Flash
CS6

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First Edition

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Session 1 Fill-in-the-Blanks

Instructions: While watching Session 1, fill in the missing words according to the information presented by the instructor. [References are found in the brackets.]

Introduction

1. Using _____ graphics will ensure that content looks the same on small screens as it does on larger screens. [MAC: Accessibility WIN: Accessibility]

2. The point of _____ is to make Flash content available to all users regardless of ability. [MAC: Producing Accessible Content WIN: Producing Accessible Content]

3. A project plan should consider scope, tasks, _____, and resources. [MAC: Identify Considerations WIN: Identify Considerations]

4. The phases of a project include planning, _____, building and testing, and implementing or launching. [MAC: Identify Considerations WIN: Identify Considerations]

5. End-user project requirements and the _____ process should go hand-in-hand. [MAC: Development Decisions WIN: Development Decisions]

6. Deliverables are items that are actually delivered to the client during the _____ phase. [MAC: Project Considerations WIN: Project Considerations]

7. The _____ is the area where all the magic of Flash happens. [MAC: Create a New Flash Document WIN: Flash Workspace]

8. In Flash, much like in other graphic software programs, _____ can stack on top of each other in different layers. [MAC: The Properties Panel WIN: Panels in Flash]

9. Important elements are repeated throughout in order to create _____ [MAC: Design Principles WIN: Design Principles]

10. When a design is _____ , the elements of the design work well together. [MAC: Design Principles WIN: Design Principles]

Paths and Text

11. The Pen tool is _____ curves.   [MAC: Pen Tool WIN: Pen Tool]

12. Use the Pen tool to define your shape, use the _____ tool to edit parts of it. [MAC: Pen Tool WIN: Pen Tool]

13. One important thing to keep in mind when working with text in Flash is make sure and keep things _____ . [MAC: Pen Tool WIN: Pen Tool]

14. Use _____ whenever you can to make sure that your content can be easily read across all platforms. [MAC: Creating Readable Text WIN: Creating Readable Text]

15. _____ boxes are boxes of text that aren't going to change. [MAC: Creating Readable Text WIN: Creating Readable Text]

16. TLF text has support for _____ . [MAC: Advanced TLF Text Options WIN: Advanced TLF Text Options]

17. The _____ box is used to set up options for different languages.
    [MAC: Advanced TLF Text Options WIN: Advanced TLF Text Options]

18. If you import XML text, you can style that using _____ .
    [MAC: Advanced TLF Text Options WIN: Advanced TLF Text Options]

Drawing Tools

19. Lines in Action Script are drawn with what is called the _____ of a drawing object.
    [MAC: Line Tool WIN: Line Tool]

20. The Pencil tool draws a _____ stroke. [MAC: PolyStar, Pencil, and Brush Tools WIN: Polystar Tool, Pencil Tool]

21. The Brush tool is going to work a whole lot like the_____ , except what the Brush draws is a solid
    fill. [MAC: PolyStar, Pencil, and Brush Tools; Spray Brush; Deco Tool WIN: Brush Tool, Spray Brush, Deco]

22. A group is a collection of _____ together that can be moved as one.
    [MAC: PolyStar, Pencil, and Brush Tools; Spray Brush; Deco Tool WIN: Brush Tool, Spray Brush, Deco]

23. A _____ , remember, is an object on the Stage.
    [MAC: PolyStar, Pencil, and Brush Tools; Spray Brush; Deco Tool WIN: Brush Tool, Spray Brush, Deco]

24. One more option with the Deco brush that lets us create patterns out of symbols is called the _____
    brush. [MAC: PolyStar, Pencil, and Brush Tools; Spray Brush; Deco Tool WIN: Brush Tool, Spray Brush, Deco]

More Creation Tools

25. An object in Flash is a _____ element.
    [MAC: Object Drawing Mode, Paint Bucket WIN: Object Drawing Mode]

26. Just like the Paint Bucket is used to paint a fill, the Ink Bottle is used to paint a _____ .
    [MAC: Object Drawing Mode, Paint Bucket; Ink Bottle and Eyedropper Tool WIN: Paint Bucket, Ink Bottle]

27. The Lasso tool allows us to select multiple _____ .
    [MAC: Object Drawing Mode, Paint Bucket; Ink Bottle and Eyedropper Tool WIN: Paint Bucket, Ink Bottle]

28. _____ Threshold means we're going to select a wider band of colors.
    [MAC: Magic Wand WIN: Magic Wand Tool]

29. The Magic Wand is a really good way to take a _____ , break it up, and then select individual bits
    of color for use later on. [MAC: Magic Wand WIN: Magic Wand Tool]

30. Alpha is the same thing as _____ . [MAC: Magic Wand WIN: Magic Wand Tool]

Identify Video Purposes and Goals

Description:
Videos are effective informational tools which can be used to convey a message and support a purpose or cause. Before creating a video in Flash, always identify the purpose, audience, and audience needs of the video. Being able to tailor the video to meet these items will help you to produce a more powerful and professional product.

For this project you will become familiar with the basic features and options found in Flash Professional CS6.

