



## Flash Essentials

**Web Publishing Course**

**\$675**

**Two-day Hands-on Course**

**9am-5pm**

### Overview

In this introductory class, you will learn how to create interactive content, rich with video, graphics, and animation using Adobe Flash. Develop engaging interfaces using text, graphics, animations, video and sound.

### Prerequisites

This course assumes that you are familiar with using personal computers and have used a mouse and keyboard (basic typing skills are recommended). Specifically, you should be able to launch and close programs; navigate to information stored on the computer; and manage files and folders.

### Who should attend

This course for budding developers new to the Flash environment.

### Topics

#### Getting Started

- Getting to know the work area
- Working with the library panel
- Understanding the timeline
- Using the property inspector
- Using the tools panel

#### Working with Graphics

- Strokes and fills
- Creating rectangles
- Gradients selections
- Ovals
- Patterns
- Curves
- Transparencies
- Creating/editing text

#### Symbols

- Importing Illustrator files
- Creationsymbols
- Importing Photoshop files
- Instances
- Effects
- 3D space positioning

#### Animation

- Understanding the project file
- Animating position
- Changing the pacing and timing
- Animating transparency
- Animating filters
- Animating transformations
- Changing the path of the motion
- Swapping tween targets
- Creating nested animations
- Using the motion editor
- Easing
- Animating 3D motion

#### Motion & Morphing

- Articulated Motion
- Constraining Joints
- Armature Options
- Morphing with shape tweens
- Using shape hints

#### Sounds & Video

- Sounds
- Flash video
- Encoding options
- External video playback
- Video and transparency
- Embedding Flash video

#### Interactive Navigation

- Designing a layout
- Creating buttons
- Overview of actionscript
- Adding a stop action
- Creating event handles
- Creating destination keyframes
- Playing animation
- Animated buttons

#### Components

- Overview
- Adding a text component
- Components and interactivity

#### Flash Content

- Loading/removing content
- Controlling movie clips
- Creating masks

#### Publishing

- Testing
- Metadata
- Publishing options

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