

Flash CS3 Course Outline

Flash course content is divided into 2 six-hour sessions. The following is the suggested curriculum map for each of the 3 sessions.

Session 1

Expected Outcomes:

- Understand the differences between vector and bitmap graphics
- Create and alter shapes, fills, and strokes
- Explore typography with the Type tools

Outcome 1.1: Understand the differences between vector and bitmap graphics

Students will identify vector and bitmap graphics and know when and how to use each.

Outcome 1.2: Create and alter shapes, fills, and strokes

Students will use stroke and fill palettes and controls to add artistic brush strokes, color, and texture to illustrations. Students will create shapes and alter them using rotate, transform, and reflect tools.

Outcome 2.3: Explore typography with the Type tools

Students will create titles, logos, paragraph text, and illustrate the text with brush strokes, color styles, and create vertical type, warped type, and type on a path.

Expanded Description of Course Content:

<ul style="list-style-type: none">• Know the Work Area• Understand digital imaging basics: vectors and bitmaps	Modules 1,2
<ul style="list-style-type: none">• Create and alter shapes• Create and color strokes and fills• Master the Rotate, Reflect, Scale Shear tools• Master the Reshape, Warp, Free Transform tools	Modules 3,4
<ul style="list-style-type: none">• Create Horizontal and vertical type• Create type on a path	Module 9

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Session 2

Expected Outcomes:

- Use shape and pen tools and combine shapes to draw objects
- Duplicate patterns
- Create maps and diagrams
- Create graphs

Outcome 2.1: Use shape and pen tools, combine shapes to draw objects

Students will create titles, logos, paragraph text, and illustrate the text with brush strokes, color styles, and create vertical type, warped type, and type on a path.

Outcome 2.2: Duplicate Patterns

Students will explore various techniques for duplicating shapes, creating new fill patterns, brush patterns, and pattern swatches.

Outcome 2.3: Create maps and diagrams

Students will explore various techniques for duplicating shapes, creating new fill patterns, brush patterns, and pattern swatches.

Outcome 2.4: Create graphs

Students will explore various techniques for duplicating shapes, creating new fill patterns, brush patterns, and pattern swatches.

Expanded description of course content:

1. Pen tools	Module 5
2. Use Selection and Direct Selection tools	
3. Show proficiency with the Add Anchor Point tool, Rotation tool, Mesh Gradient tool	
4. Work with Pathfinder and Type	Modules 6, 7, 13, 14
5. Work with brush patterns and pattern swatches	
6. Work with color, gradients and blends	Modules 8, 10, 11, 12, 17
7. Use the Live paint tool	
8. Work with layers	
9. Learn the Graph tools: Pie graph, horizontal and vertical graph	Modules 15, 16