

ADOBE® CREATIVE SUITE® 5 DESIGN PREMIUM



CLASSROOM IN A BOOK®

The official training workbook from Adobe Systems

DVD-ROM Included for Windows and Mac OS



Adobe Creative Suite 5 Design Premium Classroom in a Book

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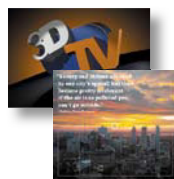
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GETTING STARTED

Adobe Creative Suite 5 is a unified design environment that delivers the next level of integration in creative software. Discover powerful new creative tools for expressing your ideas and crafting artwork that stands out. Finish your work faster with numerous enhancements to the tools you use every day. Extend the reach of your designs to new media without writing code. Streamline creative reviews and other essential but time-consuming tasks.

This Classroom in a Book introduces you to the key elements and applications of Adobe Creative Suite 5 Design Premium.

About Classroom in a Book

Adobe Creative Suite 5 Design Premium Classroom in a Book is part of the official training series for Adobe graphics and publishing software developed with the support of Adobe product experts. Each lesson in this book is made up of a series of self-paced projects that give you hands-on experience using the following Adobe products: Adobe InDesign CS5, Adobe Photoshop CS5 Extended, Adobe Illustrator CS5, Adobe Flash CS5 Professional, Adobe Dreamweaver CS5, Fireworks CS5, Adobe Flash Catalyst CS5, Adobe Acrobat 9 Pro, Adobe Device Central CS5, Adobe Media Encoder, and Adobe Bridge CS5.

Adobe Creative Suite 5 Design Premium Classroom in a Book includes a disc attached to the inside back cover. On the disc you'll find all the files used for the lessons in this book along with additional learning resources.

Prerequisites

Before you begin working on the lessons in this book, make sure that you and your computer are ready.

Computer requirements

You'll need about 1GB of free space on your hard disk to store all of the lesson files and the work files that you'll create as you work through the exercises. You'll need less space if don't store all of the lesson folders on your hard disk at once.

Required skills

The lessons in this book assume that you have a working knowledge of your computer and its operating system. Make sure that you know how to use the pointer and the standard menus and commands, and also how to open, save, and close files. Do you know how to use context menus, which open when you right-click/Control-click items? Can you scroll (vertically and horizontally) within a window to see contents that may not be visible in the displayed area?

If you need to review these basic and generic computer skills, see the documentation included with your Microsoft Windows or Apple Mac OS X software.

Installing Adobe Creative Suite 5 Design Premium

Before you begin using *Adobe Creative Suite 5 Design Premium Classroom in a Book*, make sure that your system is set up correctly and that you've installed the required software and hardware. You must purchase the Adobe Creative Suite 5 Design Premium software separately. For system requirements and complete instructions on installing the software, see the Adobe Creative Suite 5 Design Premium Read Me file on the application installation disc or the Adobe Creative Suite Support Center on the web at www.adobe.com/support/creativesuite.

Make sure that your serial number is accessible before installing the software; you can find the serial number on the registration card or disc sleeve. For software you downloaded as an electronic purchase directly from Adobe, look for your serial number in the order confirmation e-mail and in your Adobe Store account on Adobe.com.

Copying the Classroom in a Book files

The disc attached to the inside back cover of this book includes a Lessons folder containing all the files you'll need for the lessons. Each lesson has its own folder; you must copy the folders to your hard disk to complete the lessons. To save room on your hard disk, you can copy only the folder necessary for each lesson as you need it, and remove it when you're done.

Copying the Lessons files from the disc

- 1 Insert the *Adobe Creative Suite 5 Design Premium Classroom in a Book* disc into your optical disc drive.
- 2 Browse the contents and locate the Lessons folder.
- 3 Do one of the following:
 - To copy all the lesson files, drag the Lessons folder from the disc onto your hard disk.
 - To copy only individual lesson files, first create a new folder on your hard disk and name it Lessons. Then drag the lesson folder or folders that you want to copy from the disc into the Lessons folder on your hard disk.
- 4 When your computer has finished copying the files, remove the disc from your optical disc drive and put it away.

Note: The files on the disc are practice files, provided for your personal use in these lessons. You are not authorized to use these files commercially or to publish or distribute them in any form without written permission from Adobe Systems, Inc., and the individual photographers who took the pictures, or other copyright holders.

Additional resources

Adobe Creative Suite 5 Design Premium CS5 Classroom in a Book is not meant to replace documentation that comes with the program or to be a comprehensive reference for every feature. Only the commands and options used in the lessons are explained in this book. For comprehensive information about program features and tutorials, refer to these resources:

Adobe Community Help: Community Help brings together active Adobe product users, Adobe product team members, authors, and experts to give you the most useful, relevant, and up-to-date information about Adobe products. Whether you're looking for a code sample or an answer to a problem, have a question about the software, or want to share a useful tip or recipe, you'll benefit from Community Help. Search results will show you not only content from Adobe, but also from the community.

With Adobe Community Help you can:

- Access up-to-date definitive reference content online and offline
- Find the most relevant content contributed by experts from the Adobe community, on and off Adobe.com
- Comment on, rate, and contribute to content in the Adobe community
- Download Help content directly to your desktop for offline use
- Find related content with dynamic search and navigation tools

To access Community Help: If you have any Adobe CS5 product, then you already have the Community Help application. To invoke Help, **choose Help > [Application name] Help**. (For example in Dreamweaver, choose Help > Dreamweaver Help. This companion application lets you search and browse Adobe and community content, plus you can comment on and rate any article just like you would in the browser. However, you can also download Adobe Help and language reference content for use offline. You can also subscribe to new content updates (which can be automatically downloaded) so that you'll always have the most up-to-date content for your Adobe product at all times. You can download the application from www.adobe.com/support/chc/index.html.

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See <http://community.adobe.com/help/profile/faq.html> for answers to frequently asked questions about Community Help.

Adobe Creative Suite 5 Design Premium Help and Support: www.adobe.com/support/creativesuite where you can find and browse Help and Support content on adobe.com.

Adobe TV: <http://tv.adobe.com> is an online video resource for expert instruction and inspiration about Adobe products, including a How To channel to get you started with your product.

Adobe Design Center: www.adobe.com/designcenter offers thoughtful articles on design and design issues, a gallery showcasing the work of top-notch designers, tutorials, and more.

Adobe Developer Connection: www.adobe.com/devnet is your source for technical articles, code samples, and how-to videos that cover Adobe developer products and technologies.

Resources for educators: www.adobe.com/education includes three free curriculums that use an integrated approach to teaching Adobe software and can be used to prepare for the Adobe Certified Associate exams.

Also check out these useful links:

Adobe Forums: <http://forums.adobe.com> lets you tap into peer-to-peer discussions, questions, and answers on Adobe products.

Adobe Marketplace & Exchange: www.adobe.com/cfusion/exchange is a central resource for finding tools, services, extensions, code samples, and more to supplement and extend your Adobe products.

Adobe Creative Suite 5 Design Premium CS5 product home page: www.adobe.com/products/creativesuite/design.

Adobe Labs: <http://labs.adobe.com> gives you access to early builds of cutting-edge technology, as well as forums where you can interact with both the Adobe development teams building that technology and other like-minded members of the community.

Adobe certification

The Adobe training and certification programs are designed to help Adobe customers improve and promote their product-proficiency skills. There are four levels of certification:

- Adobe Certified Associate (ACA)
- Adobe Certified Expert (ACE)
- Adobe Certified Instructor (ACI)
- Adobe Authorized Training Center (AATC)

The Adobe Certified Associate (ACA) credential certifies that individuals have the entry-level skills to plan, design, build, and maintain effective communications using different forms of digital media.

The Adobe Certified Expert program is a way for expert users to upgrade their credentials. You can use Adobe certification as a catalyst for getting a raise, finding a job, or promoting your expertise.

If you are an ACE-level instructor, the Adobe Certified Instructor program takes your skills to the next level and gives you access to a wide range of Adobe resources.

Adobe Authorized Training Centers offer instructor-led courses and training on Adobe products, employing only Adobe Certified Instructors. A directory of AATCs is available at <http://partners.adobe.com>.

