

Appendix A

ACA exam objectives map

This appendix covers these additional topics:

- A ACA exam objectives for Flash CS5 with references to corresponding coverage in ILT Series courseware.

Topic A: Comprehensive exam objectives

Explanation

The following table lists the Adobe Certified Associate (ACA) exam objectives for *Adobe Rich Media Communication using Flash Professional CS5*. The table indicates where each objective is covered in conceptual explanations and/or hands-on activities.

#	Objective	Course level	Conceptual information	Supporting activities
Domain 1.0: Setting Project Requirements				
1.1	Identify the purpose, audience, and audience needs for rich media content.			
1.1a	Identify information that determines purpose, audience, and audience needs for rich media content.	Advanced	Unit 6, Topic B	B-1
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).			
1.2a	Identify criteria for determining whether content is relevant to the purpose.	Advanced	Unit 6, Topic C	C-1
1.3	Understand options for producing accessible rich media content.			
1.3a	Explain why including accessible content in rich media elements matters to clients and the target audience.	Basic	Unit 6, Topic A	A-1, 2
1.3b	Identify elements of a SWF movie that can be read by screen readers.	Basic	Unit 6, Topic A	A-1
1.3c	Demonstrate knowledge of ways to create accessible content in Flash.	Basic	Unit 6, Topic A	A-1, 2
1.4	Demonstrate knowledge of standard copyright rules (related terms, obtaining permission, and citing copyrighted material).			
1.4a	Use copyright terms correctly, such as <i>copyrighted</i> , <i>fair use doctrine</i> , <i>intellectual property</i> , and <i>derivative works</i> .	Advanced	Unit 6, Topic A	A-1
1.4b	Identify when permission must be obtained to use copyrighted material.	Advanced	Unit 6, Topic A	A-1
1.4c	Identify methods used to indicate content as copyrighted.	Advanced	Unit 6, Topic A	A-1
1.4d	Recognize proper methods for citing websites, images, sounds, video, and text from the Internet.	Advanced	Unit 6, Topic A	A-1

#	Objective	Course level	Conceptual information	Supporting activities
1.5	Understand project management tasks and responsibilities.			
1.5a	Identify items that might appear on a project plan.	Advanced	Unit 6, Topic B	B-1
1.5b	Identify phases that might appear on a project plan.	Advanced	Unit 6, Topic B	B-1
1.5c	Identify deliverables that might be produced during the project.	Advanced	Unit 6, Topic B Unit 6, Topic C	B-1
1.5d	Identify common problems and issues in project management.	Advanced	Unit 6, Topic B	B-1
1.6	Communicate with others (such as peers and clients) about design and content plans.			
1.6	Communicate with others (such as peers and clients) about design and content plans.	Advanced	Unit 6, Topic B	B-1
Domain 2.0: Identifying Rich Media Design Elements				
2.1	Identify general and Flash-specific best practices for designing rich media content for a website.			
2.1a	Identify attributes of a website that demonstrate consistency.	Advanced	Unit 6, Topic C	C-1
2.1b	Identify techniques in Flash used to produce consistent elements.	Advanced	Unit 6, Topic C	C-1
2.1c	Identify the benefits of consistency.	Advanced	Unit 6, Topic C	C-1
2.1d	Demonstrate knowledge of web-safe colors.	Basic	Unit 6, Topic B	
2.1e	Identify criteria for deciding if content should be implemented by using rich media.	Advanced	Unit 6, Topic C	C-1
2.1f	Demonstrate knowledge of the benefits of using motion presets.	Advanced	Unit 2, Topic D	D-2
2.1g	Identify the benefits of authoring FLV files for Adobe AIR.	Advanced	Unit 6, Topic C	C-1
2.1h	Identify the benefits of including metadata into SWFs.	Basic	Unit 2, Topic A	A-1

