

# Adobe Flash CS6 with Pitman Training

The CS6 Flash online course navigates you through a huge array of features of this powerful authoring software, designed for creating animation and multimedia content. Flash CS6 is loaded with several new features revolving around both gaming and developing on multiple platforms and devices.

## Aims & Objectives

Multimedia content is more in demand than ever, as businesses battle it out to make their web content more engaging than their competitors. This course provides web designers and online content creators with skills that tap into the latest technologies, to ensure you can deliver designs that suit the ever-changing demands of the web and mobile devices. It teaches students how to design immersive interactive experiences one step at a time.

## Course Content

Taking you through multiple uses of Flash, the CS6 Flash online course is split into 3 sections.

### Session 1 includes:

**An Introduction:** Dealing with accessibility; development decisions; criteria and consistency, the introduction looks at project considerations to ensure a successful outcome by planning from day 1.

**The Flash Interface:** This section looks at the Flash workspace, panels, templates and properties, along with keyboard shortcuts and preferences, to help you be efficient with your use of Flash.

**Drawing & Creation Tools:** Explore the options for drawing, painting and creating 3D objects with a number of different tools.

**Paths & Text:** Learn how to create readable text, understand text menus and threaded text blocks to make copy come to life in Flash.

### Session 2 includes:

**Symbols & Masks:** Get to grips with symbol display, filtering and editing and work through an introduction to masks.

**Timeline:** Build layers, frames, folders and buttons in Timeline.

**Animation & Advanced Animation:** Create and explore armature and shape tweens, using the bind and bone tools, along with joint rotation, and the onion skin tool to create frame by frame animation.

**Layout:** Make the most of your layouts using rulers and guides. View webpage examples, headers and buttons and get an introduction to ActionScript.

**The Library:** Flash makes a set of common libraries available from the menu bar, to provide guidance and reference points for you. You can also build up your own as you go along, to store useful information for future use.

### Session 3 includes:

**Storyboards:** Create storyboards for your designs in Flash.

**Copyright:** Understand the legalities of copyright and how to cite internet content to safeguard yourself and your designs.

**Audio & Video:** Learn how to import and stream sound and video files, looping and adding them to Timeline.

**Imports:** Experiment with importing graphics, editing photos, adding vector graphics and animating PSD files.

**ActionScript:** Get under the skin of object-orientated programming, basic website construction, code snippets and script assist mode.

**Publishing:** A detailed section covering several considerations around publishing different types of multimedia on a number of different platforms. Elements explored include file compression, dynamic image loading, image settings, bandwidth requirements, and simulating downloads.

**Accessibility & Testing:** To ensure you're designing in line with compliance specifications this part of the course looks into accessibility, testing usability to ensure your designs will pass the tests.

## Target Audience

This course is designed to prepare and train students to pass the Rich Media Communication with Adobe® Flash® Professional CS6 exam.

It's a great course to take your online design skills to the next level of expertise and will help you prove to employers that you're at the cutting edge of your industry, and are a true asset to them.

## Duration

This course is split across 3 sections, so you can break it down and concentrate on a section at a time. With it being an online course you can work through it at your own pace. The estimated duration for the whole course is 30 hours study time.

\* Please note that exams will need to be booked and paid for separately

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