

An Introduction to Macromedia Flash

Course Title :	Introduction to Macromedia Flash
Duration :	1 Day
Pre-requisites :	Introduction to Windows, Mac or equivalent experience.
For Whom:	The course is intended for people who wish to create high-impact vector animation files, and to add small animation files to a web site.
Course Objectives:	At the conclusion of the training participants will be able to - <ul style="list-style-type: none">○ Create Shockwave files○ Draw shapes and Add Text blocks○ Create symbols○ Utilise Libraries for efficient playing and storage○ Create animation effects○ Create interactivity in a Shock file○ Create a stand alone animation○ Create special rollovers○ Embed a Flash file in an HTML document

Course Design: This workshop is part of our FastTrack Training scheme. Training is undertaken in a one-on-one situation, or with a small group from the same workgroup. Throughout the course, the instructor will fully demonstrate and explain each new concept. This demonstration and explanation, coupled with plenty of practical exercises ensures that participants are able to meet the course objectives.

Participants are encouraged to bring samples of their work, both hard copy and on disk to the workshop, as well as a list of questions.

Notes are provided to each participant to take away at the conclusion of the training and each participant will have the exclusive use of a computer for the duration of the course.

COURSE OUTLINE

FLASH - 1 DAY INTENSIVE INTRODUCTORY WORKSHOP

INTRODUCTION

- Flash Environment
- Using Vector objects

BASIC SHAPES

- Drawing Tools
- Brush Tool
- Eraser Tool
- Transforming Shapes

TEXT

- Text Blocks
- Formatting Text
- Editable Text fields

COLOURS & FILLS

- Changing a Shape's Fill
- Changing a Shape's Stroke
- Custom Colours
- Defining Gradients
- Overlaying Shape fills

IMPORTING ARTWORK

- Vector vs Bitmap
- Importing Files
- Working with bitmaps
- Editing Bitmaps
- Converting bitmaps to vectors

LIBRARIES

- Reuseable Symbols
- Opening a library
- Sharing Libraries
- Adding to a web site

LAYERS

- Creating Layers
- Adding objects to a layer
- The Timeline
- Multiple layers

ANIMATION

- Defining motion
- Keyframes
- Tweening
- Motion Guides
- Motion Tweens

SCENES

- Creating Scenes
- Hiding Scenes
- Manipulating Scenes

INTERACTIVE OBJECTS

- Buttons
- Rollovers
- Attaching Actions
- Nav Bars

SOUNDS

- Inserting Sounds
- Synchronising
- Special sound effects

PUBLISHING FLASH FILES

- Shockwave files
- Projectors
- Optimising Flash files

INTEGRATING INTO HTML

- Embedding Flash into HTML
- Checking for a Flash Player

COMPUTER
WorkGroup
TRAINING