Steps for Completion:
1. View the worksheet on the next page.
2. Define the following items that are associated with designing the video:
   a.   Purpose
   b.   Audience
   c.   Audience Needs
   d.   Age
   e.   Client goals
   f.   Race
   g.   Computer literacy
   h.   Appropriate content
   i.   Relevance to purpose

Reference:
LearnKey's Flash CS6 for Mac, Session 1:
     Introduction: Collecting Initial Information

LearnKey's Flash CS6, Session 1:
     Introduction: Collecting Initial Information

Project Files: N/A

Difficulty: Beginner 🟢

Required Materials: Flash CS6 [Fl]

Objectives:
1.0 Setting Project Requirements
    1.1 Identify the purpose, audience, and audience needs for rich media content.
        1.1a Identify information that determines purpose, audience, and audience needs for rich media content.

Identify Video Purposes and Goals Worksheet

Instructions: Define the terms that are associated with designing a video.

1. Purpose:

2. Audience:

3. Audience Needs:

4. Age:

5. Client goals:

6. Race:

7. Computer literacy:

8. Appropriate content:

9. Relevance to purpose:

Accessible Rich Media Content

Description:

Accessibility is used to make Flash content available to all users regardless of ability. There are many benefits to using accessibility, including a larger target audience and section 508 compliance. One type of accessibility is screen readers. These devices are a type of software which reads content on the screen and speaks it out loud for those with visual impairments.

For this project, you will need to define and explain how to make a project compliant to section 508 compliance and how to make sure that the project is accessible to a larger target audience. For help with this project you can use the LearnKey Flash CS6 training, Session 1, Introduction section. You can also go to the Section 508 website for more information. Remember, if you use outside sources you will need to cite them.

Steps for Completion:

1. View the worksheet on the next page.
2. Explain how to make a project compliant with Section 508.
3. List and explain the elements regarding Microsoft Active Accessibility (MSAA) standards.
4. Define what screen readers do regarding user accessibility.
5. Explain some of the problems related to screen readers.

Reference:

LearnKey's Flash CS6 for Mac, Session 1:
  Introduction: Accessibility; Producing Accessible Content

LearnKey's Flash CS6, Session 1:
  Introduction: Accessibility; Producing Accessible Content

Project Files: N/A

Difficulty: Beginner

Required Materials: Flash CS6

Objectives:

1.0 Setting Project Requirements
  1.3 Understand options for producing accessible rich media content.
    1.3a Explain why including accessible content in rich media elements matters to clients and the target audience.
    1.3b Identify elements of a SWF movie that can be read by screen readers.
    1.3c List examples of project requirements that result in accessible rich media content.

Accessible Rich Media Content Worksheet

Instructions: Complete the following short answer questions.

1. Explain how to make a project compliant with Section 508.

2. List and explain the elements regarding Microsoft Active Accessibility (MSAA) standards.

3. Define what screen readers do regarding user accessibility.

4. Explain some of the problems related to screen readers.

Flash CS6 Projects Manual

The Properties Inspector

Description:

The Properties Inspector is one of the most used panels in Flash CS6. Many settings are accessed from the Properties Inspector, including settings for text, images, links, frames, shapes, actions, symbols, documents, tweens, and sounds.

For this project, you will become familiar with the Flash CS6 Properties Inspector.

Steps for Completion:

1. Write your name and two interesting facts about yourself in a new Flash project.
2. Adjust the text settings in the Properties Inspector.
3. Hide the Properties Inspector panel.
4. Save the project and create a screen shot showing that you were able to hide the Properties Inspector panel.

Reference:

LearnKey's Flash CS6 for Mac, Session 1:
> The Flash Interface: The Properties Panel

LearnKey's Flash CS6, Session 1:
> The Flash Interface: Panels in Flash

Project Files: N/A

Difficulty: Beginner ●

Required Materials: Flash CS6 Fl

Objectives:

3.0 Understanding Adobe Flash CS6 Interface
> 3.1 Identify elements of the Flash interface.
> 3.2 Use the Property inspector.
>> 3.1b Demonstrate knowledge of how to show and hide panels, including the Property inspector.
>> 3.2a Demonstrate knowledge of the various functions of the Property inspector.

Rich Media Design

Description:

Flash CS6 is used to create rich media. When creating this rich media you should always be aware of the way it looks. This is important because users will be confused if navigation on a webpage is inconsistent.

You will use Flash to create a project which demonstrates consistency throughout the project. Demonstrate consistency in areas such as, consistent navigation, location of buttons and menus, font, web-safe colors, and use of the Library panel to save symbols.

Steps for Completion:

1. Use an already existing Flash project or create a new project.
2. Create a symbol to be used as the buttons.
3. Save the symbol in the library.
4. Add four symbols to use as buttons to the Stage.
5. Create separate layers for each button.
6. Ensure that buttons are consistent.
7. Add text to the project inside the buttons and outside of the buttons.

Reference:

LearnKey's Flash CS6 for Mac, Session 1:
The Flash Interface: The Properties Panel, Keyboard Shortcuts for View Options

LearnKey's Flash CS6, Session 1:
The Flash Interface: Panels in Flash, Zoom, Keyboard Shortcuts

Project Files: N/A

Difficulty: Beginner ● Intermediate ●

Required Materials: Flash CS6 Fl

Objectives:

2.0 Identifying Rich Media Design Elements
2.1 Identify attributes of a website, game, mobile app, or rich Internet application that demonstrate consistency.