



## SINOPSIS

Adobe Professional Flash merupakan perisian pengaturcaraan multimedia yang boleh digunakan untuk membina aplikasi multimedia bagi tujuan pengiklanan digital, persembahan multimedia, laman sesawang, pembelajaran berasaskan komputer, animasi dan CD berinteraktif.

## KUMPULAN SASAR

- Pereka dan pembangun aplikasi multimedia
- Pengaturcara atau penyelenggara laman sesawang
- Pegawai-pegawai IT
- Juruteknik yang mengkhusus bidang multimedia
- Tenaga pengajar yang ingin membina aplikasi multimedia

## OBJEKTIF

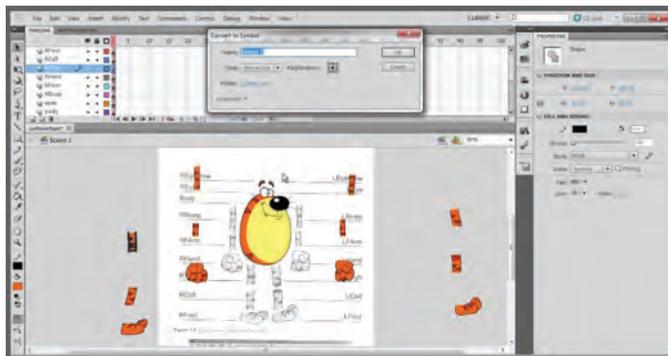
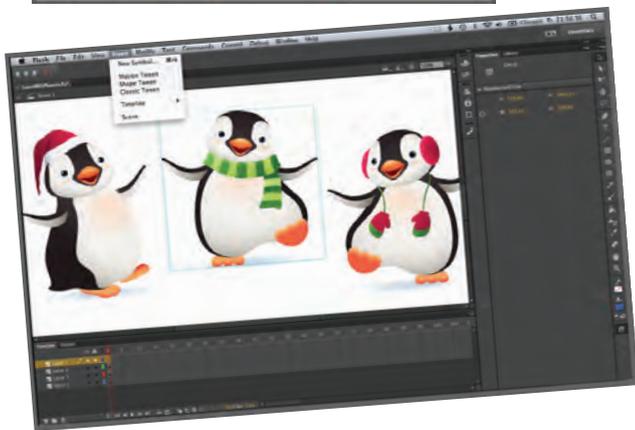
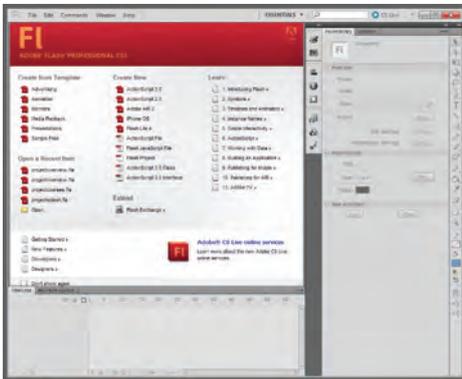
Di akhir kursus ini para peserta akan dapat memahami:

- a) Penggunaan FLASH dalam pembinaan animasi
- b) Penggunaan FLASH dalam persembahan bermultimedia
- c) Penggunaan FLASH dalam halaman bermultimedia

Kelebihan perisian ini ialah hasil kerja boleh disebarikan kepada pengguna di laman sesawang tanpa memerlukan perisian khas di peringkat pengguna

### Di akhir kursus ini peserta akan dapat:

- Berkenalan dengan antaramuka perisian.
- Mengetahui cara menggunakan alatan-alatan asas perisian Flash Pro.
- Membina dan memanipulasi imej jenis vector
- Mengimport imej dari perisian lain
- Membina dan mengatur kerja dengan "Layer"
- Membina "Symbol" dan jenis-jenisnya
- Memahami animasi dan jenis-jenisnya
- Membina animasi jenis "frame" dan "tween"
- Membuat "mask" dan "motion guide"
- Membuat butang dan menjadikannya sebagai alat navigasi.
- Memahami "scene"
- Menghasilkan kerja akhir untuk laman sesawang



