

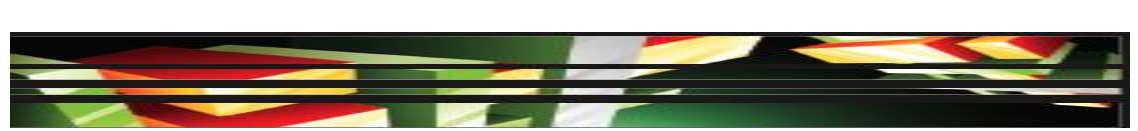
Flash Domain 3: Understanding the Adobe Flash Professional CS5 Interface

**Adobe Creative Suite 5
ACA Certification Preparation:
Featuring Dreamweaver, Flash, and Photoshop**



Objectives

- Identify elements of the Flash interface.
- Use the Property inspector.
- Use the Timeline.
- Adjust document properties.
- Use Flash guides and rulers.
- Use the Motion Editor.



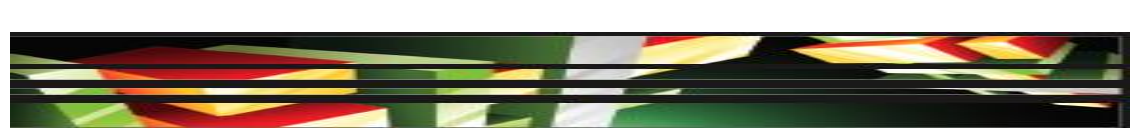
Objectives (cont.)

- Understand Flash file types.
- Identify best practices for managing the file size of a published Flash document.



Vocabulary

- FLA
- FLV
- frame rate
- frames
- guide
- interface
- layers
- Panels group
- playhead
- Snapping
- SWF
- XFL
- XML

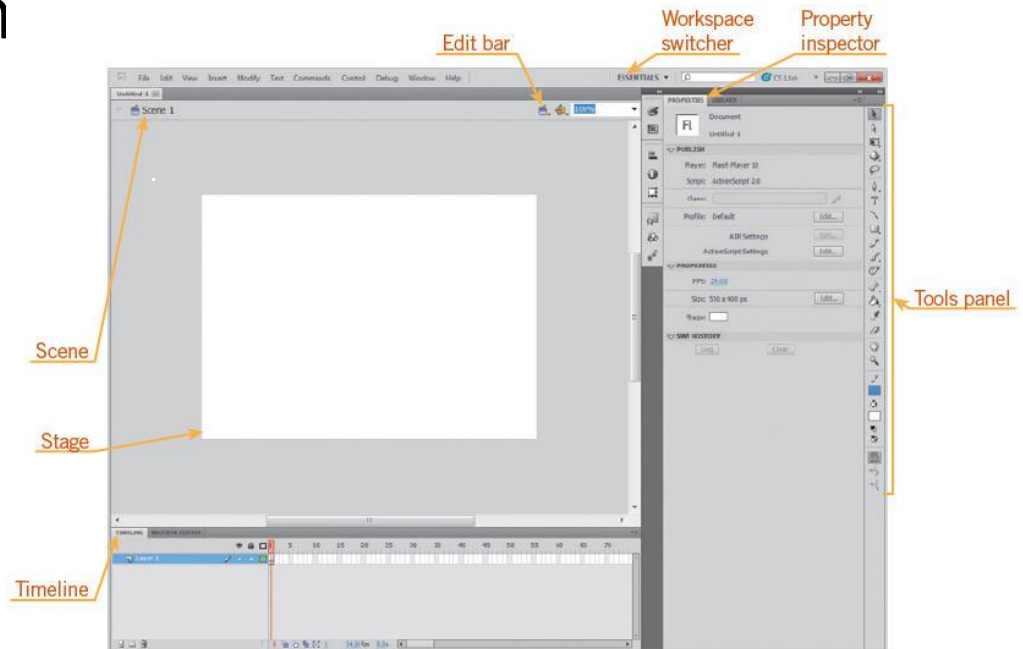


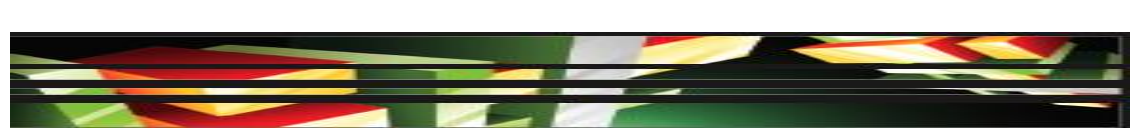
Domain 3.0 Understanding the Adobe Flash Professional CS5 Interface

- The third domain for Rich Media Communication explores the Flash Professional CS5 workspace.
- Understanding the workspace for any application is essential to using the software effectively and efficiently.

Objective 3.1 Identify Elements of the Flash Interface

- When working in any application, it is important to become familiar with the **interface**; also known as the workspace.





Objective 3.1 Identify Elements of the Flash Interface (cont.)

