

Flash Professional CS6 Tips, Part 2: Animation

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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:

Symbols & Frames

- Introduction
- Create a Symbol
- Add Symbol Instances
- Modify Master Symbol
- Modify Symbol Instances
- Master Symbol Attributes
- Swap Symbol Instances
- Flash Library Panel
- Frames & Keyframes
- Tweening
- Classic Tween
- Summary
- Movie Clip Symbol
- Button Symbol
- ActionScript Behavior
- Background Sound
- Event Sound
- Save Movie
- Customize Publish Setting
- Publish Movie
- Summary

Tweening

- Introduction
- Motion Guide
- Motion Tween
- Guide Motion Tween
- Tween Rotation
- Tween Color
- Tween Scale
- Tween Easing
- Tween Alpha
- Tween Shape
- Shape Hints
- Summary

Creating Flash Movies

- Introduction
- Import Bitmap Image
- Import Vector Image