#	Objective	Course level	Conceptual information	Supporting activities
2.2	Demonstrate knowledge of design elements and principles.			
2.2a	Demonstrate knowledge of graphic design elements and principles.	Advanced	Unit 6, Topic C	C-1
2.2b	Identify examples of horizontal symmetry, vertical symmetry, diagonal symmetry, radial symmetry, and asymmetric layout.	Advanced	Unit 6, Topic C	C-1
2.2c	Recognize examples of page designs that violate design principles or best practices.	Advanced	Unit 6, Topic C	C-1
2.3	Identify general and Flash-specific techniques to create rich media elements that are accessible and readable.			
2.3a	Demonstrate knowledge of text formatting guidelines that improve readability.	Basic Advanced	Unit 2, Topic C Unit 6, Topic C	C-1
2.3b	Identify specific techniques used to make rich media content accessible to viewers with visual, auditory, and motor impairments.	Basic	Unit 6, Topic A	A-1, 2
2.4	Use a storyboard to produce rich media elements.			
2.4a	Demonstrate knowledge of storyboards.	Advanced	Unit 6, Topic C	C-1
2.4b	List kinds of information that need to be communicated through a storyboard.	Advanced	Unit 6, Topic C	C-1
2.5	Organize a Flash document.			
2.5a	Demonstrate knowledge of structural elements used to organize a Flash document.	Basic	Unit 3, Topic A Unit 3, Topic B	A-3 B-1
Domain 3.0: Understanding Adobe Flash CS5 Interface				
3.1	Identify elements of the Flash interface.			
3.1a	Identify and label elements of the Flash interface.	Basic	Unit 1, Topic B	B-1
3.1b	Demonstrate knowledge of how to show and hide panels, including the Property inspector.	Basic	Unit 1, Topic B Unit 4, Topic A	B-1 A-1
3.2	Use the Property inspector.			
3.2a	Demonstrate knowledge of the various functions of the Property inspector.	Basic Advanced	Unit 2, Topic A Unit 2, Topic C Unit 2, Topic D Unit 5, Topic B Unit 5, Topic C Unit 5, Topic D Unit 4, Topic C	A-1 C-1 D-1, D-2 B-1, B-2 C-1 D-1, D-2 C-1

#	Objective	Course level	Conceptual information	Supporting activities
3.3	Use the Timeline.			
3.3a	Identify and label elements of the Timeline and their functions.	Basic	Unit 1, Topic B Unit 5, Topic B	B-1
3.3b	Demonstrate an understanding of frame rate and how it affects the playback, timing, and size of the finished published movie.	Basic	Unit 2, Topic A Unit 3, Topic B Unit 6, Topic B	A-1 B-1 B-1
		Advanced	Unit 3, Topic B Unit 5, Topic A	B-1 A-1, 2
3.3c	Demonstrate knowledge of using layers to arrange content on the Stage.	Basic	Unit 3, Topic A	A-2
3.3d	Demonstrate knowledge of how to add, name, arrange, delete, and organize layers into folders.	Basic	Unit 3, Topic A	A-2
3.3e	Demonstrate knowledge of how to preview a document (movie) by using the Timeline.	Basic	Unit 3, Topic B Unit 5, Topic B	B-1 B-1
3.3f	Demonstrate knowledge of how to add, delete, and rename layers.	Basic	Unit 3, Topic A	A-2
3.3g	Demonstrate knowledge of how to change the frame rate of a document.	Basic	Unit 2, Topic A	A-1
		Advanced	Unit 3, Topic B	B-1
3.3h	Demonstrate knowledge of how to adjust layer properties.	Basic	Unit 3, Topic A	A-2
3.4	Adjust document properties.			
3.4a	List global document settings that can be adjusted by using the Document Properties dialog box.	Basic	Unit 2, Topic A	A-1
3.4b	Demonstrate knowledge of how to adjust Document Properties.	Basic	Unit 2, Topic A	A-1
3.5	Use Flash guides and rulers.			
3.5a	Demonstrate knowledge of how to show and hide rulers.	Basic	Unit 1, Topic B	B-2
3.5b	Demonstrate knowledge of how to add and remove guides.	Basic	Unit 1, Topic B	B-2
3.5c	Demonstrate knowledge of guide properties.	Basic	Unit 1, Topic B Unit 2, Topic E	B-2 E-2
3.5d	Demonstrate knowledge of how to set or change Guide Properties.	Basic	Unit 1, Topic B	B-2

