



## Product Literature

### FastTrack to ColdFusion 8 (24 hours)

Fast Track to ColdFusion is designed to teach experienced web developers how to create dynamic, database-driven web applications using ColdFusion 8. The course is task-based, with students learning by doing. Course materials are provided.

### Advanced ColdFusion 8 Development (24 hours)

The Advanced ColdFusion 8 Development course provides ColdFusion application developers with the knowledge and hands-on practice that they need to build, maintain, and scale effective web applications. During this class, you build an advanced AJAX-based web portal while dynamically generating pdf files, excel files, Google maps, and output video. You will also learn about object-relational mapping (ORM), techniques for facilitating enterprise code maintenance and advanced scalability/caching techniques. Course materials are provided.

### ColdFusion 9: Quick Start (2 hours)

Adobe ColdFusion 9 software enables developers to rapidly build, deploys, and maintains robust Internet applications for the enterprise. This 2 hours Quick Start course provides you with the concepts to use ColdFusion 9 effectively and is designed to give you the ground work on how to Architect a secure, robust, scalable, and maintainable web application using best practices

### Moving to ColdFusion 9 (16 hours)

Moving to ColdFusion 9 is a new custom course that is perfectly geared to existing ColdFusion users as it takes a unique and targeted approach, focusing on only the new features of ColdFusion 9. With the latest release, ColdFusion 9, developers can condense complex business logic into even fewer lines of code. In tandem, Adobe ColdFusion Builder software, an Eclipse based IDE, helps in efficiently managing ColdFusion application development from concept through deployment. Course materials are provided.

### FastTrack to ColdFusion 9 (24 hours)

Fast Track to ColdFusion 9 is a 3-day course that provides experienced Web developers with the knowledge and hands-on practice they need to start building and maintaining dynamic and interactive Web applications using ColdFusion 9. Adobe ColdFusion 9 software enables developers to rapidly build, deploys, and maintains robust Internet applications for the enterprise. Course materials are provided.

### Advanced ColdFusion 9 Development (24 hours)

The Advanced ColdFusion 9 Development course provides ColdFusion application developers with the knowledge and hands-on practice that they need to build, maintain, and scale effective web applications. During this class, you build an advanced AJAX-based web portal while dynamically generating pdf files, excel files, Google maps, and output video. You will also learn about object-relational mapping (ORM), techniques for facilitating enterprise code maintenance and advanced scalability/caching techniques. Course materials are provided.

### Dreamweaver CS4: Fundamentals (24 hours)

Dreamweaver CS5 Fundamentals provides web designers with the knowledge and hands-on practice they need to build and manage professional websites using Dreamweaver. Course materials are provided.

#### [Dreamweaver CS4: Advanced Development \(16 hours\)](#)

Adobe Dreamweaver: Application Development provides students with the knowledge and hands-on practice they need to build and manage dynamic websites using Dreamweaver. In this course, you'll learn how to connect to a database, search and display results, and build a page to update the database. If you've always dreamed of building a more advanced, data-powered site, but didn't know where to start, then this course is for you. Course materials are provided.

#### [Dreamweaver CS5: Quick Start \(2 hours\)](#)

Dreamweaver CS5 Quick Start provides you with the concepts to use Dreamweaver CS5 effectively using best practices.

#### [Moving to Dreamweaver CS5 \(8 hours\)](#)

Moving to Dreamweaver CS5 is a new custom course that is perfectly geared to existing Dreamweaver users as it takes a unique and targeted approach, focusing on only the new features of Dreamweaver CS5. Course materials are provided.

#### [Dreamweaver CS5: Fundamentals \(24 hours\)](#)

Dreamweaver CS5 Fundamentals provides web designers with the knowledge and hands-on practice they need to build and manage professional websites using Dreamweaver. Course materials are provided.

#### [Dreamweaver CS5: Advanced Development \(16 hours\)](#)

Adobe Dreamweaver: Application Development provides students with the knowledge and hands-on practice they need to build and manage dynamic websites using Dreamweaver. In this course, you'll learn how to connect to a database, search and display results, and build a page to update the database. If you've always dreamed of building a more advanced, data-powered site, but didn't know where to start, then this course is for you. Course materials are provided.

#### [RoboHelp 8 HTML: Quick Start \(2 hours\)](#)

This class provides you with the concepts to use RoboHelp effectively using best practices.

#### [RoboHelp 8 HTML: The Essentials \(24 hours\)](#)

This class provides you with the concepts and skills to use RoboHelp effectively. RoboHelp is the industry standard for Help authoring. It's the preferred program if you are a Help author, technical writer, or programmer tasked with creating Help systems for desktop or Web-based applications. RoboHelp allows the user to create help systems which include Help Topics, Table of Contents, Index, Glossary, Context-Sensitive Help, and more. Course materials are provided.

#### [Captivate 4.0: The Essentials \(16 hours\)](#)

Captivate 4 Fundamentals is a 2 day Adobe Certified class. The class will provide students with the knowledge and hands-on practice they need to develop and build software demonstrations and interactive simulations with Captivate. In addition to learning key concepts, students also learn best practices for creating and publishing Captivate projects. Course materials are provided.

#### [Captivate 4.0: Beyond the Essentials \(16 hours\)](#)

"Adobe Captivate 4: Beyond the Essentials" picks up where the "Essentials" course leaves off. You will quickly learn Captivate's higher-end functionality while improving your production skills via project templates, design templates, advanced actions and scripts. You will learn to collaborate with team members via Captivate's powerful commenting features. You'll enhance your users experience via variables that will make it seem like each eLearning lesson you produce has been customized for and is talking directly to your customer. Course materials are provided.

#### [Captivate 5.0 – Quick Start \(2 hours\)](#)

Captivate 5.0 Quick Start is a 2 hour overview that provides you with the hands on concepts to use Captivate 5.0 effectively using best practices.



### **Moving to Captivate 5.0 (8 hours)**

Moving to Captivate 5.0 is a new custom course that is perfectly geared to existing Captivate users as it takes a unique and targeted approach, focusing on only the new features of Captivate 5.0. Course materials are provided.

### **Captivate 5.0: The Essentials (16 hours)**

Captivate 5 Fundamentals is a 2 day Adobe Certified class. The class will provide students with the knowledge and hands-on practice they need to develop and build software demonstrations and interactive simulations with Captivate. In addition to learning key concepts, students also learn best practices for creating and publishing Captivate projects. Course materials are provided.

### **Captivate 5.0: Beyond the Essentials (16 hours)**

"Adobe Captivate 5: Beyond the Essentials" picks up where the "Essentials" course leaves off. You will quickly learn Captivate's higher-end functionality while improving your production skills via project templates, design templates, advanced actions and scripts. You will learn to collaborate with team members via Captivate's powerful commenting features. You'll enhance your users experience via variables that will make it seem like each eLearning lesson you produce has been customized for and is talking directly to your customer. Course materials are provided.

