



Rich Media Communication using Adobe Flash CS4 *Exam*



Setting project requirements

- Identify the purpose, audience, and audience needs for rich media content.
- Identify rich media content that is relevant to the purpose of the media in which it will be used (websites, mobile devices, and so on).
- Understand options for producing accessible rich media content.
- Demonstrate knowledge of standard copyright rules (related terms, obtaining permission, and citing copyrighted material).
- Understand project management tasks and responsibilities.
- Communicate with others (such as peers and clients) about design and content plans.

Identifying rich media design elements

- Identify general and Flash-specific best practices for designing rich media content for a website.
- Demonstrate knowledge of design elements and principles.
- Identify general and Flash-specific techniques to create rich media elements that are accessible and readable.
- Use a storyboard to produce rich media elements.
- Organize a Flash document.

Understanding Adobe Flash CS4 Interface

- Identify elements of the Flash interface.
- Use the Property inspector.
- Use the Timeline.
- Use the Motion Editor.
- Understand Flash file types.
- Identify best practices for managing the file size of a published Flash document.

Building rich media elements by using Flash CS4

- Make rich media content development decisions based on your analysis and interpretation of design specifications.
- Adjust document properties.
- Use Flash guides and rulers.
- Use tools on the Tools panel to select, create, and manipulate graphics and text.
- Import and modify graphics.
- Create text.
- Adjust text properties.
- Create objects and convert them to symbols, including graphics, movie clips, and buttons.
- Understand symbols and the library.
- Edit symbols and instances.
- Create masks.
- Create animations (changes in shape, position, size, color, and transparency).
- Add simple controls through ActionScript 3.0.
- Import and use sound.
- Add and export video.
- Publish Flash documents.
- Make a document accessible.

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Evaluating rich media elements

- Conduct basic technical tests.
- Identify techniques for basic usability tests

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