

Adobe Flash

Introduction – Two Days

DAY ONE

Introducing Flash

Flash Basics
Drawing Tools
Setting the Stage
Working with Panels and Panel Layouts
The Tools and Menus
Setting User Preferences
The Development Cycle
Publishing a File

Flash Basics

Drawing Tools
Vector or Pixel
Scaling Objects
Working with Gradients

Creating & Importing Graphics

Working Graphic Formats
Importing Bitmap Graphics
Importing Vector Graphics
Importing from Illustrator, Fireworks and Other Applications
Working with Layers and Layer Folders
Using Object and Merge Drawing
Working with Colour

Working with Symbols

Graphic Symbols
Movie Clip Symbols
Button Symbols
Animating in Flash
Animating on the Timeline
Animating in Symbols
Animating Motion, Opacity, Scale and Colour
Using the Library panel

Using Text Effectively

Using the Text Tool
Adding and Formatting Static Text
Adding Hyperlinks
Changing Font Rendering Methods
Animating Text Elements
Using Font Best Practices

Day One Overview

Discussion Session

DAY TWO

Creating Animations

Working with the Timeline
Animation Techniques
Motion and Shape Tweening
Motion Guides
Onion Skinning
Keyframe Animation
Using Keyframes, Blank Keyframes and Frames
Using Animation Best Practices

Visual Effects

Colour and Transparency
Transitions
Creating Simple Masks

Interactivity

Creating Buttons Overview
Complex Buttons & Hit Areas
Animated Buttons
Adding Sound to Buttons
Writing Behaviours
Stop and Start Playback
Playing Specific Frames
Adding Actions to a Frame
Loading External Adobe Flash SWFs

Movie Clips

Creating and Using Movie Clip Symbols
Organizing a Movie Clip Timeline
Using Actions to Control a Timeline
Using Frame Labels

Sound and Video

Audio Formats
Importing Sound
Changing Sound Properties
Adding Sound to a Timeline
Embedding Video in a Timeline

Publishing Documents

Using Different Publishing Formats
Adding Adobe Flash Player Detection
Testing & Delivering Movies
Publishing for Deployment
Flash with Dreamweaver

Discussion Session & End of Course

computer graphics training

This course provides designers and developers new to the Flash environment a thorough introduction to the knowledge and hands-on practice they need to create rich Adobe Flash content. You will learn how to create projects ranging from simple banner animations through to complete Flash based websites. In addition to teaching essentials, the course focuses on teaching best practices for creating Adobe Flash content.

Goals

- Setup & Create an Adobe Flash Document
- Import and Create Graphics
- Use the Drawing Tools
- Create and Use Symbols
- Produce Motion and Shape Animations
- Import Sound and Video
- Use Script Assist and Behaviours to Add Simple Interactivity
- Publish your Movie or Website

Prerequisites

Familiarity with using the web and web terminology. Students should be proficient in using a Mac or PC, but no prior experience with Flash is required.

Who Should Attend?

The course is intended for novice user of Flash.

Courses that can be combined with this software include:

Adobe (Macromedia) Dreamweaver
Adobe Studio 8
Adobe (Macromedia) Fireworks
Acrobat Professional