



# Flash CS3: Rich Content Creation

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## **Flash CS3: Rich Content Creation**

Curso introdutório que fornece aos webdesigners em ambiente Flash o conhecimento e a prática para quem necessita de criar animações Web. Os formandos irão produzir conteúdos usando texto, gráficos, animações, vídeo e som. As interacções simples do utilizador irão usar-se adicionando e construído complementos de ActionScript.

### **Pré requisitos**

Curso para iniciados. Designers e programadores que queiram aprender a desenvolver conteúdos numa plataforma fácil. Deve ter conhecimentos do Sistema Operativo Mac OS X ou Windows XP.

### **Duração**

**3 Dias**

### **Introducing the Course**

- Understanding the course Format
- Reviewing the course objectives and prerequisites
- Looking at the course outline

### **Working in Flash**

- Setting Stage dimensions
- Working with panels and panel layouts
- Setting preferences



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Identifying the development cycle

Publishing a file

## **Creating and Importing Graphic Assets**

Working with different graphic formats

Importing bitmap graphics

Importing vector graphics

Working with layers and layer folders

Using the drawing tools

Using object and merge drawing

Working with the Color panels

Creating and Using Graphic Symbols

Using the Library panel

## **Using Text Effectively**

Using the Text tool

Adding and formatting static text

Changing font rendering methods

Adding input text fields

Embedding fonts in input text fields

Using font best practices

## **Creating Animations**

Working with the Timeline

Using keyframes, blank keyframes and frames

Creating motion tweens

Creating shape tweens

Creating transition effects

Using animation best practices



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## **ActionScript with Script Assist and Behaviors**

- Using Script Assist
- Adding actions to a frame
- Creating and using Button symbols
- Adding behaviors to a button
- Loading external SWFs

## **Using Moving Clips**

- Creating and using Movie Clip symbols
- Organizing a Movie Clip Timeline
- Using actions to control a Timeline
- Using frame Labels
- Responding to user interactions

## **Adding Sound and Video**

- Importing sound
- Changing sound properties
- Adding sound to a Timeline
- Embedding video in a Timeline
- Using the FLVPlayback component

## **Publishing Flash Documents**

- Using different publishing formats
- Using publishing profiles
- Adding Flash Player detection
- Publishing for deployment