

Macromedia Flash

Course Level : Introduction

Course Duration : 2 days

Prerequisites : A working knowledge of Windows95/98/NT4



▼ Course Content

○ Course Objectives

○ What is Flash

○ Working with vectors

- Using vector-based painting and drawing tools
- Painting and drawing
- Strokes, fills and gradients
- Modifying graphics

○ Working with levels and grouped elements

- Working with layers
- Creating text
- Importing images
- Using bitmaps

○ Animation in Flash

- Creating symbols
- The Edit Movie & Edit Symbol commands
- Using keyframes
- Sequencing animation
- Understanding tweening & frame by frame
- Creating a motion guide
- Using multiple scenes
- Using the library

○ Sound

- Importing sound
- Adding sound to a scene
- Synchronising sound
- Adding sound to buttons
- Using image editing programs
- Working with colour palettes
- Using safe colours

○ Interactivity

- Create animated buttons
- Adding actions to buttons
- Create frame actions
- Make interactive links to other scenes and URL's

○ Shockwave Flash

- Exporting movies for use in web pages
- Embedding Flash movies in web pages
- Making flash only web pages
- Testing your movies

○ Workshop