- The ***Panels group*** is shown on the right side of the workspace and is divided into two separate groupings that you can collapse or expand by clicking the double arrow icon at the top of the panel.
- You place and manipulate content for your movie on the Stage.
- The Timeline controls the elements of your Flash document over time.
- The Tools panel is divided into four sections: tools, view, colors and options.

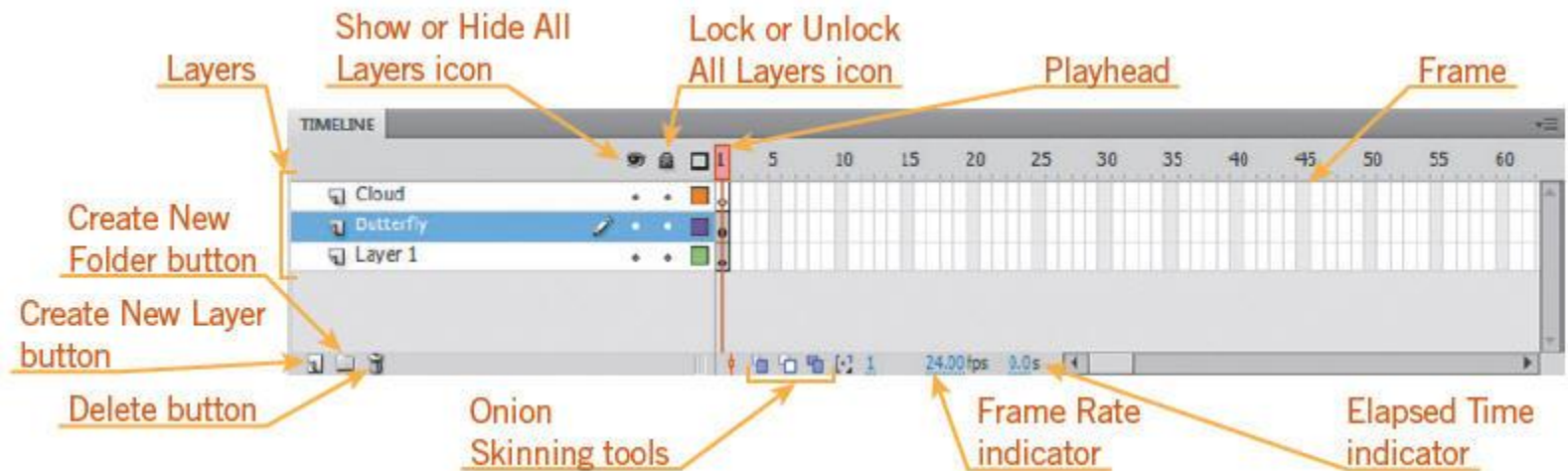


Objective 3.2 Use the Property Inspector

- The Property inspector, sometimes also referred to as the Properties inspector, displays attributes of the current selection or tool, to make accessing common attributes easier when making modifications.

Objective 3.3 Use the Timeline

- The Timeline is where you manage objects in a Flash document, using layers and frames.



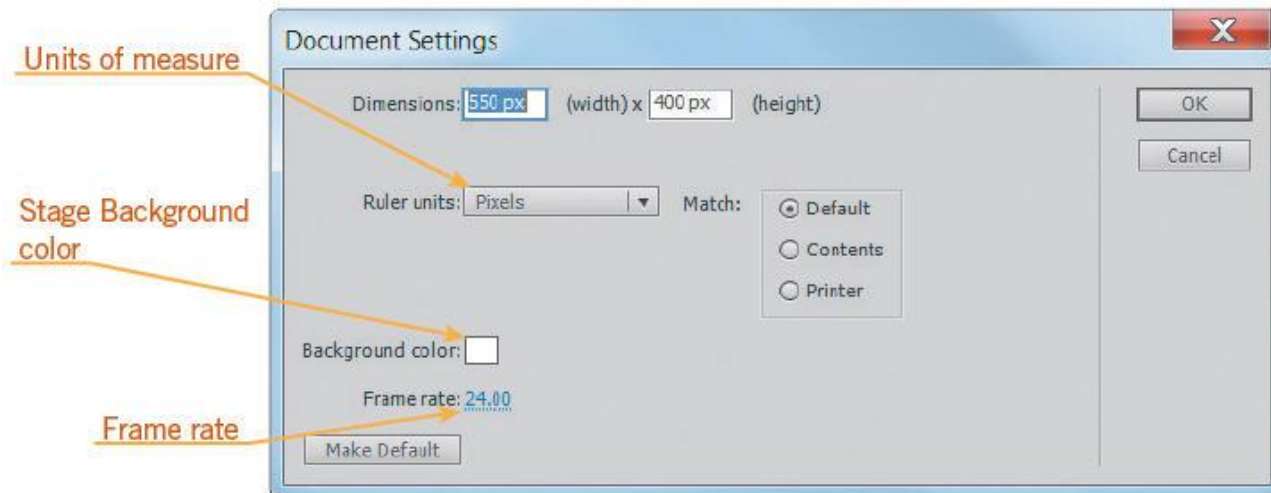



Objective 3.3 Use the Timeline (cont.)

