



FLASH FUNDAMENTALS - 1 Day Course

Who should attend the Adobe Flash course?

The Flash Fundamentals course is aimed at designers and animators who need to create dynamic and exciting animations.

What are the benefits of attending the training course?

After completing this Adobe Flash course, you will know how to create custom Adobe Flash animations for use on the web. You will create frame-by-frame, shape-tweened, and motion-tweened animation using both custom and imported graphics as well as text.

COURSE OUTLINE

Learning the Basics

- Introducing Flash
- Using the Flash interface
- Creating a new Flash document

Creating Graphics

- Importing graphics
- Layering Flash elements
- Organizing content in layer folders
- Creating graphics
- Using the natural drawing tools
- Using color effectively
- Creating a color swatch

Symbols and Instances

- Create symbols
- Differences between graphic symbols, movie clips and buttons
- Reusing graphics as symbols

Using Text Effectively

- Using the Text tool
- Creating input, static, and dynamic text fields
- Manipulating font properties
- Using the text property to populate fields
- Anti-aliasing text
- Using text components in Flash

Creating Animation

- Introducing animation
- Creating frame-by-frame animations
- Creating motion tweens
- Using motion guide layers
- Creating shape tweens
- Adding Timeline effects
- Masking content
- Using Guides

Building a Navigational System

- Creating buttons
- Adding behaviors to buttons
- Creating MovieClips
- Using a MovieClip as a wrapper
- Dividing files into multiple SWFs
- Loading a SWF into a MovieClip

Adding Sound and Video

- Importing sounds
- Using behaviors to load sounds
- Adding video
- Using the Flash video components Publishing
- Publishing Flash for web use
- Using Flash and HTML together