



## ADOBE FLASH CS4 - LEVEL 2

### COURSE OVERVIEW

Adobe Flash: Advanced provides knowledge and hands-on practice they need to draw vector illustrations, use ActionScript to control movie clip, add form components to allow users to enter data and use the Flash Video Encoder application to convert digital video content.

### WHO SHOULD ATTEND

This course is for people new to Flash (or who have used it only to build applications) that want to use it to build rich media application that effectively use animation and sound.

### PRE-REQUISITES

Participants should be comfortable carrying out general operations of computers such as using a mouse, opening and saving files.

### DURATION

3 days

### PRICE

RM880 per participant

### TIME

9.00 am - 5.00 pm with 1 hour lunch break

### LOCATION

Teras One Solution

### COURSE LEADER

Kelvin Lee Ee Keong

Bachelor of Creative Multimedia, Majoring in Digital Media, University Multimedia, Cyberjaya Campus, Malaysia.

Kelvin or Klek has been working as a freelance multimedia designer with 5 years of working experience. Together with his programmer; he has collaborated with clients such as Honda, Lucideas, Ogilvy & Mathers, Bombshelter Studios and Maya Karin to produce everything from flash to HTML driven web sites and even web portals using Adobe products like Illustrator, Flash, Dreamweaver and Photoshop.

He also had several brief teaching experiences with Multimedia University and other training institute before joining Teras One Solution as a trainer.

# ADOBE FLASH CS4 ADVANCED

## DAY 1

9.00 am - 10.30 am

### VECTOR ILLUSTRATION

- Creating vector paths
- Editing vector paths
- Using mask layers

### EXERCISES

10.30 am - 10.45 am

### BREAK

10.45 am - 1.00 pm

### ADVANCED ANIMATION TECHNIQUES

- Inverse kinematics
- Shape tweens and animated masks

1.00 pm - 2.00 pm

### LUNCH BREAK

2.00 pm - 3.30 pm

- **ADVANCED ANIMATION TECHNIQUES** (cont'd)
- Filter animation
- The Motion Editor

### EXERCISES

3.30 pm - 3.45 pm

### BREAK

3.45 pm - 5.00 pm

### ACTIONSCRIPT ANIMATION

- Programming principles
- Event listeners and event handlers
- Modular code

### EXERCISES

## DAY 2

9.00 am - 10.30 am

### ACTIONSCRIPT ANIMATION (cont'd)

- Special classes
- Debugger

### EXERCISES

10.30 am - 10.45 am

### BREAK

10.45 am - 1.00 pm

### INTERACTIVE TECHNIQUES

- Adding Audio
- Scripting a link to a Web page
- Loading dynamic content

### EXERCISES

1.00 pm - 2.00 pm

### LUNCH BREAK

2.00 pm - 3.30 pm

### INTERACTIVE TECHNIQUES (cont'd)

- Loading dynamic content

3.30 pm - 3.45 pm

### BREAK

3.45 pm - 5.00 pm

### VIDEO

- Flash video basics
- Video in Flash Files