For information on the Adobe Certified programs, visit www.adobe.com/support/certification/main.html.

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CREATING INTERACTIVE FLASH CONTENT

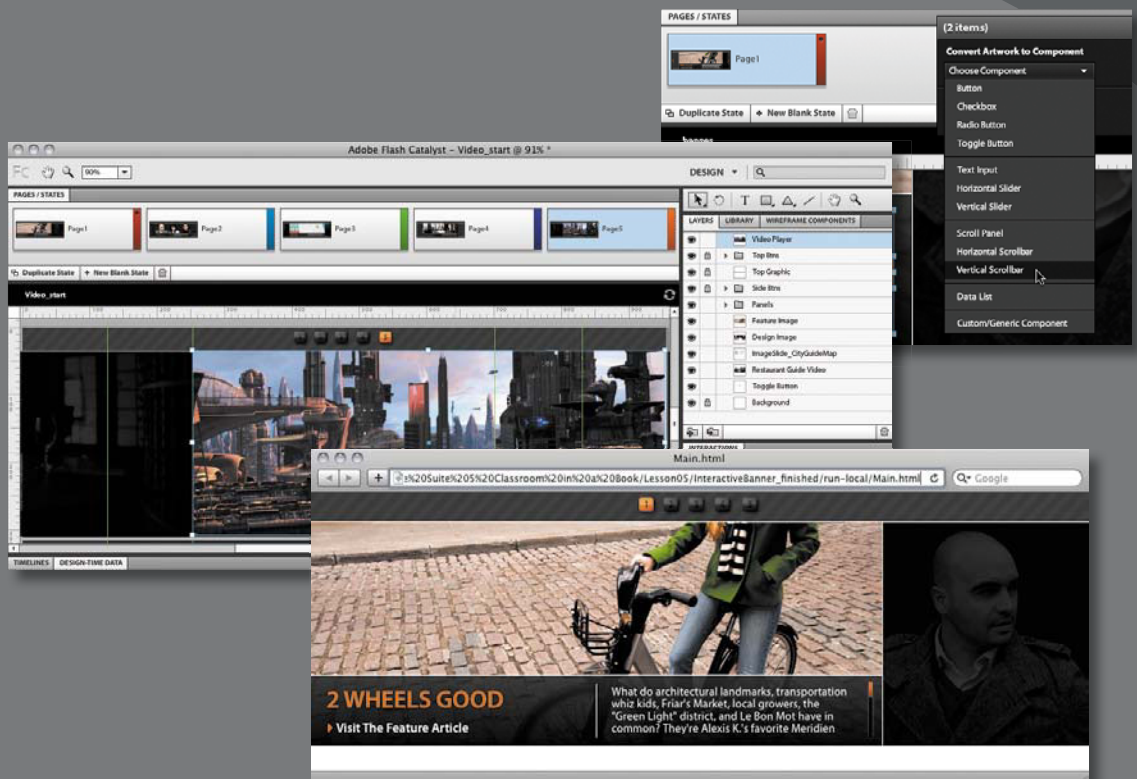
Lesson Overview

In this lesson, you'll learn the following:

- Creating a Flash Catalyst document
- Editing pages and states
- Creating interactivity
- Animating transitions
- Roundtrip editing with Adobe Illustrator
- Adding video
- Publishing to SWF format



This lesson will take about two hours to complete.



Start with compelling graphics designed using Adobe Illustrator. Add interactivity, navigation buttons, and video, and animate the graphics. Export the project as a fully functional Adobe AIR rich-media application, ready to be deployed online.

About Adobe Flash Catalyst

New from Adobe, Flash Catalyst helps designers easily build rich, interactive content. It combines an intuitive user interface with a toolset that will feel familiar—similar to Photoshop, Illustrator, and Fireworks—with the expressiveness, consistency, and reach of Adobe Flash technology. The result: a feature-rich interaction design tool you can successfully use to publish SWF files without writing code.

As you'd expect from a professional Adobe design tool, you always have complete control over the appearance of your artwork, and you can publish your interactive content as a SWF file that displays with Adobe Flash Player 10 for wide browser compatibility on the web.

If you want a developer to enhance an interactive project you've built with Flash Catalyst, you don't have to do anything. Flash Catalyst output is developer-friendly, writing code for you in the background while you focus on designing expressive, interactive content. Using the open-source Adobe Flex framework as its underlying structure, Flash Catalyst helps ensure that when you have to hand more complex projects off to a developer, everything is already in place, ready to go.

A typical workflow

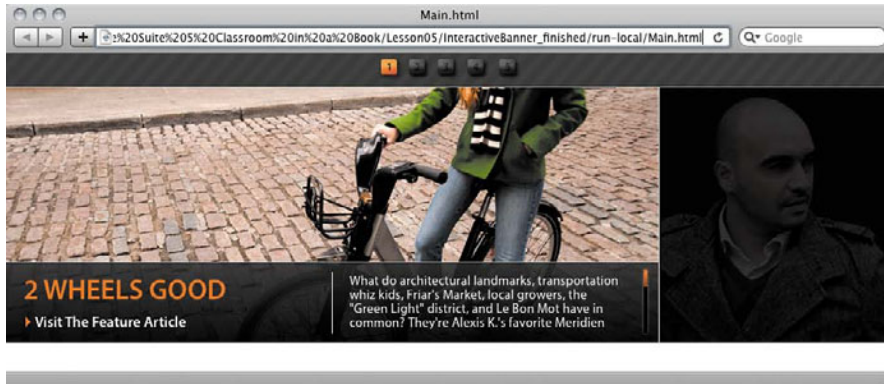
To create an interactive document in Flash Catalyst, you typically perform the following steps:

- 1 Plan how the user should interact with your document, and also plan transitions between states or pages.
- 2 Design the document in Adobe Illustrator or Adobe Photoshop, using layers to structure the content in a way that supports the buttons, states, and other interactivity you'll apply in Flash Catalyst.
- 3 Import the design and any multimedia assets into your Flash Catalyst document.
- 4 Add interactivity and transitions.
- 5 Test and publish your document.

Viewing the sample document

You will start by opening a Flash document provided in the Lesson04 folder. It's an interactive banner intended to work within a larger website design.

- 1 In Windows Explorer/the Finder, navigate to your Lesson04 folder. In the Banner_finished folder, open the InteractiveBanner_SWF folder. Double-click the file Main.html.



- 2 In your web browser, explore the Flash document. Move the mouse over the five buttons at the top of the banner, and notice how the buttons highlight and make a sound as the cursor passes over them. At the bottom-left corner is an article link (it doesn't actually go to the web in this demonstration), and at the middle of the bottom is a scrollable text field.
- 3 Move the cursor to the right edge to highlight the navigation arrow, and click it to see the second panel. Then click button 4 at the top of the banner to go to the fourth panel.
- 4 The fourth panel contains a movie. Click the Play button in the middle of the movie to watch it. Feel free to explore the other panels.

Comparing Flash Catalyst and Flash Professional

Flash Catalyst complements Flash Professional by letting designers easily create immersive online experiences by transforming visually compelling artwork they create using tools such as Adobe Illustrator and Adobe Photoshop. Typical Flash Catalyst projects focus on user interface design, rich Internet applications, microsites, prototypes, and widgets. Its structured approach to interaction design greatly simplifies the creation of rich media by designers. Use Flash Catalyst when you want to start with highly designed content and end with a finished project, or a project that you can hand off to a web developer to enhance using Flex Builder, all without writing a single line of code.

In contrast, Flash Professional is a more developer-oriented tool focused on creating immersive experiences that can include video content. Typical Flash Professional projects focus on rich content, highly interactive video content, advertising, and games. Its free-form, fully timeline-driven approach, and advanced vector animation provides a much wider range of possibilities for user interaction than is available from Flash Catalyst. While Flash Catalyst can create output for Flash Player and Adobe AIR, Flash Professional also supports mobile devices through Flash Lite and iPhone export capability. The wider scope of potential offered by Flash Professional often requires at least some coding and a steeper learning curve than Flash Catalyst.

