* Creating movieclips in retrospect
* Masking revisited
* Using a mask in an animation
* How to add a simple link

The Building Blocks of a Simple Microsite

* Building a button o
* Duplicating symbols
* Bringing the buttons together
* Using a movieclip for the background
* Sketching out the design

Building our first page

* The home page

Building the other pages

* Using scenes to separate our ‘pages’
* Getting the content in the same place
* Duplicating the title symbol and then swapping it out
* Swapping out the image
* Modifying the layout
* Naming our scenes
* Modifying behaviour with a sprinkling of script
* Adding some code to make the buttons work
* Sneaking in a simple pre-loader
* Adding labels to our frames as “anchors”
* Changing our publish settings to enable the anchors
* Reviewing the movie and fixing any problems

Publishing the Microsite

* Publish settings and the flash player version
* Reviewing our result

Pushing Our Movies Further

Banner adverts

* Dimensions and file sizes
* Working our graphics before use
* The kuler extension
* Motion tweening with the motion editor and easing
* Duplicating motion to a second symbol
* Motion presets
* Mask layers and movieclips in retrospect

Introducing Interaction

* Movieclips as buttons

* Using this to create popups
* Blend modes and reflections
* Instance names
* Scaling symbols and 9-slice view
* The scroll pane and scrolling content

Frame by Frame Animation

* Illustrator as a tool
* The import process
* Drawn and scanned content
* Import an image series
* Tracing bitmaps and optimizing curves

Working in 3D

* First, the limitations
* Using perspective to produce a different design
* Gradient styles
* Bitmap fills
* Blend modes to darken into the distance
* Movement in 3D and the motion editor
* Rotation in 3D and the classic problem of completion
* Publish settings and GPU acceleration

Working with XFL

* After Effects to Flash workflow
* InDesign to Flash using xfl

Getting it All Online

* Using a SWF in a Dreamweaver page
* Window modes and overlapping divs
* The code produced by Flash and how to use it

Building Better Microsites

The Flash Project

* Creating a project
* Separating content into separate swfs
* The UILoader component
* Backgrounds and 9-slice scaling
* Libraries and runtime sharing

Building Navigation

* Movieclips as buttons
* Frame labels
* Audio on our buttons and runtime sharing
* Grouping buttons as a navigation bar
* Filters revisited
* Instance names
* Accessibility on our buttons
* Applying a document class to intercept interaction

The Home Page

* Static text and anti-aliasing
* Importing an image for use
* Converting to a movieclip to apply a filter
* Introducing dynamic text
* Fixing the size and making it scrollable
* Adding the all important scroll bar
* Making our text and images accessible
* Considering localisation of content

The About Page

* Working in the library
* Producing more interesting content
* Don't forget accessibility and localisation
* Using the scroll pane to make it scroll

The Products Page

* Building another swf
* Breating each 'item' as a movieclip
* Using the UILoader to load images at runtime
* The download preview

The Contact Page

* Using scenes for navigation
* Building a more interesting navigation bar with images
* Applying a class to our buttons
* Duplicating the scenes
* Applying a document class to resolve navigation
* Importing images
* Making the map more exciting with a component
* Building a form to collect information

* The importance of instance names

Publishing and Previewing Our Microsite

* Reviewing the publish settings
* Publishing the movie
* Viewing in the browser

The Design <? Develop Workflow

* Planning and communication
* The initial design prototype and the first development meeting
* Symbol names and types
* Instance names
* 'Export for Actionscript' and eloquent structure

Banner Advert ClickTags

* The theory of banner advert providers
* An insight into the html
* Applying a document class to our banner
* Viewing the example online

A Preloader

* Movie structure
* 'Export for Actionscript'
* Looking at the bandwidth profiler
* Adding a preloader scene
* Changing the compiler settings
* Using the deco tool to produce a preloader animation
* Linking to our document class
* Testing the movie and simulating the download

A ProgressBar

* The progress bar plan
* Working in layers
* Instance names and registration points
* Masks can make things look great!
* Clever looping animation
* Using and naming our progress bar
* Linking to the class definition
* Testing the movie and simulating the download

A Photo Gallery

* The prototype sketch
* Preparing our photos using batch processing
* Writing an XML file
* Building our flash movie
* Creating dummy movieclips
* Dynamic text and embedding fonts
* Adding backgrounds and borders
* Linking in our document class
* Testing the movie and simulating the download