### **FrameMaker 9: Quick Start (2 hours)**

FrameMaker 9 Quick Start is a 2 hour overview that provides you with the hands on concepts to use FrameMaker 9 effectively using best practices.

### **FrameMaker 9: Introduction (24 hours)**

This class provides you with the concepts and skills to use Adobe FrameMaker 9 effectively. You get hands-on practice working with techniques in the Unstructured View of FrameMaker in order to get the most out of your experience. You will learn the skills that will allow you to take advantage of long-document support that includes book management features, sophisticated tables, and rich formatting options offered by FrameMaker. Course materials are provided.

### **FrameMaker 9: Advanced (16 hours)**

This class provides you with the concepts and skills to use Adobe FrameMaker 9 effectively. You get hands-on practice working with advanced techniques in FrameMaker in order to get the most out of your experience. You will learn the skills that will allow you to take advantage of long-document support that includes book management features, sophisticated tables, and rich formatting options offered by FrameMaker 8. Course materials are provided.

### **FrameMaker 9: Creating Content in Unstructured Documents (16 hours)**

FrameMaker 9 - Creating Content in Unstructured Documents training course in a 2 day class for writers who are new to FrameMaker and/or who want to learn the new interface and commonly used features. You will learn the skills that will allow you to take advantage of the long-document support (including sophisticated tables, and rich foemating options) offered by FrameMaker. Course materials are provided.

### **FrameMaker 9: Creating Formatting and Template Development (24 hours)**

FrameMaker 9: Formatting and Template Development training course is a 3 day class for those responsible for template design. You will learn to create and fully define the elements of a template. Topics include definition of Paragraph and Character Formats, Cross Reference Formats, Table Format, Master Pages and assignment tables, Header and Footer Variables, and Conditional Text. Course materials are provided.

### **FrameMaker 9: Structured Authoring (24 hours)**

FrameMaker 9: Structured Authoring training course is a 3 day class that is for those responsible for authoring and editing content in a Structured FrameMaker template to create chapters containing graphics, tables, cross references. You will learn to create books, complete with TOC and Index. Course materials are provided.



### FrameMaker 9: Developing EDD's (16 hours)

FrameMaker 9: Developing EDD's training course is a 2 day class that is for those responsible for Structured FrameMaker Templates. You will learn to create Element Definitions for standard objects needed in technical documentation (everything from Books to Footnotes). Course materials are provided.

### FrameMaker 9: Developing Structured Applications (16 hours)

FrameMaker 9: Developing Structured Applications training course is a 2 day class. All structured authoring relies on a structure definition and this class is for those creating standards or complying with an industry DTD or Schema standard in their documentation. You will learn how to create the documents that allow FrameMaker to create and validate content for a given structure standard. Course materials are provided.

### Flash CS5: Quick Start (2 hours)

Flash CS5 Quick Start is a 2 hour overview that provides you with the hands on concepts to use Flash CS5 effectively using best practices.

### Moving to Flash CS5 (8 hours)

Moving to Flash CS5 is a new custom course that is perfectly geared to existing Flash users as it takes a unique and targeted approach, focusing on only the new features of Flash CS5. Course materials are provided.

### Flash CS5: Intro (16 hours)

Understand how Flash CS5 fits into the web production environment. Learn the interface fundamentals for Adobe Flash CS5 Professional, including the drawing tools, motion tweening, artwork and media asset import, and symbol creation. Begin to understand the fundamentals of ActionScript 3.0 (AS3) to build a functional banner ad. Learn how to integrate Flash SWF content on a web page (HTML document) with a standards-based approach using SWFObject 2.x. Course materials are provided.

### Flash CS5: Advanced (16 hours)

Enhance your use of Flash CS5 by knowing extended features available for Flash production, from library asset management to project file management. Add the ease of Flash CS5 UI components to your rapid prototyping workflow, and build enhanced visual effects with filters and blend modes. Extend your Flash deployment targets with AIR application publishing, and learn the in's and out's of the Flash Player settings dialog. Course materials are provided.

### Flash CS5: ActionScript 3.0 Quick Start (2 hours)

Flash CS5 ActionScript 3.0 Quick Start is a 2 hour overview that provides you with the hands on concepts to use ActionScript 3.0 effectively using best practices.

### Moving to Flash CS5: ActionScript 3.0 (8 hours)

Moving to Flash CS5: ActionScript 3.0 is a new custom course that is perfectly geared to existing ActionScript users as it takes a unique and targeted approach, focusing on only the new features of Flash CS5 ActionScript. Course materials are provided.

### Flash CS5: ActionScript 3.0 (24 hours)

Understand the essentials of ActionScript 3.0 (AS3), the programming language for Flash Player 9 and higher SWF files. Learn how to control properties of base classes such as MovieClip, SimpleButton, and TextField. Comprehend the event model that AS3 classes use to broadcast messages to other objects. Work with runtime assets such as JPEG, MP3, XML, and CSS files. Explore the use of UI components. Course materials are provided.

### Flash CS5: ActionScript 3.0 Advanced (16 hours)

Continue to expand your ActionScript 3.0 prowess with a more advanced understanding of core APIs in the Flash Player. Learn how to extend control of your runtime SWF environment by mastering external data sources. Add the Cairngorm framework to your Flash CS4 productions to simplify the construction of advanced projects. Course materials are provided.



### Flash CS5: Video Quick Start (2 hours)

Flash CS5 Video Quick Start is a 2 hour overview that provides you with the hands on concepts to use Flash CS5 Video effectively using best practices. Course materials are provided.

### Moving to Flash CS5: Video (8 hours)

Moving to Flash CS5: Video is a new custom course that is perfectly geared to existing Flash Video users as it takes a unique and targeted approach, focusing on only the new features of Flash CS5 Video. Course materials are provided.

### Flash CS5: Video Fundamentals (24 hours)

Understand the core concepts of video production workflow for online video distributed via the Adobe Flash platform. Learn how to evaluate video source material, and understand the myriad of options in most professional video encoding products. Build quick video playback environments with the FLVPlayback component, and learn low level APIs for server connections and video playback. Implement multiple bitrates for a comprehensive playback experience with broader audience range. Course materials are provided.

### Masters Workshop for Flash Video (16 hours)

Prepare yourself for the most challenging online video experiences by working through several mini projects. Explore advanced encoding parameters, and learn how to prepare source material for optimal video compression. Work with additional video player libraries, including Adobe's OSMF. Build full screen players without compromising video playback. Course materials are provided.

### Flash Catalyst Quick Start (2 hours)

Flash Catalyst Quick Start is a 2 hour overview that provides you with the hands on concepts to use Flash CS5 Catalyst effectively using best practices.

