Flash Professional CS6, Part 2: Symbols & Tools

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Prerequisites: This course assumes very little familiarity with Adobe Flash Professional CS6. This course is part of 6 courses; Flash Professional CS6: Docs, Transform & Objects; Flash Professional CS6: Layers, Symbols & Tools; Flash Professional CS6: Masking, Animation & Tween; Flash Professional CS6: 3D, Workflow & Imported; Flash Professional CS6: Action, Controls & Sound; and Flash Professional CS6: Clips, Video & Publishing. Please be sure to view the courses in order if you are new to the material.

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Course description: If you want to design and share vector graphics, animations, and rich Internet applications with Flash Professional CS6, this 6 part learning series is the perfect place to start. Now, you can learn the ins and outs of maximizing Flash CS6 – from using layers and building animation sequences to creating interactive web components and working with ActionScript – with Flash Professional CS6. Navigate the Flash CS6 interface, import images, and create simple actions and projects Add sound, text, color, and special effects to your projects Understand animation basics and work with Flash tools and techniques to bring your designs to life Save, organize, manage, and publish your files.

Course outline:

Text, Colors, and Layers
- Introduction
- Adding Text
- Text Box
- Working with Colors
- Working with Gradients
- Working with Layers
- Assigning Layers
- Summary

Transforms, Symbols, & The Library
- Introduction
- Transform Tools
- Transform Panel
- Using Symbols
- The Library
- Building Artwork
- Manipulating Symbols
- Summary

Modify, Organize, and Advanced Tools
- Introduction
- Modify Symbol Instances
- Duplicate Symbols
- Swapping Symbols
- Organize the Library
- The Move To Command
- Advanced Tools
- Summary