

Flash CS5.5 TOC

Book 1

Drawing/Painting, Type, Layers and Symbols/Instances

Lesson 1: Getting Started

Assignment 1

Lesson 2: Drawing and Painting

Practice Activity 1

Practice Activity 2

Assignment 2

Lesson 3: Working with Text

Assignment 3

Lesson 4: Using Layers

Assignment 4 (Part 1)

Assignment 4 (Part 2)

Lesson 5: Symbols and Instances

Practice Activity 3

Assignment 5

Key Learning Summary

Book 2

Bitmaps, Frame-by-Frame Animations, Tweening, Interactivity and Publishing

Introduction

Lesson 6: Bitmaps

Practice Activity 1

Assignment 6

Lesson 7: Frame-by-Frame Animations

Practice Activity 2

Assignment 7

Lesson 8: Tweening

Practice Activity 3

Practice Activity 4

Assignment 8

Lesson 9: Buttons and Hotspots

Practice Activity 5

Assignment 9

Lesson 10: ActionScript 3.0

Assignment 10

Lesson 11: Sound and Video Files

Assignment 11

Lesson 12: Exporting and Publishing Movies

Practice Activity 6

Assignment 12
Glossary
Key Learning Summary

Book 3

Exam Study Guide, Project Requirements, and Rich Media Content

Exam Study Guide

Overview
About Certification
About the Examination
Exam Objectives

Setting Project Requirements

Identifying Purpose and Audience Needs for Rich Media Content
Identifying Rich Media Content Relevant to the Website Purpose
and Appropriate to the Target Audience
Understanding Options for Producing Accessible Rich Media Content
Standard Copyright Rules
Understanding Project Management Tasks and Responsibilities
Communicating with Others (such as Peers and Clients) about
Design and Content Plans

Identifying Rich Media Design Elements

Identifying Best Practices for Designing Rich Media Content
Demonstrating Knowledge of Design Elements and Principles
Identifying Techniques to Create Accessible and Readable
Rich Media Elements
Using a Storyboard to Produce Rich Media Elements
Assignment 13

Evaluating Rich Media Design Elements

Conducting Basic Technical Tests
Assignment 14
Identifying Techniques for Basic Usability Tests
Assignment 15

What's Next?