# Adobe Flash CC Introduction

**Overview:** Students will learn to navigate the Flash CC interface and use the tools and features necessary for drawing graphics and creating a website that contains an animated introduction.

**Prerequisites:** Students should be familiar with the Windows environment and have an understanding of the Web and its terminologies as well as a basic frame of reference for graphic and design applications.

**Course Length:** One Day

## Course Content

**Lesson 1: Getting Started with Flash CC**
Identify Components of the Flash CC Interface
Identify Elements of a Flash Project
Customize the Flash CC Interface

**Lesson 2: Planning a Flash Project**
Establish Project Requirements and Documentation
Implement Best Practices in Rich Media Design

**Lesson 3: Creating Illustrations in Flash**
Start a New Project
Draw Basic Shapes
Draw Advanced Shapes
Add Static Text

**Lesson 4: Organizing the Project**
Organize the Library
Create Visual Depth Using Layers
Use Symbols to Organize for Reuse

**Lesson 5: Importing Assets into Flash**
Import Copyrighted Material
Import Bitmap and Vector Images
Optimize Bitmap Images for Flash

**Lesson 6: Creating Animation**
Create Frame-by-Frame Animation
Create Tweens and Embedded Animation
Create Motion Tween Animations
Animate a Mask
Create a Button Rollover
Work with Motion Paths

**Lesson 7: Adding Basic ActionScript**
Apply ActionScript to Control Animation
Add Button Actions