

A p p e n d i x A

ACE exam objectives map

This appendix provides the following information:

- A** ACE exam objectives for Flash CS6 with references to corresponding coverage in ILT Series courseware.

Topic A: ACE exam objectives

Explanation

The following table lists the Adobe Certified Expert (ACE) exam objectives for Adobe Flash CS6 and indicates where each objective is covered in conceptual explanations, hands-on activities, or both.

#	Objective	Course level	Conceptual information	Supporting activities
1.0	Planning and designing Flash applications			
1.1	Understanding the differences between web, desktop, and mobile			
1.1.1	Understanding capabilities of web, desktop and mobile applications	Advanced	Unit 1, Topic A	A-1
1.1.2	Choosing the correct platform for a specific project	Advanced	Unit 1, Topic A	A-1
1.1.3	Understanding Flash video codecs and capabilities	Advanced	Unit 1, Topic A	A-2
1.1.4	Describing uses of Native Extensions	Advanced	Unit 1, Topic A	A-3
1.2	Creating new documents			
1.2.1	Creating FLA and AS documents	Basic	Unit 1, Topic B	B-1
1.2.2	Modifying document settings	Basic	Unit 1, Topic B	B-1
1.2.3	Understanding the difference between FLA and XFL documents	Basic	Unit 1, Topic B	B-1
1.3	Understanding Flash projects			
1.3.1	Creating Flash project	Advanced	Unit 1, Topic B	B-1
1.3.2	Using Authortime Shared Assets	Advanced	Unit 1, Topic B	B-1
2.0	Creating, importing, and managing assets			
2.1	Understanding bitmap and vector graphics			
2.1.1	Understanding performance considerations between bitmap and vector graphics	Basic	Unit 2, Topic A	A-1
2.1.2	Describing differences between bitmap and vector graphics	Basic	Unit 2, Topic A	A-1

#	Objective	Course level	Conceptual information	Supporting activities
2.2	Working with the Flash drawing tools			
2.2.1	Drawing with various tools	Basic	Unit 2, Topic B	B-1, B-3, B-4, B-5
2.2.2	Editing the appearance of drawn graphics	Basic	Unit 2, Topic B	B-2, B-3, B-4, B-5
2.2.3	Transforming graphics	Basic	Unit 2, Topic B	B-4, B-5
2.2.4	Using the Deco tool	Basic	Unit 2, Topic B	B-7
2.2.5	Understanding paths	Basic	Unit 2, Topic C	C-1, C-2, C-3, C-4
2.3	Importing graphics			
2.3.1	Importing from Photoshop and Illustrator	Basic	Unit 3, Topic B	B-2
2.3.2	Customizing import settings	Basic	Unit 3, Topic B	B-2
2.3.3	Roundtripping with Photoshop	Basic	Unit 3, Topic B	
2.4	Working with the Flash library			
2.4.1	Organizing assets in the library	Advanced	Unit 1, Topic C	C-1
2.4.2	Adjusting compression settings for images	Advanced	Unit 1, Topic C	C-1
2.4.3	Adding ActionScript Linkages	Advanced	Unit 1, Topic C	C-1
2.4.4	Generating Sprite Sheets	Advanced	Unit 1, Topic C	C-2
2.5	Creating and working with symbols			
2.5.1	Understanding the differences between Movie Clip, Button, and Graphic symbols	Basic	Unit 3, Topic A	A-1
2.5.2	Creating and Modifying Movie Clip, Button and Graphic symbols	Basic	Unit 3, Topic A	A-1
2.5.3	Sharing symbols between Flash Projects	Basic	Unit 3, Topic A	A-1
2.5.4	Modifying the Blending mode and Rendering for Movie Clip symbols	Basic	Unit 3, Topic A	A-1
2.5.5	Adding Filters	Basic	Unit 3, Topic A	A-2

#	Objective	Course level	Conceptual information	Supporting activities
2.6	Working with text			
2.6.1	Adding text to a Flash document	Advanced	Unit 3, Topic A	A-1
2.6.2	Formatting a Flash text field	Advanced	Unit 3, Topic A	A-1
2.6.3	Using Static, Dynamic and Input text fields	Advanced	Unit 3, Topic A	A-3
2.6.4	Understanding TLF Text	Advanced	Unit 3, Topic A	A-2
2.6.5	Embedding fonts	Advanced	Unit 3, Topic A	A-2
3.0	Creating animations and interactivity			
3.1	Working with motion tweens, classic tweens, and shape tweens			
3.1.1	Creating motion tweens, classic tweens and shape tweens	Basic	Unit 5, Topic A	A-1, A-3, A-6
3.1.2	Modifying motion tweens, classic tweens and shape tweens	Basic	Unit 5, Topic A	A-1, A-3
3.1.3	Orienting an animation to a path	Basic	Unit 5, Topic A	A-4
3.1.4	Adding easing	Basic	Unit 5, Topic A	A-3
3.1.5	Working with the Motion Editor	Basic	Unit 5, Topic A	A-5
3.2	Optimizing graphics for animation			
3.2.1	Understanding vector versus bitmap graphics in animations	Basic	Unit 5, Topic B	B-1
3.3	Working with nested movie clip animations			
3.3.1	Creating a nest animation using MovieClip symbols	Basic	Unit 5, Topic C	C-1
3.3.2	Animating on multiple timelines	Basic	Unit 5, Topic C	C-1
3.4	Understanding frames and keyframes			
3.4.1	Inserting and modifying frames and keyframes	Basic	Unit 4, Topic B	B-1
3.5	Adding interactivity on the timeline			
3.5.1	Using commands like play, gotoAndPlay, and nextFrame	Advanced	Unit 4, Topic A	A-3
3.5.2	Attaching events to visual objects in the timeline	Advanced	Unit 4, Topic A	A-1