### Flash Catalyst (16 hours)

Adobe Flash Catalyst is a new professional interaction design tool for rapidly creating expressive interfaces and interactive content without writing code. Create interactive portfolios, product guides, microsites, site navigation, interfaces for RIAs and more. In this course students will learn how to transform artwork created in Adobe Photoshop and Adobe Illustrator into interactive designs, rapidly create interactive prototypes with the ability to leverage them in the final design, publish a finished project as a SWF file ready for distribution. Work more efficiently with developers who use Adobe Flash Builder 4 to create rich Internet applications (RIAs), and use Flash Catalyst to create the functional user experience then provide the project file to developers who use Flash Builder to add functionality and integrate with servers and services. Course materials are provided.

### Photoshop CS4 Intro (16 hours)

This class provides you with the concepts and skills to use Adobe Photoshop effectively. You get hands-on practice working with basic through advanced techniques to get the most out of your experience. You will learn layer basics, photo retouching and image editing. Whether you are a designer, illustrator, photographer, video artist, webmaster or just a beginner, Photoshop offers you many opportunities to make your images look great. We also recommend this course for those planning to obtain the Adobe Certified Expert status. Course materials are provided.

### Advanced Photoshop CS4 for Professionals (16 hours)

This advanced class builds on your existing knowledge of Photoshop and expands your list of creative techniques. While this course is strongly slanted toward design-related details and functions, it also explores the real-world realities that apply to the everyday use of Photoshop. Color correction and color adjustment are stressed in various projects as well as issues of proper output for printing. We also recommend this course for those planning to obtain the Adobe Certified Expert status. Course materials are provided.

### Photoshop CS4 for Professionals CS4 Bootcamp (32 hours)

This class provides you with the concepts and skills to use Adobe Photoshop effectively. You get hands-on practice working with basic through advanced techniques to get the most out of your experience. You will learn layer basics, photo retouching and image editing. Whether you are a designer, illustrator, photographer, video artist, webmaster or just a beginner, Photoshop offers you many opportunities to make your images look great. We also recommend this course for those planning to obtain the Adobe Certified Expert status. Course materials are provided.

### Photoshop CS5 Quick Start (2 hours)

Photoshop CS5 Quick Start is a 2 hour overview that provides you with the hands on concepts to use Photoshop CS5 effectively using best practices.

### Moving to Photoshop CS5 (8 hours)

This course will show you the powerful new features of Photoshop CS5, including:

- Extraordinary painting effects - use the Mixer Brush for realistic and natural effects
  - Content-Aware Fill - Breakthrough technology which allows you to match lighting, tone and noise, while replacing content in a way that makes it look like it was never there
  - Complex selections made easy - Selecting hair and other difficult elements is now much easier with the new refinement tools.
  - Puppet Warp - Create unique looks while warping or stretching graphics, text or image elements with precision.
  - 3D Extrusion with Adobe Repousse - twist, rotate, bevel and much more with this state-of-the-art technology
- Course materials are provided.

### Photoshop CS5 - (16 hours)

This class provides you with the concepts and skills to use Adobe Photoshop effectively. You get hands-on practice working with basic through advanced techniques to get the most out of your experience. You will learn layer basics, photo retouching and image editing. Whether you are a designer, illustrator, photographer, video artist, webmaster or just a beginner, Photoshop offers you many opportunities to make your images look great. We also recommend this course for those planning to obtain the Adobe Certified Expert status. Course materials are provided.

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### Photoshop CS5 for Designers (8 hours)

Photoshop just celebrated its 20th year! Learn the basics of the world's #1 raster image editing software. This class is essential for the graphic design professional who needs a thorough understanding of photo editing and the new features in Photoshop CS5. Experienced users will also benefit from the shortcuts and tips we will provide. Course materials are provided.

### Photoshop Lightroom (8 hours)

This class provides you with hands-on practice with the basics of learning Adobe Photoshop Lightroom, Adobe's toolbox for professional photographer's, which provides one easy application for managing, adjusting, and presenting large volumes of digital photographs. Countless tips, techniques, and hands-on tutorials will help you become more productive and adept using Adobe Photoshop Lightroom. Course materials are provided.



### Photoshop Elements (8 hours)

This class provides you with the concepts and skills to use Adobe Photoshop Elements effectively. You will get hands on practice with the functions of Photoshop Elements including new edge effects, a creation wizard that helps turn photos into calendars and greeting cards. The course will also include text labels, cartoon balloons, adjusting color, overcoming exposure problems, repairing flaws, framing images, and combining multiple images. Course materials are provided.

### Acrobat 9 Quick Start (2 hours)

Acrobat 9 Quick Start is a 2 hour overview that provides you with the hands on concepts to use Acrobat 9 effectively using best practices.

### Acrobat 9 for Designers (4 hours)

Learn how to create cool and visually appealing PDF files with Acrobat. Most people have no idea of the power of PDF, so we will cover the specifics of actions, buttons, rollovers, adding sounds, multimedia and creating engaging, interactive PDFs that not only function well but look awesome!

Topics include: Buttons links, Importing video, Adding sounds, Creating bookmarks from Word or InDesign, Best practices for creating PDFs, Combining multiple docs into one PDF, PDF Portfolios, Tips for creating eye-catching PDFs Course materials are provided.

### Acrobat 9 Rich PDF Content Creation (16 hours)

Adobe Acrobat 9 Acrobat training course acquaints users with all of Acrobat's regular and industrial-strength features for creating, reviewing, editing, commenting on, modifying, and preflighting PDF files as well as significantly overhauled new features available in Acrobat 9. PDF Portfolio, a dramatically overhauled form creation tool, improvements to the electronic document reviews process are all covered. Get exposed to 3D capabilities, PDF mapping features, video conversion tools, native support for Flash technology and Adobe Presenter. Course materials are provided.)

### Acrobat LiveCycle Designer (16 hours)

This course introduces various techniques for using Adobe LiveCycle Designer to create electronic forms that can complement, or supersede, other means of collecting and presenting enterprise data. After this course you will be able to create static and dynamic interactive forms that can reduce data collection and processing errors, and enhance the user experience. The course covers basics of form design, dynamic form layouts, and advance techniques for adding intelligence to your forms. Course materials are provided.

### Acrobat LiveCycle Designer Advanced (16 hours)

This course introduces advanced techniques for using Adobe LiveCycle Designer to create electronic forms that can complement, or supersede, other means of collecting and presenting enterprise data. After this course you will be able to create static and dynamic interactive forms that can reduce data collection and processing errors, and enhance the user experience. The course covers basics of form design, dynamic form layouts, and advance techniques for adding intelligence to your forms. Course materials are provided.

### Acrobat eForms Training (16 hours)

This course introduces and describes various techniques for using Acrobat eForms to create electronic forms that can complement, or supersede, other means of collecting and presenting enterprise data. After the completion of this course, you will be able to create static and dynamic interactive forms that can reduce data collection and processing errors, and enhance the user experience. The course first introduces the basics of form design and describes how to design your forms for efficient data exchange. Course materials are provided

### Acrobat Capture (16 hours)

This class provides you with the concepts and skills to use Adobe Acrobat Capture effectively. You get hands-on practice working with basic through advanced techniques to get the most out of your experience. Acrobat Capture is used to convert large volumes of paper into searchable PDF Files & Forms. Students are encouraged to bring a variety of their project samples to class for expert advice on scanning & conversion techniques. Course materials are provided.

