

Adobe Rich Media Communication using Flash CS3 objectives

Domain 1.0 Setting Project Requirements

- 1.1 Identify the purpose, audience, and audience needs for rich media content.
- 1.2 Identify rich media content that is relevant to the purpose of the website.
- 1.3 Understand options for producing accessible rich media content.
- 1.4 Demonstrate knowledge of standard copyright rules (related terms, obtaining permission, and citing copyrighted material).
- 1.5 Understand project management tasks and responsibilities.
- 1.6 Communicate with others (such as peers and clients) about design and content plans.

Domain 2.0 Identifying Rich Media Design Elements

- 2.1 Identify best practices for designing rich media content for a website.
- 2.2 Demonstrate knowledge of design elements and principles.
- 2.3 Identify techniques to create rich media elements that are accessible and readable.
- 2.4 Use a storyboard to produce rich media elements.

Domain 3.0 Understanding Adobe Flash CS3

- 3.1 Identify elements of the Flash interface.
- 3.2 Use the Property inspector.
- 3.3 Use the Timeline.
- 3.4 Understand Flash file types.
- 3.5 Identify best practices for managing the file size of a published Flash document.

Domain 4.0 Building Rich Media Elements

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

Domain 5.0 Evaluating Rich Media Elements

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