#	Objective	Course level	Conceptual information	Supporting activities
3.6	Adding and synchronizing audio			
3.6.1	Adding and synchronizing audio on the timeline	Advanced	Unit 4, Topic B	B-1
3.6.2	Adding button audio	Advanced	Unit 4, Topic B	B-1
3.6.3	Modifying the volume of audio	Advanced	Unit 4, Topic B	B-1
3.6.4	Understanding start, event, and stream audio synchronizations	Advanced	Unit 4, Topic B	B-1
4.0	Programming with ActionScript 3.0			
4.1	ActionScript language fundamentals			
4.1.1	Understanding ActionScript syntax	Advanced	Unit 2, Topic A	A-1, A-5, A-8
4.1.2	Using ActionScript APIs	Advanced	Unit 2, Topic A	A-1, A-5, A-8
4.1.3	Creating and working with objects in the display list	Advanced	Unit 2, Topic A	A-9
4.1.4	Adding and removing events	Advanced	Unit 2, Topic A	A-9
4.2	Understanding Object Oriented Programming Principles			
4.2.1	Creating ActionScript classes	Advanced	Unit 2, Topic B	B-1
4.2.2	Creating ActionScript interfaces	Advanced	Unit 2, Topic B	B-1
4.2.3	Working with public, private, and protected accessors	Advanced	Unit 2, Topic B	B-1, B-2
4.2.4	Extending classes	Advanced	Unit 2, Topic B	B-2, B-2
4.2.5	Using custom events	Advanced	Unit 2, Topic B	B-2, B-3
4.3	Loading external content			
4.3.1	Understanding XML and JSON	Advanced	Unit 3, Topic A	A-1
4.3.2	Loading external data	Advanced	Unit 3, Topic A	A-2
4.3.3	Parsing external data	Advanced	Unit 3, Topic A	A-3
4.4	Working with ActionScript libraries			
4.4.1	Using SWC and source code libraries	Advanced	Unit 3, Topic B	B-1
4.4.2	Linking to external libraries	Advanced	Unit 3, Topic B	B-1

#	Objective	Course level	Conceptual information	Supporting activities
5.0	Testing Flash applications on multiple platforms			
5.1	Debugging Flash applications			
5.1.1	Using trace() statements	Advanced	Unit 5, Topic A	A-1
5.1.2	Using the Variables panel	Advanced	Unit 5, Topic A	A-2
5.1.3	Setting and working with breakpoints	Advanced	Unit 5, Topic A	A-2
5.1.4	Fixing ActionScript errors	Advanced	Unit 5, Topic A	A-3
5.2	Testing mobile content			
5.2.1	Debugging content on a devices	Advanced	Unit 5, Topic B	B-1
5.2.2	Simulating screen orientation, gestures and the accelerometer	Advanced	Unit 5, Topic B	B-1
5.3	Assessing and simulating performance			
5.3.1	Using the bandwidth profiler	Advanced	Unit 5, Topic C	C-1
5.3.2	Simulating download speeds	Advanced	Unit 5, Topic C	C-1
6.0	Publishing and deploying Flash applications			
6.1	Publishing Flash Content			
6.1.1	Deploying an SWF file to a Webpage	Basic	Unit 1, Topic C	C-1
6.1.2	Using version detection and alternate content	Basic	Unit 1, Topic C	C-1
6.2	Publishing to Adobe AIR			
6.2.1	Understanding the capabilities of Adobe AIR	Advanced	Unit 5, Topic D	D-1
6.2.2	Publishing content for the desktop	Advanced	Unit 5, Topic D	D-1
6.2.3	Publishing content for mobile devices	Advanced	Unit 5, Topic D	D-1
6.2.4	Understanding the Captivate Runtime	Advanced	Unit 5, Topic D	D-1
6.2.5	Using Native Extensions	Advanced	Unit 5, Topic D	D-1
6.3	Publishing to HTML5			
6.3.1	Using the Toolkit for CreateJS	Advanced	Unit 5, Topic E	E-1