- 5 You can keep this document open as reference as you go through this lesson. If you don't want to leave it open right now, close the web browser window or tab, or exit the web browser.

Next you'll open the Flash Catalyst document that was used to create the interactive Flash document.

- 6 Start Adobe Flash Catalyst.
- 7 Click the Open button in the Welcome screen, or choose File > Open Project.
- 8 In the Open Project dialog box, navigate to your Lesson04 folder. In the Banner_finished folder, open the InteractiveBanner_FC folder. Double-click the file InteractiveBanner_finished.fxp.

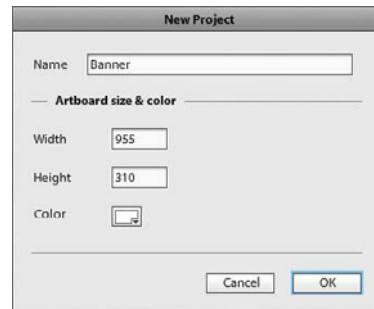
Across the top of the window you can see the five pages of the banner. The top of the workspace contains view controls, and many of the tools you'll use are available along the right side of the workspace, starting with the tools at the top and then a column of panels. The Timelines and Design-Time Data panels are minimized at the bottom of the workspace.



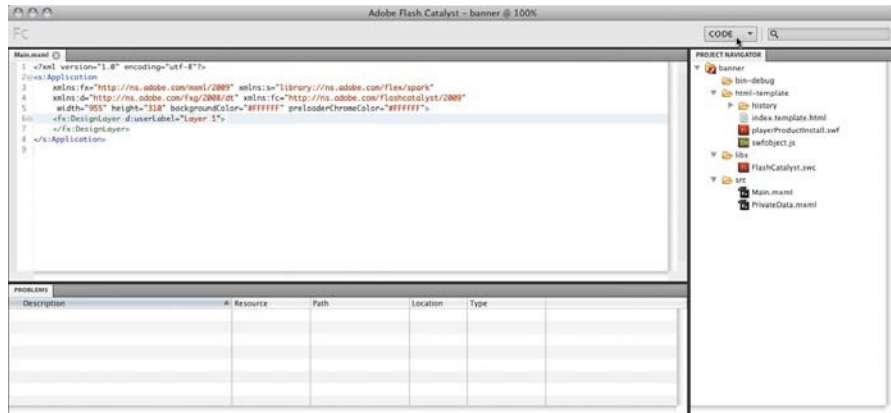
Creating a Flash Catalyst document

You'll create a new Flash Catalyst document. This will be the foundation for the design and interactivity that you'll add later.

- 1 In the Flash Catalyst welcome screen, click Adobe Flash Catalyst Project. If you don't see the welcome screen, choose Welcome.
- 2 Name the project **Banner**. For the width enter **955**, for the height enter **310**, and then click OK. The new blank document appears, and the document that was previously open is closed.
- 3 To see the entire content of the artboard in the document window, choose View > Fit Artboard In Window.



- 4 At the top of the workspace, in the application bar to the left of the search field, click the Design menu and choose Code.



Design and Code are the two document workspaces in Flash Catalyst. As you work, Flash Catalyst creates code in the background so that a web developer can build upon your work using Flash Builder. You can see that Flash Catalyst has already generated code for the new blank document. You can't edit the code in Flash Catalyst; you'll be working in Design workspace during this lesson.

- 5 Switch from Code workspace back to Design workspace.
- 6 Choose File > Save As, and save the document under the name **Banner** in your Lesson04 folder.

Importing a design from Adobe Illustrator

You can import Adobe Illustrator or Adobe Photoshop graphics directly onto the artboard, preserving all layers and the image composition. In this exercise you'll import the design for the banner created in Adobe Illustrator.

- 1 Choose File > Import > Adobe Illustrator File (.ai).
- 2 Navigate to your Lesson04 folder. Select the file `InteractiveBanner_art.ai`, and click Open. When the Illustrator Import Options dialog box appears, click OK to accept the default settings. Flash Catalyst converts the Illustrator document for use in Flash Catalyst. If the Import Issues dialog box appears, click OK.

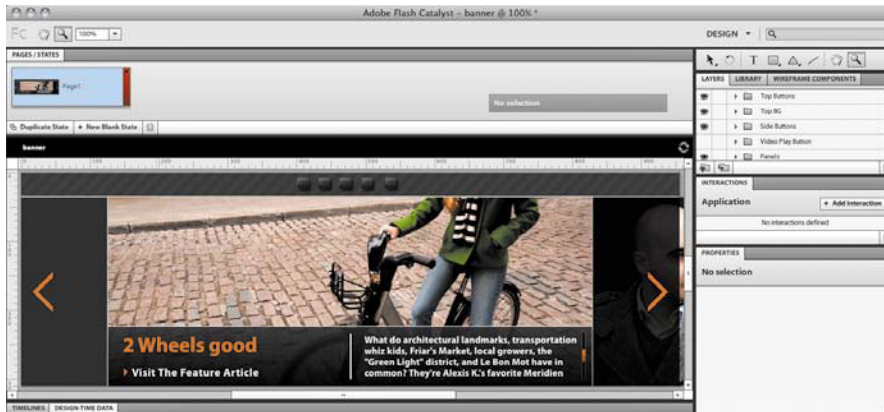
Designing Layers for Flash Catalyst

When you prepare graphics in Adobe Illustrator or Adobe Photoshop as the basis for a Flash Catalyst project, be sure to plan ahead and organize your Illustrator and Photoshop documents into layers and layer groups that anticipate the structure of the interactive media you'll create in Flash Catalyst.

For example, in the Illustrator document that's used as the foundation for the Flash Catalyst project in this chapter, a top-level Panels layer contains sublayers that correspond to each of the banner's five panels. Each panel's sublayer contains the objects belonging to that panel.

At points during the lesson, multiple objects are converted into a Flash Catalyst component. Because the layer hierarchy from Illustrator already corresponds to the hierarchy of the components that will be created in Flash Catalyst, it takes only one click in the Layers panel to select all the objects needed for a specific component.

- 3 The Illustrator artwork you just imported may be selected; if it is, choose **Edit > Deselect All**. You may also want to choose **View > Fit Artboard In Window**.



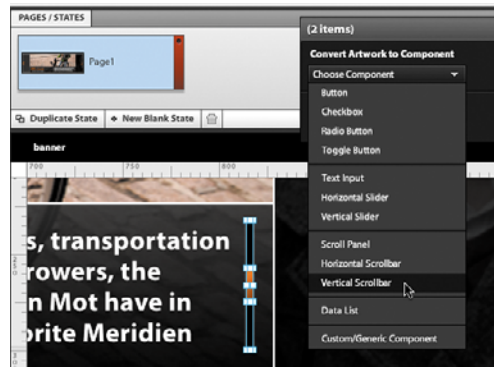
Now you'll add interactivity and navigation to the Illustrator graphics you imported.

Creating a scroll bar

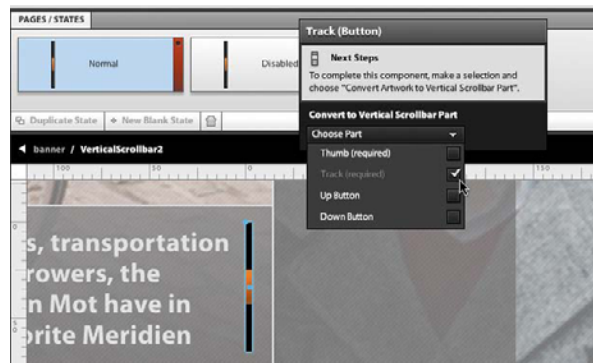
Now you'll turn a graphic of a scroll bar into an actual, working scroll bar. This is easy because Flash Catalyst already knows about the most common interactive controls. All you have to do is assign specific graphics to become those controls.

- 1 Choose View > Magnification > 200% and adjust the view so that you can see the scroll bar graphic to the right of the paragraph in the center of the banner.
- 2 With the Selection tool, Shift-click to select both the scroll bar thumb and its track.

