

# TOTAL TRAINING™ FOR ADOBE® FLASH® CS3 PROFESSIONAL ESSENTIALS QUICK REFERENCE GUIDE

## Part 1 – Working with Graphics in Flash

### 1 GETTING STARTED 54:25

- 1 Moving around in the Workspace
- 2 Using the Basic Drawing Tools
- 3 Comparing Vector & Bitmap Graphics
- 4 Selecting Elements on the Stage
- 5 Using Groups
- 6 Using Drawing Object Mode
- 7 Using Layers
- 8 Using the Transform Tools

### 2 USING THE VECTOR DRAWING TOOLS 1:19

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- 2 Creating Curved Lines
- 3 Combining Corner & Smooth Points
- 4 Adding, Deleting & Converting Anchor Points
- 5 Switching between the Pen Tools on the Fly
- 6 Drawing with the Pen Preview Enabled
- 7 Using the Free-Form Tools
- 8 Controlling Strokes & Fills
- 9 Expanding on Strokes & Fills
- 10 Modifying Strokes
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- 12 Working with Gradients
- 13 Creating Symbols
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- 3 What Affects Bitmap Compression
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- 2 Adding & Removing Frames
- 3 Adding Keyframes
- 4 Animating with Keyframes
- 5 Moving Keyframes
- 6 Copying & Pasting Keyframes
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- 8 Setting Tweens
- 9 Fixing a Bad Tween
- 10 Applying Tweens
- 11 Creating a Shape Tween
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- 14 Using a Path in a Tween

### 5 WORKING WITH TEXT 1:01

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## Part 2 – Adding Interactivity in Flash

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- 3 Building a Multi-Layer Button
- 4 Modifying the Color of Other Button States
- 5 Make Buttons from Movie Clips & Add a Glow Effect
- 6 Add Actions to the Timeline in the Actions Panel
- 7 Adding Actions to Buttons in the Behaviors Panel
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- 3 Choosing the Controller Skin
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- 2 Looking at the Flash Tab in the Publish Settings
- 3 Adjusting the HTML Settings
- 4 Finishing Up the Publish Settings
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- 6 Posting Your Files on the Server
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- 8 Final Comments & Credits