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Adobe Flash Introduction/Intermediate

Duration: 2 Days

Overview:

Adobe Flash is now a web standard and the only widely distributed technology for integrating vector graphics and animation into web sites. This combination of design and animation tools is complimented by a strong development environment that allows programmers to create highly interactive database driven technologies. Adobe Flash hosts a number of exciting features, including a script editor (with a visual interface); a library interface; an Undo feature; powerful run-time effects; and breakthrough motion-graphics capabilities to name but a few.

On Aspect Training's Adobe Flash Introduction/Intermediate training course, you will focus on using Adobe Flash for the creation of visually attractive vector and animation based websites and page elements. We look at creating artwork in Flash as well as importing artwork and images into Flash files. We also work with text, creating navigation systems, and creating interactive elements that contain sound and video.

By the end of Training's Adobe Flash Introduction/Intermediate training course you will have a good understanding of the core features of Flash and how to use them to create visually attractive, interactive web elements.

Prerequisites:

Experience in HTML would be beneficial.

Continued over....



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Course Topics:

Introduction to Flash

The Flash Interface
Flash and HTML
How Flash movies work - streaming and vectors

Flash basics

Setting Movie properties
Using Vector-based paint and draw tools
Creating & editing shapes and working with shapes and elements
Grouping elements
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 colours and fills
Using colours to create 3d and light effects

Text

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

Transformations

Rotating, skewing, scaling and flipping
Free Transform

Layers and Keyframes

Locking layers and colour 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 colours mode
Frame by frame animations

More animation features

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

Symbols and Instances

Working with symbols
Creating and editing symbols
Assigning properties to instances
Using the Edit symbol Commands
Applying transparency to colours and gradients

Images

Using images in Flash
Dos and do nots when importing images

Interactivity

Explaining actions and event-handlers
Types of actions
Adding actions to buttons and keyframes
Giving control to the user
Making interactive links to other scenes and URLs

Sound

Importing sound
Adding sound to a scene and adding sound to buttons
Synchronising sound

Testing and Publishing

Using the bandwidth profiler
Streaming and streamlining your movie
Using the Publish command