A Presentation

* Working with scenes
* Adding some animation
* Playing it through
* It would be nice to have some control
* Applying our code from the developer
* Exploring the functionality

A Simple Tabbed View

* Building our tabs
* Building our pages
* Naming the instances
* Linking the pages and tabs to the base class
* Enabling the component definitions
* Viewing the component inspector
* Setting the parameters
* Testing the movie

A 3D Carousel

* Building each item as a movieclip
* Building a popup as a named instance
* Creating a dummy movieclip to determine width, height and position
* Applying a background gradient
* Compile items into a Carousel Items movieclip and 'Export for Actionscript'
* Link our carousel to the developer's code
* Testing the movie

An MP3 Player

* Building our individual components
* Bringing them together and naming the instances
* Linking our MP3Player to the developer's code

* Enabling the component definition
* Drag and drop the component into the design
* Use the component inspector to set the mp3 filename

An e-Book

* Building our individual components
* Bringing them together and naming the instances
* Linking the document to our developer's code
* Testing the movie and exploring the functionality

A 3D Loader for Product Visualisation

* Building a dummy placeholder
* Linking to the developer's code
* Enabling the component definition
* Adding the component to the movie
* Setting the 3d filename in the component inspector
* Testing the movie and exploring the functionality

Flash Adobe Certified Associate Exam

* Preparation
* Exam
* Pass or fail?

Introducing Actionscript

* a brief history of flash
* Actionscript 123
* building a flash file
* exploring the document settings
* adding code on the timeline
* layers, organization and good structure

The Actionscript Syntax

* adding comments
* variables and assigning memory
* data types and assigning values, String, Number, int, uint, Boolean
* complex data types, instantiation an Date
* trace – your best friend in flash development
* breakpoints, debugging and the downloads

Controlling our Visual Design with our Code

* the importance of instance names
* feeling your way in the dark
* strong typing and defining aliases in code
* using getChildByName to access the 'named' objects
* casting – giving flash a hint
* modifying a movieclip's properties, x, y, alpha, scaleX, scaleY, rotation
* saving time (but not effort) with with

All the Worlds a Stage

* the width and height of the stage
*some useful properties, frameRate, fullScreenWidth, fullScreenHeight, displayState, wmodeGPU

Using the Stage Dimensions

* randomizing properties, x (Math.random() * this.stage.stageWidth) etc
* its no fun with just 1 – the for loop and numChildren
* that's great, but what if we want 142

Tidying up the Code

* functions to do stuff
* call the functions
* passing an object to a function

If you can do it in Design

* we've seen alphas
* what about a tint
* importing extra libraries
* filters such as bevel
* drop shadow and blur
* introducing arrays
* some simple shorthand and more formal instantiation

Adding Mouse Interaction

* asking questions 'an if and an is'
* the buttonMode property
* adding event listeners (the trickiest of all)
* event handling functions and the game of catch
* back to trace
* event.target

Controlling the Flow

* stopping the movie
* making it start again and designing a button to do it
* changing the mouse pointer
* adding an audible click using the code

Making Interaction More Interactive

* mouse down and mouse up
* enabling drag and drop
* limiting the drag area
* watching out for classic problems
* bringing our item to the top
* adding and removing a drop shadow

Scripted Animation Using the Tween Class

* importing the necessary
* on drop. plummet
* its ok, but where's gravity gone? – easing to the rescue

An Orientation to Object Oriented Development

Drawing is so passe

* when we draw we create an object, can we do it in code?
* our first class
* extending code to save time and effort
* the constructor function
* shapes and the drawing api
* this is all a bit conceptual, let's put one on the stage
* making our shape randomly position itself
* applying a gradient fill with code
* applying a tint in a random colour

Perhaps this is a bit Extreme

* Design ‹? Develop workflow
* draw in the library, control behaviour in code
* our second class
* public and private instance variables
* reintroducing our randomness
* add many from the stage and see the code take charge

So if we can Inherit Behaviour

* he concept of inheritance
* a simple UML diagram
* sneaking something in the gap
* writing a 'drag and drop' movieclip class
* applying this to our class using inheritance
* testing the behaviour

Controlling the Whole Movie

* if we can control each library item, can we control the movie?
* getting the code off the timeline
* the document class – a massive movieclip
* loading and playing an mp3 bed
* controlling the volume of the audio
* event listeners and the id3 meta data in the mp3