As soon as you select objects, a floating Heads Up Display (HUD) appears, presenting context-sensitive options for the selected object. You'll use the HUD to quickly create a working scroll bar from the selected graphics. If the HUD is in the way, you can drag it to another position.



- 3 With the two objects selected, choose Vertical Scrollbar from the Convert Artwork to Component menu. The HUD changes to lead you through the next step, indicating which graphics correspond to the parts of a working scroll bar.
- 4 In the HUD, click Edit Parts.
- 5 Select the larger object that will become the scroll bar track, and in the HUD select "Track (required)" from the Convert to Vertical Scrollbar Part menu.

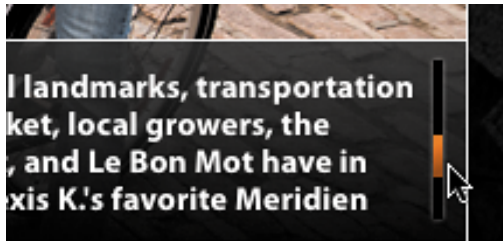


- 6 Select the smaller object that will become the scroll bar thumb control, and in the HUD select “Thumb (required)” from the Convert to Vertical Scrollbar Part menu.

You’ll see the word “Required” in the menu when Flash Catalyst knows that a control can’t function without that part. You’re done setting up the scroll bar, because you’ve already assigned objects to both required parts—the scroll bar track and the thumb control.



- 7 Choose File > Run Project. Flash Catalyst builds a temporary version of the project and opens it in your default web browser.
- 8 In your web browser, test that the scroll bar is working properly.

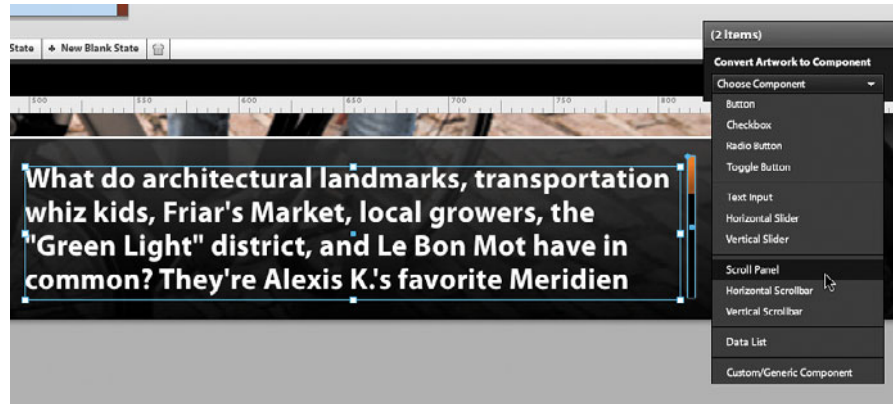


Creating a scrolling text panel

Now that your scroll bar works, you can bind it to a text panel to make the text scrollable when it’s too big for the panel. You’ll do this the same way you just created a scroll bar out of two objects—by converting the scroll bar and a text panel into a component. This associates the scroll bar with the text panel so that Flash Catalyst knows which panel is controlled by that particular scroll bar.

- 1 Switch back to Flash Catalyst. Just above the artboard is a *crumb trail* that works like a folder path, telling you what you’re editing in the document. Right now it reads Banner/VerticalScrollbar1. It isn’t just an indicator; it also lets you control which level of the document you’re editing. Click the word Banner to exit scroll bar editing mode.
- 2 Select the scroll bar and the text panel next to it.

- 3 With the two objects selected, choose Scroll Panel from the Convert Artwork to Component menu. The HUD changes to lead you through editing the parts of the scroll panel.



- 4 In the HUD, click Edit Parts. Because the scroll bar already exists in the selection, the only required part to assign is the scrolling content, so select the text panel and then choose Scrolling Content (required) from the Choose Part menu.
- 5 Choose File > Run Project, and test the scrolling panel in your web browser.

Now you'll group the objects in the lower part of the banner to make it easier to work with as a unit later, when you apply transitions. There are many objects involved, but because they're already arranged within the same layer, you can select all of them at once using the Layers panel.

- 6 In Flash Catalyst, click Banner in the crumb trail. In the Layers panel, click the triangle next to the Panels layer to expand it; expand the Feature panel sublayer and click the Feature panel sublayer to select it and all of the objects inside it.

LAYERS	LIBRARY	WIREFRAME COMPONENTS
		Top Buttons
		Top BG
		Side Buttons
		Video Play Button
		Panels
		Feature panel
		Design panel
		Map panel
		Restaurant panel
		Future panel
		Image Slider

- 7 With the objects still selected, choose Custom/Generic Component from the Convert Artwork to Component menu.

When you combine objects into a component, Flash Catalyst can optimize that component more easily than if it was still multiple objects. Now you're ready to provide visual feedback and context that will reinforce the interactivity you'll add.

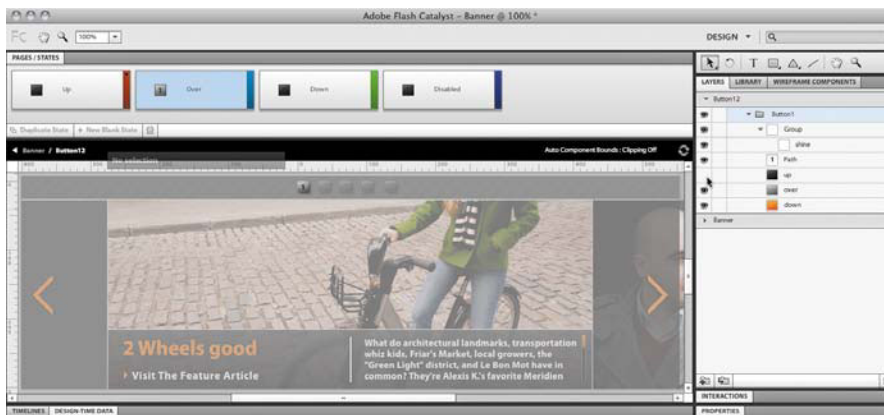
Editing pages and states

With the Pages/States panel in Flash Catalyst, you can define how your design responds to viewer interactions. With Pages, different parts of your design can respond to viewer interaction, such as a button changing another part of your design. With States, you can control how individual components respond, such as the button itself.

Now you'll create the buttons that allow the user to go from one page to the next.

- 1 In the Layers panel, expand the Top Buttons layer. If necessary, zoom out so that you can see the five buttons at the top of the banner.
- 2 Click the Button1 sublayer to select all the objects that make up Button1.
- 3 In the HUD, choose Button from the Convert Artwork to Component menu.
- 4 Double-click button 1 on the artboard. Notice in the crumb trail that you are currently editing only the button, and the Pages/States panel now displays the different states of that button.
- 5 In the Pages/States panel, click the Over state.
- 6 In the Layers panel, expand the Button1 layer and turn off the Up layer.

Note: As you work with objects in this lesson, you may see the same object referred to in more than one way. For example, you might see references to button 1 and Button1. When you see a reference such as button 1, look for a button on the artboard labeled 1. When you see a capitalized name with no space (such as Button1), that's an object name that you'll find in a panel such as Layers or Library.



- 7 Click the Down state, and in the Layers panel turn off the Up and Over layers.
- 8 Click the Disabled state, and in the Layers panel turn off the Up and Over layers.

The orange Down layer will now be visible as long as the mouse button is down over a button, and also when you're already on the target page for a button.

You have now created all the different states for that button when the user mouses over and clicks on the button.

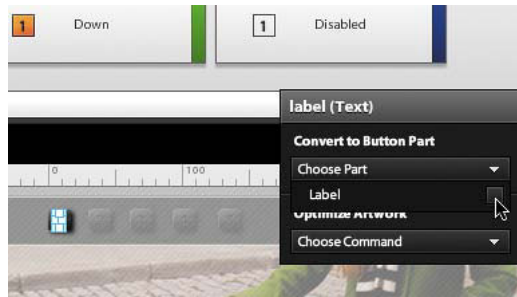
- 9 In the Pages/States panel, click each of the states to preview how the button looks during viewer interactions.