### Acrobat Section 508 Accessibility (8 hours)

This class provides you with the concepts and skills to properly prepare Adobe PDF documents and fillable PDF forms for access by users with disabilities such as blindness, low vision, and mobility impairment. In this course, you will create, modify, and test PDF documents for accessibility purposes. We also recommend this course for those planning to obtain the Adobe Certified Expert status. Course materials are provided.

### Illustrator CS4: Intro (16 hours)

Discover high quality drawing and illustration with Adobe Illustrator. You will start with an overview of Illustrator and work on lessons that will step you into a greater skill level. Discover the unique features of Illustrator, including how to create logos, professional type effects, complex airbrush effects and color control. We also recommend this course for those planning to obtain the Adobe Certified Expert status. Course materials are provided.

### Illustrator CS4: Advanced (16 hours)

This course, Advanced Adobe Illustrator, will help you customize your work environment and increase your illustration productivity with great tips and tricks. Projects include advanced selection techniques, perspective grids, using the gradient mesh tool, advanced brush techniques, graphs and patterns. We also recommend this course for those planning to obtain the Adobe Certified Expert status. Course materials are provided.

### Illustrator CS5: Quick Start (2 hours)

Illustrator CS5 Quick Start is a 2 hour overview that provides you with the hands on concepts to use Illustrator CS5 effectively using best practices.

### Moving to Illustrator CS5 (8 hours)

Moving to Illustrator CS5 is a new custom course that is perfectly geared to existing Illustrator users as it takes a unique and targeted approach, focusing on only the new features of Illustrator CS5. Vector imaging taken to a whole new level with Adobe Illustrator CS5! Get up to speed on the latest features, Perspective Drawing - creative 1, 2, or 3-point linear perspective drawings, Beautiful Strokes - Variable-width strokes, arrowheads, art brush scaling, even dashes, Integration with Adobe Flash Catalyst - Interactive content without the need for coding, and Bristle Brush - Control paint opacity and paint with natural media brush likeness. Course materials are provided.

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Discover high quality drawing and illustration with Adobe Illustrator. You will start with an overview of Illustrator and work on lessons that will step you into a greater skill level. Discover the unique features of Illustrator, including how to create logos, professional type effects, complex airbrush effects and color control. We also recommend this course for those planning to obtain the Adobe Certified Expert status. Course materials are provided.

### Illustrator CS5 for Designers (8 hours)

Happy 10th birthday, InDesign! Those who are new to InDesign CS5 will gain insight into navigating the interface, using the Pages panel to manage your content, setting up new documents, working with templates, adding/editing content and images, and learning how you can create the most effective page layout projects. Focus of this class: Navigation, Tools overview, Interface, Character and Paragraph panels, Keyboard Shortcuts, Formatting with Styles, Images and managing links, Preferences, Export Options, Mastering Master Pages, Tables, Working with Color, and Transparency and Effects. Course materials are provided.

### Illustrator CS5: Advanced (16 hours)

This course, Advanced Adobe Illustrator, will help you customize your work environment and increase your illustration productivity with great tips and tricks. Projects include advanced selection techniques, perspective grids, using the gradient mesh tool, advanced brush techniques, graphs and patterns. We also recommend this course for those planning to obtain the Adobe Certified Expert status.

Course materials are provided.

### InDesign CS4: Intro (16 hours)

This class provides you with the concepts and skills to use Adobe InDesign effectively. You get hands-on practice working with basic through advanced techniques to get the most out of your experience. You will learn type controls; graphics file management, layers and document setup. Whether you are a designer, prepress professional or just a beginner, you will find InDesign to be a powerful but intuitive page layout application. We also recommend this course for those planning to obtain the Adobe Certified Expert status.

Course materials are provided.

### InDesign CS4: Advanced (16 hours)

This class provides the InDesign user the ability to hone their skills and move their knowledge of Adobe InDesign CS4 to an advanced level. Using the skills learned in the Level I class, students will create complex documents and work with a variety of palettes and tools to further understand the capabilities of this high-end design application. We also recommend this course for those planning to obtain the Adobe Certified Expert status.

Course materials are provided.

### Moving to InDesign CS5 (8 hours)

Moving to InDesign CS5 is a new custom course that is perfectly geared to existing Illustrator users as it takes a unique and targeted approach, focusing on only the new features of InDesign CS5.

InDesign celebrates its 10th anniversary with this new version, full of awesome features: Interactivity - add motion, sound and video, then export directly to Flash, Track Text Changes - easily keep track of revisions, Multiple Page Sizes - Create documents with varying page sizes, eBook creation - join the eBook revolution with ease, using InDesign to create EPUBs

Course materials are provided.

### InDesign CS5: Quick Start (2 hours)

InDesign CS5 Quick Start is a 2 hour overview that provides you with the hands on concepts to use InDesign CS5 effectively using best practices.

### InDesign CS5 for Designers (8 hours)

Those who are new to InDesign CS5 will gain insight into navigating the interface, using the Pages panel to manage your content, setting up new documents, working with templates, adding/editing content and images, and learning how you can create the most effective page layout projects.

Focus of this class: Navigation, Tools overview, Interface, Character and Paragraph panels, Keyboard Shortcuts, Formatting with Styles, Images and managing links, Preferences, Export Options, Mastering Master Pages, Tables, Working with Color, Transparency and Effects

Course materials are provided

### InDesign CS5: Intro (16 hours)

This class provides you with the concepts and skills to use Adobe InDesign effectively. You get hands-on practice working with basic through advanced techniques to get the most out of your experience. You will learn type controls, graphics file management, layers and document setup. Whether you are a designer, prepress professional or just a beginner, you will find InDesign to be a powerful but intuitive page layout application. We also recommend this course for those planning to obtain the Adobe Certified Expert status.

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This class provides the InDesign user the ability to hone their skills and move their knowledge of Adobe InDesign CS5 to an advanced level. Using the skills learned in the Level I class, students will create complex documents and work with a variety of palettes and tools to further understand the capabilities of this high-end design application. We also recommend this course for those planning to obtain the Adobe Certified Expert status.

Course materials are provided.

### Accessibility with InDesign CS5 and Microsoft Word (2 hours)

Learn how to utilize the features of Acrobat 9 and InDesign CS5, along with Microsoft Word, to create accessible PDFs in compliance with Section 508. Add alt tags to images, reorder structure, add and reorder tags, use Acrobat's Accessibility Checker to monitor your document's accessibility, learn about accessible color schemes and more. Anyone working for a government agency: this class is a must for you, as it is a requirement to make your content 508 compliant.

Course materials are provided.

### InDesign CS5 for eBooks (2 hours)

With the invention of iPad and Kindle, eBooks are all the rage! Get up to speed with the creation of eBooks using Adobe InDesign. Learn the secrets to creating content that will reflow properly, images that will appear as intended and tips for making your EPUB content look as visually engaging as possible.

