



## Computer Consultants Corporation

### Flash

### Comprehensive Introduction

Length of course: 2 class days (12 hours)

Objective(s): In this class the participant will learn to create and manipulate vector graphics, to morph or tween shapes, and to integrate sound and animation into web pages.

Prerequisites: Experience with HTML and any graphic design software.

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#### Introduction to Flash

- The Flash Interface
- How Flash movies work
- What Flash can and can't do

#### Flash basics

- Setting Movie properties
- Using Vector-based paint and draw tools
- Creating, editing and grouping shapes
- Using panels and shortcuts for efficiency

#### Creating vector graphics

- Lines and brush strokes
- Drawing lines, rectangles and ovals
- Smoothing/straightening lines and curves
- Using grids and rules
- Aligning objects
- Using gradients and fills
- Creating and editing custom colors and fills
- Rotating, skewing, scaling and flipping shapes

#### Text

- Creating and editing text
- Breaking apart and reshaping text
- Adjusting font, style and alignment

#### Layers and Keyframes

- Locking layers and color coding layers
- Using Mask and masked layers
- Understanding frames and keyframes

#### Creating simple animations

- Using the Timeline Frames and keyframes
- Using the onion skin and outline colors mode
- Frame by frame animations

#### More animation features

- Creating tweened animations
- Shape and motion tweening
- Creating animations along a path

#### Symbols and Instances

- Creating and editing symbols
- Assigning properties to instances
- Applying transparency to colors and gradients
- Importing Images

#### Interactivity

- Types of actions and events
- Adding actions to buttons and keyframes
- Giving control to the user
- Nesting symbols
- Creating animated buttons
- Making interactive links

#### Sound

- Importing sound
- Adding sound to a scene or to buttons

#### Management

- Using the library to organize elements
- Using the Movie Explorer to keep track of elements

#### Testing and Publishing

- Using the bandwidth profiler
- Streaming and streamlining your movie
- Using the Publish command
- Inserting a preloader