Setting up a label

When your design uses multiple copies of an object, you can represent them with multiple instances of a single component. To differentiate them during interactions, you can convert the object's text into a label that you change for each instance of the component. Using instances and labels instead of making whole copies of objects makes the project more efficient and easier to store and optimize. In this project, the buttons are identical except for the number, so you'll turn the numbers into labels.

- 1 With the Button1 sublayer selected in the Layers panel, click the Up state in the Pages/States panel; then in the Layers panel, expand the Button sublayer and click the layer named **label** that contains a 1.
- 2 In the HUD, choose Label from the Convert to Button Part menu.

Note that although the layer is already named Label, that was just a name assigned in Illustrator to remind you to convert the text into a label in Flash Catalyst.

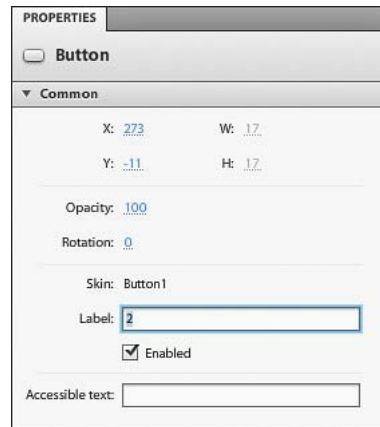


- 3 In the crumb trail, click Banner to exit button editing mode.
- 4 Click the Library tab to open the Library panel, expand the Components section if necessary, and then select Button1 in the Components section. Drag Button1 from the Library panel over button 2 on the artboard. Don't be concerned that Button1 doesn't match the square shape of button 2 on the artboard; align the top-left corner with the top-left corner of the existing square button.



When you created a working Button1 component earlier, it was added to the Library panel. In this step you're adding another instance of the same button so that you don't have to create it again. Now you'll customize the label of the new button 2.

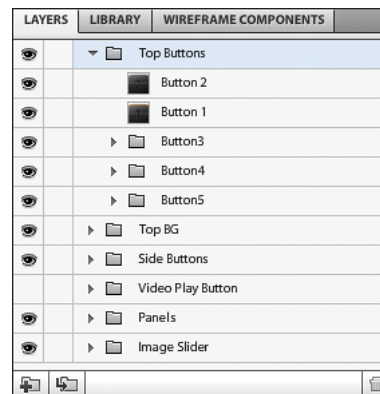
- 5 With the button selected (not the text), in the Properties panel expand the Common properties if necessary, and for Label enter **2**. The text is now short enough to fit inside the button because you edited it down to the number 2.



- 6 On the artboard, select the first button in the row of buttons you're working with. This also selects it (Button 2) in the Layers panel. Double-click the name of the selected button and change its name to Button 1. You're replacing the button graphics imported from Illustrator with interactive button components you've just built in Flash Catalyst. In the same way, edit the second button so its layer name is Button 2.

- 7 In the Layers panel, delete the Button2 sublayer (the one that looks like a folder, not the new button component you just added and renamed). You don't need it anymore, because you just replaced it with a working button.

In an actual project, you'd continue this process to replace the other three top buttons. For this lesson, you'll move on to creating a transition between pages 1 and 2 of the interactive banner.

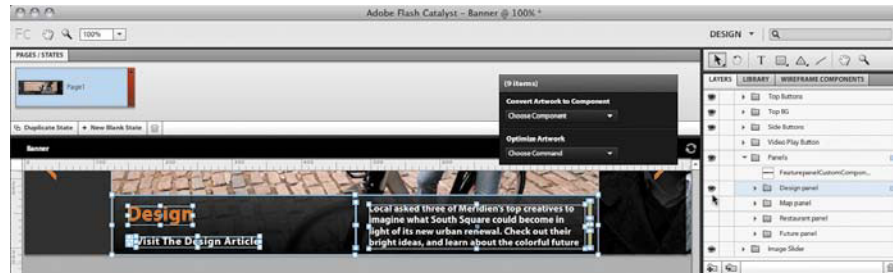


Setting up pages and states for a transition

You can set up a transition that you can customize extensively by animating multiple objects. In this section you'll set up how the project experience changes during different states of interaction, and then in the next section you'll set up the events that animate them.

You may want to review the final project in your web browser to understand where each component of the project will move during this page transition.

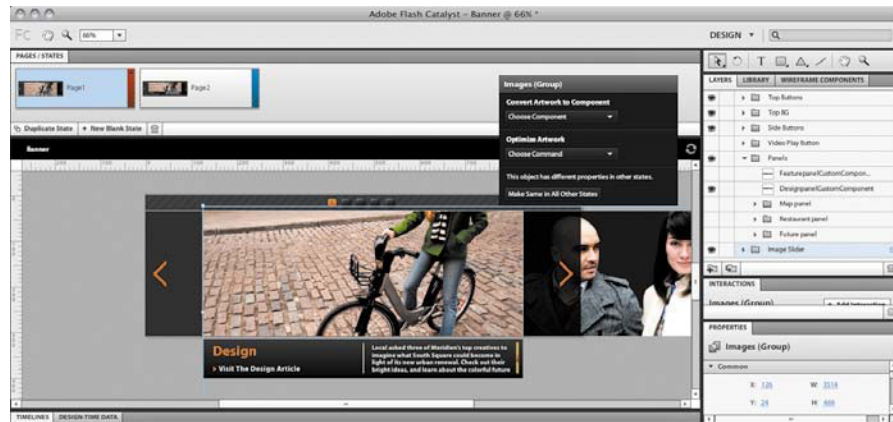
- 1 In the Pages/States panel, click Page1.
- 2 In the Layers panel, turn off the FeaturepanelCustomComponent layer, and turn on the Design Panel layer. This sets the visibility of these layers when the viewer is on page 1.



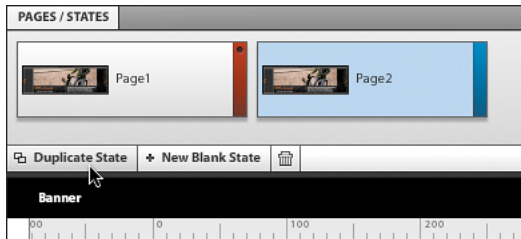
- 3 Select the Design Panel sublayer in the Layers panel. With all the objects in that sublayer selected, create a custom component in the same way you did for the Feature panel in step 7 of Creating a Scrolling Text Panel, earlier in this lesson.

You may want to zoom out a level or two before the next step, so that there's a little space below the artboard.

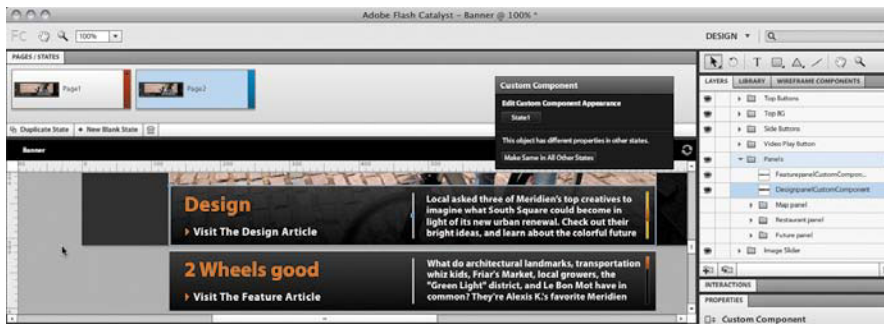
- 4 With the DesignpanelCustomComponent layer selected, Shift-drag the component downward until it is off the artboard to set the initial position of the layer before a page transition starts.



- 5 Turn on the FeaturepanelCustomComponent layer and make sure the DesignpanelCustomComponent layer is still visible off the artboard.
- 6 In the Pages/States panel, click the Duplicate State button to create a new page called Page2. If the Timelines and Design-Time Data panels open at the bottom of the workspace and take up too much space on your screen, double-click the Timelines panel tab to minimize the panel group.