Allowing Our Objects to Move

* can we give an object motion?
* instance variables and introducing setters/getters
* waiting until our object is on the stage
* the 'enter frame' event
* handling the event in a protected function
* using the Point class to help with the trigonometry
* checking we're still on the stage
* apply the behaviour to some library items as the 'base class'

Keeping Track of Each Other

* instance versus class variables
* maintaining a list in a static variable
* iterating through the array on enter frame
* performing a hit test
* handling the collision
* notifying the parent container
* handling this notification

Watching Some Video

* building a simple interface
* toggling the play/pause button
* displaying the flv filename
* allowing our movie to change the filename
* getting the video to work

Watching Ourselves

* using the camera
* taking a snapshot
* bitmaps and bitmapdata
* using the UILoader class to display the snapshot

Working with an Entire Project

Working in a Project

* creating a flash project
* creating and setting our default document
* coming up with a design
* building our scene
* working in layers
* buttons, movieclips and navigation
* splitting out our pages into modules
* loading them in with the UILoader
* adding our document class and working in folders

Building a Preloader

* building a preloader animation
* adding a scene for it
* the bandwidth profiler gives it all away
* 'export for Actionscript3' and the compiler settings
* writing the 'PreloadedDocument' base class
* implementing the base class with inheritance
* testing the movie and simulating the download

Tracking the Progress

* creating the 'ProgressDisplay' movieclip
* discussing the design
* building the components and naming the instances
* adding it in and naming it!
* writing the code to control it
* testing the movie and simulating the download

Building Our Pages as Separate Movies

* working with multiple swfs
* adding the movies to the project publish list
* designing the scenes
* implementing our preloader and progress

* testing the movies individually

Implementing the Navigation

* listening for mouse events
* event.target and the switch statement
* getChildByName and the UILoader
* loading the correct page
* testing the movie and simulating the download

Dynamically Loading Text

* The Home document class
* changing our static text to be dynamic
* getChildByName and setting the text programmatically
* font embedding
* extracting our text into an external file
* adding some html formatting to the text
* loading the text from the file
* tracking the load complete event
* displaying the text in the dynamic text box
* exploring the html formatting
* revisiting our font embedding
* adding scrollable functionality to the text box

Going Even Further

* we want to build a list of products
* building the list in another fla
* implementing the preloader
* using a scroll pane to load the content
* testing the project and simulating the download

Bonus Topic – Loading XML Data

* loading some xml, after all its only text
* breaking it down and grabbing what we want
* looping through and tracing out the data
* homework – try and build the products list dynamically

Planning & Designing Flash Applications

* Understanding Flash Lite
* Accessibility in Flash
* Adobe AIR's usage
* Advertising standards

* FXG Format
* XFL file Format

Creating & Managing Assets

* Keyboard Shortcuts
* Working with the Library
* Lossy vs. Lossless
* Symbols and their uses
* Filtering in the Library
* Functionality of Flash tools

3D in Flash

* 3D Rotation & Transformation
* Vanishing point & Perspective in 3D
* Local Space vs. Global Space

Inverse Kinematics

* Armature Poses and Merge-Shapes
* Bones Tool & Bind Tool
* Joint X & Y Translation
* Degrees of Freedom
* Speed parameter on Armature

New CS5 Features

* TLF text engine
* Font Embedding
* Building, Tree, Decorated Brush
* FLVPlayback component
* Cue points

Programming with ActionScript 3.0

* Basics of OOP & Polymorphism
* blendMode method
* Getter's & Setters
* Implement & Interface
* Public vs. Private
* Code Snippets, Auto-Fill & Code Hints
* Linkage & conventions
* Using trace() method
* Working with FullScreen

Working with ActionScript Classes

* Understanding Classes, Class Hierarchy & Packages
* Using the Document Class
* What is a Constructor, Data Type & Namespace
* Timer, Graphic, Rectangle, Shape, TextField Classes
* Loader Class & contentLoaderInfo property
* URLLoader & navigateToURL
* URLRequest, URLStream & URLVariables
* Sound Class & load() method
* SharedObject & flush() method
* ExternalInterface Class

Testing Flash Applications

* Bandwidth profiler
* Simulating Download Speeds
* Publish Settings & Generating reports
* Debugging, Watchlists & breakpoints
* Device Central
* Cross-Domain Policy