#	Objective	Course level	Conceptual information	Supporting activities
3.6	Use the Motion Editor.			
3.6a	Demonstrate knowledge of object-based animation.	Basic	Unit 5, Topic B	B-3
3.6b	Demonstrate knowledge of motion paths and how to modify them with Bezier controls.	Advanced	Unit 2, Topic D	D-1
3.6c	Demonstrate knowledge of how to adjust the timing of an animation.	Basic	Unit 2, Topic A Unit 3, Topic B Unit 5, Topic B	A-1 B-1
3.7	Understand Flash file types.			
3.7a	Demonstrate knowledge of the difference between a Flash document (FLA), a published file (SWF), and Flash video file (FLV).	Advanced	Unit 5, Topic A Unit 5, Topic B	A-1 B-1
3.7b	Demonstrate knowledge of the difference between a video file and a Flash video in which the video has been embedded or linked.	Advanced	Unit 5, Topic A Unit 5, Topic B	A-1 B-1
3.7c	Demonstrate knowledge of XMP and XFL file types.	Advanced	Unit 5, Topic A	A-1
3.8	Identify best practices for managing the file size of a published Flash document.			
3.8a	Identify best practices for managing the file size of published Flash document.	Basic	Unit 6, Topic B	B-1
Domain 4.0: Building Rich Media Elements by Using Flash CS5				
4.1	Make rich media content development decisions based on your analysis and interpretation of design specifications.			
4.1a	Demonstrate knowledge of the relationship between end-user requirements and design and development decisions.	Advanced	Unit 6, Topic C	C-1
4.1b	Identify rich content that is affected by end-user technical factors, such as download speed, screen resolution, operating system, and browser type.	Advanced	Unit 6, Topic C	C-1

#	Objective	Course level	Conceptual information	Supporting activities
4.2	Use tools on the Tools panel to select, create, and manipulate graphics and text.			
4.2a	Identify or label the tools on the Tools panel.	Basic	Unit 1, Topic B	B-2
4.2b	Demonstrate knowledge of the difference between the Selection and Subselection tools.	Basic	Unit 2, Topic E	E-2, 3
4.2c	Demonstrate knowledge of the terms “bitmap” and “vector” as used in drawing graphics in Flash.	Basic	Unit 1, Topic A Unit 1, Topic B	A-1 B-2
4.2d	Demonstrate knowledge of selection techniques used for working with and modifying shapes.	Basic	Unit 2, Topic D Unit 2, Topic E	D-3 E-2, 3
4.2e	Given a set of tools, identify which tools are used for selection.	Basic	Unit 2, Topic E	E-2, 3
4.2f	Given a set of tools, identify which tools are used for drawing or creating shapes.	Basic	Unit 2, Topic D Unit 2, Topic E	D-3, 5 E-1
		Advanced	Unit 1, Topic D	D-1
4.2g	Given a set of tools, identify which tools are used for modifying shapes.	Basic	Unit 2, Topic D Unit 2, Topic E	D-2, 3, 4, 5 E-1
4.2h	Identify the functions of tools on the Tools panel.	Basic	Unit 1, Topic B	B-2
4.2i	Demonstrate knowledge of how to use the tools on the Tools panel.	Basic	Unit 1, Topic B Unit 2, Topic C Unit 2, Topic D Unit 2, Topic E	B-2 B-1 D-1, 4 E-1
4.2j	Demonstrate knowledge of how to use the Color panel to create and apply colors.	Basic	Unit 2, Topic D Unit 4, Topic A	D-1 A-2