Course materials are provided.

### InCopy CS4 for Professionals (16 hours)

Adobe InCopy CS4 software is a professional writing and editing program that tightly integrates with Adobe InDesign software to deliver a complete solution for collaborative editorial workflow. In this class you will get hands-on practice working with basic and advanced techniques to get the most out of your experience.

Course materials are provided.

### InCopy CS5: Quick Start (2 hours)

InCopy CS5 Quick Start is a 2 hour overview that provides you with the hands on concepts to use InCopy CS5 effectively using best practices.

### Moving to InCopy CS5 (2 hours)

Moving to InCopy CS5 is a new custom course that is perfectly geared to existing Illustrator users as it takes a unique and targeted approach, focusing on only the new features of InCopy CS5.

### InCopy CS5 for Professionals (16 hours)

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Course materials are provided.

### Premiere Pro CS4: Intro (16 hours)

Adobe Premiere Pro is a powerful program for editing digital video. Premiere helps you create dynamic video or film. This course helps you understand and work with basic through advanced concepts and features of Adobe Premiere. You will run through a typical series of steps for creating, editing and fine tuning a series of video pieces. We also recommend this course for those planning to obtain the Adobe Certified Expert status.

Course materials are provided.

### Premiere Pro CS4: Advanced (16 hours)

Adobe Premiere Pro is a powerful program for editing digital video. Premiere helps you create dynamic video or film. This course helps you understand and work with advanced concepts and features of Adobe Premiere. You will run through a typical series of steps for creating, editing and fine-tuning a series of video pieces. We also recommend this course for those planning to obtain the Adobe Certified Expert status.

Course materials are provided.

### Moving to Premiere Pro CS5 (2 hours)

Moving to Premiere Pro CS5 is a new custom course that is perfectly geared to existing Illustrator users as it takes a unique and targeted approach, focusing on only the new features of Premiere Pro CS5.

### Premiere Pro CS5: Quick Start (2 hours)

Premiere Pro Quick Start is a 2 hour overview that provides you with the hands on concepts to use Premiere Pro CS5 effectively using best practices.

### Premiere Pro CS5: Intro (16 hours)

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Adobe Premiere Pro is a powerful program for editing digital video. Premiere helps you create dynamic video or film. This course helps you understand and work with advanced concepts and features of Adobe Premiere. You will run through a typical series of steps for creating, editing and fine-tuning a series of video pieces. We also recommend this course for those planning to obtain the Adobe Certified Expert status. Course materials are provided.

### Fireworks CS4 (16 hours)

Adobe Fireworks CS4 is a two-day course that provides RIA/Web Designers/Graphic creators with the knowledge and hands-on practice needed to create rich web graphics. You will learn how to use tools in Fireworks to create and edit web graphics with both vector and bitmap images, work with layers, build buttons, components, symbols, slice images, and optimize and export graphics with CSS. Course materials are provided.

### Moving to Fireworks CS5 (8 hours)

Moving to Premiere Pro CS5 is a new custom course that is perfectly geared to existing Illustrator users as it takes a unique and targeted approach, focusing on only the new features of Premiere Pro CS5.

### Fireworks CS5: Quick Start (2 hours)

Fireworks CS5 Quick Start is a 2 hour overview that provides you with the hands on concepts to use Fireworks CS5 effectively using best practices.

### Fireworks CS5 (16 hours)

Adobe Fireworks CS4 is a two-day course that provides RIA/Web Designers/Graphic creators with the knowledge and hands-on practice needed to create rich web graphics. You will learn how to use tools in Fireworks to create and edit web graphics with both vector and bitmap images, work with layers, build buttons, components, symbols, slice images, and optimize and export graphics with CSS. Course materials are provided.

### Authorware 7 Quick Start (2 hours)

Authorware 7 Quick Start is a 2 hour overview that provides you with the hands on concepts to use Authorware 7 effectively using best practices

### Authorware 7: Intro (24 hours)

Fast Track to Authorware is designed to teach a wide range of instructional designers and developers to create interactive multimedia applications using Authorware. The course focuses heavily on building the full spectrum of interactive structures, including menus, buttons, hot spots, hot objects, and free text entry. Issues of tracking users and creating scored assessments are explored. The course also provides best practices strategies for efficient development and effective design. Course materials are provided.

### Authorware 7: Advanced (16 hours)

The course is an in-depth look at Authorware 7's advanced features, focusing primarily on the use of Functions and Variables. Authorware Advanced provides experienced Online Learning Developers with the knowledge and hands on use of Functions and Variables they need to develop and extend sophisticated learning applications. Course materials are provided.

### Director 11: Quick Start (2 hours)

Director 11 Quick Start is a 2 hour overview that provides you with the hands on concepts to use Director 11 effectively using best practices.

#### **Director 11: Intro (24 hours)**

Adobe Director 11 and Adobe Shockwave Player software help you create and publish compelling interactive games, demos, prototypes, simulations, and eLearning courses for the web, Mac and Windows desktops, DVDs, and CDs. Integrate virtually any major file format, including video created with Adobe Flash software and native 3D content, for the greatest return on your creativity. This intensive three-day course introduces you to the major features of Director 11 and guides you step-by-step through the development of several real-world projects. Course materials are provided.

#### **Director 11: Lingo Programming (16 hours)**

Adobe Director 11 and Adobe Shockwave Player software help you create and publish compelling interactive games, demos, prototypes, simulations, and eLearning courses for the web, Mac and Windows desktops, DVDs, and CDs. Integrate virtually any major file format, including video created with Adobe Flash software and native 3D content, for the greatest return on your creativity. This intensive two-day course introduces you to the power of the Lingo programming language. Course materials are provided.

#### **After Effects CS4: Professional (24 hours)**

Adobe After Effects CS4 is a powerful software tool for visual effects and motion graphics. You can use After Effects' tools to create dynamic designs for commercial video and motion picture production to CD-ROM title development. This course will help you to understand the fundamental concepts and features to master the program. It includes many advanced features, including tips and tricks using the latest version. We also recommend this course for those planning to obtain the Adobe Certified Expert status. Course materials are provided.

#### **After Effects CS4: Advanced (24 hours)**

Adobe After Effects is a powerful software tool for visual effects and motion graphics. You can use After Effects' tools to create dynamic designs for broadcast, web, DVD and film. This course will help you master the concepts and features to the program. It includes many advanced features, including tips and tricks using the latest version. We also recommend this course for those planning to obtain the Adobe Certified expert status.

#### **After Effects CS5: Quick Start (2 hours)**

After Effects SC5 Quick Start is a 2 hour overview that provides you with the hands on concepts to use After Effects effectively using best practices.

#### **After Effects CS5: Professional (24 hours)**

Adobe After Effects CS4 is a powerful software tool for visual effects and motion graphics. You can use After Effects' tools to create dynamic designs for commercial video and motion picture production to CD-ROM title development. This course will help you to understand the fundamental concepts and features to master the program. It includes many advanced features, including tips and tricks using the latest version. We also recommend this course for those planning to obtain the Adobe Certified Expert status. Course materials are provided.