- **Layers** organize your artwork and animations in your Flash document.
- **Frames** contain the layers and represent time. Time is indicated in frames per second (fps) and is referred to as the **frame rate**.
- The **playhead** indicates which frame is displayed on the Stage.

Objective 3.4 Adjust Document Properties

- You can modify document properties in the Document Settings dialog box.





Objective 3.4 Adjust Document Properties (cont.)

- The Document Settings dialog box provides the additional option to change the unit of measure being used in the Flash document.



Objective 3.5 Use Flash Guides and Rulers

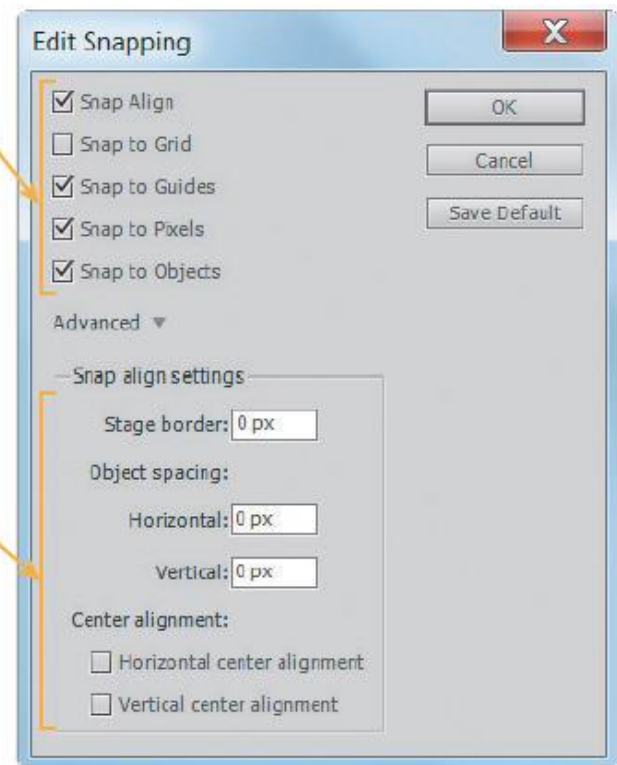
- Using rulers can help size objects as you draw them and align objects on the Stage.
- A **guide** is a line that is used to help with the placement of objects and does not appear when the Flash document is published.
- **Snapping** activates a reference guide to show alignment to a previous placed object.

Objective 3.5 Use Flash Guides and Rulers (cont.)

- You can access additional snapping by opening the Edit Snapping dialog box.

Check boxes correspond to menu commands

Advanced alignment options





Objective 3.6 Use the Motion Editor

- The Motion Editor lets you control in detail motion tween properties that you have created or have applied using a Motion Preset.
- Object-based animation is much easier to work with than working exclusively with keyframes.



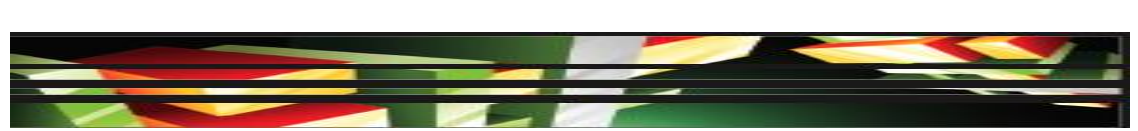
Objective 3.7 Understand Flash File Types

- **SWF**, the Shockwave Format, is the published output file from Flash.
- **FLV**, the Flash Video file format, is used to deliver video over the Internet using Flash Player.
- **XFL** is an internal file format that compresses the Flash document using Zip compression, making it easier to share Flash files with others.



Objective 3.7 Understand Flash File Types (cont.)

- ***XML*** or eXtensible Markup Language, is governed by the World Wide Web Consortium (W3C) and helps in the distribution of electronic publishing by providing a standard to identify content and the structure of a document.



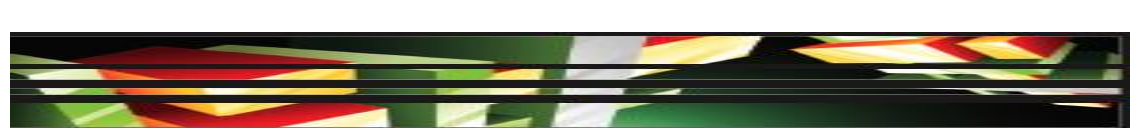
Objective 3.8 Identify Best Practices for Managing the File Size of a Published Flash Document

- It is important to consider some best practices as you publish your Flash document to be viewed over the Internet.



Summary

- 3.1 Identify elements of the Flash interface
- 3.2 Use the Property inspector.
- 3.3 Use the Timeline.
- 3.4 Adjust document properties.
- 3.5 Use Flash guides and rulers.
- 3.6 Use the Motion Editor.



Summary (cont.)

- 3.7 Understand Flash file types.
- 3.8 Identify best practices for managing the file size of a published Flash document.