

ADOBE® FLASH® PROFESSIONAL CS6 EXAM OBJECTIVES

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 media in which it will be used (websites, mobile devices, and so on).
- 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

2.0 IDENTIFYING RICH MEDIA DESIGN ELEMENTS

- 2.1 Identify general and Flash-specific best practices for designing rich media content for the web, mobile apps, and AIR applications.
- 2.2 Demonstrate knowledge of design elements and principles.
- 2.3 Identify general and Flash-specific techniques to create rich media elements that are accessible and readable.
- 2.4 Use a storyboard to produce rich media elements.
- 2.5 Organize a Flash document

3.0 UNDERSTANDING ADOBE FLASH CS6 INTERFACE

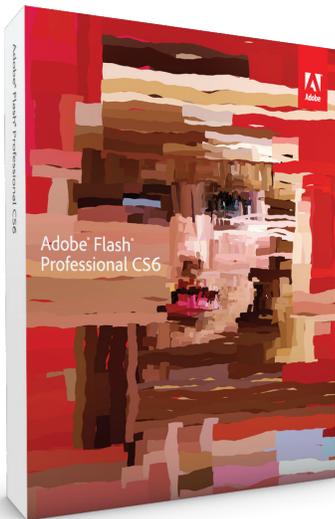
- 3.1 Identify elements of the Adobe Flash interface.
- 3.2 Use the Timeline.
- 3.3 Adjust document properties.
- 3.4 Use Adobe Flash guides and rulers.
- 3.5 Use the Motion Editor.
- 3.6 Understand Flash file types.
- 3.7 Identify best practices for managing the file size of a published Adobe Flash document.
- 3.8 Adobe Flash document.

4.0 BUILDING RICH MEDIA ELEMENTS BY USING FLASH CS6

- 4.1 Make rich media content development decisions based on your analysis and interpretation of design specifications.
- 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.
- 4.6 Create objects and convert them to symbols, including graphics, movie clips, and buttons.
- 4.7 Understand symbols and the library.
- 4.8 Edit symbols and instances
- 4.9 Create masks.
- 4.10 Create animations (changes in shape, position, size, color, and transparency).
- 4.11 Add simple controls through ActionScript 3.0.
- 4.12 Import and use sound.
- 4.13 Add and export video.
- 4.14 Publish and export Adobe Flash documents.
- 4.15 Make a document accessible

5.0 EVALUATING RICH MEDIA ELEMENTS BY USING ADOBE FLASH CS6

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



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