#	Objective	Course level	Conceptual information	Supporting activities
4.3	Import and modify graphics.			
4.3a	Demonstrate knowledge of how to import graphics.	Basic	Unit 2, Topic B	B-1
4.3b	Identify which graphic file types can be imported to a Flash document.	Basic	Unit 2, Topic B	B-1
4.3c	Demonstrate knowledge of the difference between importing to the Stage and to the Library panel.	Basic	Unit 2, Topic B	B-1
4.3d	Demonstrate knowledge of techniques to modify graphics such as break apart, trace bitmap, and swap bitmap.	Advanced	Unit 1, Topic A Unit 2, Topic A Unit 2, Topic B	A-1 A-1 B-1
4.3e	Demonstrate knowledge of how to break apart a graphic.	Advanced	Unit 2, Topic A	A-1
4.3f	Demonstrate knowledge of how to trace a bitmap graphic.	Advanced	Unit 1, Topic A	A-1
4.3g	Demonstrate knowledge of how to swap a graphic or symbol on the Stage with another graphic or symbol stored in the document library.	Basic	Unit 5, Topic D	D-3
4.3h	Demonstrate knowledge of recommended graphic file types to use when importing images to a Flash document.	Basic Advanced	Unit 2, Topic B Unit 4, Topic C	B-1
4.4	Create text.			
4.4a	Demonstrate knowledge of text types.	Basic	Unit 6, Topic A	A-1
4.4b	Demonstrate knowledge of how to create static text fields.	Basic	Unit 2, Topic C	C-1, 2
4.4c	Demonstrate knowledge of the terms <i>expanding-width text block</i> and <i>fixed-width text block</i> .	Basic	Unit 2, Topic C	C-1
4.4d	Demonstrate knowledge of how to create and convert expanding-width and fixed-width text blocks.	Basic	Unit 2, Topic C	C-1, 2, 3, 4
4.4e	Demonstrate knowledge of Text Layout Framework (TLF).	Advanced	Unit 4, Topic C	
4.4f	Create text by using the TLF tool.	Advanced	Unit 4, Topic C	

#	Objective	Course level	Conceptual information	Supporting activities
4.5	Adjust text properties.			
4.5a	Identify which text properties can be adjusted by using the Property inspector.	Basic Advanced	Unit 2, Topic C Unit 4, Topic C	C-1, 3
4.5b	Demonstrate knowledge of how to change font and font size by using the Property inspector.	Basic	Unit 2, Topic C	C-1, 3
4.5c	Demonstrate knowledge of how to adjust text color.	Basic	Unit 2, Topic C	C-1, 3
4.5d	Demonstrate knowledge of how to size a block of static text.	Basic	Unit 2, Topic C	C-2, 3
4.5e	Demonstrate knowledge of how to change the alignment of static text.	Basic	Unit 2, Topic C	C-1, 3
4.5f	Demonstrate knowledge of the Alias text property.	Basic	Unit 2, Topic C	
4.5g	Add graphic filters to text.	Basic Advanced	Unit 4, Topic B Unit 2, Topic C	B-1 C-1
4.6	Create objects and convert them to symbols, including graphics, movie clips, and buttons.			
4.6a	Demonstrate knowledge of the characteristics of graphic, movie clip, and button symbols.	Basic	Unit 2, Topic B Unit 5, Topic C Unit 5, Topic D	B-1 C-1 D-1
4.6b	Demonstrate knowledge of how to convert an existing object (shape, text, graphic) into a symbol.	Basic	Unit 4, Topic B Unit 5, Topic D	B-1 D-1
4.6c	Demonstrate knowledge of how to create a new symbol.	Basic	Unit 2, Topic B Unit 4, Topic B Unit 5, Topic D	B-1 B-1 D-1
4.6d	Demonstrate knowledge of the states (up, down, over, hit) of a button symbol.	Basic	Unit 5, Topic D	D-1
4.6e	Demonstrate knowledge of how to add over, down, and hit states to a button symbol.	Basic	Unit 5, Topic D	D-1
4.6f	Identify uses of transparent or invisible button symbols.	Basic	Unit 5, Topic D	

#	Objective	Course level	Conceptual information	Supporting activities
4.7	Understand symbols and the library.			
4.7a	Demonstrate knowledge of symbols.	Basic	Unit 2, Topic B Unit 5, Topic C Unit 5, Topic D	B-1 C-1 D-1
4.7b	Demonstrate knowledge of the library, including types of objects stored in the library.	Basic	Unit 2, Topic B Unit 5, Topic D	B-1
4.7c	Identify the benefits of using symbols in a movie.	Basic	Unit 5, Topic C Unit 5, Topic D	D-1
		Advanced	Unit 1, Topic D	D-1
4.7d	Demonstrate knowledge of the difference between a symbol and an instance of a symbol.	Basic	Unit 5, Topic C Unit 5, Topic D	D-1
		Advanced	Unit 1, Topic D	D-1
4.7e	Demonstrate knowledge of how to create patterns from symbols.	Advanced	Unit 1, Topic D	D-1
4.8	Edit symbols and instances.			
4.8a	Demonstrate knowledge of how to edit symbols from the Stage and from the library.	Advanced	Unit 1, Topic D Unit 3, Topic A	D-1 A-3
4.8b	Demonstrate knowledge of how to edit an instance of a symbol.	Advanced	Unit 1, Topic D Unit 3, Topic A	D-1 A-3
4.8c	Demonstrate knowledge of the difference between editing a symbol and editing an instance of a symbol.	Advanced	Unit 1, Topic D Unit 3, Topic A	D-1 A-3
4.9	Create masks.			
4.9a	Demonstrate knowledge of masks.	Advanced	Unit 1, Topic A Unit 1, Topic C Unit 2, Topic B	A-2 C-1 B-2
4.9b	Demonstrate knowledge of how to create a mask layer and apply a mask.	Advanced	Unit 1, Topic A Unit 1, Topic C Unit 2, Topic B	A-2 C-1 B-2