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#### **Typography with Creative Suite 5 (2 hours)**

Typography, a lost art form for many, but designers need this essential training to make their type "pop" and create memorable visual pieces that serve their purpose and reproduce well. Learn how to use the powerful type tools in InDesign CS5, Illustrator CS5, Flash CS5 and Photoshop CS5 to make your type come alive and look its very best. You will learn keyboard shortcuts, and a bit of type history, while discovering ways to breathe fresh air into your type-intensive projects. Also included: drop caps, text wrap, kern/track best practices, choosing the right fonts, hanging punctuation and more!  
Course materials are provided.



### Mastering the Pen Tool! (2 hours)

A most misunderstood tool, the Pen Tool is a key component of Illustrator, Photoshop, InDesign and Flash. If taught properly, mastery of this essential tool can bring great accomplishments! Learn the basics of paths, points and how to create/manipulate vector shapes in this fun and informative session. We'll also cover the importance of layers, for organizing your vector art properly. Learn good habits, and discover how to make the Pen Tool your best friend! Course materials are provided.

### Optimizing Images for the Web (2 hours)

Nothing enhances a web page like a well-placed image. Learn the differences between the top web image formats, and how to choose the right one for each situation. The powerful Save for Web and Mobile Devices in Adobe Illustrator CS5 and Adobe Photoshop CS5 gives you flexibility and control over your images, this course will teach you effective techniques.

Course materials are provided.

### Intro to HTML (2 hours)

Learn how to hand code web pages with Hypertext Markup Language. Even if you use Adobe Dreamweaver CS5, which writes the code as you work, you will find it useful to have a basic working knowledge of HTML. In this informative session, you will learn how HTML works, the structure of an HTML document, tag structure and attributes, tag hierarchy, placing images in HTML, colors in HTML, case sensitivity and whitespace rules.

Course materials are provided.

### Intro to Bridge CS5 (2 hours)

A key component of The Creative Suite, Bridge CS5 offers many cool features to enhance your creative workflow. Learn about the different views in Bridge, how to create web galleries and contact sheets, organize your assets in collections, create centralized color settings and so much more.

Course materials are provided.

### TCS Integration (2 hours)

TCS integration training course is a 2 day "must have" class for anyone wanting to use FrameMaker, RoboHelp, and Captivate for documentation and e-learning. This course explains Adobe Technical Communication Suite integration features. You will learn to use FrameMaker to produce print materials, PDF with interactive simulations, and Help formats. We will place particular emphasis on the FrameMaker to RoboHelp conversion setting and CSS files necessary for Help output.

Course materials are provided.

### Creative Suite: Master Collection CS5 Boot Camp (32 hours)

Master Collection CS5 Boot Camp provides you with the hands on concepts to use Master Collection CS5 effectively using best practices.

This Boot Camp Includes:

- Photoshop CS5 Extended – 2 hours
- Illustrator CS5 – 2 hours
- InDesign CS5 – 2 hours
- Acrobat 9 Pro – 2 hours
- Flash Catalyst CS5 – 2 hours
- Flash Professional CS5 – 2 hours
- Flash Builder 4 – 2 hours
- Dreamweaver CS5 – 2 hours
- Fireworks CS5 – 2 hours
- Contribute CS5 – 1 hour
- Adobe Premiere Pro CS5 – 2 hours
- After Effects CS5 – 2 hours
- Soundbooth CS5 – 2 hour
- Adobe OnLocation CS5 – 1 hour
- Encore CS5 – 1 hour
- Bridge CS5 – 2 hour
- Device Central CS5 – 1 hour
- Dynamic Link – 1 hour
- Integrates with CS Live online services – 1 hour

### Creative Suite: Standard CS5 Boot Camp (20 hours)

Creative Suite Standard CS5 Boot Camp provides you with the hands on concepts to use Master Collection CS5 effectively using best practices.

This Boot Camp Includes:

- Photoshop CS5 Extended – 4 hours
- Illustrator CS5 – 4 hours
- InDesign CS5 – 4 hours
- Acrobat 9 Pro – 4 hours
- Bridge CS5 – 2 hour
- Device Central CS5 – 1 hour
- Integrates with CS Live online services – 1 hour

### Creative Suite: Design Premium CS5 Boot Camp (20 hours)

Design Premium CS5 Boot Camp provides you with the hands on concepts to use Design Premium CS5 effectively using best practices.

This Boot Camp Includes:

- Photoshop CS5 Extended – 2 hours
- Illustrator CS5 – 2 hours
- InDesign CS5 – 2 hours
- Flash Catalyst CS5 – 2 hours
- Flash Professional CS5 – 2 hours
- Dreamweaver CS5 – 2 hours
- Fireworks CS5 – 2 hours
- Acrobat 9 Pro – 2 hours
- Bridge CS5 – 2 hours
- Device Central CS5 – 1 hour
- Integrates with CS Live online services – 1 hour

### Creative Suite: Web Premium CS5 Boot Camp (20 hours)

Web Premium CS5 Boot Camp provides you with the hands on concepts to use Web Premium CS5 effectively using best practices.

This Boot Camp Includes:

- Dreamweaver CS5 – 2 hours
- Flash Catalyst CS5 – 2 hours
- Flash Professional CS5 – 2 hours
- Flash Builder 4 – 2 hours
- Photoshop CS5 Extended – 2 hours
- Illustrator CS5 – 2 hours
- Acrobat 9 Pro – 2 hours
- Fireworks CS5 – 2 hours
- Contribute CS5 – 1 hour
- Bridge CS5 – 1 hour
- Device Central CS5 – 1 hour
- Integrates with CS Live online services – 1 hour

### Creative Suite: Production Premium CS5 Boot Camp (20 hours)

Production Premium CS5 Boot Camp provides you with the hands on concepts to use Production Premium CS5 effectively using best practices.

This Boot Camp Includes:

- Adobe Premiere Pro CS5 – 2 hours
- After Effects CS5 – 2 hours
- Photoshop CS5 Extended – 2 hours
- Illustrator CS5 – 2 hours
- Flash Catalyst CS5 – 2 hours
- Flash Professional CS5 – 2 hours
- OnLocation – 2 hours
- Soundbooth – 1 hour
- Encore CS5 – 1 hours
- Bridge CS5 – 1 hour
- Device Central CS5 – 1 hour

- Dynamic Link – 1 hour
- Integrates with CS Live online services – 1 hour

### Technical Communication Suite Boot Camp (20 hours)

Production Premium CS5 Boot Camp provides you with the hands on concepts to use Production Premium CS5 effectively using best practices.

