

Flash CS6



Flash CS6

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

- Using _____ graphics will ensure that content looks the same on small screens as it does on larger screens. [MAC: Accessibility WIN: Accessibility]
- The point of _____ is to make Flash content available to all users regardless of ability. [MAC: Producing Accessible Content WIN: Producing Accessible Content]
- A project plan should consider scope, tasks, _____, and resources. [MAC: Identify Considerations WIN: Identify Considerations]
- The phases of a project include planning, _____, building and testing, and implementing or launching. [MAC: Identify Considerations WIN: Identify Considerations]
- End-user project requirements and the _____ process should go hand-in-hand. [MAC: Development Decisions WIN: Development Decisions]
- Deliverables are items that are actually delivered to the client during the _____ phase. [MAC: Project Considerations WIN: Project Considerations]
- The _____ is the area where all the magic of Flash happens. [MAC: Create a New Flash Document WIN: Flash Workspace]
- 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]
- Important elements are repeated throughout in order to create _____. [MAC: Design Principles WIN: Design Principles]
- When a design is _____, the elements of the design work well together. [MAC: Design Principles WIN: Design Principles]

Paths and Text

- The Pen tool is _____ curves. [MAC: Pen Tool WIN: Pen Tool]
- Use the Pen tool to define your shape, use the _____ tool to edit parts of it. [MAC: Pen Tool WIN: Pen Tool]
- 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]
- 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]
- _____ boxes are boxes of text that aren't going to change. [MAC: Creating Readable Text WIN: Creating Readable Text]
- 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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Identify Elements of a Project Plan

Description:

Project plans are essential for designing and carrying out a project. Identifying the factors and time constraints is essential to completing a quality project on time. A project plan lays out the responsibilities of everybody involved as well as resource allocation. For this project, you will become familiar with the basic features and options found in Flash CS6. These options may include, but are not limited to: identify items that might appear on a project plan, identify phases that might appear on a project plan, identify deliverables that might be produced during the project, and identify common problems and issues in project management.

Steps for Completion:


1. Read the project plan description above and define the following items that are associated with designing the project plan.
2. Use the worksheet on the following page.
 - a. Project scope
 - b. Due dates
 - c. Tasks
 - d. Resource allocation
 - e. Project phases
 - f. Deliverables
 - g. Common problems that could arise with project management

Reference:

LearnKey's Flash CS6 for Mac, Session 1:
Introduction: Identify Considerations

LearnKey's Flash CS6, Session 1:

Project Files: N/A

Difficulty: Intermediate 

Required Materials: Flash CS6 

Objectives:

- 1.0 Setting Project Requirements
- 1.5 Understand Project management tasks and responsibilities.
 - 1.5a Identify items that might appear on appear on a project plan.
 - 1.5b Identify phases that might appear on a project plan.
 - 1.5c Identify deliverables that might be produced during the project.
 - 1.5d Identify common problems and issues in project management.

Identify Elements of a Project Plan Worksheet

Instructions: Define the following items that are associated with designing the project plan.

1. Project scope:

2. Due dates:

3. Tasks:

4. Resource allocation:

5. Project phases:

6. Deliverables:

7. Common problems that could arise with project management:

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Identify Information for Rich Media

Description:

Flash CS6 is a program designed to help create rich media content for websites and mobile devices. You will write a one page paper explaining the benefits of authoring FLV files for Adobe AIR and the benefits of including metadata in SWFs.

Steps for Completion:


1. View the worksheet on the following page.
2. Explain the benefits of authoring FLV files for Adobe AIR.
3. Explain the benefits of including metadata in SWFs to be read on mobile phones.

Reference:

LearnKey's Flash CS6 for Mac, Session 1:
Introduction: Consistency Across Platforms

LearnKey's Flash CS6, Session 1:
Introduction: Consistency Across Platforms

Project Files: N/A

Difficulty: Beginner 

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.