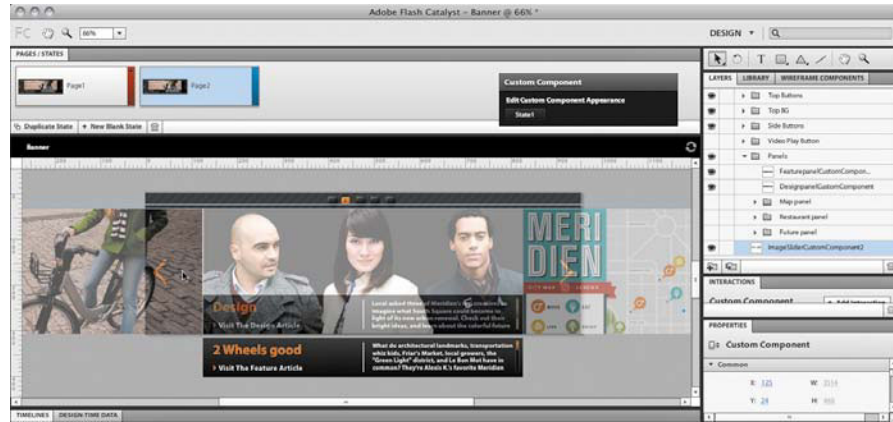


- 7 In the Layers panel, select the FeaturepanelCustomComponent layer, and Shift-drag the custom component downward until it is off the artboard; then hide it in the Layers panel.
- 8 Select the DesignpanelCustomComponent layer and Shift-drag it onto the artboard until it is positioned properly. In the Layers panel, make FeaturepanelCustomComponent visible again.



- 9 Still on Page2, select the Image Slider sublayer and use the HUD to turn it into a custom component.

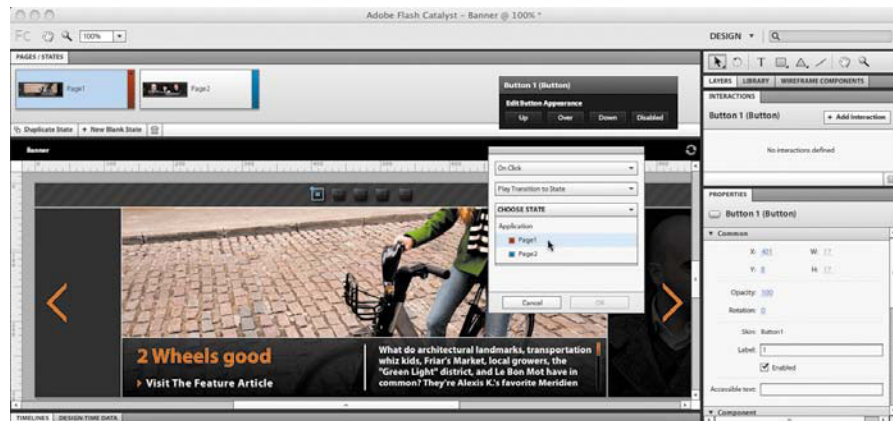
- 10 With the ImageSliderCustomComponent layer selected, Shift-drag the component to the left until it is positioned properly between the two gray dark rectangles at the left and right sides of the page. This moves the image on Page2 into place to complete this page transition.



Setting up button navigation

After you've defined the different pages and states of interaction, you set up the buttons that will move the viewer between the pages and states.

- 1 In the Pages/States panel, click Page1, and then on the artboard select button 1.
- 2 In the Interactions panel, click Add Interaction.
- 3 Choose On Click from the first menu.
- 4 Choose Play Transition to State from the second menu.
- 5 Choose Page1 from the Choose State menu, and click OK.



- 6 Still on the Page1 state, select button 2 and repeat steps 2–5, except in step 5 choose page 2 as the target state.
- 7 In the Pages/States panel, click Page1, and then on the artboard select button 1.
- 8 In the Common section of the Properties panel, make sure the Enabled check box is not selected, because you don't want Button1 to do anything on Page1.



- 9 Click button 2, and in the Properties tab, make sure the Enabled check box is selected.
- 10 In the Pages/States panel, select Page2.
- 11 Click button 1, and in the Properties panel, make sure the Enabled check box is selected.
- 12 Click button 2, and in the Properties panel, make sure the Enabled check box is not selected.
- 13 Choose File > Run Project, and test your work by clicking the 1 and 2 buttons. Notice the transition you created between pages 1 and 2 and also how each button changes in appearance when you move the cursor over each of them.

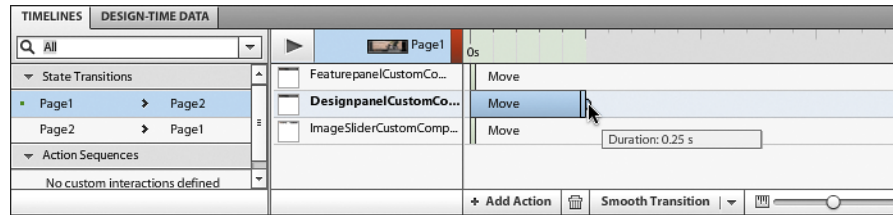
Creating transitions

With the pages, states, and buttons all in place, you can now use the Timelines panel to control what happens over time during the transitions among pages and states.

- 1 Open the Timelines panel at the bottom-left corner of the workspace.

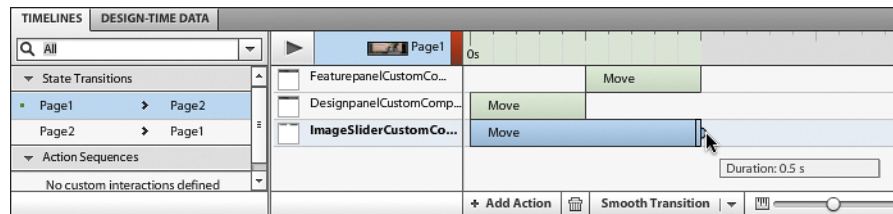
Notice that two state transitions already exist in the Timelines panel: Page1 to Page2 and Page2 to Page1. Also, note that all the layers that have been dragged onto and off the artboard have a layer in the Timelines panel that indicates the elements moved.

- 2 In the State Transitions section of the Timelines panel, make sure Page1 > Page2 is selected, and select the DesignpanelCustomComponent layer.
- 3 Position the cursor over the vertical bar that says Move and you will see a small handle appear.
- 4 Click the handle and drag the bar until it is at the 0.25 second mark, and then repeat for the FeaturepanelCustomComponent layer.



You want the Design panel (DesignpanelCustomComponent) to move onto the artboard after the 2 Wheels Good panel has moved off the artboard.

- 5 Click and drag the green bar for FeaturepanelCustomComponent movement so that it starts at the 0.25 second mark and ends at the 0.5 second mark.
- 6 For the ImageSliderCustomComponent layer, make the movement last for 0.5 seconds.



You can test the transitions within Adobe Flash Catalyst without running the project.

- 7 In the Timelines panel, click the Play button above the layer names.
- Now, in much the same way, you'll create the transition that plays when the viewer navigates from Page2 back to Page1.
- 8 In the State Transitions section of the Timelines panel, make sure Page2 > Page1 is selected, and select the FeaturepanelCustomComponent layer.

- 9 With the `FeaturepanelCustomComponent` layer selected, click the handle and drag the bar until it is at the 0.25 second mark. Repeat for the `DesignpanelCustomComponent` layer.
- 10 You want the `DesignpanelCustomComponent` layer to move before the `FeaturepanelCustomComponent`, so drag the green bar representing the `FeaturepanelCustomComponent` animation so that it starts at the 0.25 second mark and ends at the 0.5 second mark.
- 11 For the `ImageSliderCustomComponent` layer, make the movement last for 0.5 seconds.
- 12 Click the Play button in the Timelines panel to test your animation.
- 13 Choose File > Run Project, and test the animation in your web browser.

Roundtrip editing with Adobe Illustrator

What happens if you need to make changes to the design after you've already applied interactivity in Flash Catalyst? Fortunately, you won't have to backtrack and lose work. Flash Catalyst integrates tightly with Adobe Illustrator so that after you import an Illustrator document into Flash Catalyst, you can open selected objects from the Flash Catalyst document in Adobe Illustrator, make changes, and return to Flash Catalyst without losing your interactivity.