#	Objective	Course level	Conceptual information	Supporting activities
4.10	Create animations (changes in shape, position, size, color, and transparency).			
4.10a	Demonstrate knowledge of the terms <i>tween</i> , <i>motion tween</i> , <i>shape tween</i> , and <i>keyframe animation</i> .	Basic	Unit 5, Topic A Unit 5, Topic B	A-1 B-1
4.10b	Identify the conditions and constraints for creating motion and shape tweens.	Basic	Unit 5, Topic B	
4.10c	Demonstrate knowledge of the object-based tweening model and the motion editor.	Basic	Unit 5, Topic B	B-5
4.10d	Demonstrate knowledge of the terms <i>frame</i> , <i>keyframe</i> , and <i>blank keyframe</i> .	Basic	Unit 3, Topic B Unit 5, Topic A	B-1 A-1
4.10e	Demonstrate knowledge of how to insert, remove, manipulate and clear keyframes and frames.	Basic	Unit 3, Topic B Unit 5, Topic A	B-1 A-1
4.10f	Identify advantages of using frame labels.	Basic	Unit 3, Topic B	B-1
4.10g	Demonstrate knowledge of how to create frame labels.	Basic	Unit 3, Topic B	B-1
4.10h	Demonstrate knowledge of how to create a shape tween.	Advanced	Unit 2, Topic B	B-1
4.10i	Demonstrate knowledge of how to create a motion tween.	Basic	Unit 5, Topic B	B-3
4.10j	Demonstrate knowledge of the differences between animating text and animating symbols.	Advanced	Unit 2, Topic A Unit 2, Topic C	A-1 C-1
4.10k	Demonstrate knowledge of ways to animate text.	Advanced	Unit 2, Topic A Unit 2, Topic C	A-1 C-1
4.10l	Demonstrate knowledge of how to create effects such as fade in or fade out animation, change in color over time, and change in size.	Advanced	Unit 2, Topic D	D-1
4.10m	Demonstrate knowledge of animating one or a series of symbols, shapes, or objects by using inverse kinematics with the bones tool.	Advanced	Unit 2, Topic A	A-1
4.10n	Demonstrate knowledge of best practices for shape tweening.	Advanced	Unit 2, Topic B	B-2
4.10o	Demonstrate knowledge of how to identify and resolve tweening errors.	Advanced	Unit 2, Topic B	B-2
4.10p	Demonstrate knowledge of how to create and use a motion guide to animate shapes, text, and symbols along a path.	Basic	Unit 5, Topic B	B-4