## HUBUNGI KAMI

UNIT LATIHAN, BAHAGIAN DASAR DAN PENTADBIRAN  
PUSAT PERKHIDMATAN PENGETAHUAN DAN KOMUNIKASI  
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# COURSE OUTLINE

## GETTING STARTED

- About Classroom in a Book
- What's New
- Prerequisites
- Installing Flash
- Copying the Lesson Files
- How to Use the Lessons
- Additional Resources
- Adobe Certification

## 2. WORKING WITH GRAPHICS

- Getting Started
- Understanding Strokes and Fills
- Creating Shapes
- ADOBE FLASH PROFESSIONAL CS5 CLASSROOM IN A BOOK
- Making Selections
- Editing Shapes
- Using Gradient and Bitmap Fills
- Making Patterns and Decorations
- Creating Curves
- Creating Transparencies
- Creating and Editing Text

## 3. CREATING AND EDITING SYMBOLS

- Getting Started
- Importing Illustrator Files
- About Symbols
- Creating Symbols
- Importing Photoshop Files
- Editing and Managing Symbols
- Changing the Size and Position of Instances
- Changing the Color Effect of Instances
- Understanding Blend Effects
- Applying Filters for Special Effects
- Positioning in 3D Space

## 1. GETTING ACQUAINTED

- Starting Flash and Opening a File
- Getting to Know the Workspace
- Working with the Library Panel
- Understanding the Timeline
- Organizing Layers in a Timeline
- Using the Properties Inspector
- Using the Tools Panel
- Undoing Steps in Flash
- Previewing Your Movie
- Publishing Your Movie
- Saving Your Movie
- Finding Resources for Using Flash
- Checking for Updates

## 5. ANIMATING 3D MOTION

- Previewing the Animation
- 5 ARTICULATED MOTION AND MORPHING
- Getting Started
- Articulated Motion with Inverse Kinematics
- Constraining Joints
- Inverse Kinematics with Shapes
- Armature Options
- Morphing with Shape Tweens
- Using Shape Hints
- Simulating Physics with Inverse Kinematics

## 4. ADDING ANIMATION

- Getting Started
- About Animation
- Understanding the Project File
- Animating Position
- Changing the Pacing and Timing
- Animating Transparency
- Animating Filters
- Animating Transformations
- Changing the Path of the Motion
- Swapping Tween Targets
- Creating Nested Animations
- CONTENTS
- Using the Motion Editor
- Easing

## 8. WORKING WITH SOUND AND VIDEO

- Getting Started
- Understanding the Project File
- Using Sounds
- Understanding Flash Video
- Using Adobe Media Encoder
- Understanding Encoding Options
- Playback of External Video
- Working with Video and Transparency
- Using Cue Points
- Embedding Flash Video

## 6. CREATING INTERACTIVE NAVIGATION

- Getting Started
- About Interactive Movies
- Creating Buttons
- Understanding ActionScript 3.0
- Preparing the Timeline
- Adding a Stop Action
- Creating Event Handlers for Buttons
- Creating Destination Keyframes
- Creating a Home Button
- Playing Animation at the Destination
- Animated Buttons

## 7. USING TEXT

- Getting Started
- Understanding TLF Text
- Adding Simple Text
- Adding Multiple Columns
- Wrapping Text
- Hyperlinking Text
- Creating User-input Text
- Loading External Text

## 9. LOADING AND CONTROLLING FLASH CONTENT

- Getting Started
- Loading External Content
- Removing External Content
- Controlling Movie Clips
- Creating Masks

## 10. PUBLISHING FLASH DOCUMENTS

- Getting Started
- Testing a Flash Document
- Understanding the Bandwidth Profiler
- Adding Metadata
- Publishing a Movie for the Web
- Alternative Publishing Options