This Boot Camp Includes:

- Adobe FrameMaker 9 – 4 hours
- Adobe RoboHelp 8 – 4 Hours
- Adobe Captivate 4 – 4 Hours
- Adobe Photoshop CS4 – 4 Hours
- Acrobat 9 Pro Extended – 2 Hours
- Adobe Presenter 7 – 2 hours

### eLearning Suite Boot Camp (20 hours)

eLearning Suite Boot Camp provides you with the hands on concepts to use Production Premium CS5 effectively using best practices.

This Boot Camp Includes:

- Photoshop CS5 Extended – 4 hours
- Acrobat 9 Pro – 3.5 Hours
- Flash Professional CS5 – 4 hours
- Dreamweaver CS5 – 3.5 hours
- Soundbooth – 1 hour
- Adobe Captivate – 4 Hours

### Flex 3: Architecting Applications with Cairngorm (16 hours)

Flex 3: Architecting Applications with Cairngorm is designed to thoroughly introduce the core concepts behind and standard implementations used within the Cairngorm RIA micro-architecture. Course materials are provided.

### Flex 3: Building Charting and Dashboard Applications (16 hours)

Flex 3: Building Dashboard Applications provides developers with the knowledge needed to use Flex 3 charts to create highly interactive dashboards for data visualization. By the end of the course, developers will be able to create interactive dashboards by leveraging the Flex 3 framework and the Flex 3 charting components. They will learn about using, formatting and styling Flex 3 charts as well as creating interactive charts and dynamically controlling chart data. Developers will also have the opportunity to discuss conceptual topics for dashboard creation and usability. You should take this course if you are a Flex programmer who needs to provide data visualization in your Flex applications. Course materials are provided.

### Flex 3: Developing Rich Client Applications (24 hours)

Flex 3: Developing Rich Internet Client Applications provides experienced application developers with hands-on, practical experience using Flex. This three day course introduces developers to all the primary features of Flex they'll need to know in order to build a fully functional, well architected front end for a Rich Internet Application (RIA). Course materials are provided.

### Flex 3: Extending and Styling Components (16 hours)

In the Flex 3: Extending and Styling Components course, students will use their object-oriented skills to create custom classes that programmatically draw skins and extend the functionality of built-in Flex classes. Experienced Flex developers will have an opportunity to explore hands-on, practical code examples for creating drag-and-drop user interfaces that also incorporate user-triggered transitions and smart components that resize based on available space. Other learning objectives include creating popups, embedding fonts, implementing custom application look-and-feel and positioning stage- and mouse-aware elements. Course materials are provided.

### [Flex 3 & LCDS: Integrating with ColdFusion 8 \(16 hours\)](#)

Flex 3 and LiveCycle Data Services: Integrating with ColdFusion 8 provides experienced application developers with hands-on, practical experience connecting their Flex front ends to remote, dynamic data using LiveCycle Data Services. This two day course instructs developers how to connect with remote data using web services and LiveCycle Data Services' features allowing communication with a ColdFusion backend. In addition, skills will be learned how to manipulate and format the returned data. Course materials are provided.

### [Flex 3 & LCDS: Integrating with Data & Messaging \(16 hours\)](#)

Flex 3 and LiveCycle Data Services: Integrating with Data and Messaging provides experienced application developers with hands-on, practical experience connecting their Flex client applications to remote, dynamic data using LiveCycle Data Services. This two day course instructs developers how to connect with remote data using web services and LiveCycle Data Services' features allowing communication with a Java-based server environment. In addition, skills will be learned how to manipulate and format the returned data. Course materials are provided.

### [Flex 4: Quick Start \(2 hours\)](#)

Flex 4 Quick Start is a 2 hour overview that provides you with the hands on concepts to use Flex 4 effectively using best practices.

### [Moving to Flex 4 \(16 hours\)](#)

Moving to Flash (Flex) Builder 4 is a new custom course that is perfectly geared to existing Flex developer as it takes a unique and targeted approach, focusing on only the new features of Flex SDK 4. With the latest release, developers can condense new data-centric development into even fewer lines of code. There are three main themes to this release: developer productivity, designer-developer workflow, and data-centric application development. Flash Builder 4 delivers a long list of new features, plus improvements to many existing features. Course materials are provided.

### [Flex 4: Developing Rich Internet Applications \(32 hours\)](#)

Flex 4: Developing Rich Internet Applications (F4DRIA) is a new 4 day class that is perfectly geared to focusing on only the new features of Flex SDK 4. With the latest release, developers can condense new data-centric development into even fewer lines of code. There are three main themes to this release: developer productivity, designer-developer workflow, and data-centric application development. Flash Builder 4 delivers a long list of new features, plus improvements to many existing features.

In this Flex class students will receive hands-on experience working with the new Flex SDK features, provide a detailed exploration of new Flex Builder features, workflow for Flex Projects created with Flash Catalyst, how to Migrate Flex 3 applications to Flex 4, applying new Flex themes, and learn how to use Flex unit test integration. Course materials are provided.

### [LiveCycle: Quick Start \(2 hours\)](#)

LiveCycle Quick Start is a 2 hour overview that provides you with the hands on concepts to use LiveCycle effectively using best practices.

### [LiveCycle: E-Forms with LiveCycle Designer BYOL \(4 hours\)](#)

Learn how to develop PDF forms using Adobe LiveCycle Designer. During this bring-your-own-laptop free seminar, certified Adobe instructors guide you through the process of creating accessible, interactive, and data-bound electronic forms that include input validation, digital signatures, and advanced, scripting-based interactions. We will also discuss data collection through Adobe Acrobat Professional and forms routing/workflow using Adobe LiveCycle ES2. Get started with automating your data entry processes today! Course materials are provided.

### [LiveCycle ES-Building Applications \(32 hours\)](#)

Adobe® LiveCycle ES Building Applications software helps organizations streamline, integrate, and secure human-centric business processes within and beyond the firewall, whether users are online or offline. Through the unique component-based architecture of Adobe LiveCycle Workflow, both business and IT professionals can visually assemble end-to-end workflows that unify people, systems, documents, business rules, and Web services ? quickly and flexibly. And because it leverages industry-standard technologies, such as PDF, J2EE, XML, and Web services, Adobe LiveCycle Workflow is highly scalable and integrates easily into virtually any IT infrastructure. This course focuses on learning the

fundamentals of Adobe LiveCycle Process Management ES, Adobe LiveCycle Reader Extensions ES, and Adobe Policy Server ES. Course materials are provided.

#### LiveCycle-Integrating Flex with LiveCycle (16 hours)

Flex 3 and LiveCycle Data Services: Integrating with Data and Messaging provides experienced application developers with hands-on, practical experience connecting their Flex client applications to remote, dynamic data using LiveCycle Data Services. This two day course instructs developers how to connect with remote data using web services and LiveCycle Data Services' features allowing communication with a Java-based server environment. In addition, skills will be learned how to manipulate and format the returned data. Course materials are provided.