#	Objective	Course level	Conceptual information	Supporting activities
4.10	Create animations (changes in shape, position, size, color, and transparency).Continued			
4.10q	Demonstrate knowledge of how to create and modify settings for Timeline effects.	Advanced	Unit 2, Topic C	C-1
4.10r	Demonstrate knowledge of how to create motion presets.	Advanced	Unit 2, Topic D	D-2
4.11	Add simple controls through ActionScript 3.0.			
4.11a	Demonstrate knowledge of simple actions (stop, gotoAndPlay, navigateToURL, SoundMixer.stopAll).	Advanced	Unit 3, Topic B Unit 4, Topic A Unit 4, Topic B	B-1 A-1 B-1
4.11b	Demonstrate knowledge of basic concepts in object-oriented programming: function, variable, class, object, method, property.	Advanced	Unit 3, Topic A	A-1
4.11c	Demonstrate knowledge of event-handling concepts in ActionScript 3.0: event source, event listener, listener function.	Advanced	Unit 3, Topic B	B-1
4.11d	Demonstrate knowledge of how to add simple actions to a movie using Script Assist mode.	Advanced	Unit 3, Topic A	A-1
4.11e	Demonstrate knowledge Code Snippets.	Advanced	Unit 3, Topic A	A-1
4.12	Import and use sound.			
4.12a	Identify audio file types that can be imported for use in a Flash document.	Advanced	Unit 4, Topic A	A-1
4.12b	Demonstrate knowledge of the terms <i>stream</i> and <i>event</i> .	Advanced	Unit 5, Topic A	A-1
4.12c	Demonstrate knowledge of how to import a sound file.	Basic Advanced	Unit 5, Topic D Unit 4, Topic A	D-2 A-1
4.12d	Demonstrate knowledge of how to add sound to the Timeline.	Basic	Unit 5, Topic D	D-2
4.12e	Demonstrate knowledge of how to edit audio, including fading audio in and out.	Advanced	Unit 4, Topic A	A-1

#	Objective	Course level	Conceptual information	Supporting activities
4.13	Add and export video.			
4.13a	Identify video file formats that can be included in a Flash document.	Advanced	Unit 5, Topic A	A-1
4.13b	Demonstrate knowledge of best practices for incorporating video in a Flash document.	Advanced	Unit 5, Topic B	B-1
4.13c	Demonstrate knowledge of how to create Flash video files (FLV).	Advanced	Unit 5, Topic A Unit 5, Topic B	A-2 B-2
4.13d	Demonstrate knowledge of how to use the Adobe Media Encoder.	Advanced	Unit 5, Topic A	A-2
4.14	Publish and export Flash documents.			
4.14a	Identify ways to optimizing a Flash document for the target audience.	Basic Advanced	Unit 6, Topic B Unit 6, Topic C	B-1 C-1
4.14b	Demonstrate knowledge of how to change publish settings for a document.	Basic	Unit 4, Topic B Unit 6, Topic C	B-1 C-1
4.14c	Demonstrate knowledge of file types that can be generated when publishing a document.	Basic Advanced	Unit 6, Topic C Unit 5, Topic A	C-1 A-2
4.14d	Demonstrate knowledge of how to generate a SWF file.	Basic	Unit 5, Topic C Unit 6, Topic B Unit 6, Topic C	C-1 B-1 C-1
4.14e	Demonstrate knowledge of why to add Flash Version detection to a Flash document when publishing a Flash website.	Basic	Unit 6, Topic C	
4.14f	Demonstrate knowledge of how to add Flash Version detection to a Flash document when publishing a Flash website.	Basic	Unit 6, Topic C	
4.14g	Demonstrate knowledge of how to export images and movies.	Basic Advanced	Unit 6, Topic C Unit 5, Topic A	C-1 A-2

#	Objective	Course level	Conceptual information	Supporting activities
4.15	Make a document accessible.			
4.15a	Demonstrate knowledge of how to set accessibility options for the entire document.	Basic	Unit 6, Topic A	A-1
4.15b	Demonstrate knowledge of how to set accessibility options for an individual object or movie clip symbol.	Basic	Unit 6, Topic A	A-1
4.15c	Demonstrate knowledge of why to hide objects from screen readers.	Basic	Unit 6, Topic A	A-1
4.15d	Demonstrate knowledge of how to hide objects from screen readers.	Basic	Unit 6, Topic A	A-1

Domain 5.0: Evaluating Rich Media Elements by Using Flash CS5

5.1 Conduct basic technical tests.

5.1a	Identify what to look for when conducting a technical test of a document.	Basic	Unit 6, Topic B	B-1
5.1b	Demonstrate knowledge of the differences between testing and previewing a movie.	Basic	Unit 6, Topic B	B-1
5.1c	Demonstrate knowledge of how to check spelling in a Flash document.	Advanced	Unit 4, Topic C	
5.1d	Demonstrate knowledge of how to test a Flash document against a storyboard.	Advanced	Unit 6, Topic C	C-1

5.2 Identify techniques for basic usability tests.

5.2a	Demonstrate knowledge of elements involved in conducting a usability test such as observation and interviews.	Basic	Unit 6, Topic B	B-1
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