

Valuable (and not so valuable) points from Lessons 1 and 2

Adobe Flash CS4 Professional Classroom in a Book

You are expected to know how to use/do each of these tasks in Flash CS4, unless otherwise noted below. If you run out of time during lab, then complete the lessons on your own.

It's okay if you have to look up the details in the book for the first couple of weeks. As time goes by, however, you should master these tasks and understand them without using a reference.

This material will not necessarily be explained in detail in class or in lab. If you find any of the tasks to be confusing or unclear, please ask about them either *during lab* (preferred!) or during my office hours.

Lesson 1

1. Change height and width of Stage
2. Import JPGs
3. Use the Library
4. Timeline stack of layers (name, rename, move; create/use folders)
5. Lock a layer
6. Add new layer
7. Insert frames, keyframes
8. Significance of a keyframe (how is it *different* from a regular frame?)
9. Set the X and Y of an object on the Stage (Properties panel)
10. Use Transform panel to rotate an object (find panels on the Window menu)
11. Create text on the Stage, and change font family, size, color of text
12. Importance of Static text (*very* important)
13. How to undo
14. How to test your movie (spawn a SWF)
15. How to use Publish Settings and “publish” the movie

Lesson 2

1. Make a rectangle
2. Select both *stroke* and *fill*, or either one alone; change color, other attributes
3. Replace a solid fill with a bitmap fill (using an imported TIFF image; you can use a PNG or a BMP image instead)
4. Modify the stroke (color and thickness)
5. Change rectangle to a wedge shape (hold Ctrl/Command and Shift while dragging a corner)
6. Rounded corners on rectangles (Properties); you do NOT need to use Primitives <http://flashjournalism.com/book/Lesson01/rectangle.htm>
7. Cutting shapes with other shapes, page 41
<http://flashjournalism.com/book/Lesson01/index.htm>

8. Gradient fill (using Color panel), pages 42–45
<http://flashjournalism.com/tips/gradientFill.htm>
9. *Pages 42–48 can be skipped; it's up to you*
10. Ovals (page 49) contains info about fills *without a stroke*; also, how to “group” shapes (please do not rely too much on grouping shapes in Flash; I have found it can interfere with animation)
11. Deco tool (requires you to start with a Symbol); this is *really fun*, but can be skipped
12. Use of the Align panel: *Very useful*, pages 54–55; *do not skip!*
13. Grouping shapes (and breaking them apart); grouping is not recommended and rarely, if ever, necessary
14. Curves and the Pen tool, pages 56–59: SKIP THIS! If you are *already* skillful with using the Pen tool *in another program*, such as Illustrator, then feel free to learn this part. However, I personally find the Pen tool difficult to control, and I am able to make curves easily in Flash without using it.
15. Alpha (transparency) on fills and strokes
16. Eyedropper tool
17. Working with text (Static Text)—this is *very useful*
18. How to create a hyperlink in Flash text
19. Filters, *e.g.*, drop shadows for text—not important; you don't need these

Lesson 3

We are skipping this lesson altogether. You may work through it on your own, but it is not required. The lesson concerns symbols, which are very important in Flash, but its in-depth approach is more suitable to graphic designers than to journalists.

Lesson 4

We will be working on this lesson in our next lab. However, before you even look at this lesson, I strongly urge you to study *at least the first three* of the five basic animation tutorials for Flash CS4 here:

http://www.flashjournalism.com/tutorials/animation_basics/index.html