

Activity

Timing: 2 to 3 hours

Level: Ages 15 and up

Creating content by using Adobe Flash Professional

Activity Overview

Adobe Flash Professional is widely used for creating dynamic animation content. Graphics and text, either imported or created within Flash, make up the bulk of content you will work with. Use this activity to teach your students how to create graphics by first learning about the graphics files available in Flash so they can select the correct file type when they learn how to draw, trace, scale, and create graphics. Additionally, use this activity to teach your students how to create and modify text and text effects.

Note: Portions of this activity align to the Adobe Certified Associate objectives. Within the instruction steps and technical guides, the specific learning objectives for the exam(s) are referenced with the following format: ^{1.1}

Activity Objectives

Technical Skills

Flash

- Using drawing tools
- Working with graphic files
- Creating and modifying text
- Working with text and text effects
- Understanding file types

Background preparation resources

[Technical and content information](#)

[ISTE NETS*S Standards for Students](#)

[Adobe Certified Associate objectives](#)

Project Assets

- *Flash guide:* Understanding Flash graphic file types ^{4.2, 4.3}
- *Flash guide:* How to draw and create shapes ^{4.2}
- *Flash guide:* How to apply colors and gradients ^{4.2}
- *Flash guide:* How to create masks ^{4.9}
- *Electronic file:* mask_sample.flc
- *Electronic file:* mask_sample.swf
- *Flash guide:* How to work with text ^{4.4, 4.5}

Activity Steps

1. Introduce the activity by discussing the kinds of graphics files available in Flash and how to draw and create new graphics. Distribute the technical guides and discuss and demonstrate the following:
 - The difference between bitmap images and vector images in Flash
 - The definition of shape in Flash
 - Drawing tools, such as shapes, lines, and brushes
 - Selection tools, such as marquee, lasso, and magic wand

Flash guide: Understanding Flash graphic file types [4.2, 4.3](#)

Flash guide: How to draw and create shapes [4.2](#)

2. Using the "I do, we do, you do" method, demonstrate the following skills to help them create graphics. You can use the mask_sample fla file to illustrate these skills:
 - How to work with colors and gradients [4.2](#)
 - How to break graphics apart [3.8, 4.3](#)
 - How to trace and swap bitmaps [4.3](#)
 - How to use adaptive scaling
 - How to create a masking effect [4.9](#)

Flash guide: How to apply colors and gradients [4.2](#)

Flash guide: How to create masks [4.9](#)

Electronic file: mask_sample fla

Electronic file: mask_sample.swf

3. Introduce the Text Layout Framework (TLF) in Flash and show how students can use this robust text engine to work with complex text. Demonstrate some of the features for working with text, such as adjusting leading and tracking, applying anti-aliasing, and managing multicolumn text flow with TLF text. Briefly demonstrate how students can use graphic filters to create text effects.

Flash guide: How to work with text [4.4, 4.5](#)

Note: If students are preparing for the Interactive Media Communication certification exam, take time to outline the extensive feature set of the Text Layout Framework. Features to explain include using multilingual typography, right-to-left scripts, using XML to dynamically style text, using the rich typographic controls (ligatures, typographic case, digit case, digit width, advanced kerning, tracking, leading, super- and subscript, discretionary hyphens, hypertext, and baseline shift), using threaded text blocks, inline graphics, support for tabs, and embedded font support. [4.4](#)

4. Using what they've learned ask students to develop and create at least one graphic and one text-based piece of content, for instance their name.

Assessment

	0 – Does not meet expectations	3 – Meets expectations	5 – Exceeds expectations
Flash graphic and text content	Absent or incomplete.	Students create one graphic and one piece of text-based content. Students determine the correct file type for the graphic. Students create a graphic that uses a combination of drawing, shapes, color, and masking techniques.	Students create two or more graphics and text-based content. Students employ design principles to graphics and text-based content. Students determine the correct file type for graphics. Students create graphics that use a combination of drawing, shapes, color, and masking techniques.

Background preparation resources:

- To view video tutorials aligned with the skills required to complete this project, visit Adobe TV: <http://tv.adobe.com>.
- For more teaching and learning resources on the topics in this project, search for resources from the community on the Adobe Education Exchange: <http://edex.adobe.com/>
- For an overview of the interface and for more information on the technical aspects of *Adobe Flash Professional*, see *Flash Help*.

ISTE NETS*S Standards for Students

This project is aligned to the ISTE NETS*S Technology Standards. Depending on the subject and content area the student selects you may research your own state content standards to see how this project aligns to your state requirements.

ISTE NETS*S: Curriculum and Content Area Standards – NETS for Students

1. Creativity and Innovation
Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology. Students:
 - a. apply existing knowledge to generate new ideas, products, or processes.
6. Technology Operations and Concepts
Students demonstrate a sound understanding of technology concepts, systems and operations. Students:
 - a. understand and use technology systems.
 - b. select and use applications effectively and productively.
 - c. troubleshoot systems and applications.
 - d. transfer current knowledge to learning of new technologies.

Adobe Certified Associate Exam Objectives

Adobe Certified Associate, Interactive Media objectives

- 3.8 Identify best practices for managing the file size of a published Flash or HTML document.
- 4.2 Use tools on the Tools panel to select, create, and manipulate graphics and text.
- 4.3 Import and modify graphics.
- 4.4 Create text.
- 4.5 Adjust text properties.
- 4.9 Create masks.

For more information

Find more teaching materials for using Adobe software in your classroom on the Adobe Education Exchange: <http://edex.adobe.com/>.



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