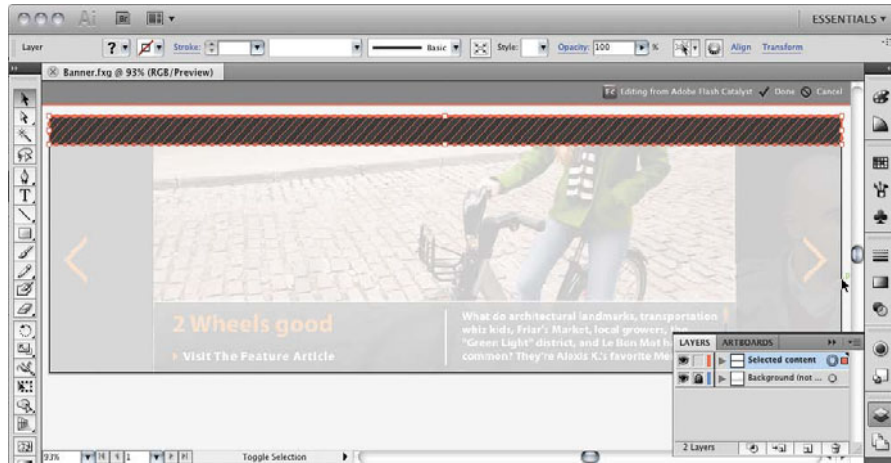
- 1 In the Pages/States panel, click Page1.
- 2 In the Layers panel, click the Top BG sublayer to select the group at the top of the banner that includes the buttons.



- 3 With the group selected, choose Modify > Edit in Adobe Illustrator CS5 to open the banner objects in Illustrator. If the Enter Adobe ID dialog box appears, click Skip.

In Illustrator, the gray bar at the top of the document window tells you that you're editing graphics from Adobe Flash Catalyst.

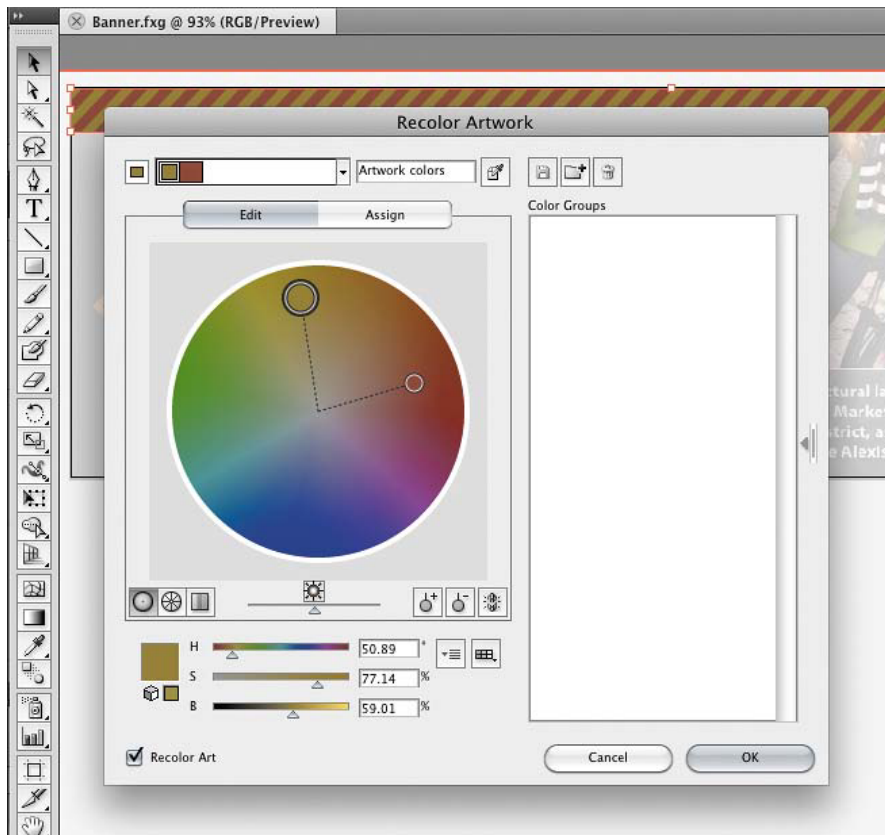
- 4 Click the Layers panel icon to open the Layers panel, and click the target circle to the right of the Selected Content layer name to make sure the objects from Flash Catalyst are selected.



- 5 In the Control panel, click the Recolor Artwork button, and then in the Recolor Artwork, click the Edit tab.



- 6 Brighten the color by dragging the Brightness Adjuster slider to the right. The Brightness Adjuster is the first slider below the color wheel.
- 7 In the color wheel, drag the center circle anywhere on the color wheel.
- 8 Click the center of the color wheel and drag the second circle anywhere on the color wheel.



- 9 Click OK. If you don't want to make any more changes, click Done in the Editing from Adobe Flash Catalyst bar. When the FXG Options dialog box appears, click OK. The graphics in Flash Catalyst are updated.

Adding video

Video is an integral part of online media, and it's easy to add video or other multi-media to a Flash Catalyst project. You can easily control how the video plays and whether playback controls are visible.

- 1 In Windows Explorer/the Finder, navigate to your Lesson04 folder. Inside the Banner_finished folder, open the InteractiveBanner_SWF folder. Double-click the file Main.html.

- 2 Click button 5, and then click the circular orange Play button. Watch how the video plays back.

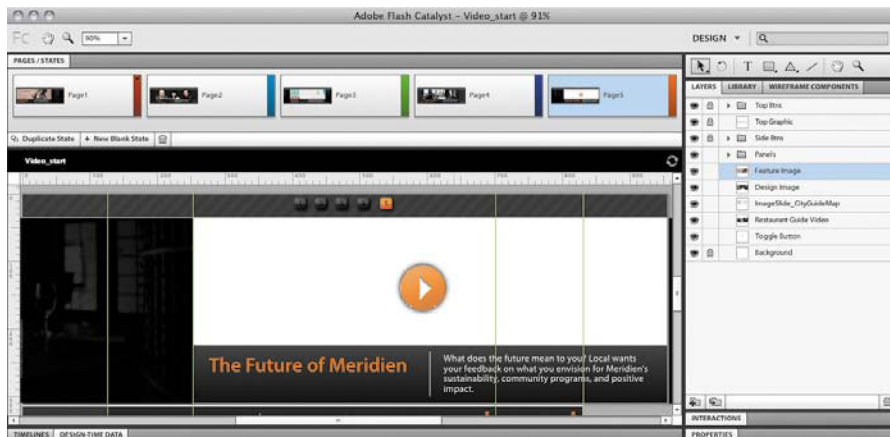


For this part of the lesson, you'll use another version of the Flash Catalyst project in which all five panels are complete except for a video.

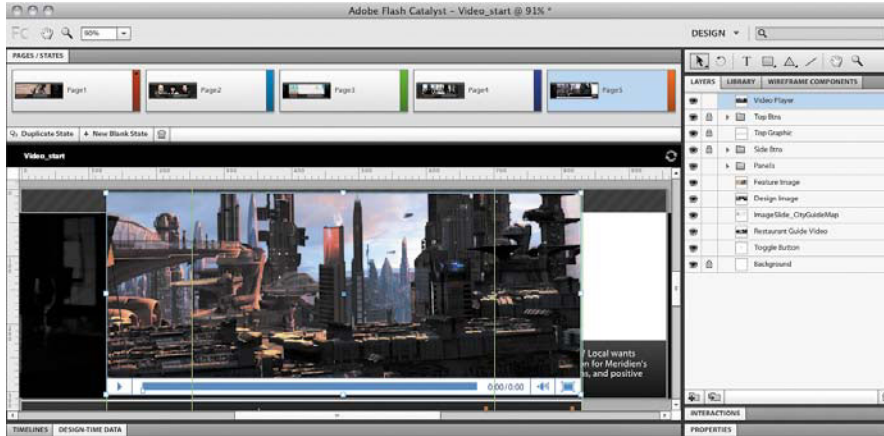
- 3 Switch to the desktop, and in your Lesson04 folder, double-click the file Video_start.fxp. (If you're asked to save changes for Banner.fxp, click Save.) Choose File > Save As, name the file **Video.fxp**, and click Save.