2.1g Identify the benefits of authoring FLV files for Adobe AIR.

2.12h Identify the benefits of including metadata in SWFs.

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Identify Information for Rich Media Worksheet

Instructions: In the space below explain the benefits of authoring FLV files for Adobe AIR, and explain the benefits of including metadata in SWFs to be read on mobile devices.

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Providing Feedback

Description:

Project management is a process which involves many groups of people. An essential part of any project includes gathering feedback from other sources regarding the design and techniques used in the project. Using the ideas and suggestions of many people ensures that the project is of the highest quality and free of flaws and mistakes.

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

Steps for Completion:


1. View the worksheet on the following page.
2. Using the project plan you have designed, join with another person or group and exchange project plans.
3. Provide feedback about the project and discuss the items listed with the other group.
4. Describe the project methods used.
5. Explain approaches to avoid.

Reference:

LearnKey's Flash CS6 for Mac, Session 1:
Introduction: Project Considerations

LearnKey's Flash CS6, Session 1:
Introduction: Project Considerations

Project Files: N/A

Difficulty: Beginner 

Required Materials: Flash CS6 

Objectives:

- 1.0 Setting Project Requirements
 - 1.6 Communicate with others (such as peers and clients) about design and content plans.
 - 1.6a Demonstrate knowledge of techniques for gathering feedback on design and content plans from others (such as peers and clients).

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Providing Feedback Worksheet

Instructions: Using the project plan you have designed, join with another person or group and exchange project plans.

1. Provide feedback about the project and discuss the following items:
 - a. Describe the project methods used.

- b. Explain approaches to avoid.

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Design Elements and Principles

Description:

One of the important things to understand when working with Flash CS6 is the design elements and principles. You will write a paper to explain the importance of the various design elements and principles.

Steps for Completion:


1. View the worksheet on the following page.
2. Explain the importance of design elements and principles.

Reference:

LearnKey's Flash CS6 for Mac, Session 1:
Introduction: Design Principles

LearnKey's Flash CS6, Session 1:
The Flash Interface: Design Principles

Project Files: N/A

Difficulty: Beginner 

Required Materials: Flash CS6 

Objectives:

- 2.0 Identifying Rich Media Design Elements
- 2.2 Demonstrate knowledge of design elements and principles.

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Design Elements and Principles Worksheet

Instructions: Write a 700 word paper explaining the importance of design elements and principles.

1. Elements and principles to consider are: emphasis, movement, balance, unity, symmetry, horizontal symmetry, vertical symmetry, diagonal symmetry, radial symmetry, asymmetric layout, color, white space, alignment, line, contrast, rule of thirds, and proximity.

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Identify the Flash Interface

Description:

Being able to recognize and label different elements of the Flash interface is the first step to being an effective designer. Knowing the locations and functions of the different tools enables designers to be time-efficient and thorough.

You will become familiar with the basic features and options found in the Flash CS6 interface by labeling elements and creating a custom workspace. Elements of the interface which you should be familiar with are: stage, scene, Project panel, Tools panel, timeline, Layers panel, Property Inspector, Library panel, Output panel, Edit bar, Motion Editor, and Accessibility panel.

Steps for Completion:


1. View the worksheet on the following page.
2. Write the names and uses of the different elements of the Flash interface.
3. Create a custom workspace with your preferences in Flash.
4. Create a screen shot of the finished custom workspace.

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.
 - 3.1a Identify and label elements of the Flash interface.
 - 3.1c Demonstrate knowledge of preset and custom workspaces.

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Identify the Flash Interface Worksheet

Instructions: Describe the uses of the various elements of the Flash interface.

1. Stage:
2. Scene:
3. Project panel:
4. Tools panel:
5. Timeline:
6. Layer:
7. Panel:
8. Property inspector:
9. Library pane:
10. Output panel:
11. Edit bar:
12. Motion Editor:
13. Accessibility panel:

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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.