

## FLASH CS5/CS6: LEVEL 2

Available Dates: **Request Dates**

Class Length: **1 day**

Cost: **\$399**

[Email Computer Visions about this class](#)

### **Class Outline:**

#### **Description:**

Building on the skills and concepts taught in the Basic course, this Advanced course presents techniques for creating more complex Flash applications. Students will create and edit vector paths and mask layers. Students will also learn how to use advanced animation techniques, such as inverse kinematics, shape and motion tweens, and animated masks and filters. Students will then work with movie clips, use ActionScript 3.0 code to better control their Flash applications, and incorporate audio and video. Finally, students will learn some basic principles of project management, discuss issues related to image use and copyrights, and learn how to plan a Flash application.

#### **Table of Contents:**

##### **Unit 1: Vector illustration**

Topic A: Creating vector paths

Topic B: Editing vector paths

Topic C: Using mask layers

Topic D: Using the pattern tools

##### **Unit 2: Advanced animation techniques**

Topic A: Inverse kinematics

Topic B: Shape tweens and animated masks

Topic C: Filter animation

Topic D: The Motion Editor

##### **Unit 3: ActionScript animation**

Topic A: Programming principles

Topic B: Event listeners and event handlers

Topic C: Modular code

Topic D: Special classes

Topic E: The Debugger

##### **Unit 4: Interactive techniques**

Topic A: Adding audio

Topic B: Scripting a link to a Web page

Topic C: Loading dynamic content

##### **Unit 5: Video**

Topic A: Flash video basics

Topic B: Video in Flash files

##### **Unit 6: Managing your Flash project**

Topic C: Image copyrights

Topic A: Project management

Topic B: Application planning