You'll now add the video to this Flash Catalyst project.

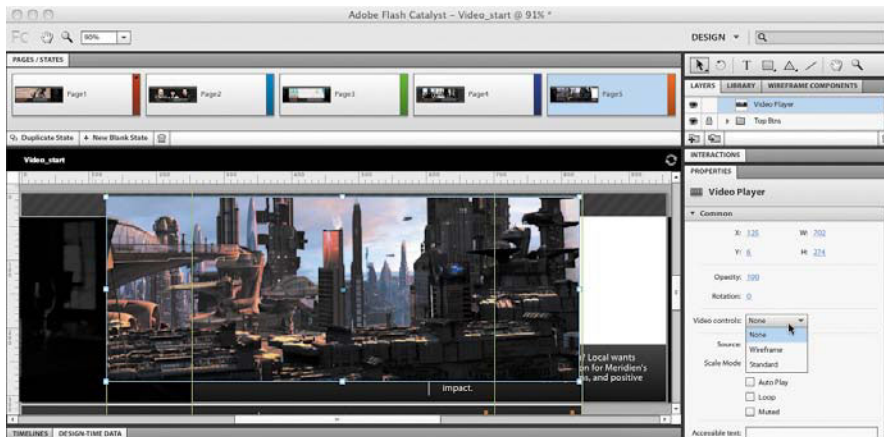
- 4 In the Pages/States panel, click Page5, and then choose View > Fit Artboard In Window so that you can see the entire artboard.
- 5 In the Layers panel, select the Feature Image layer. This is to make sure the video imports at the top level of the Layers panel, not inside a layer.



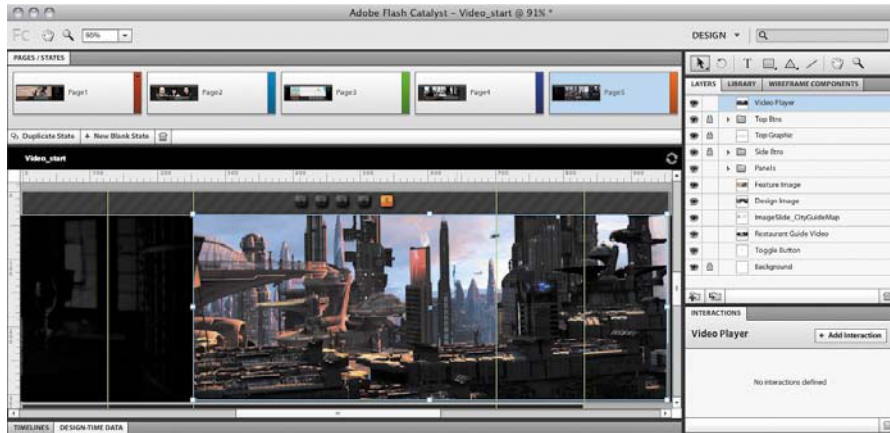
- 6 Choose File > Import > Video/Sound File. In your Lesson04 folder, select the cityscape.flv file and click Open. Notice that video controls are automatically displayed at the bottom of the video file.



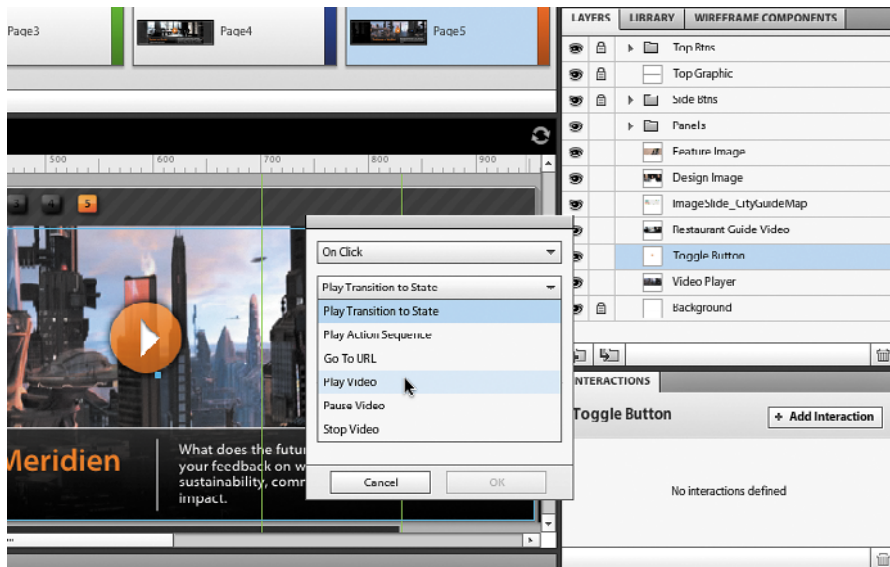
- 7 With the video selected, in the Properties panel select None from the Video Controls menu because you won't use the built-in controls for playback.



- 8** Drag the Video Player layer until its top edge meets the top edge of the white area reserved for it in the design.



- 9** In the Layers panel, drag the Video Player layer downward until it's just below the Toggle Button layer.
- 10** In the Layers panel, select the Toggle Button layer. You'll set up this button so that it plays the movie.
- 11** In the Interactions panel, click Add Interaction. In the floating panel that appears, choose Play Video from the second menu, choose Video Player - cityscape1.flv from the Choose Video menu, and then click OK.



- 12** Choose File > Run Project to check your work.

Publishing to SWF for the web

Although Flash Catalyst can create code to be enhanced later by a web developer, for some projects you may find that you can reach all of your interaction design goals with Flash Catalyst alone. In these cases you can export directly to the SWF format for deployment on a web page.

You'll open the completed version of the project and export that to SWF.

- 1 Save your changes and close your Video.fxp project.
- 2 Choose File > Open Project, navigate to your Lesson04 folder, and inside that folder navigate to Banner_finished/InteractiveBanner_FC; select the file InteractiveBanner_finished.fxp and click OK.
- 3 In the menu bar, select File > Publish to SWF/AIR.
- 4 Navigate to your Lesson04 folder.
- 5 Leave the default settings as they are, and click Publish.
- 6 On the desktop, navigate to your Lesson04 folder. In that folder navigate to the InteractiveBanner_finished/run-local folder, and then double-click the Main.html file. Test the project.

You've successfully converted static Adobe Illustrator designs into dynamic, interactive online pieces using Flash Catalyst. You also used Adobe Illustrator to touch up the graphics using roundtrip editing. To use the finished project on your website, you would upload the entire Lesson04/InteractiveBanner_finished/InteractiveBanner_SWF folder, and then embed the Main.swf file on one of your web pages.

Review questions

- 1 Describe the typical workflow for creating a Flash Catalyst document.
- 2 Which applications can you use to create the graphics for a Flash Catalyst document, and why must you create them outside of Flash Catalyst?
- 3 What is the advantage of converting objects into a component?
- 4 In which panel do you define the duration of an animation?
- 5 Explain roundtrip editing between Flash Catalyst and Adobe Illustrator, and why it's advantageous.

Review answers

- 1 To create an interactive document in Flash, you typically perform the following steps:
 - Plan the animations and how the user should interact with your document.
 - Design the document in Adobe Illustrator or Adobe Photoshop.
 - Import the designed document and any other assets into your Flash Catalyst document.
 - Add interactivity and transitions.
 - Test and publish your document.
- 2 You create graphics for Flash Catalyst in Adobe Illustrator or Adobe Photoshop, so that you can use the powerful design tools in those programs to focus on graphic design. In Flash Catalyst, you focus on interaction design.
- 3 Combining objects into a component makes them easier to work with because they become a single unit, which makes it possible for Flash Catalyst to optimize the project further for online delivery.
- 4 You define the duration of an animation in the Timelines panel.
- 5 In roundtrip editing, you start by selecting objects in Flash Catalyst and opening them directly into Adobe Illustrator for editing. The advantages of the roundtrip workflow are that you don't have to take extra steps to export and import files between programs; and when you're done editing, the edited objects are returned to the Flash Catalyst document in place and ready to go without having to manually update or reimport files.

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