

# Flash CS6



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## First Edition

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# Table of Contents

## Introduction

Using this Workbook	5
Best Practices Using LearnKey's Online Training	6
Flash CS6 Introduction	8
Flash CS6 for Mac Session 1 Course Map	9
Flash CS6 for Mac Session 2 Course Map	12
Flash CS6 for Mac Session 3 Course Map	15
Flash CS6 Session 1 Course Map	17
Flash CS6 Session 2 Course Map	20
Flash CS6 Session 3 Course Map	24
Flash CS6 for Mac Session 1 Outline	27
Flash CS6 for Mac Session 2 Outline	28
Flash CS6 for Mac Session 3 Outline	29
Flash CS6 Session 1 Outline	30
Flash CS6 Session 2 Outline	31
Flash CS6 Session 3 Outline	32
Sample Lesson Plans	33
Skills Assessment	36
Shortcut Keys for Mac	38
Shortcut Keys for Windows	39
Flash CS6 for Mac Time Tables	40
Flash CS6 Time Tables	41

## Session 1

Session 1 Fill-in-the-Blanks	43
Identify Video Purposes and Goals	45
Identify Video Purposes and Goals Worksheet	46
Accessible Rich Media Content	47
Accessible Rich Media Content Worksheet	48
Identify Elements of a Project Plan	49
Identify Elements of a Project Plan Worksheet	50
Identify Information for Rich Media	51
Identify Information for Rich Media Worksheet	52
Providing Feedback	53
Providing Feedback Worksheet	54
Design Elements and Principles	55
Design Elements and Principles Worksheet	56
Identify the Flash Interface	57
Identify the Flash Interface Worksheet	58
The Properties Inspector	59
Rich Media Design	60
Adjusting Document Properties	61

Text Formatting Guidelines	62
End-User and Tools	63
Text Creation Basics	64
Text Blocks and TLF	65
Understanding Tools	66
Understanding Tools Worksheet	67
The Tools Panel and the Modify Menu	68
The Tools Panel and the Modify Menu Worksheet	69
Using Guides and Rulers	70

## Session 2

Session 2 Fill-in-the-Blanks	72
Mask Layer and Tween	74
Using the Timeline	75
Working with Symbols	76
Timeline Folders	77
Button States	78
The Library	79
The Library Worksheet	80
Shape Tweening	81
Flash Animation	82
Object Masks	83
The Bone Tool	84

## Session 3

Session 3 Fill-in-the-Blanks	86
Storyboard Creation	88
Storyboard Creation Worksheet	89
Citing Content from the Internet	90
Citing Content from the Internet Worksheet	91
Importing Graphics	93
Graphics	94
Managing File Size	95
Managing File Size Worksheet	96
Importing Video	97
Importing Video Worksheet	98
Audio Properties	99
Audio Properties Worksheet	100
ActionScript 3.0	101
ActionScript 3.0 Worksheet	102
Dynamic Image Loading	103
Identifying Flash File Types	104
Identifying Flash File Types Worksheet	105
Accessibility	106
Flash CS6 Master Project	109

# 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 

**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:

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# 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.

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# 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 

**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.

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# 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 

**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.