

Flash Professional CS6 Tips, Part 1: Drawing Tools

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Prerequisites: This course assumes some familiarity with Adobe Flash Professional CS6. This course is part of 2 courses; Flash Professional CS6 Tips: Drawing Tools and Flash Professional CS6 Tips: Animation Tools. Please be sure to view the courses in order if you are new to the material.

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Course description: Do you already know the basics of Flash Professional CS6? Then now's the time learn essential tips & tricks that will expand your knowledge and save you time with this 2 part learning series. Flash Professional CS6 is Adobe's solution for creating animation and multimedia content that present consistently across desktops and popular devices. This course includes lessons that will help you discover workspace shortcuts, drawing tips, and animation tricks.

Course outline:

Flash Tools Introduction

- Introduction
- Create a new movie
- Picking a color
- Set Properties
- Working and Published
- Work with Art on the Stage
- Creating a Movie in Flash
- Flash's Tools Panel
- Property Inspector
- Panels and Panel dock
- Custom Work Space
- Timeline Controls
- Summary
- Fill & Stroke Colors
- Custom Colors
- Gradients
- Introduction to Layers
- Transform Panel
- Free Transform Tool
- Gradient Transform Tool
- Introduction to Symbols
- Convert Graphic to Symbol
- Summary

Flash Drawing Tools

- Introduction
- Merge Drawing Mode
- Modify with Merge
- Object Drawing Mode
- Line Tool
- Pen Tool
- Add & Remove Anchor Points
- Combine Objects
- Rectangle Primitive Tool
- Oval Primitive Tool
- Text Tool
- Summary

Modify Text and Graphics

- Introduction
- Text Formatting