#### LiveCycle ES: Developing Forms (16 hours)

This course introduces and teaches, in detail, techniques for developing forms for data capture and data display using Adobe LiveCycle Designer ES 8.2. Through in-depth hands-on practice, by the end of the course you will know how to create static as well dynamic, interactive, data-bound forms including input validation, localized fields, accessibility information, embedded barcodes, digital signatures, and simple through advanced scripted interactions. This course is a pre-requisite for Adobe LiveCycle ES: Building Apps. Course materials are provided.

#### LiveCycle ES2: Developing a LiveCycle ES2 Application (16 hours)

This workshop is designed as an introduction to LiveCycle ES2. In addition to providing you with theory about LiveCycle features, a large segment of the training is devoted to hands-on exercises as well as demonstrations. For each lesson, we will start with an activity to introduce you to some of the concepts that will be covered in the lesson. We will then cover the content of the lessons using a combination of lectures and demonstrations. We will finish off each lesson with an exercise where you can put into practice the functionality covered in the lesson. The exercises are divided into tasks and build upon each other to complete an example 'New Employee Hire' solution. In addition to the core tasks for the exercises, there are optional tasks that add extra functionality to the final process. To complete this workshop, there is a self-paced lab that consists of a set of requirements from which you must create your own end-to-end solution that implements the functionality covered during this workshop. The workshop uses Adobe LiveCycle Workbench ES2, which is the integrated development environment (IDE) for creating LiveCycle applications. In this IDE, you will design processes, forms and guides; however, you will also touch on the Admin User Interface and the LiveCycle ES2 modules as we complete the New Employee application. Course materials are provided.

#### LiveCycle ES2: Process Management Specialist (24 hours)

This workshop focuses on some of the more advanced features of automating a user-centric process. The first two days consist of lectures and demonstrations combined with a series of exercises that build towards creating a clinical trial review process. Topics covered include dynamically assigning tasks to users, parallel routing, handling data, handling attachments, using events, participating in a process via email, and task permissions. On the third day there is a self-paced lab. During this lab, you will build a solution that meets a specific set of requirements. The workshop uses Adobe LiveCycle Workbench ES2, which is the integrated development environment (IDE) for creating LiveCycle applications. You will also spend time testing your application in Adobe LiveCycle Workspace. Course materials are provided.

#### LiveCycle ES2: Document Output Specialist (24 hours)

This workshop focuses on building LiveCycle applications using the PDF Generator and Output modules. Day one consists of lectures and demonstrations combined with a series of exercises that focus on PDF Generator and Assembler. During this day, you will build an archiving solution. Day two follows the same pattern with the focus on Output and you will create a print-on-demand solution as well as a LiveCycle custom component. Topics covered include converting files to PDF and PDF/A, working with XPath functions, creating DDX files, dynamically building portfolios and documents, designing forms for batch printing, using the XDC editor and creating a custom component for LiveCycle. On the third day there is a self-paced lab. During this lab, you will build a solution that meets a specific set of requirements. The workshop uses Adobe LiveCycle Workbench ES2, which is the integrated development environment (IDE) for creating LiveCycle applications. As well, you will use Document Builder, Designer and Eclipse to build DDX files, templates and custom components. Course materials are provided.

#### LiveCycle ES2: Technical Platform Workshop (16 hours)

LiveCycle ES2 Technical Platform Workshop provides a technical introduction to the LiveCycle ES2 platform. It provides an overview of all the components of LiveCycle ES2 and an understanding of its service oriented architecture. There is also an overview of the tools: the LiveCycle Workbench ES2, LiveCycle ES2 Designer, and Flash Builder for creating rich internet interfaces for LiveCycle applications. Participants will be exposed to what LiveCycle ES2 is, how the product

works, looks and feels, and how the LiveCycle ES2 offering is positioned. The cornerstones of this workshop will be the LiveCycle architecture and hands-on experience with the product. Course materials are provided.

#### **LiveCycle Mociac ES2: Learning the Fundamentals (8 hours)**

LiveCycle Mosaic ES2: Learning the Fundamentals provides hands-on experience developing and deploying an application using the LiveCycle Mosaic ES2 Composite RIA Framework. Course materials are provided.

#### **AIR: Quick Start (2 hours)**

AIR Quick Start is a 2 hour overview that provides you with the hands on concepts to use AIR effectively using best practices.

#### **AIR: Building Desktop Applications with JavaScript (16 hours)**

AIR projects are created in Dreamweaver, and appear as Dreamweaver sites. They simply compile differently. This 2 day course is presented through a combination of lectures, demonstrations, walkthroughs, and labs. The course has been designed assuming that you already understand how to develop applications using HTML, CSS, and JavaScript.

#### **AIR: Building Desktop Applications with Flex 3 (16 hours)**

AIR projects are created in Flex Builder 3, and appear as Flex projects. They simply compile differently. This 2 day course is presented through a combination of lectures, demonstrations, walkthroughs, and labs. The course has been designed assuming that you already understand how to develop applications using Adobe Flex.

#### **Using Adobe Presenter 7: Quick Start (2 hours)**

Using Presenter 7 Quick Start is a 2 hour overview that provides you with the hands on concepts to use Presenter effectively using best practices.

#### **Using Adobe Presenter 7 (16 hours)**

In this instructor-led training, students will learn how to create Adobe Presenter presentations, and will cover topics including recording and editing slide narration; publishing locally, to PDF, and to the Adobe Acrobat Connect Pro Server; adding quizzes, animations, links, files, Flash content, and importing and recording audio and video to a presentation; managing presentations; and customizing presentations. The course includes content which teaches students how to create and manage training courses, virtual classrooms, training curriculums, and events. The course also includes optional content for recording a demonstration and interactive simulation using the Adobe Captivate application.

#### **Using Acrobat Connect Professional Quick Start (2 hours)**

Using Connect Professional Quick Start is a 2 hour overview that provides you with the hands on concepts to use Connect effectively using best practices.

#### **Using Acrobat Connect Professional 7 (16 hours)**

In this instructor-led training, students will learn how to create and host an Adobe Acrobat Connect Pro meeting, and will cover topics including scheduling meetings; displaying content in meetings; using audio and video during meetings; customizing the meeting room; interacting with participants; recording, editing, and downloading meetings, using breakout rooms, using the Outlook Add-In, administrating an Acrobat Connect Pro account; and creating and managing Adobe Connect Events. In addition to teaching methodology, the course focuses strongly on best practices for hosting meetings and managing associated content. The course also includes optional content for recording a demonstration and interactive simulation using the Adobe Captivate application.

#### **Using Acrobat Connect Professional 7.5 (16 hours)**

In this instructor-led training, students will learn how to create and host an Adobe Acrobat Connect Pro meeting, and will cover topics including scheduling meetings; displaying content in meetings; using audio and video during meetings; customizing the meeting room; interacting with participants; recording, editing, and downloading meetings, using breakout rooms, using the Outlook Add-In, administrating an Acrobat Connect Pro account; and creating and managing Adobe Connect Events. In addition to teaching methodology, the course focuses strongly on best practices for hosting meetings and managing associated content. The course also includes optional content for recording a demonstration and interactive simulation using the Adobe Captivate application.